NICE ELKS 2000 proposal
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NICE ELKS 2000

Welcome! This official NICE page hosts the ELKS 2000 initial and current proposals.

In 1995, NICE (The Non-Profit International Consortium for Eiffel) adopted the ELKS'95 standard for Eiffel kernel libraries. Since then, and despite the fact it was supposed to be updated each year and although it was considered by many as an imperfect standard, ELKS had not evolved beyond ELKS'95.

In July 1999, Emmanuel Stapf (from ISE) and Dominique Colnet and Olivier Zendra (both from the SmallEiffel team) met in Nancy, France, and worked on a much-needed proposal (limited to ARRAY and STRING) to try and get ELKS evolving a bit. This initial ELKS 2000 draft proposal was then submitted for review to other Eiffel experts, then to a meeting in TOOLS USA.

It is now discussed in the NICE mailing list dedicated to library issues, http://www.egroups.com/group/eiffel-nice-library.

This site gives access to the following resources:

- current_array.html: The current state of the ELKS 2000 proposal for ARRAY.
- current_string.html: The current state of the ELKS 2000 proposal for STRING.
- initial_array.html: The initial ELKS 2000 proposal for ARRAY.
- initial_string.html: The initial ELKS 2000 proposal for STRING.
- changelog.html: The list of changes between the initial and the current ELKS 2000 proposals.

Maintainers: Dominique Colnet and Olivier Zendra.

Last Update: 20 August 1999.
5.12 Class ARRAY (current ELKS2000 status)

[indexing]

description: "Resizable sequences of values, all of the same type or of a $\%$conforming one, accessible through integer indices in a $\%$contiguous interval"

class interface

ARRAY [G]

creation

make (minindex, maxindex: INTEGER)

-- Allocate array; set index interval to
-- minindex .. maxindex; set all values to default.
-- (Make array empty if minindex > maxindex.)
require
valid_indices: (minindex <= maxindex) or (maxindex = minindex - 1)
ensure
lower_set: lower = minindex
upper_set: upper = maxindex
-- array_set: for i in minindex..maxindex, item(i) = default item

make_from_array (a: ARRAY [G])

-- Initialize from the items of a.
-- (Useful in proper descendants of class ARRAY,
-- to initialize an array-like object from a manifest array.)
require
valid_array: a /= Void

feature -- Initialization

make (minindex, maxindex: INTEGER)

-- Set index interval to minindex .. maxindex;
-- reallocate if necessary; set all values to default.
-- (Make array empty if minindex > maxindex.)
require
valid_indices: (minindex <= maxindex) or (maxindex = minindex - 1)
ensure
lower_set: lower = minindex
upper_set: upper = maxindex
-- array_set: for i in minindex..maxindex, item(i) = default item

make_from_array (a: ARRAY [G])

-- Initialize from the items of a; reallocate if
-- necessary. (Useful in proper descendants of
-- class ARRAY, to initialize an array-like object
-- from a manifest array.)
require
valid_array: a /= Void

feature -- Access

first: like item

-- First element
require
not_empty: not is_empty
ensure
definition: Result = item (lower)

has (v: like item): BOOLEAN

-- Does Current contain v?
-- Use equal as comparison operator.
ensure
definition: Result = valid_index(index_of(c));
index_of (v: like item): INTEGER
-- Index of first occurrence of v
-- Use equal as comparison operator.
-- Upper + 1 if not found
ensure
not_found: (Result = upper + 1) = not has(v);
found: has(v) implies equal(v, item(Result));

infix "@", item (i: INTEGER): G
-- Entry at index i
require
good_key: valid_index (i)

last: like item
-- Last element
require
not_empty: not is_empty
ensure
definition: Result = item(upper)

reverse_index_of (v: like item): INTEGER
-- Index of last occurrence of v?
-- Use equal as comparison operator.
-- Lower - 1 if not found
ensure
not_found: (Result = upper + 1) = not has(v);
found: has(v) implies equal(v, item(Result));

feature -- Measurement

capacity: INTEGER
-- Number of elements that Current can currently contain in the internal storage.
-- Automatically updated when resizing is needed. Useful for fine tuning.

count: INTEGER
-- Number of valid indices
ensure
definition: Result = upper - lower + 1;

lower: INTEGER
-- Minimum valid index

occurrences (v: like item): INTEGER
-- Number of times v appears in Current.
-- Use equal as comparison operator.
ensure
non_negative_occurrences: Result >= 0

upper: INTEGER
-- Maximum valid index

feature -- Comparison

is_equal (other: like Current): BOOLEAN
-- Do both arrays have same lower, upper and
-- items (compared with is_equal)?
-- (Redefined from GENERAL.)

feature -- Status report

is_empty: BOOLEAN
-- Is array empty?
ensure
definition: Result = (count = 0)

valid_index (i: INTEGER): BOOLEAN
-- Is i within the bounds of the array?
ensure
definition: lower <= i and i <= upper

feature -- Element change

add (v: like item; i: INTEGER)
-- Insert v at index i, shifting elements between ranks i and upper rightwards.
require
  valid_insertion_index: lower <= i and i <= upper + 1
ensure
  inserted: item (i) = v;
  same_lower: lower = old lower;
  higher_upper: upper = old upper + 1

add_first (v: like item)
  -- Insert v at index lower, shifting all elements rightwards.
ensure
  inserted: first = v;
  same_lower: lower = old lower;
  higher_upper: upper = old upper + 1

add_last (v: like item)
  -- Append v at end.
ensure
  inserted: last = v;
  same_lower: lower = old lower;
  higher_upper: upper = old upper + 1

force (v: like item; i: INTEGER)
  -- Assign v to i-th entry.
  -- Always applicable: resize the array if i falls out of
  -- currently defined bounds; preserve existing items.
  -- New entries if any are initialized to default value.
ensure
  put: item (i) = v;
  higher_count: count >= old count

put (v: like item; i: INTEGER)
  -- Assign v to i-th entry.
require
  good_index: valid_index (i)
ensure
  put: item (i) = v

feature -- Removal

remove (i: INTEGER)
  -- Remove element at index i and shift elements between ranks i+1 and upper left
require
  good_index: valid_index (i)
ensure
  same_lower: lower = old lower;
  smaller_upper: upper = old upper - 1

remove_first
  -- Remove first element and shift all elements leftwards.
require
  not_is_empty: not is_empty
ensure
  same_lower: lower = old lower;
  smaller_upper: upper = old upper - 1

remove_last
  -- Remove last element.
require
  not_is_empty: not is_empty
ensure
  same_lower: lower = old lower;
  smaller_upper: upper = old upper - 1

wipe_out
  -- Remove all elements.
ensure
  is_empty: is_empty
  same_capacity: capacity = old capacity
  same_lower: lower = old lower

feature -- Resizing

resize (minindex, maxindex: INTEGER)
-- Rearrange array so that it can accommodate
-- indices down to minindex and up to maxindex.
-- Do not lose any previously entered item in the
-- intersection between [old lower .. old upper] and
-- [minindex .. maxindex].
-- New positions are initialized to their default value.

