
Subject: Re: IDL Array Push

Posted by [JDS](#) on Wed, 07 Apr 2010 21:04:40 GMT

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On Apr 6, 2:23 pm, Aram Panasenco <panasenco...@gmail.com> wrote:

> On Apr 6, 3:52 am, Jeremy Bailin <astroco...@gmail.com> wrote:

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>> On Apr 5, 1:36 pm, Aram Panasenco <panasenco...@gmail.com> wrote:

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>>> On Apr 5, 9:23 am, James <donje...@gmail.com> wrote:

>

>>>> How is this different from concatenating two arrays like [[[array1]],

>>>> [[array2]]]?

>

>>> *facedesk*

>

>>> It's not. I completely forgot about concatenating arrays. Oh well, I

>>> suppose it was good coding practice anyway.

>

>> In my version of PUSH, it concatenates the two arrays if they exist,

>> but creates the first one with the contents of the second if it

>> doesn't. That makes it easy to stick into a loop where you don't know

>> whether the original array will exist at entry (or if you explicitly

>> know that it won't).

>

>> -Jeremy.

>

> Wow, that's a great idea! It makes my code looks so much cleaner.

> Compare:

The only problem with this type of "push" is that it differ dramatically from similar operators in other languages. For these, typically extra "space" is pre-allocated at the array ends and used as needed, intelligently adding more buffer as necessary. In principle this could be done with IDL, but concatenation or other simple methods make a full copy of the array each and every time an element is added, which is costly.

JD
