

CoCoALib - Feature #124

change long args in matrices into MachineInt (?)

04 Apr 2012 15:20 - Anna Maria Bigatti

Status:	Rejected	Start date:	04 Apr 2012
Priority:	Normal	Due date:	
Assignee:	John Abbott	% Done:	100%
Category:	Safety	Estimated time:	0.00 hour
Target version:	CoCoALib-0.9953	Spent time:	0.50 hour
Description			
For "public" functions (not member functions) like			
<pre>void SetEntry(MatrixView& M, long i, long j, const BigInt& N)</pre>			
should we have instead			
<pre>void SetEntry(MatrixView& M, MachineInt i, MachineInt j, const BigInt& N)</pre>			
?			
Related issues:			
Related to CoCoALib - Bug #89: MachineInt or long as fn arg type for indices		Closed	09 Feb 2012
Related to CoCoALib - Design #925: MachineInt or long for args which are indi...		In Progress	20 Sep 2016

History

#1 - 05 Apr 2012 14:12 - John Abbott

The args being considered are "indices"; we should be consistent regarding all sorts of index (well, at least non-negative index).

Here are some examples:

- matrix row/column
- indet in a PolyRing or PPMonoid
- component in a module
- argument to operator[] in any context (??)

Even though the permitted values may often be non-negative, we should **not** use any *unsigned* integral type.

#2 - 30 May 2013 15:55 - John Abbott

- Category set to Safety
- Status changed from New to Rejected
- Assignee set to John Abbott
- Target version set to CoCoALib-0.9953
- % Done changed from 0 to 100

I am rejecting this task since it is effectively covered by [#89](#) which deals with indices in general; and it seems simplest to regard matrix row/col indices as a specific case of general indices. I believe it would be odd to handle matrix indices differently from other ones.

#3 - 20 Sep 2016 18:59 - John Abbott

- Related to Design #925: MachineInt or long for args which are indices (yet again) added