require
valid_indices: (minindex <= maxindex) or (maxindex = minindex - 1)

ensure
lower_set: lower = minindex
upper_set: upper = maxindex

feature -- Conversion
to_external: POINTER
-- Address of the storage area containing the actual sequence of elements,
-- to be passed to some external (non-Eiffel) routine.
-- Keep in mind that this storage area is subject to garbage collection.

feature -- Duplication
copy (other: like Current)
-- Reinitialize by copying all the items of other.
-- Shallow copy: if the elements are references, only the references
-- are copied, not the object they point to.
-- (Redefined from GENERAL.)
ensure
same_lower: lower = other.lower;
same_upper: upper = other.upper;
-- same_content: For every i in lower..upper,
-- item (i) = other.item (i)

feature -- Indexing
reindex (new_lower: INTEGER)
-- Change bounds according to new_lower, keeping same size and contents.
ensure
reindexed_lower: lower = new_lower;
same_contents: count = old count;

feature -- Optimization
adjust_capacity (n: INTEGER)
-- Rearrange array so that it can accommodate
-- at least n elements.
-- Do not loose any previously entered element.
require
no_item_lost: n >= count
ensure
enough_capacity: capacity >= n

invariant
consistent_count: count = upper - lower + 1;
non_negative_count: count >= 0;
good_capacity: capacity >= count

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Last Updated: 01 September 1999
5.13 Class STRING (current ELKS2000 status)

[Please don't report broken URLs because this page is still a draft.]

indexing

description: "Resizable sequences of characters, accessible through %
%integer indices in a contiguous range. If not empty, first element%
%is at index 1."

class interface

STRING

creation

make (n: INTEGER)
  -- Allocate space for at least n characters.
  require
    non_negative_size: n >= 0
  ensure
    empty_string: count = 0
    correctly_allocated_size: capacity >= n

make_from_external (ptr: POINTER)
  -- Set Current with a copy of the content of ptr.
  -- Assume ptr is a null-terminated memory area containing
  -- only characters.
  -- The extra null character is not part of the Eiffel string
  require
    ptr_exists: ptr /= default_pointer

make_from_string (s: STRING)
  -- Initialize from the characters of s.
  -- (Useful in proper descendants of class STRING,
  -- to initialize a string-like object from a manifest string.)
  require
    string_exists: s /= Void
  ensure
    count_set: count = s.count

feature -- Initialization

make (n: INTEGER)
  -- Allocate space for at least n characters.
  require
    non_negative_size: n >= 0
  ensure
    empty_string: count = 0
    correctly_allocated_size: capacity >= n

make_from_external (ptr: POINTER)
  -- Set Current with a copy of the content of ptr.
  -- Assume ptr is a null-terminated memory area containing
  -- only characters.
  -- The extra null character is not part of the Eiffel string
  require
    ptr_exists: ptr /= default_pointer

make_from_string (s: STRING)
  -- Initialize from the characters of s.
  -- (Useful in proper descendants of class STRING,
  -- to initialize a string-like object from a manifest string.)
  require
    string_exists: s /= Void
  ensure
    count_set: count = s.count

feature -- Access
first: CHARACTER
  -- First character of Current.
require not_empty_string: not is_empty
ensure good_result: Result = item (i)

has (c: CHARACTER): BOOLEAN
  -- Does Current contain c ?
ensure definition: Result = (index_of(c) /= 0);

hash_code: INTEGER
  -- Hash code value
  -- (From HASHABLE.)
ensure good_hash_value: Result >= 0

index_from (c: CHARACTER; start_index: INTEGER): INTEGER
  -- Index of first occurrence of c at or after start_index;
  -- 0 if none.
require valid_start_index: valid_index (start_index)
ensure non_negative_result: Result >= 0;
valid_result: Result > 0 implies valid_index (Result);
result_after_start_index: Result > 0 implies Result >= start_index;
at_this_index: Result > 0 implies item (Result) = c;
-- none_before: For every i in start_index..Result-1, item (i) /= c
-- zero_iff_absent:
--     (Result = 0) = For every i in start_index..count, item (i) /= c

index_of (c: CHARACTER): INTEGER
  -- Index of first occurrence of c;
  -- 0 if none.
ensure empty_definition: empty implies Result = 0;
non_empty_definition: not empty implies Result = index_from (c, 1);

infix "@", item (i: INTEGER): CHARACTER
  -- Character at index i
require good_key: valid_index (i)

last: CHARACTER
  -- Last character of Current.
require not_empty_string: not is_empty
ensure good_result: Result = item (count)

reverse_index_from (c: CHARACTER; last_index: INTEGER): INTEGER
  -- Index of first occurrence of c at or before last_index;
  -- 0 if none.
require valid_last_index: valid_index (last_index)
ensure non_negative_result: Result >= 0;
valid_result: Result > 0 implies valid_index (Result);
result_before_last_index: Result > 0 implies Result <= last_index;
at_this_index: Result > 0 implies item (Result) = c;
-- none_before: Result > 0 implies For every i in Result+1..last_index, item (i)
-- zero_iff_absent:
--     (Result = 0) = For every i in 1..last_index, item (i) /= c

reverse_index_of (c: CHARACTER): INTEGER
  -- Index of last occurrence of c;
  -- 0 if none.
ensure empty_definition: empty implies Result = 0;
non_empty_definition: empty implies Result = reverse_index_from (c, count);

reverse_string_index_from (other: STRING; last_index: INTEGER): INTEGER
reverse_string_index_of (other: STRING): INTEGER
-- Index of last occurrence of other; 0 if none.
require
other_not_empty: not other.empty;
ensure
non_empty_definition: empty implies Result = 0;
non_empty_definition: not empty implies Result = reverse_string_index_from (other, count);

string_index_from (other: STRING; start_index: INTEGER): INTEGER
-- Index of first occurrence of other at or after start; 0 if none.
require
other_not_empty: not other.empty;
validate_start_index: valid_index (start_index)
ensure
non_negative_result: Result >= 0;
valid_result: Result > 0 implies valid_index (Result)
result_after_start_index: Result > 0 implies Result >= start_index;
at_this_index: Result > 0 implies other.is_equal (substring Result, Result - 1)
-- none_before: Result > 0 implies
-- For every i in Result+1..last_index, not other.is_equal (substring (i, i)
-- zero_iff_absent:
-- (Result = 0) = For every i in 1..last_index, not other.is_equal (substring

feature -- Measurement

count: INTEGER
-- Current number of characters making up the string

capacity: INTEGER
-- Number of characters that Current can currently contain in the internal storage area.
-- Automatically updated when resizing is needed. Useful for fine tuning.

