

CoCoALib - Feature #828

MachineInt: function for checking that value is greater than some lower limit (and below MAXLONG)

30 Nov 2015 17:38 - John Abbott

Status:	In Progress	Start date:	30 Nov 2015
Priority:	Normal	Due date:	
Assignee:	John Abbott	% Done:	20%
Category:	New Function	Estimated time:	0.00 hour
Target version:	CoCoALib-1.0	Spent time:	1.60 hour
Description			
Many fns accepting a MachineInt actually want a positive (or non-negative) value.			
There is a fn called IsInRange but the requires both upper and lower bounds to be specified.			
It could also be handy to have a fn like IsInRange which returns the value (as a long) if it is in the specified range, and otherwise throws an "out of range" -- perhaps the name of the caller can be passed in so that the error message can give a better idea of where the problem arose?			

History

#1 - 30 Nov 2015 17:42 - John Abbott

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

Perhaps the existing IsInRange is not too far from what I want; the real hitch is that an upperbound has to be specified (when in most cases I want it to be "MAXLONG").

One possibility could be to have a special enum with just one value MaxLong, then a call to IsInRange(1, n, MaxLong) would check that n is at least 1 and at most MaxLong.

Alternatively there could be a new fn, IsLongGreaterThan(n,1). I'm not sure how to achieve a meaningful name which will end up being more compact than IsInRange(1,n,MaxLong)

Any ideas? Comments?

**NOTE** (2015-12-09) a simpler solution would be to make MaxLong a constant global long whose value is numeric\_limits<long>::max()

#2 - 30 Nov 2015 17:56 - Anna Maria Bigatti

John Abbott wrote:

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Any ideas? Comments?

I like MaxLong! And MaxULong?

**#3 - 30 Nov 2015 18:12 - John Abbott**

In prima battuta farei solo MaxLong perche' voglio "scoraggiare" l'uso di unsigned long.

Non ti viene i mente un bel nome per una fn che controlla se il valore e` un long con valore almeno lwb?

Cosa pensi di una fn tipo RangeCheck(lwb, n, upb) che da` il valore di n se e` nel range indicato, altrimenti da` errore? Forse meglio RangeCheck(lwb,n,upb, NomeFn)?

**#4 - 30 Nov 2015 18:50 - Anna Maria Bigatti**

Ok, for the Check function (with the function name).

But I 'd rather have (n, lo, hi)... Am I too late to notice this?

**#5 - 30 Nov 2015 18:54 - Anna Maria Bigatti**

IsGreaterThan?

Or just overwrite operator>?

**#6 - 01 Dec 2015 11:25 - John Abbott**

- Assignee set to John Abbott

- % Done changed from 10 to 20

Mmm, I guess Scott Meyers would not be impressed by a fn IsInRange which takes 3 integer args -- one could guess that the args are "value", "lwb" and "upb", but what order should the args be in?

Perhaps a cleaner interface would be something like IsIn(val, interval(lwb,upb)) and we hope that the compiler can do a decent job.

Defining operator> and so on is possible, perhaps even a good idea.

Actually what I'm hoping for is a fn like RangeCheck because it is easy to use in the initialization part of a ctor. A call could look like RangeCheck(arg, interval(lwb,upb)); if we just want non-neg values then it would be RangeCheck(arg, interval(0,MaxLong)), and for strictly positive values we would write 1 instead of 0 to get RangeCheck(arg, interval(1,MaxLong)).

I'll think about it over lunch.

**#7 - 01 Dec 2015 11:28 - John Abbott**

It might make sense to allow other types of "condition":

RangeCheck(arg, PositiveLong) or perhaps simply RangeCheck(arg, positive)

RangeCheck(arg, NonNegLong) or perhaps simply RangeCheck(arg, NonNeg)

In some cases I want to check that the value is greater than 1, but then usually I want to give a specific error message (e.g. ERR::BadModulus).

#### #8 - 01 Dec 2015 15:26 - John Abbott

I've just spoken to Mario about this issue (even though he wasn't on the watchers list).

He made some suggestions:

- a class `InRange` whose `operator()` says whether a value is in the given range; a check would look like this `InRange(0,100)(n)`
- a CPP macro which calls `RangeCheck` adding an extra arg which is `__FUNCTION__` so that the context of the error is automatically passed.

He seemed to think that the `InRange` class is perhaps the "most C++"-ish solution, but also liked the idea of `RangeCheck` (even though it seems more "pedestrian").

**NOTE** it seems that the "macro" `FUNCTION` is a gcc special feature, while the C++11 standard offers `__func__` (but there seemed to be some doubt about how the "name" of a C++ fn is represented).

#### #9 - 01 Dec 2015 15:29 - John Abbott

I'm mostly interested in a solution which will make most code easy to read (without significant run-time overhead).

Maybe there could simply be some special fns such as `CheckPositive` and `CheckNonNeg`.

It is still not clear to me how to distinguish (names) between a fn which returns a boolean, and a fn which either throws or returns the value as a long.

#### #10 - 09 Dec 2015 13:54 - John Abbott

Currently a `MachineInt` is converted to a long using the function `AsSignedLong` which includes a check for overflow.

An idea is to allow `AsSignedLong` to take a second arg which is a predicate. If we have predicates such as `InRange(a,b)` and `positive` and perhaps `GreaterThan(a)` then a call would look like `AsSignedLong(n, InRange(2,32767))`. This is a bit verbose, but seems fairly readable to me. Notice that `AsSignedLong(n, GreaterThan(1))` automatically implies that the max value is `MaxLong`.