Re: Newbie: cloning a Number

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- *From*: Patricia Shanahan <pats@xxxxxxx>
- *Date*: Wed, 06 Dec 2006 15:42:46 GMT

Daniel Pitts wrote:

> Philipp wrote:
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> > Andreas Leitgeb wrote:
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> > > Philipp <sicsicsic@xxxxxxxxxxx> wrote:
> > >
> > > > My application needs some parameters
> > > > (Number).
> > >
> > > So, you could just as well use double or long.
> >
> > Yes this is correct.
> > I just thought that this was the whole purpose of a "Number" class. ie
> > not needing to say if it's actually an integer or a double, but leaving
> > this to when real calculation is done.
> >
> > Also my parameters are displayed in JFormattedTextFields which I would
> > like not to display Integers and Double the same way (with or witout
> > fraction digits). So keeping this info seemed important to me.
> >
> > From my C++ background I would have implemented the standard math
> > operators (+ − * /) on Number such that the polymorphism is used (ie if
> > Number*Number is actually Integer*Integer: do integer math. If it's
> > Double*Integer do double math). But this does not seem to be the purpose
> > of the Number class in Java.
> > (what's it's purpose actually?)
> >
> > Best regards
> > Phil
>
> I believe the Number class's primary purpos is to provide a constant
> way to represent numeric values as Objects in a type independant way.
> All Number subclasses have intValue(), floatValue(), etc..., so that
> you can convert from a Number object to any primative type.
>
> Other than that, most people use a specific Number subclass, rather

than Number itself.

Unfortunately, they are not required to have a consistent conversion to BigDecimal. That is the only API type that can exactly represent the value of any double, any long, any BigInteger, etc., and provides operations on them.

Patricia
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