On Dec 14, 8:31 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:
> This is very pertinent. Those are important needed features / bug
> fixes that were missed in the way lists and hashes were implemented.
> They are good ideas to add to the class I started implementing, which
> will also include deep copy, conversion to/from pointer arrays, and
> fix those issues with non existing elements.

Other changes I am considering to put in my derived classes:

1) Make lists do nothing (as hashes already do) if !null is used as
index on _overloadBracketsLeftSide.

2) Make lists and hashes return !null when !null is used as an index
(now they throw an error).

3) Make lists and hashes accept !null on the _overloadPlus method and
do nothing, instead of throwing an error.

(3) is to work in conjunction with (2), so that lists/hashes can be
added to indexed lists/hashes, without having to verify if the index
is not !null.

Any thoughts?