

Ruby master - Feature #11710

[PATCH] Replace Set#merge with Set#merge! and make Set#merge non-mutating.

11/18/2015 05:16 PM - tiegz (Tieg Zaharia)

Status:	Open
Priority:	Normal
Assignee:	knu (Akinori MUSHA)
Target version:	
Description	
<p>The Set#merge method currently mutates its caller. I propose changing its behavior to non-mutating, and replace its current behavior with a mutating Set#merge! method.</p> <p>For example, the current behavior:</p> <pre>> s = Set.new [1,2,3] # => #<Set: {1, 2, 3}> > s.object_id # => 70125370250380 > s.merge([4,5,6]) # => #<Set: {1, 2, 3, 4, 5, 6}> > s # => #<Set: {1, 2, 3, 4, 5, 6}> > s.object_id # => 70125370250380</pre> <p>Set describes itself as a hybrid of Array and Hash, but Hash#merge does not mutate its caller, and Set is implemented on top of Hash as well. Hash has a merge! method that can mutate instead:</p> <pre>> h = {a: 1, b: 2} # => {:a=>1, :b=>2} > h.object_id # => 70125369896320 > h.merge({c: 3}) # => {:a=>1, :b=>2, :c=>3} > h # => {:a=>1, :b=>2} irb(main):015:0> h.object_id # => 70125369896320</pre> <p>We were taken by surprise with the existing behavior of Set#merge, especially since Set follows the bang pattern of mutating/non-mutating method names (e.g. collect!, reject!, select!, flatten!)</p> <p>I noticed this has been suggested before, but was hoping it might be possible as a breaking change for 2.3.0?</p>	

History

#1 - 11/18/2015 07:28 PM - tiegz (Tieg Zaharia)

- File non_mutating_set_merge_method.2.diff added

(updating patch with a better change to the | method)

Files

non_mutating_set_merge_method.diff	1.47 KB	11/18/2015	tiegz (Tieg Zaharia)
non_mutating_set_merge_method.2.diff	1.47 KB	11/18/2015	tiegz (Tieg Zaharia)