occurrences (c: CHARACTER): INTEGER
-- Number of times c appears in the string
ensure
non_negative_occurrences: Result >= 0

feature -- Comparison

is_equal (other: like Current): BOOLEAN
-- Is string made of same character sequence as other?
-- (Redefined from GENERAL.)
require
other_exists: other /= Void

infix "<" (other: like Current): BOOLEAN
-- Is string lexicographically lower than other?
require other_exists: other /= Void
ensure asymmetric: Result implies not (other < Current)
infix "<" (other: like Current): BOOLEAN
-- Is current object less than or equal to other?
-- (From COMPARABLE.)
require other_exists: other /= Void
ensure definition: Result = (Current < other) or is_equal (other);

infix "\>=" (other: like Current): BOOLEAN
-- Is current object greater than or equal to other?
-- (From COMPARABLE.)
require other_exists: other /= Void
ensure definition: Result = (other <= Current)
infix "\>" (other: like Current): BOOLEAN
-- Is current object greater than other?
-- (From COMPARABLE.)
require other_exists: other /= Void
ensure definition: Result = (other < Current)

max (other: like Current): like Current
-- The greater of current object and other
-- (From COMPARABLE.)
require other_exists: other /= Void
ensure current_if_not_smaller: (Current \>= other) implies (Result = Current)
other_if_smaller: (Current < other) implies (Result = other)

min (other: like Current): like Current
-- The smaller of current object and other
-- (From COMPARABLE.)
require other_exists: other /= Void
ensure current_if_not_greater: (Current \<= other) implies (Result = Current)
other_if_greater: (Current > other) implies (Result = other)

same_as (other: STRING): BOOLEAN
-- Is string made of same character sequence as other?
-- Case insensitive comparison.
require other_exists: other /= Void
ensure

three_way_comparison (other: like Current): INTEGER
-- If current object equal to other, 0; if smaller, -1; if greater, 1.
-- (From COMPARABLE.)
require other_exists: other /= Void
ensure equal_zero: (Result = 0) = is_equal (other);
smaller: (Result = -1) = Current < other;
greater_positive: (Result = 1) = Current > other

feature -- Status report

is_empty: BOOLEAN
-- Is string empty?
ensure
definition: Result = (count = 0)
valid_index (index: INTEGER): BOOLEAN
   -- Is i within the bounds of the string?
   ensure
definition: Result = (1 <= index and index <= count)

is_boolean: BOOLEAN
   -- Is Current representing a boolean ("true" or "false" with no
   -- case consideration)?

is_double: BOOLEAN
   -- Can Current be read as a DOUBLE?

is_integer: BOOLEAN
   -- Can Current be read as an INTEGER?

is_real: BOOLEAN
   -- Can Current be read as a REAL?

feature -- Element change

add, insert (c: CHARACTER; i: INTEGER)
   -- Insert c at index i, shifting characters between ranks i and count rightward:
   require
valid_insertion_index: 1 <= i and i <= count + 1
   ensure
inserted: item (i) = c
one_more_character: count = old count + 1

add_first, precede (c: CHARACTER)
   -- Prepend c at Beginning.
   ensure
inserted: first = c
one_more_character: count = old count + 1

add_last, append_character, extend (c: CHARACTER)
   -- Append c at end.
   ensure
inserted: last = c
one_more_character: count = old count + 1

append, append_string (s: STRING)
   -- Append a copy of s at end.
   require
other_exists: s /= Void
   ensure
new_count: count = old count + old s.count
   -- appended: For every 1 in 1.. old s.count,
   -- item (old count + i) = s.item (i)

append_boolean (b: BOOLEAN)
   -- Append the string representation of b at end.
   ensure
boolean_inserted: reverse_index_of (b.out) = count = b.out.count
new_count: count = old count + b.out.count + 1

append_double (d: DOUBLE)
   -- Append the string representation of d at end.
   ensure
double_inserted: reverse_index_of (d.out) = count = d.out.count
new_count: count = old count + d.out.count + 1

append_integer (i: INTEGER)
   -- Append the string representation of i at end.
   ensure
integer_inserted: reverse_index_of (i.out) = count = i.out.count
new_count: count = old count + i.out.count + 1

append_real (r: REAL)
   -- Append the string representation of r at end.
   ensure
real_inserted: reverse_index_of (r.out) = count = r.out.count
new_count: count = old count + r.out.count + 1

fill (c: CHARACTER)
**-- Replace every character with c.**

**ensure**

\[
\text{same_count}: \text{old count} = \text{count}
\]

\[
\text{filled}: \text{occurrences}(c) = \text{count}
\]

**head \(n: \text{INTEGER}\)**

-- Remove all characters except for the first \(n\);
-- do nothing if \(n \geq \text{count}\).

**require**

\[
\text{non_negative_argument}: n \geq 0
\]

**ensure**

\[
\text{new_count}: \text{count} = n \min (\text{old count})
\]

\[
\text{first_kept}: \text{For every } i \in 1..n, \text{item} (i) = \text{old item} (i)
\]

**insert_string \(s: \text{like Current}; i: \text{INTEGER}\)**

-- Insert \(s\) at index \(i\), shifting characters between ranks \(i\) and \(\text{count}\) rightward:

**require**

\[
\text{string_exists}: s \neq \text{Void};
\]

\[
\text{valid_insertion_index}: 1 \leq i \text{ and } i \leq \text{count} + 1
\]

**ensure**

\[
\text{new_count}: \text{count} = \text{old count} + \text{old s.count}
\]

\[
\text{inserted}: s.\text{is_equal} (\text{substring} (i, i - 1 + \text{old s.count}))
\]

**left_adjust**

-- Remove leading white space.

