

Ruby master - Feature #9667

Optimization of `__FILE__` and `__dir__`

03/24/2014 09:19 AM - sawa (Tsuyoshi Sawada)

Status:	Open
Priority:	Normal
Assignee:	
Target version:	
Description	
<p>In the same spirit as the string literal followed by freeze is optimized, I think <code>__FILE__</code> and <code>__dir__</code> should be optimized. Currently, they return different object id each time they are called.</p> <pre>__FILE__.object_id # => 70183725179420 __FILE__.object_id # => 70183725129020 ...</pre> <p>I propose them to be optimized so that they are only created once per occurrence.</p> <pre>__FILE__.object_id # => 70183725179420 __FILE__.object_id # => 70183725179420 ...</pre>	

History

#1 - 03/24/2014 09:25 AM - sawa (Tsuyoshi Sawada)

Sorry, my examples were inappropriate. Please ignore the examples above.

Currently, different object id is returned each time:

```
2.times{puts __FILE__.object_id}
# => 70183725179420
# => 70183725129020
```

I propose them to be optimized so that they are only created once per occurrence.

```
2.times{puts __FILE__.object_id}
# => 70183725179420
# => 70183725179420
```

#2 - 03/25/2014 04:48 AM - nobu (Nobuyoshi Nakada)

test/rubygems/test_gem.rb fails at untainting `__FILE__`, when parallel test.