
Subject: Re: AND statements

Posted by [philaldis](#) on Tue, 09 Mar 1999 08:00:00 GMT

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I'll just post it again in case anyone was confused about the signature. (different people using the same machine)

Martin Schultz <mgs@io.harvard.edu> wrote:

```
>> IF NOT (A EQ 0) THEN IF B/A GT 5 THEN <SOMETHING> $
>> ELSE <SOMETHING_ELSE> $
>> ELSE <SOMETHING_ELSE>
>>
>> (Where the second SOMETHING_ELSE is the same as the first one)
>>
>> [...]
>
> in short this is the same as
> IF E1 THEN ( IF E2 THEN A ELSE B ) ELSE C
>
> I don't think there are that many cases where B is really the same as C.
```

Well I've had it quite often when I've been dealing with pointers and I want to find out if what a pointer points to is whatever, but the pointer might be null. I then obviously have to have a first test for
IF Ptr_Valid(pointer) THEN BEGIN
IF *pointer EQ whatever THEN BEGIN

```
  .
  .
  .
  .
ENDIF ELSE (carry out code for failed pointer)
ENDIF ELSE (carry out code for failed pointer)
```

The pointer failing due to it not been valid is the same kind of failing as it not pointing to whatever so I have to either write code twice or set a flag at (carry..) part and then do
IF flag EQ 1 THEN ,

I think that is certainly better than a goto in that circumstance. I had to use that several times in the ptr_free program I wrote (see post of 04/03/99), but then no-one would know about that been as not one person has looked at it - oh well I'll leave programs that are of use to others to the likes of DWF.

Cheers,
Phil