**ensure**

\[
\text{shorter}: \text{count} \leq \text{old count}
\]

\[
\text{first_not_white_space}: \text{not is_empty implies } ("%T%R%N ").\text{index_of} (\text{first}) = 0
\]

**put \(c: \text{CHARACTER}; i: \text{INTEGER}\)**

-- Replace character at index \(i\) by \(c\).

**require**

\[
\text{good_key}: \text{valid_index} (i)
\]

**ensure**

\[
\text{insertion_done}: \text{item} (i) = c
\]

**right_adjust**

-- Remove trailing white space.

**ensure**

\[
\text{shorter}: \text{count} \leq \text{old count}
\]

\[
\text{last_not_white_space}: \text{not is_empty implies } ("%T%R%N ").\text{index_of} (\text{last}) = 0
\]

**subcopy \(\text{other: like Current}; \text{start_pos}, \text{end_pos}, \text{from_index}: \text{INTEGER}\) is**

-- Copy characters of \(\text{other}\) within bounds \(\text{start_pos}\) and
-- \(\text{end_pos}\) to current string starting at index \(\text{from_index}\).

**require**

\[
\text{other_not_void}: \text{other} \neq \text{Void};
\]

\[
\text{valid_start_pos}: \text{other.\text{valid_index}} (\text{start_pos})
\]

\[
\text{valid_end_pos}: \text{other.\text{valid_index}} (\text{end_pos})
\]

\[
\text{valid_bounds}: \text{start_pos} \leq \text{end_pos}
\]

\[
\text{valid_from_index}: \text{valid_index} (\text{from_index})
\]

\[
\text{enough_space}: \text{valid_index} (\text{from_index} + \text{end_pos} - \text{start_pos})
\]

**ensure**

\[
\text{same_count}: \text{old count} = \text{count}
\]

\[
\text{copied}: \text{substring} (\text{from_index}, \text{from_index} + \text{end_pos} - \text{start_pos}).\text{is_equal}
\]

\[
(\text{other.\text{substring}} (\text{start_pos}, \text{end_pos}))
\]

**tail \(n: \text{INTEGER}\)**

-- Remove all characters except for the last \(n\);
-- do nothing if \(n \geq \text{count}\).

**require**

\[
\text{non_negative_argument}: n \geq 0
\]

**ensure**

\[
\text{new_count}: \text{count} = n \min (\text{old count})
\]

**feature -- Removal**

**remove \(i: \text{INTEGER}\)**

-- Remove \(i\)-th character, shifting characters between ranks \(i + 1\) and \(\text{count}\) left.

**require**

\[
\text{valid_removal_index}: \text{valid_index} (i)
\]

**ensure**

\[
\text{new_count}: \text{count} = \text{old count} - 1
\]
wipe_out
-- Remove all characters.

ensure
empty_string: is_empty
same_capacity: capacity = old capacity
same_lower: lower = old lower

feature -- Conversion

to_boolean: BOOLEAN
-- Boolean value;
-- "true" yields true, "false" yields false
-- (case-insensitive)
require
is_boolean: is_boolean

to_double: DOUBLE
-- Double value; for example, when applied to "123.0",
-- will yield 123.0 (double)
require
is_double: is_integer or is_real or is_double

to_external: POINTER
-- Address of the storage area containing the actual sequence of characters,
-- to be passed to some external (non-Eiffel) routine.
-- Keep in mind that this storage area is subject to garbage collection.

to_integer: INTEGER
-- Integer value;
-- for example, when applied to "123", will yield 123
require
is_integer: is_integer

to_lower
-- Convert to lower case.

to_real: REAL
-- Real value;
-- for example, when applied to "123.0", will yield 123.0
require
is_real: is_integer or is_real

to_upper
-- Convert to upper case.

feature -- Duplication

copy (other: like Current)
-- Reinitialize by copying the characters of other.
-- (From GENERAL.)
ensure
new_result_count: count = other.count
-- same_characters: For every i in 1..count,
-- item (i) = other.item (i)

infix "+" (other: STRING): like Current
-- Create a new object which is the concatenation of Current and other.
require
other_exists: other /= Void
ensure
result_count: Result.count = count + other.count

substring (start_index, end_index: INTEGER): like Current
-- Create a substring containing all characters from start_index
-- to end_pos included.
require
valid_start_index: valid_index (start_index)
valid_end_index: valid_index (end_index)
meaningful_interval: start_index <= end_index
ensure
new_result_count: Result.count = end_index - start_index + 1
-- original_characters: For every i in 1..end_index - start_index + 1,
-- Result.item (i) = item (start_index + i -1)
feature -- Output

out: STRING
   -- Printable representation
   -- (From GENERAL.)
ensure
   result_not_void: Result /= Void
   duplicated_result: Result /= Current and Result.is_equal (Current)

feature -- Optimization

adjust_capacity (n: INTEGER)
   -- Rearrange string so that it can accommodate
   -- at least n characters.
   -- Do not lose any previously entered character.
require
   no_item_lost: n >= count
ensure
   enough_capacity: capacity >= n

invariant

   non_negative_count: count >= 0
   capacity_big_enough: capacity >= count

end

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Last Updated: 15 September 1999
ELKS 2000 initial proposal

Content

- Preamble.
- In Progress for the new standard
- Off standard for the time being
- People Behind

Preamble

This work is a proposal for the new standard ELKS for two classes: ARRAY and STRING.

It is not intended to be the whole new standard, but only part of it. Indeed, because ELKS hasn’t evolved at all since 1995, we decided to invest a reasonable but limited amount of time and work to see whether it was possible to make things go ahead a bit.

If, after discussions and possibly modifications, this proposal for ARRAY and STRING is officially accepted in a reasonable amount of time and published by NICE as part of the new standard (which would be the first evolution since 1995...), we will continue working on other classes and topics for the new standard. Otherwise, we will, as most people so far who have been trying to improve ELKS, consider we have wasted our time and efforts and give up.

This work is mostly considered as a (major) cleanup of ELKS’95 for ARRAY and STRING, not as an extension to it. Once good basis are agreed on, extensions may be discussed more easily.

