

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://www.omgwiki.org/dds/> - **DDS Foundation Wiki**

Permanent link:

https://www.omgwiki.org/dds/doku.php?id=dds:public:guidebook:06_append:glossary:s:sequence&rev=1616012612

Last update: **2021/03/17 16:23**

