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Some mistakes in the documentation

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Kwabbernoot

Posts: 71

Joined: Tue Apr 20, 2010

4:23 am Location: NL

Some mistakes in the documentation

by **Kwabbernoot** » Fri Oct 12, 2012 5:45 am

Some small mistakes in the documentation.

1) ReDim.

The result of the first example: index: 5 value: 5 should be: value: 0

2) ReDim

Second sentence under Description:

"so, unlike Dim, variable-length arrays can be defined with constant subscripts." I don't understand. You can have fixed length arrays with constant subscripts.

3) RND

In syntax and usage the argument for the RND function is called: "seed". Under Parameters it's called "number". It should have the same name everywhere.

- 4) In the Functional Keyword List I would expect the CLEAR statement under Arrays. And maybe WindowTitle under Console and Graphics, it's now under OS/Shell.
- 5) Character _ for continuation on the next line never mentioned in the documentation.

6) A mistake in the Beginner's guide (written by Clark and Feagan) in the example of the EQV function (page 63) line 31: myInt1 > 5 should be: myInt1 > 3. The same mistake on the next page showing the results of the example.

Last edited by Kwabbernoot on Sat Oct 13, 2012 5:45 am, edited 1 time in total.





fxm

Posts: 8224

Joined: Wed Apr 22, 2009 10:46 pm

Location: Paris suburb,

FRANCE

Re: Some mistakes in the documentation

□ by **fxm** » Fri Oct 12, 2012 5:46 pm

Kwabbernoot wrote:

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1) OK:

/wiki/KeyPgRedim ⇒ FxMwikki [Correction of first example output]

2) FBWiki description is OK:

- An array declared with "Redim" is always a variable-length array whatever the type of dimensions (even for constant dimensions).
- An array declared with "Dim" is a fixed-array if dimensions are all constants, otherwise a variable-length array if one dimension at least is variable (or empty set of dimensions).

3) OK:

corrected by CountingPine

/wiki/KeyPgRnd ⇒ CountingPine [correct number -> seed; minor changes]

4) NOK:

- "Clear" is more general because it clears or initializes some memory.
- "Erase" is dedicated to arrays.
- With the powerfull "ScreenControl" keyword (in the list of "Graphics" functions), we can get and set the graphic window title. "WindowTiltle" is a more old and rustic keyword which could be suppressed.
- 5) Indirectly mentioned in page 'Comments':

/wiki/ProPgComments

paragraph 'Comments after line continuation'

6) pending the authors for correction.

?

Kwabbernoot

Posts: 71

Joined: Tue Apr 20, 2010

4:23 am Location: NL

Re: Some mistakes in the documentation

Dby **Kwabbernoot** » Sat Oct 13, 2012 5:44 am

I made a correction to 6)

fxm wrote:

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- An array declared with "Dim" is a fixed-array if dimensions are all constants, otherwise a variable-length array if one dimension at least is variable (or empty set of dimensions).

Dim AS INTEGER Arr(20), this means 1 dimension with 21 elements (subscripts).

It's still not clear to me. You are talking about dimensions, the documentation is talking about constant subscripts. You can have and always have constant subscripts in a fixed array.



Re: Some mistakes in the documentation

□ by **fxm** » Sat Oct 13, 2012 6:35 am







Yes, I did confusion between dimension and bound range (lowerbound / upperbound).

Rewritten sentences:

- An array declared with "Redim" is always a variable-length array whatever the type of bound range (even for constant bound ranges).
- An array declared with "Dim" is a fixed-array if bound ranges are all constants, otherwise a variable-length array if at least one bound range is variable (or empty set of bound ranges).



counting_pineSite Admin

Posts: 5944

Joined: Wed Jul 06, 2005

3:32 am

Location: Manchester,

Lancs Contact: ···

Re: Some mistakes in the documentation

by counting_pine » Sat Oct 13, 2012 11:55 pm

Hmm, looks like my response post got lost :(

My response for 2) said something like:

- With Dim, declaring an array with all-constant subscripts gives a fixed-size array.
- With Redim, declaring an array with all-constant subscripts gives a resizeable array.

Regarding 6): fbeginner was an independent project - I'm not sure if it's still active. I think at least one of the authors still hangs around here so might catch this thread, otherwise you might be able to contact them directly.

With 5), I don't know what the best solution is. A while ago I was thinking of having a page to document the use of every symbolic character in FB, e.g. _, '?, ->, ... But nothing ever materialised.

EDIT: Here were my thoughts on that: viewtopic.php?p=90372#p90372

