

CoCoALib - Bug #536

Make RingBase::myCharacteristic a fn rather than a proc

15 Apr 2014 12:27 - John Abbott

Status:	Closed	Start date:	15 Apr 2014
Priority:	Normal	Due date:	
Assignee:	John Abbott	% Done:	100%
Category:	Tidying	Estimated time:	1.00 hour
Target version:	CoCoALib-0.99850	Spent time:	1.05 hour
Description			
The mem fn RingBase::myCharacteristic returns void (supposedly for "efficiency", but who's going to calculate millions and millions of characteristics?); make it return the characteristic instead (should be efficient with C++11, if BigInt has a move ctor)			

History

- #1 - 09 Jul 2014 18:01 - John Abbott
- Target version changed from CoCoALib-0.99534 Seoul14 to CoCoALib-1.0
- #2 - 29 Oct 2021 19:09 - John Abbott
- Assignee set to John Abbott
  - Target version changed from CoCoALib-1.0 to CoCoALib-0.99800

Now we have moved to C++14, and BigInt has a move ctor, we can implement this change.

Should there be a speed check? Maybe it is just better to see if it causes a genuine "slug" at some future point (personally, I doubt it!)

- #3 - 05 Nov 2021 15:34 - John Abbott
- Status changed from New to In Progress
  - % Done changed from 0 to 10

Anna approves too.

Suggestion: create also a fn which returns a machine long (if poss, o/w error).

- #4 - 28 Jan 2022 13:04 - John Abbott
- Target version changed from CoCoALib-0.99800 to CoCoALib-0.99850

- #5 - 08 Mar 2023 20:29 - John Abbott
- Status changed from In Progress to Feedback
  - % Done changed from 10 to 90

I have made the change. I really cannot see a sane use-case where characteristic needs to be super efficient.

I have not implemented a variant which returns a machine int -- might this be useful somewhere?

- #6 - 09 Mar 2023 21:58 - John Abbott
- Status changed from Feedback to Closed
  - % Done changed from 90 to 100

- #7 - 28 Mar 2024 16:44 - Anna Maria Bigatti

- Related to Support #1687: Release CoCoALib 0.99850 added

**#8 - 29 Mar 2024 09:00 - Anna Maria Bigatti**

- Related to deleted (Support #1687: Release CoCoALib 0.99850)