

Redmine - Patch #26728

count > 0 vs exists?

2017-08-21 05:10 - jwjw yy

Status: Closed	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category: Code cleanup/refactoring	Estimated time: 0.00 hour
Target version:	
Description redmine/app/models/project.rb:671: if versions.count > 0 redmine/app/views/imports/show.html.erb:3:<% if @import.saved_items.count > 0 %> redmine/app/views/imports/show.html.erb:15:<% if @import.unsaved_items.count > 0 %> could be redmine/app/models/project.rb:671: if versions.exists? redmine/app/views/imports/show.html.erb:3:<% if @import.saved_items.exists? %> redmine/app/views/imports/show.html.erb:15:<% if @import.unsaved_items.exists?%>	
Related issues: Related to Redmine - Patch #24839: Minor performance improvement - Replace co... Closed	

History

#1 - 2017-08-21 07:55 - Toshi MARUYAMA

- Category set to Code cleanup/refactoring
- Status changed from New to Needs feedback

Please post by patch.

#2 - 2017-08-21 07:58 - Toshi MARUYAMA

And please describe why this change is effective.

#3 - 2017-08-23 06:59 - Toshi MARUYAMA

Toshi MARUYAMA wrote:

Please post by patch.

Please post by attachment patch file.

#4 - 2018-07-01 06:48 - Go MAEDA

- Related to Patch #24839: Minor performance improvement - Replace count by exists? added

#5 - 2018-07-01 06:54 - Go MAEDA

- Status changed from Needs feedback to Closed

We have decided not to use exists? there. Please see [#24839#note-1](#) and [#24839#note-3](#).