(This preamble was written by Dominique Colnet and Olivier Zendra, from the SmallEiffel team. As far as we know, these views are shared by Emmanuel Stapf, from ISE. However, since he could not take part in writing this, neither him or ISE are committed by this.)

In Progress for the new standard

STRING (Note: this list may be incomplete. initial_string.html is the actual reference.)

1. Introduced capacity.
2. make is not frozen anymore.
3. Removed remake and resize.
4. Renamed empty into is_empty.
5. Reviewed most of the assertions to use valid_index instead of the explicit use of the comparison of index to 1 and count.
6. Renamed from_c into make_from_external
7. Added a new creation procedure make_from_external and to_external
8. Introduced a new set of routines to do some string search based on character/string search from with/without a start/last index which can do the search from the beginning or from the end:
   - index_from
   - index_of
   - reverse_index_from
   - reverse_string_index_of
   - reverse_index_of
   - reverse_string_index_from
   - string_index_from
   - string_index_of
9. Changed the post-conditions of left_adjust and right_adjust which were completely wrong.
10. Removed put_substring and replace it by subcopy a multipurpose string routine manipulation with a clear comment.
11. Changed insert and insert_character into insert_string and insert. Clarified the purpose of those two
features. Added \texttt{add} as a synonym of \texttt{insert}.
12. Introduced \texttt{adjust_capacity} which replaces \texttt{resize} with a more explicit meaning.
13. Introduced \texttt{first} and \texttt{last} to get the first and the last character of a STRING.
14. New STRING class invariant: \texttt{capacity} $\geq$ \texttt{count}.
15. Added post-conditions to the append\_* features.
16. Added \texttt{extend} and \texttt{add_last} as a synonym of append\_character and \texttt{append} as a synonym of append\_string.
17. Added \texttt{is\_boolean}, \texttt{is\_integer}, \texttt{is\_real} and \texttt{is\_double} features.
18. Added \texttt{same\_as} which does a case insensitive comparison between two strings.
19. Added \texttt{add\_first} and \texttt{precede}.
20. Added \texttt{infix +} to append two strings.

\textbf{ARRAY (Note: this list may be incomplete. initial\_array.html is the actual reference.)}

1. Removed \texttt{entry} and \texttt{enter}.
2. \texttt{item}, \texttt{put} and \texttt{@} are not frozen anymore.
3. Changed the assertions of \texttt{make}.
4. Added a precondition to \texttt{make\_from\_array}.
5. Added \texttt{capacity} and the class invariant \texttt{capacity} $\geq$ \texttt{count}.
6. Changed the definition of \texttt{resize}.
7. Use of \texttt{equal} as comparison operator for the new search algorithms (\texttt{has}, \texttt{index\_of}, \texttt{reverse\_index\_of}).
8. Removed ambiguity on \texttt{is\_equal} and \texttt{copy}.
9. Renamed \texttt{to\_c} into \texttt{to\_external}.
10. Added \texttt{is\_empty}, \texttt{occurrences}, \texttt{first} and \texttt{last}.
11. Added \texttt{add}, \texttt{add\_first} and \texttt{add\_last}.
12. Added \texttt{remove}, \texttt{remove\_first} and \texttt{remove\_last}.

\textbf{Off standard for the time being}

\textbf{MANIFEST\_STRING or CONSTANT\_STRING}

Very important language/libraries issues were also discussed about the semantics of STRING. In a nutshell, there are two problems:

1. The current semantics of an instruction such as
   \texttt{foo := "FOO";} is not very clear and various compilers have different implementation for this. Some create a new object, other consider this instruction as a call to a once function (like for the declaration \texttt{foo: STRING is "FOO";}). This at least must be clarified.
2. STRINGSs are mutable. Adding immutable (constant) strings would be a significant improvement, both in terms of performance (potential optimizations) and expressiveness (and safety).

After discussing this, it seem that the correct implementation in the long term would be the following:

1. Mutable STRINGSs and immutable CONSTANT\_STRING (or another name).
2. "FOO" is the notation for a CONSTANT\_STRING.
3. It must be possible to compare two CONSTANT\_STRINGs with ‘\='' with the same semantics as \texttt{is\_equal}.

\textbf{NATIVE\_ARRAY}

Aside the high-level, flexible, ARRAY class, it seems important to provide a standard low-level, C-like, array for optimal performances, like the NATIVE\_ARRAY[E] class provided with SmallEiffel.

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5.12 Class ARRAY (initial ELKS2000 proposal)

[indexing]

description: "Resizable sequences of values, all of the same type or of a %
%conforming one, accessible through integer indices in a %
%contiguous interval"

class interface

ARRAY [G]

creation

make (minindex, maxindex: INTEGER)
    -- Allocate array; set index interval to
    -- minindex .. maxindex; set all values to default.
    -- (Make array empty if minindex > maxindex.)
    require
    valid_indices: (minindex <= maxindex) or (maxindex = minindex - 1)
    ensure
    lower_set: lower = minindex
    upper_set: upper = maxindex
    -- array_set: for i in minindex..maxindex, item(i) = default item

make_from_array (a: ARRAY [G])
    -- Initialize from the items of a.
    -- (Useful in proper descendants of class ARRAY,
    -- to initialize an array-like object from a manifest array.)
    require
    valid_array: a /= Void

feature -- Initialization

make (minindex, maxindex: INTEGER)
    -- Set index interval to minindex .. maxindex;
    -- reallocate if necessary; set all values to default.
    -- (Make array empty if minindex > maxindex.)
    require
    valid_indices: (minindex <= maxindex) or (maxindex = minindex - 1)
    ensure
    lower_set: lower = minindex
    upper_set: upper = maxindex
    -- array_set: for i in minindex..maxindex, item(i) = default item

make_from_array (a: ARRAY [G])
    -- Initialize from the items of a; reallocate if
    -- necessary. (Useful in proper descendants of
    -- class ARRAY, to initialize an array-like object
    -- from a manifest array.)
    require
    valid_array: a /= Void

feature -- Access

first: like item
    -- First element
    require
    not_empty: not is_empty
    ensure
    definition: Result = item (lower)

has (v: like item): BOOLEAN
    -- Does Current contain v?
    -- Use equal as comparison operator.
    ensure
    definition: Result = valid_index(index_of(c));
index_of (v: like item): INTEGER
-- Index of first occurrence of v
-- Use equal as comparison operator.
-- Upper + 1 if not found
ensure
    not_found: (Result = upper + 1) = not has(v);
    found: has(v) implies equal(v, item(Result));

