Subject: Re: Hopefully fixed "Writes to freed blocks" bug in ide - and warning (quiz)
Posted by mdelfede on Tue, 23 Oct 2007 16:20:15 GMT

luzr wrote on Tue, 23 October 2007 18:08
No, it can resize the array if you use i >= GetCount.

Ah, ok... I wouldn't ever use it like that, it's the easy way of producing bugs.... Much better an explicit Realloc() or something like that. BTW resizing the array makes the assumption that elements have a default constructor, too.

Quote:
IMO/IME, shared ownership is the root of evil At least in C++.

well, if you share ownership (like I've suggested) you MUST avoid any kind of pointers, but if it's well done can be rock solid.
Of course, if you use reference counted stuffs and than you take address of if, you can be sure about having bugs

I must say that reference counted stuffs are usually small in size, so you can pass them by value with few overhead.
I did something like that some time ago and it was nice to use.

Ciao

Max