
Subject: Re: Avoiding multiple or complex WHEREs?
Posted by [cgguido](#) on Tue, 22 Feb 2011 20:02:42 GMT
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On Feb 22, 10:29 am, Paulo Penteado <pp.pente...@gmail.com> wrote:
> On Feb 21, 6:55 pm, Gianguido Cianci <gianguido.cia...@gmail.com>
> wrote:
>
>> Yeah :-/ I guess I am trying to build something like a HASH with two
>> keys for each value... but I could be going about this completely
>> backwards!
>
> It depends on how you are going to use it, but this problems suggests
> to me making a class that overloaded the brackets, to search for what
> you want, and return !null if not found. Internally it could use
> hashes, lists or arrays (of values or pointer arrays). The better
> choice depends on things like the number of points and whether they
> form a grid in ID, whether Ts are integers (I am guessing that
> particle IDs are). That way it would be usable doing things like
>
> p_cool=p[[1,3,4],23:100]

Wow. I did a little object oriented programming a long time ago, in java, but never with IDL. Didn't realize that you could overload even the brackets operators. That's really cool! Not sure exactly how this would work though, seen as in reality 'p' has a few more columns (x,y,z,mass,radius,T,ID) so I would want to overload the operator for the last two columns but still be able to use plot, p[0,*], p[1,*] to plot all the positions. So for columns 0:4, the brackets should not be overloaded. And since you mentioned it, ID and T are both integers, not all ids may be present at all times, there could be 10k to 100k ID-Time pairs in each set.

Thanks for your help Paulo!

Gianguido