infix "@", item (i: INTEGER): G
-- Entry at index i
require
good_key: valid_index (i)

last: like item
-- Last element
require
    not_empty: not is_empty
ensure
definition: Result = item (upper)

reverse_index_of (v: like item): INTEGER
-- Index of last occurrence of v?
-- Use equal as comparison operator.
-- Lower - 1 if not found
ensure
    not_found: (Result = upper + 1) = not has(v);
    found: has(v) implies equal(v, item(Result));

feature -- Measurement

capacity: INTEGER
-- Current number of elements that Current can contain.
count: INTEGER
-- Number of valid indices
ensure
definition: Result = upper - lower + 1;

lower: INTEGER
-- Minimum valid index

occurrences (v: like item): INTEGER
-- Number of times v appears in Current.
-- Use equal as comparison operator.
ensure
    non_negative_occurrences: Result >= 0

upper: INTEGER
-- Maximum valid index

feature -- Comparison

is_equal (other: like Current): BOOLEAN
-- Do both arrays have same lower, upper and
-- items (compared with is_equal)?
-- (Redefined from GENERAL.)

feature -- Status report

is_empty: BOOLEAN
-- Is array empty?
ensure
definition: Result = (count = 0)

valid_index (i: INTEGER): BOOLEAN
-- Is i within the bounds of the array?
ensure
definition: lower <= i and i <= upper

feature -- Element change

add (v: like item; i: INTEGER)
-- Insert v at index i, shifting elements between ranks i and upper rightwards.
require
valid_insertion_index:  lower <= i and i <= upper + 1

**ensure**
inserted: item (i) = v;
same_lower: lower = old lower;
higher_upper: upper = old upper + 1

**add_first** (v: like item)

-- Insert v at index lower, shifting all elements rightwards.

**ensure**
inserted: first = v;
same_lower: lower = old lower;
higher_upper: upper = old upper + 1

**add_last** (v: like item)

-- Append v at end.

**ensure**
inserted: last = v;
same_lower: lower = old lower;
higher_upper: upper = old upper + 1

**force** (v: like item; i: INTEGER)

-- Assign v to i-th entry.
-- Always applicable: resize the array if i falls out of
-- currently defined bounds; preserve existing items.
-- New entries if any are initialized to default value.

**ensure**
put: item (i) = v;
higher_count: count >= old count

**put** (v: like item; i: INTEGER)

-- Assign v to i-th entry.

**require**
good_index: valid_index (i)

**ensure**
put: item (i) = v

**feature** -- Removal

**remove** (i: INTEGER)

-- Remove element at index i and shift elements between ranks i+1 and upper left!

**require**
good_index: valid_index (i)

**ensure**
same_lower: lower = old lower;
smaller_upper: upper = old upper - 1

**remove_first**

-- Remove first element and shift all elements leftwards.

**require**
not_is_empty: not is_empty

**ensure**
same_lower: lower = old lower;
smaller_upper: upper = old upper - 1

**remove_last**

-- Remove last element.

**require**
not_is_empty: not is_empty

**ensure**
same_lower: lower = old lower;
smaller_upper: upper = old upper - 1

**wipe_out**

-- Remove all elements.

**ensure**
is_empty: is_empty
same_capacity: capacity = old capacity

**feature** -- Resizing

**resize** (minindex, maxindex: INTEGER)
-- Rearrange array so that it can accommodate
-- indices down to minindex and up to maxindex.
-- Do not lose any previously entered item in the
-- intersection between [old lower .. old upper] and
-- [minindex .. maxindex].
-- New positions are initialized to their default value.

require
valid_indices: (minindex <= maxindex) or (maxindex = minindex - 1)

ensure
lower_set: lower = minindex
upper_set: upper = maxindex

feature -- Conversion

to_external: POINTER
-- Address of the storage area containing the actual sequence of elements,
-- to be passed to some external (non-Eiffel) routine.
-- Keep in mind that this storage area is subject to garbage collection.

feature -- Duplication

copy (other: like Current)
-- Reinitialize by copying all the items of other.
-- Shallow copy: if the elements are references, only the references
-- are copied, not the object they point to.
-- (Redefined from GENERAL.)

ensure
same_lower: lower = other.lower;
same_upper: upper = other.upper;
-- same_content: For every i in lower..upper,
-- item (i) = other.item (i)

invariant

consistent_count: count = upper - lower + 1;
non_negative_count: count >= 0;
good_capacity: capacity >= count

end
5.13 Class STRING (initial ELKS2000 proposal)

[Please don't report broken URLs because this page is a draft.]

indexing

description: "Resizable sequences of characters, accessible through \$\%
%integer indices in a contiguous range. If not empty, first element%\%
is at index 1."

class interface

STRING

creation

make (n: INTEGER)
  -- Allocate space for at least n characters.
  require
  non_negative_size: n >= 0
  ensure
  empty_string: count = 0
  correctly_allocated_size: capacity >= n

make_from_external (ptr: POINTER)
  -- Set Current with a copy of the content of ptr.
  -- Assume ptr is a null-terminated memory area containing
  -- only characters.
  -- The extra null character is not part of the Eiffel string
  require
  ptr_exists: ptr /= default_pointer

make_from_string (s: STRING)
  -- Initialize from the characters of s.
  -- (Useful in proper descendants of class STRING,
  -- to initialize a string-like object from a manifest string.)
  require
  string_exists: s /= Void
  ensure
  count_set: count = s.count

feature -- Initialization

make (n: INTEGER)
  -- Allocate space for at least n characters.
  require
  non_negative_size: n >= 0
  ensure
  empty_string: count = 0
  correctly_allocated_size: capacity >= n

make_from_external (ptr: POINTER)
  -- Set Current with a copy of the content of ptr.
  -- Assume ptr is a null-terminated memory area containing
  -- only characters.
  -- The extra null character is not part of the Eiffel string
  require
  ptr_exists: ptr /= default_pointer

make_from_string (s: STRING)
  -- Initialize from the characters of s.
  -- (Useful in proper descendants of class STRING,
  -- to initialize a string-like object from a manifest string.)
  require
  string_exists: s /= Void
  ensure
  count_set: count = s.count

feature -- Access
first: CHARACTER
   -- First character of Current.
   require
     not_empty_string: not is_empty
   ensure
     good_result: Result = item (1)

