
Subject: AND statements

Posted by [Phil Aldis](#) on Sun, 28 Feb 1999 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

If you write some code like this:

```
test=Ptr_New()
```

```
IF Ptr_Valid(test) AND Size(*test, /type) NE 10 THEN print, *test
```

....can you always guarantee that it will not try to evaluate the second statement if the first one was false - or is this a dangerous tactic to adopt?

Oh, by the way, in a day or two I should be able to put out a little bit of code which might be of interest to some. I did it at home so unlike most of my programs I can let others use it. It will (hopefully) when passed a pointer free up any heap memory, including, pointer arrays, structures, objects. I suppose I could fairly simply extend it to object references by simply using Obj_Class on the passed object reference, then using Execute to create a structure and then it would be just like normal. Although that addition might take a little while longer. If anyone has any suggestions, please e-mail to let me know, (or if someone else has done a program like this before).

Cheers,
Phil

P.S. If you reply, can you cc to philaldis@geocities.com, as well as to the newsgroup, as my newsgroup feed seems to be more than a little selective about the messages it picks up.
