Subject: Re: Interpreter stack not aligned properly during user return.
Posted by Stein Vidar Hagfors H[2] on Fri, 12 Mar 2004 16:40:12 GMT
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David Fanning <david@dfanning.com> writes:

> Craig Markwardt writes:
>
>>> The lesson is, of course, don't use unnecessary parentheses!  To decide
>>> which parentheses are actually necessary when using pointers, arrays, and
>>> structures together, you could consult the operator precedence tutorial.
>>
>> ...or get addicted to crack cocaine.  That seems easier and produces
>> the same effect.  :-)
>
> That's what I was thinking, too, but I couldn't tell
> if my eyes were blurring from tiredness or just the
> effort to keep all those parentheses straight when
> I had a pointer to a structure that had a pointer....
>
> Oh, my God, I'm dizzy again!

Not to mention the *HORRIBLE* fact I discovered (the hard way) not too
long ago, that IDL goes against all common sense putting AND and OR on
equal footing wrt precedence:


IDL> print, 1 or 0 and 0
       0
IDL> print, 1 or (0 and 0)
       1


Yikes!!! I've used IDL for sooo many years, and heaven knows how many
statements of the form "a OR b AND c" there are in my programs,
causing unintended results! IMO they might as well abandon the whole
idea of operator precedence, switching to a clearly stated, randomized
evaluation approach. That way, everybody would know that you'd better
put in every darn parenthesis that you *think* is superfluous.

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Stein Vidar Hagfors Haugan
ESA SOHO SOC/European Space Agency Science Operations Coordinator for SOHO

NASA Goddard Space Flight Center,     Tel.:  1-301-286-9028
Mail Code 682.3, Bld. 26,  Room G-1,   Cell:  1-240-354-6066
Greenbelt, Maryland 20771, USA.      Fax:  1-301-286-0264
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