Subject: Re: Bug in operator precedence
Posted by Foldy Lajos on Tue, 16 Aug 2005 08:43:12 GMT
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Hi,

print, ~1+1, (~1)+1, ~(1+1) gives 1 1 0, which shows, that ~ has precedence greater or equal to addition. According to the documentation, this is clearly wrong (and GDL is right printing 0 1 0).

By the way, in GDL print, NOT 1+1, (NOT 1)+1, NOT (1+1) gives -3 -1 -3, which should be -1 -1 -3, because the precedence of NOT is equal to addition (and IDL is right).

Now, we have two similar bugs, and the efforts needed to fix them are equal. Which bug will be fixed first? (I would bet on GDL's bug fixed in a few days.)

Ready, Steady, Go! :-)))))))

regards,
lajos

On Tue, 16 Aug 2005, m_schellens@hotmail.com wrote:

> According to the manual, operators
>
> ~ || &&
>
> have lower precedence than
>
> AND OR XOR
>
> Now I get:
> IDL> print, 1 && ~3 and 4
> 0
> IDL> print, 1 && (~3) and 4
> 0
> IDL> print, 1 && ~(3 and 4)
> 1
>
> I would consider this as a bug.
> Anybody agree or am I missing something?
>
> Cheers,
> marc

>
>