
Subject: Re: Draw::DrawImageOp optimization bug
Posted by [mirek](#) on Fri, 28 Nov 2008 12:29:52 GMT
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Tom1 wrote on Fri, 28 November 2008 04:23

```
void print(){
  PrinterJob *job=new PrinterJob();
  if(job){
    if(job->Execute()){
      Draw &draw=job->GetDraw();
      draw.StartPage();
      drawimage(draw);
      draw.EndPage();
    }
    delete job;
  }
}
```

Off-topic: Why the 'new' here?

In U++, never use 'new' unless you have a VERY good reason to do so - either you are doing some too low-level or you need 'naked' polymorphy. But as for polymorphy, you can also use 'encapsulated' form with One...

Mirek
