Base Language - Bug #5192

OO Quirk - Json Number with exponent

03/11/2021 08:45 AM - Marian Edu

Status:	Hold		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
billable:	No		**case_num:**	
vendor_id:	GCD		**version:**	

Description

Related issues:	
Related to Base Language - Bug #5011: unimplemented OO 4GL quirks and bugs	**New**

History

#1 - 03/11/2021 08:55 AM - Marian Edu

Although numbers with exponents are supported to some extent in 4GL implementation those are not really parsed, one can add a number using exponential format (there is a separate method for that) but then that can't be read from a JSON construct (object/array). The type is reported as number but you can't read it with any of the getDecimal/getInteger/getInt64 methods and it is stored exactly as set in string format.

This will hopefully get fixed at some point so maybe we can implement it right in FWD and let all those numeric get methods parse the actual number instead of throwing error #16061 (Can not transform JSON number value to ABL decimal value, JSON value has an exponent.). Right now I'm using Double.parse for this, let me know if you want the current 4GL limited implementation instead but since this isn't actually working now nobody use this although some would like to :)

https://community-archive.progress.com/forums/00019/36132.html

#2 - 03/11/2021 10:08 AM - Greg Shah

we can implement it right in FWD and let all those numeric get methods parse the actual number instead of throwing error #16061

Agreed, please implement it the "right way".

#3 - 03/11/2021 10:10 AM - Greg Shah

- *Parent task deleted (#4384)*

- *Start date deleted (03/11/2021)*

- *Status changed from New to Hold*

#4 - 03/11/2021 10:11 AM - Greg Shah

- Related to Bug #5011: unimplemented OO 4GL quirks and bugs added