## Anubis - Feature #17

# Allow the definition of aliases of types.

09/21/2007 10:27 PM - Alain Prouté

Status:NewStart date:Priority:NormalDue date:

Assignee: Alain Prouté % Done: 0%
Category: Compiler Estimated time: 0.00 hour

Target version: 1.x

Platform: Triage Stage:

Resolution:

Description

Allow the definition of aliases of types.

#### History

### #1 - 07/21/2008 01:49 PM - Anonymous

Can we have a little more explanations about this enhancement, please?

How should it works? What is the benefit compaired to a form like :

define [[ChildType]]:
 child\_type(ParentType).

#### #2 - 07/21/2008 02:04 PM - Alain Prouté

If you write:

type [[ChildType]]:
 child\_type(ParentType).

what you get is a 'clone' of [[ParentType]] which is distinct from [[ParentType]]. On the contrary an alias is just another name for the same type.

Of course, this is an important distinction since the compiler determines one and only one type for each term.

### #3 - 07/21/2008 02:22 PM - Anonymous

Alright, but what are the benefits?

In my mind, a great enhancement can be *performances*, but only if a clone can't be used in place of the original (in other words, they are different types with same definition).

Example. With the form

define [[ChildType]]:
 child\_type(ParentType).

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the use of [[ChildType]] will create some (useless) overload because to access to the value, we need to extract the parent type. If the compiler known this is a clone, It will be able to do some optimisation and make value access as efficient as the parent (or original) type because their are exactly the same in memory.

### #4 - 07/21/2008 02:34 PM - Alain Prouté

The optimization is another problem (not yet solved). I spoke only about semantics. The 'feature' of aliases is that we may use a simple short name instead of a complicated schema applied to several types which may themselves be schemas applied to etc... This is just for comfort, readability, and maybe also a conceptual enhancement. This is still to be discussed. Anyway, aliases are not implemented yet.

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