

NOTES

Can a Clarion Programmer take on a team of C Programmer

ROOT

Changes from last year

DO & EXIT are faster and smaller i.e. Routines

LOCAL DATA is slower & 3 bytes fatter in ROUTINES

IMPLICIT ARE BAD IN ROUTINES, one copy per routine

RETURNS & ACCEPT are fatter in routines 40 bytes / RETURN

ISL Limits can be gotten around with ROOT, split Big PROCs into Routines

LABELS cost 10 bytes

CASE:

Can have General Expressions in OF

Can have Case in Formula Editor

Case Promotion CASE STRING OF LONG converts string to

LONG for faster compare, a later OF STRING will result

in a STRING compare from then on

String compares are the slowest

SPECIAL FAST CASES

USHORT or smaller CASE an OF

STRING(S) and OF STRING(S) or 'A' not "

EXECUTE

ACCURACY - 1

REAL Real = 1/E6 $R = R + 1 - R = .09999997671756 \dots$

Cannot gain significance; Loss upon addition & subtractions

0.1 pathogenic 0.1, 0.01 cannot be represented in floating point

Fuzzy Equivalence - only compares to 14 decimals

Logical round pragma in 3009 - on by default, rounds to some decim

Zero divide Pragma $x/0 = 0$ if pragma on

Decimals

implemented BCD - Totally Accurate Biz Math

31 digits of precision

Seamless & invisible integration

Avoidable - pragma to be turned off

used on DECIMALS & PDECIMALS, STRING(2N,y), UNONGS

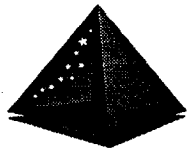
decimal constants 43.32 implicitly are decimals

unless they contain an E

TopSpeed CORPORATION

Pragma controls

Handles as RE



NOTES

~~Decimal~~ BCD used in $+ - \times / =$ if =

Efficiency - Are decimals slower than reals?

without X87 decimals much faster than real

with X87 same speed

Pentium Decimals 2 times slower

speed is Data sensitive, eg $\times 10$ is very fast
ROUND is very fast

BIND & EVALUATE

The more ~~the~~ variables bound, the slower the evaluate

PROPERTY syntax

properties are slower than having it in the window structure

PROP = Literal Faster Number Fastest
Variables slower

AUTO on window is not repainted until END of
ACCEPT Loop. ~~to~~ otherwise each PROP repaints

GRAPHICS - WMF ^{vector} - Very efficient, slower to display

BMP - Fastest to load & display, Big

PCX - compressed

GIF - much more compression - Dithering

JPG - lossy compression - Slowest to load

Memory - files are decompressed and take full memory

Bruce Talk

Don't know when ready.

No new functionality before release

Fixup bugs and make 1 more release

3.1 in ~~initial~~ initial Beta

Projects underway

- Working on 32 bit Compilers C++, Modula-2, Chicago linker

Next release of CW could be 32 bit - Performance great

Projects - Future

CW Report ~~Writer~~ Writer

CW Personal Developer

TOPSPEED ENGINE - Very Promising

Version Control - Save previous versions

Project Control - Multi-Programmer