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.