Subject: Re: "foreach" loops in IDL
Posted by Vince Hradil on Fri, 16 Jan 2009 20:43:00 GMT
View Forum Message <> Reply to Message

On Jan 16, 3:34 pm, Paolo <pgri...@gmail.com> wrote:
> I was referring to foreach.pro , not to what you posted.
> Sorry for the confusion.
>
> I guess that I have the same loathing for common blocks that
> David has for heap_gc ... I guess anybody is entitled his
> quirks ;-)
>
> Ciao,
> Paolo
>
>
>
> rtk wrote:
>> On Jan 16, 12:37 pm, Paolo <pgri...@gmail.com> wrote:
>>> My opinion is that something like that make the
>>> code more difficult to understand and prevent
>>> utilization in two different programs running at the
>>> same time in the same session because of the
>>> common blocks.
>
>> It is unclear which set of extensions you are referring to, but if you
>> mean the ones I mentioned I encourage you to take a second look at
>> lambda.pro. There will be no problem between programs because of the
>> common block. Also, the extensions are meant mostly for command line
>> use.
>
>> As for being hard to read and understand, that is just a matter of
>> experience and opinion. Functional languages do pretty well with
>> constructs like these and vastly more sophisticated ones.
>
>> Lastly, as always, if you don't like something, don't use it :)
>
>> Ron- Hide quoted text -
>
> - Show quoted text -

I would have to agree with Paolo here. The for-loop syntax is simple
and clear. The @do @done really obfuscates the code.