CoCoALib - Feature #312

LongRange(a,b) returning vector of long a..b (included)

14 Feb 2013 12:35 - Anna Maria Bigatti

Status:	Closed		Start date:	14 Feb 2013
Priority:	Normal		Due date:	
Assignee:	Anna Maria Bigatti		% Done:	100%
Category:	New Function		Estimated time:	2.00 hours
Target version:	CoCoALib-0.99532		Spent time:	2.10 hours

Description

I do miss in C++ the convenient cocoa syntax **a..b**.
In fact it is particularly useful for calling **submat**.
So I suggest having **LongRange** in **utils.H**
(that implies including in it **vector.H**)

Related issues:

Related to CoCoALib - Feature #357: Constructor for vectors? CoCoAVector	**Rejected**	**24 May 2013**
Related to CoCoALib - Feature #1472: Idea for for loops	**In Progress**	**23 Jul 2020**
Related to CoCoALib - Feature #202: MatrixView/function for viewing a single ...	**Closed**	**04 Jul 2012**
Related to CoCoALib - Design #64: submat takes only vector<long>	**Closed**	**15 Dec 2011**
Related to CoCoALib - Design #601: LongRange: in which file should it be decl...	**In Progress**	**31 Jul 2014**
Related to CoCoALib - Feature #1788: New MatrixView/function "FirstRows/First...	**Closed**	**08 Mar 2024**

History

#1 - 14 Feb 2013 16:04 - John Abbott

It is a shame to have to include the standard header <vector> in the file utils.H.

It may not be relevant, but I notice that there is a file ULong2Long.H which contains essentially one inline fn. So we could put **LongRange** into a separate file.

However, I believe ULong2Long is in a separate file for a specific good reason: so that the test compilations made by the configure-time script cpp-flags-ulong2long.sh are particularly simple.

#2 - 15 Feb 2013 18:54 - John Abbott

It's not very important, but JAA thinks that **LongRange** should not be inline:
its impl is not that short, and run-time efficiency is not that crucial (*e.g.* it won't be called millions of times).

Unfortunately, making it not inline does not let us remove #include <vector> from the header file... sigh! Maybe some future version of C++ will allow it...?

#3 - 24 May 2013 18:58 - Anna Maria Bigatti

- Category set to New Function

- Status changed from New to Feedback

- Assignee set to Anna Maria Bigatti

- Target version set to CoCoALib-0.9953

- % Done changed from 0 to 90

#4 - 03 Jun 2013 17:38 - John Abbott

It might be worth moving the impl into its own **separate file**: this would remove the need to include vector in the header file for utils.

#5 - 29 Oct 2013 13:50 - Anna Maria Bigatti

John Abbott wrote:

> It might be worth moving the impl into its own **separate file**: this would remove the need to include vector in the header file for utils.

I think we'd better keep it in utils: if we find that we have a suitable number of "utils" needing vector we will make a separate file for them and move there **LongRange**

#6 - 21 Mar 2014 14:29 - Anna Maria Bigatti

- Target version changed from CoCoALib-0.9953 to CoCoALib-0.99532

#7 - 01 Apr 2014 19:15 - Anna Maria Bigatti

- Estimated time set to 2.00 h

#8 - 02 Apr 2014 07:33 - Anna Maria Bigatti

I added some commented out calls to **LongRange** (to replace the existing for loops).
For paranoia, needs testing (not my code, mainly ApproxPts2)

#9 - 03 Apr 2014 11:38 - John Abbott

- Status changed from Feedback to Closed

- % Done changed from 90 to 100

No problems in almost a year --> closing.

#10 - 23 Jul 2020 20:40 - John Abbott

- Related to Feature #1472: Idea for for loops added

#11 - 08 Mar 2024 09:05 - Anna Maria Bigatti

- Related to Feature #202: MatrixView/function for viewing a single row or column (RowMat, ColMat) added

#12 - 08 Mar 2024 09:16 - Anna Maria Bigatti

- Related to Design #64: submat takes only vector<long> added

#13 - 08 Mar 2024 09:16 - Anna Maria Bigatti

- Related to Design #601: LongRange: in which file should it be declared/defined? added

#14 - 08 Mar 2024 10:12 - Anna Maria Bigatti

- Related to Feature #1788: New MatrixView/function "FirstRows/FirstCols"? added