

Re: Postfix increment

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-09/msg02950.html>

- *From:* "Pete Davis" <[pdavis68@\[nospam\]hotmail.com](mailto:pdavis68@[nospam]hotmail.com)>
 - *Date:* Fri, 23 Sep 2005 10:27:30 -0500
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>
> "Oleg Kharitonov" <kh_oleg@xxxxxxx> wrote in message
> news:ORAKrIBwFHA.664@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
>> Hello!
>>
>> I have found an interesting thing with postfix operator ++.
>>
>> What should contain the variable i after execution the following code:
>>
>> int i = 5;
>> i = i++;
>>
>> In VC++ 7.1 and VC++ 2005 beta 2 the variable i contains 6.
>> But in C# 7.1 and C# 2005 beta 2 the variable i contains 5.
>>
>> Is it behaviour correct? Can anyone explain what is the correct result?
>>
>> Best regards,
>> Oleg.
>
> The correct behavior is for the compiler to wipe out your harddrive and
> call you names, so as to prevent you from writing any code that bad again.
> :^)
>
> In C/C++ the behavior of
> [i = i++ ;]
> is undefined.
>
> I have not found anywhere in the C# standard where they discuss sequence
> points yet.
> So it is possible that this behavior is "Defined" in C#.
>
> It should, however, be avoided at all costs
>
> Bill

It's clearly defined in the C# standard. There's no reason to avoid it. If it is undefined in C++, then it should be avoided in C++.

Pete

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 - Next by Date: [**Re: Reading rows and columns from a DataGrid**](#)
 - Previous by thread: [**Re: Postfix increment**](#)
 - Next by thread: [**Re: Postfix increment**](#)
 - Index(es):
 - ◆ [**Date**](#)
 - ◆ [**Thread**](#)