

Backport193 - Backport #5124

foo = [*bar] implies foo.equal?(bar)

07/31/2011 04:35 PM - adgar (Michael Edgar)

Status:	Closed	
Priority:	Normal	
Assignee:	naruse (Yui NARUSE)	
Description		
<p>I just ran into this as a result of some slightly sloppy coding, but it did disagree with my internal assumptions.</p> <p>Normally, I expect the Array literal syntax to create a new object, every time. So when I rewrote some code and ended up with something similar to the following, my tests broke, and I'm not sure that's how it should be. Here's the reduced test case:</p> <pre>some_ary = [1, 2, 3] bar = [*some_ary] bar << 4 p bar [1, 2, 3, 4] p some_ary [1, 2, 3, 4]</pre> <p>I see it's clearly taking an opportunity for optimization, so I'm more than happy to hear that as a reason for rejecting this. It does warrant documentation somewhere, though, I'd say. Not sure where that documentation would go.</p>		
Related issues:		
Is duplicate of Ruby master - Feature #1125: [*x] (array consisting only of a...	Closed	02/07/2009

Associated revisions

Revision f52f0339 - 06/26/2012 11:32 PM - naruse (Yui NARUSE)

merge revision(s) 34633: [Backport #5124]

```
* insns.def (splattarray): make new array if flag is set.
```

```
* compile.c (iseq_compile_each): make new array with
splat. [ruby-core:21901][Feature #1125]
```

git-svn-id: svn+ssh://ci.ruby-lang.org/ruby/branches/ruby_1_9_3@36228 b2dd03c8-39d4-4d8f-98ff-823fe69b080e

Revision 36228 - 06/26/2012 11:32 PM - naruse (Yui NARUSE)

merge revision(s) 34633: [Backport #5124]

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History

#1 - 07/31/2011 10:48 PM - nobu (Nobuyoshi Nakada)

- Category set to core
- Status changed from Open to Assigned
- Assignee set to ko1 (Koichi Sasada)
- Target version set to 1.9.3

It's easy to fix that splattarray always makes a new array, but I'm uncertain of its flag.

#2 - 08/20/2011 07:08 PM - kosaki (Motohiro KOSAKI)

Sasada-san, ping?

#3 - 08/24/2011 09:53 AM - ko1 (Koichi Sasada)

- *ruby -v changed from ruby 1.9.2p188 (2011-03-28 revision 31204) [x86_64-darwin10.7.0] to -*

Hi,

Sorry for late response.

(2011/07/31 6:48), Nobuyoshi Nakada wrote:

It's easy to fix that splatarray always makes a new array, but I'm uncertain of its flag.

Could you apply your patch if there is no failure on test-all/ruby-spec?

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// SASADA Koichi at atdot dot net

#4 - 06/26/2012 05:30 AM - ko1 (Koichi Sasada)

- *Status changed from Assigned to Feedback*

nobu: ping.

#5 - 06/26/2012 12:32 PM - nobu (Nobuyoshi Nakada)

- *Tracker changed from Bug to Backport*

- *Project changed from Ruby master to Backport193*

- *Category deleted (core)*

- *Target version deleted (1.9.3)*

#6 - 06/26/2012 12:42 PM - nobu (Nobuyoshi Nakada)

- *Status changed from Feedback to Assigned*

- *Assignee changed from ko1 (Koichi Sasada) to naruse (Yui NARUSE)*

#7 - 06/27/2012 08:32 AM - naruse (Yui NARUSE)

- *Status changed from Assigned to Closed*

- *% Done changed from 0 to 100*

This issue was solved with changeset [r36228](#).

Michael, thank you for reporting this issue.

Your contribution to Ruby is greatly appreciated.

May Ruby be with you.

merge revision(s) 34633: [Backport [#5124](#)]

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splat. [ruby-core:21901][Feature #1125]`