Sequence

Return to Glossary

A **Sequence** is logically composed of three things: an array of elements, a maximum number of elements that the array may contain (i.e. its allocated size), and a logical length indicating how many of the allocated elements are valid. The length may vary dynamically between 0 and the maximum (inclusive); it is not permissible to access an element at an index greater than or equal to the length.

A **Sequence** may either “own” the memory associated with it, or it may “borrow” that memory. If a **Sequence** owns its own memory, then the sequence itself will allocate the its memory and is permitted to grow and shrink that memory (i.e. change its maximum) dynamically.

Source: Sequence

From:
https://omgwiki.org/dido/ - **DIDO Wiki**

Permanent link:
https://omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:s:sequence&rev=1605294159

Last update: **2020/11/13 14:02**