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Subject: Usage of "private:" in uppsrc - A strong vote for "protected:"

Posted by [Zardos](#) on Fri, 27 Jul 2007 18:10:40 GMT

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While using U++ more and more and still loving it. There is one thing I always fear:

As good as ultimate is - there are always some things you need or you may do different.

In this case I work around the problem and use my own classes/functions etc. But sometimes I have to change and add new fuctions to existing classes / controls.

What can I do?

1.) Change the source and hope the patch is accepted. The best way - if the patch is accepted. If not - for what ever (valid) reason - the problems start...

2.) If not accepted I can try to open a personal branch of U++ and try to keep in sync with internal patches with the public U++ source. => Not nice and much work

3.) Try do use the C++ tools to extend classes and functions. A very good way... But exactly here is the problem:

Many important member variables and functions are declared "private"! As an example: "image" in "ButtonOption". If I need access to this image I'm lost...

So I would like to suggest: If you use private in a class - Think about it again from the perspective of a U++ user who would not like to change the U++ source and may want to extend a class.

I'm not voting to make everything "public". And I understand the idea of information hiding. But I think it is far more work to keep a modified U++ version then to change a derived class if the internals of the parent classes have changed.

So, if in doubt to make anything private or protected -> go for protected - and only for very, very rare things use private.

I really hope nobody feels offended. I just wanted to show you the problem from a U++ user perspective.

Kind regards,

Ralf

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