has (c: CHARACTER): BOOLEAN
   -- Does Current contain c ?
   ensure
     definition: Result = (index_of (c) /= 0);

hash_code: INTEGER
   -- Hash code value
   -- (From HASHABLE.)
   ensure
     good_hash_value: Result >= 0

index_from (c: CHARACTER; start_index: INTEGER): INTEGER
   -- Index of first occurrence of c at or after start_index;
   -- 0 if none.
   require
     valid_start_index: valid_index (start_index)
   ensure
     non_negative_result: Result >= 0;
     valid_result: Result > 0 implies valid_index (Result)  
     result_after_start_index: Result > 0 implies Result >= start_index;
     at_this_index: Result > 0 implies item (Result) = c;
     -- none_before: For every i in start_index..Result, item (i) /= c
     -- zero_iff_absent:
     --   (Result = 0) = For every i in start_index..count, item (i) /= c

index_of (c: CHARACTER): INTEGER
   -- Index of first occurrence of c;
   -- 0 if none.
   ensure
     empty_definition: empty implies Result = 0;
     non_empty_definition: not empty implies Result = index_from (c, 1);

infix "@", item (i: INTEGER): CHARACTER
   -- Character at index i
   require
     good_key: valid_index (i)

last: CHARACTER
   -- Last character of Current.
   require
     not_empty_string: not is_empty
   ensure
     good_result: Result = item (count)

reverse_index_from (c: CHARACTER; last_index: INTEGER): INTEGER
   -- Index of first occurrence of c at or before last_index;
   -- 0 if none.
   require
     valid_last_index: valid_index (last_index)
   ensure
     non_negative_result: Result >= 0;
     valid_result: Result > 0 implies valid_index (Result)
     result_before_last_index: Result < last_index;
     at_this_index: Result > 0 implies item (Result) = c;
     -- none_before: For every i in Result..last_index, item (i) /= c
     -- zero_iff_absent:
     --   (Result = 0) = For every i in 1..last_index, item (i) /= c

reverse_index_of (c: CHARACTER): INTEGER
   -- Index of last occurrence of c;
   -- 0 if none.
   ensure
     empty_definition: empty implies Result = 0;
     non_empty_definition: empty implies Result = reverse_index_from (c, count);

reverse_string_index_from (other: STRING; last_index: INTEGER): INTEGER
require

other_not_empty: not other.empty;
valid_last_index: valid_index (last_index)

ensure

non_negative_result: Result >= 0;
valid_result: Result > 0 implies valid_index (Result)
result_before_last_index: Result > 0 implies Result <= last_index;
at_this_index: Result > 0 implies other.is_equal (substring (Result, Result - 1
-- none before:
--      For every i in Result..last_index, not other.is_equal (substring (i, i -
--      zero_iff_absent:
--      (Result = 0) = For every i in i..last_index, not other.is_equal (subtr

reverse_string_index_of (other: STRING): INTEGER
-- Index of last occurrence of other;
-- 0 if none.

require

other_not_empty: not other.empty

ensure

easy_definition: empty implies Result = 0;
non_empty_definition: not empty implies Result = reverse_string_index_from (oth

string_index_from (other: STRING; start_index: INTEGER): INTEGER
-- Index of first occurrence of other at or after start;
-- 0 if none.

require

other_not_empty: not other.empty;
valid_start_index: valid_index (start_index)

ensure

non_negative_result: Result >= 0;
valid_result: Result > 0 implies valid_index (Result)
result_after_start_index: Result > 0 implies Result >= start_index;
at_this_index: Result > 0 implies other.is_equal (substring (Result, Result - 1
-- none before:
--      For every i in start_index..Result, not other.is_equal (substring (i, i -
--      zero_iff_absent:
--      (Result = 0) = For every i in start_index..count, not other.is_equal (su

string_index_of (other: STRING): INTEGER
-- Index of first occurrence of other;
-- 0 if none.

require

other_not_empty: not other.empty

ensure

easy_definition: empty implies Result = 0;
non_empty_definition: not empty implies Result = reverse_string_index_from (oth

feature -- Measurement

count: INTEGER
-- Current number of characters making up the string

capacity: INTEGER
-- Current number of characters that the string
-- can contain.

occurrences (c: CHARACTER): INTEGER
-- Number of times c appears in the string

ensure

non_negative_occurrences: Result >= 0

feature -- Comparison

is_equal (other: like Current): BOOLEAN
-- Is string made of same character sequence as other?
-- (Redefined from GENERAL.)

require

other_exists: other /= Void

infix "<" (other: like Current): BOOLEAN
-- Is string lexicographically lower than other?
require
  other_exists: other /= Void
ensure
  asymmetric: Result implies not (other <= Current)

infix "<=" (other: like Current): BOOLEAN
  -- Is current object less than or equal to other?
  -- (From COMPARABLE.)
require
  other_exists: other /= Void
ensure
definition: Result = (Current <= other)

infix "=" (other: like Current): BOOLEAN
  -- Is current object equal to other?
  -- (From COMPARABLE.)
require
  other_exists: other /= Void
ensure
definition: Result = (other <= Current)

infix ">" (other: like Current): BOOLEAN
  -- Is current object greater than other?
  -- (From COMPARABLE.)
require
  other_exists: other /= Void
ensure
definition: Result = (other <= Current)

max (other: like Current): like Current
  -- The greater of current object and other
  -- (From COMPARABLE.)
require
  other_exists: other /= Void
ensure
current_if_not_smaller: (Current >= other) implies (Result = Current)
other_if_smaller: (Current < other) implies (Result = other)

min (other: like Current): like Current
  -- The smaller of current object and other
  -- (From COMPARABLE.)
require
  other_exists: other /= Void
ensure
current_if_not_greater: (Current <= other) implies (Result = Current)
other_if_greater: (Current > other) implies (Result = other)

same_as (other: STRING): BOOLEAN
  -- Is string made of same character sequence as other?
  -- Case insensitive comparison.
require
  other_exists: other /= Void
three_way_comparison (other: like Current): INTEGER
  -- If current object equal to other, 0; if smaller, -1; if greater, 1.
  -- (From COMPARABLE.)
require
  other_exists: other /= Void
ensure
equal_zero: (Result = 0) = is_equal (other);
smaller: (Result = -1) = Current < other;
greater_positive: (Result = 1) = Current > other

feature -- Status report

is_empty: BOOLEAN
  -- Is string empty?
ensure
  definition: Result = (count = 0)
valid_index (index: INTEGER): BOOLEAN
   -- Is i within the bounds of the string?
   ensure
definition: Result = (1 <= index and index <= count)

is_boolean: BOOLEAN
   -- Is Current representing a boolean ("true" or "false" with no
   -- case consideration)?

