

Re: Question about events and object arrays

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-12/1789.html>

From: Peter Krikelis (*PeterKrikelis_at_discussions.microsoft.com*)

Date: 12/07/04

Date: Tue, 7 Dec 2004 11:51:02 -0800

Nicholas,

Thank you for the info. The reason was that I was experimenting making as dum linear data structure and thats why I needed the indices, but as Bruce Wood suggested, I might be better off using the HashTable class.

I am new to C# and OOP and I am just getting my hands dirty, thats all.

Thanks,

Pete.

"Nicholas Paldino [.NET/C# MVP]" wrote:

> *Peter,*
>
> *In this situation, I would recommend that you give the object some sense*
> *of the index that it is at. For example, when you assign it in an array,*
> *you would assign a property indicating the index in the array it is at.*
>
> *However, I can see where people would cringe at this.*
>
> *You might want to consider having a wrapper for the array which exposes*
> *the event. The EventArgs-derived class would have an index on it,*
> *indicating the index of the item that fired the event, and the sender would*
> *have the actual object.*
>
> *I'm curious though, what do you need the index of the item in the array*
> *for if you have the sender?*
>
>
> --
> - Nicholas Paldino [.NET/C# MVP]
> - mvp@spam.guard.caspershouse.com
>
> "Peter Krikelis" <PeterKrikelis@discussions.microsoft.com> wrote in message
> news:9F9A9622-54B8-4C93-B500-F0ADB6CC67E6@microsoft.com...

> > *Nicholas,*
> >
> > *Thanks for the clarification.*
> >
> > *However, is there another way of doing that? The reason I ask is because*
> > *if*
> > *you have an array of a 100,000 objects theoretically, then looping through*
> > *the entire array would be expensive. Compound it with the fact that the*
> > *events*
> > *are happening fairly quickly and in repeated succession.*
> >
> > *Is there a way of passing a handle of the specific array object to the*
> > *class*
> > *that raises the event handler, and return that handle with the event data?*
> >
> > *Thank you,*
> >
> > *Pete.*
> >
> >
> > *"Nicholas Paldino [.NET/C# MVP]" wrote:*
> >
> >> *Peter,*
> >>
> >> *Yes, I do. I assume the event handler has access to the original*
> >> *object*
> >> *array. In this case, enumerate through each of these elements in the*
> >> *array,*
> >> *comparing the object reference (use the static ReferenceEquals method on*
> >> *object to be sure) to the sender.*
> >>
> >> --
> >> - *Nicholas Paldino [.NET/C# MVP]*
> >> - *mvp@spam.guard.caspershouse.com*
> >>
> >> *"Peter Krikelis" <PeterKrikelis@discussions.microsoft.com> wrote in*
> >> *message*
> >> *news:5412E712-02B6-4099-8446-B0D579F791F6@microsoft.com...*
> >> > *Nicholas,*
> >> >
> >> > *I think you were the one to point me to the paradigm of event handlers*
> >> > *in*
> >> > *the first place. I did that.*
> >> > *My event handler now takes arguments of "sender" type object and*
> >> > *"derivedEventArgs" which derives from System.EventArgs.*
> >> >
> >> > *What I was looking for is how to compare object references or cycle*
> >> > *through*
> >> > *that array. Do you mean using a for loop?*
> >> >
> >> > *Thanks,*

> >> >> > *Pete.*
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