Subject: Re: NTL - "deep copy semantics"?
Posted by nixnixnix on Thu, 23 Aug 2007 02:17:38 GMT

Hi there,

Please ignore this - I found the DeepCopy thing confusing so I leave this here for those who come after me

I don't see any examples of DeepCopy but if I understand correctly, my class, the declaration for which looks like this

class Mine
{
public:
   Mine();

   double fMember;
   int nMember;

   Array <Point> m_pts;
};

can be copied with the source in tact so long as I write it

class Mine
{
public:
   Mine();

   double fMember;
   int nMember;

   WithDeepCopy<Array <Point> > m_pts;
};

and this means that I can use the default copy constructors and forget about making my own unless I really want to. When I call

Mine mine;
// some initialisation
..
Mine yours(mine);

yours copies mine and they both have all the same members including in their arrays.

Nick