is_double: BOOLEAN
   -- Can Current be read as a DOUBLE?

is_integer: BOOLEAN
   -- Can Current be read as an INTEGER?

is_real: BOOLEAN
   -- Can Current be read as a REAL?

feature -- Element change

add, insert (c: CHARACTER; i: INTEGER)
   -- Insert c at index i, shifting characters between ranks i and count rightward:
   require
valid_insertion_index: 1 <= i and i <= count + 1
   ensure
inserted: item (i) = c
one_more_character: count = old count + 1

add_first, precede (c: CHARACTER)
   -- Prepend c at beginning.
   ensure
inserted: first = c
one_more_character: count = old count + 1

add_last, append_character, extend (c: CHARACTER)
   -- Append c at end.
   ensure
inserted: last = c
one_more_character: count = old count + 1

append, append_string (s: STRING)
   -- Append a copy of s at end.
   require
other_exists: s /= Void
   ensure
new_count: count = old count + s.count
   -- appended: For every i in 1.. s.count,
   -- item (old count + i) = s.item (1)

append_boolean (b: BOOLEAN)
   -- Append the string representation of b at end.
   ensure
boolean_inserted: reverse_index_of (b.out) = count - b.out.count
new_count: count = old count + b.out.count + 1

append_double (d: DOUBLE)
   -- Append the string representation of d at end.
   ensure
double_inserted: reverse_index_of (d.out) = count - d.out.count
new_count: count = old count + d.out.count + 1

append_integer (i: INTEGER)
   -- Append the string representation of i at end.
   ensure
integer_inserted: reverse_index_of (i.out) = count - i.out.count
new_count: count = old count + i.out.count + 1

append_real (r: REAL)
   -- Append the string representation of r at end.
   ensure
real_inserted: reverse_index_of (r.out) = count - r.out.count
new_count: count = old count + r.out.count + 1

fill (c: CHARACTER)
-- Replace every character with c.

ensure
  same_count: old count = count
  filled: occurrences(c) = count

head (n: INTEGER)
  -- Remove all characters except for the first n;
  -- do nothing if n >= count.
require
  non_negative_argument: n >= 0
ensure
  new_count: count = n.min (old count)
  -- first_kept: for every i in 1..n, item(i) = old item(i)

insert_string (s: like Current; i: INTEGER)
  -- Insert s at index i, shifting characters between ranks i and count rightward:
require
  string_exists: s /= Void;
  valid_insertion_index: 1 <= i and i <= count + 1
ensure
  new_count: count = old count + s.count
  inserted: s.is_equal (substring (i, i - 1 + s.count))
-- Remove all characters.
ensure
empty_string: is_empty
same_capacity: capacity = old capacity

-- Resizing
adjust_capacity (n: INTEGER)
-- Rearrange string so that it can accommodate
-- at least n characters.
-- Do not lose any previously entered character.
require
no_item_lost: n >= count
ensure
enough_capacity: capacity >= n

-- Conversion

to_boolean: BOOLEAN
-- Boolean value;
-- "true" yields true, "false" yields false
-- (case-insensitive)
require
is_boolean: is_boolean

to_double: DOUBLE
-- Double value; for example, when applied to "123.0",
-- will yield 123.0 (double)
require
is_double: is_integer or is_real or is_double

to_external: POINTER
-- Address of the storage area containing the actual sequence of characters,
-- to be passed to some external (non-Eiffel) routine.
-- Keep in mind that this storage area is subject to garbage collection.

to_integer: INTEGER
-- Integer value;
-- for example, when applied to "123", will yield 123
require
is_integer: is_integer

to_lower
-- Convert to lower case.

to_real: REAL
-- Real value;
-- for example, when applied to "123.0", will yield 123.0
require
is_real: is_integer or is_real

to_upper
-- Convert to upper case.

-- Duplication

copy (other: like Current)
-- Reinitialize by copying the characters of other.
-- (From GENERAL.)
ensure
new_result_count: count = other.count
-- same_characters: For every i in 1..count,
-- item (i) = other.item (i)

infix "+" (other: STRING): like Current
-- Create a new object which is the concatenation of Current and other.
require
other_exists: other /= Void
ensure
result_exists: Result /= Void
result_count: Result.count = count + other.count

substring (start_index, end_index: INTEGER): like Current
-- Create a substring containing all characters from start_index
-- to end_pos included.

**require**
valid_start_index: valid_index (start_index)
valid_end_index: valid_index (end_index)
meaningful_interval: start_index <= end_index

**ensure**
new_result_count: Result.count = end_index - start_index + 1
-- original_characters: For every i in 1..end_index - start_index + 1,
-- Result.item (i) = item (start_index + i - 1)

**feature** -- Output

**out:** STRING
-- Printable representation
-- (From GENERAL.)

**ensure**
result_not_void: Result /= Void
duplicated_result: Result /= Current and Result.is_equal (Current)

**invariant**

non_negative_count: count >= 0
capacity_big_enough: capacity >= count

end
ELKS 2000 proposal changelog

Preamble

This page lists the changes made to the initial ELKS2000 proposal (initial_string.html and initial_array.html) to obtain the current ELKS2000 proposal (current_string.html and current_array.html).

These changes result from the discussions in the NICE mailing list dedicated to library issues, http://www.egroups.com/group/eiffel-nice-library.

Of course, only those changes that have been agreed upon are put in here.

Changes (latest first)

15 September 1999:
  * Fixed postcondition of append, append_string and insert_string in STRING.

01 September 1999:
  * Moved adjust_capacity from Resizing feature clause to Optimization feature clause in ARRAY and STRING.
  * Added reindex feature in class ARRAY.

30 August 1999:
  * Updated comments for capacity in ARRAY and STRING.
  * Made postcondition same_lower explicit in wipe_out of ARRAY and STRING.

20 August 1999:
  * Added these ELKS2000 pages.
  * Added adjust_capacity in ARRAY (was mistakenly forgotten in the initial proposal), like in STRING.
  * Fixed mistakes in postcondition --none_before: for routines index_from, string_index_from, reverse_index_from, and reverse_string_index_from of class STRING.

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Last Update: 15 September 1999.