
Subject: Re: Jsonize int64 surprise
Posted by [mirek](#) on Thu, 24 Jan 2013 19:30:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mindtraveller wrote on Thu, 24 January 2013 14:21 I may be wrong. But my point is that JSON is used mostly in Web development. In our case this means: Quote:server[U++] <-> client[javascript] And javascript natively supports integers up to 64-bit length (actually 53-bit, see below). So should we in U++.

This article

<http://cdivilly.wordpress.com/2012/04/11/json-javascript-lar-ge-64-bit-integers/> corrects that Javascript actually support integers up to 2^{53} . So if we really want to be close to standards here, we should check not INT_MAX, but 2^{53} for stringification.

Well, but that actually is exactly what I propose (I just got 56 wrong, it is indeed 53).

Quote:

But I'd suggest eliminating ANY surprises at all. We have number - we represent as number. But one may disagree with it.

Well, there seems to be no 100% correct solution, but I think that lost precision would not be a good thing as well...

Mirek
