

CoCoALib - Feature #1692

Suggestion: Add "JumpTo" function to prime iterators

05 Aug 2022 17:39 - John Abbott

Status:	In Progress	Start date:	05 Aug 2022
Priority:	Normal	Due date:	
Assignee:		% Done:	10%
Category:	Improving	Estimated time:	0.00 hour
Target version:	CoCoALib-0.99900	Spent time:	0.70 hour
Description			
Consider adding a JumpTo mem fn to iterators (for prime numbers)			
<pre>PrimeSeq pseq; pseq.myJumpTo(1000000); cout << *pseq << end; // print a prime number close to 1000000 ++pseq; // advance to next prime number... etc</pre>			
If we do this, it may make PrimeSeqForCRT redundant [check!]			
Related issues:			
Related to CoCoALib - Design #1787: Iterator design: compatible with C++STL? ...		In Progress	07 Mar 2024

History

#1 - 05 Aug 2022 17:44 - John Abbott

I implemented a prototype PrimeSeq1ModN class for a student, and he needed something like a JumpTo function. So I implemented one... it wasn't too hard, and seems like it could be useful for other prime iterators.

It might be nice to be able to remove PrimeSeqForCRT which is a bit of an oddity. Perhaps PrimeSeq ctor could have an optional arg when used for CRT? ...to avoid having to call myJumpTo?

#2 - 23 Nov 2022 16:11 - John Abbott

- Status changed from New to In Progress
- % Done changed from 0 to 10

What should the mem fn be called?
Current prototype calls it **JumpTo**, so that a mem fn call would look like pseq.JumpTo(n). This does not follow the rule that mem fns have names beginning with my or lam.

What name should we use?

#3 - 15 Feb 2024 22:39 - John Abbott

- Target version changed from CoCoALib-0.99850 to CoCoALib-0.99900

#4 - 07 Mar 2024 19:52 - John Abbott

- Related to Design #1787: Iterator design: compatible with C++STL? Advancing beyond end? added