CoCoA-5 - Feature #328

Swap

05 Mar 2013 21:39 - John Abbott

Status: Closed Start date: 05 Mar 2013

Priority: Normal Due date:

Assignee: John Abbott % Done: 100%

Category:CoCoA-5 function: newEstimated time:0.00 hourTarget version:CoCoA-5.0.9Spent time:1.25 hour

Description

I think C5 should have a swap procedure.

Presumably it could simply be

```
Define swap(ref A, ref B)
  tmp := A;
  A := B;
  B := tmp;
EndDefine;
```

Perhaps an internal impl could avoid actually making a copies of the values.

History

#1 - 24 May 2013 14:49 - John Abbott

- Target version changed from CoCoA-5.0.3 to CoCoA-5.0.9

#2 - 24 Feb 2014 18:05 - John Abbott

- Status changed from New to In Progress
- Assignee set to John Abbott

Added first basic impl to coclib.cpkg5.

It should be possible to swap most types of value in C++ without actually copying them! I'll do this soon (maybe?)

Added manual entry too.

#3 - 25 Feb 2014 10:58 - John Abbott

- % Done changed from 0 to 20

Giovanni any good hints on how I could implement an efficient swap function in C++ (rather than doing 3 assignments in the interpreter)?

#4 - 25 Feb 2014 14:31 - Giovanni Lagorio

If I remember correctly, the swap above should not make any useless copy (that is, objects should be shared until they are modified). I don't remember the details of the implementation, in C++ you could probably just swap a couple of pointers, but it shouldn't be noticeably faster than the 3 assignments above (unless you call swap a gazillion times in a row ;-)).

03 May 2024 1/2

#5 - 26 Feb 2014 11:18 - John Abbott

- Status changed from In Progress to Feedback
- % Done changed from 20 to 80

I tried swapping two long lists (10000000 entries), and it was pretty quick; so I deduce that the values are not copied -- thanks for the tip-off, Giovanni.

#6 - 25 Mar 2014 15:11 - John Abbott

- Status changed from Feedback to Closed
- % Done changed from 80 to 100

No trouble after 1 month in feedback.

Minor revision to the documentation.

Closing.

03 May 2024 2/2