Subject: Language Documentation; was: Re: Inverting indices?
Posted by caron on Fri, 08 Jul 1994 15:49:32 GMT

> Well, to be correct, a 'true' value is any 'odd' value, i.e. LSB is 1.
> A 'false' value is any 'even' value, i.e. LSB is 0. The NOT operator
> does a bitwise NOT, so this works out. WHERE, however, returns indices
> of all *nonzero* elements, so use -1 because (NOT -1) is 0.

Ive been wondering about this. Could RSI please get this kind of stuff
into their documents? As a C programmer, I've been used to 0 or not 0 logic.
Also, you could mention that all your logical operations are bitwise (I think),
e.g "and" is "&" not "&&".

As a general comment to RSI, your manuals seem written for the casual,
scientist-type (i.e. non-programmer). Sort of a "dont confuse them" attitude.
Your language description is woefully vague to the eyes (ears?) of this
programmer. How about a "programmer's description" of the language?

Comments?