
Subject: Re: Hopefully fixed "Writes to freed blocks" bug in ide - and warning (quiz)
Posted by [mdelfede](#) on Tue, 23 Oct 2007 19:47:30 GMT

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luzr wrote on Tue, 23 October 2007 19:45

Well, I think At is extremely effective way how to solve many problems. And similar issue existis even in the plain C

```
a[i++] = a[i];
```

it is simply something you have to care about...

Well, in your example, you can see that you're doing it wrong.

In theide bug, you can't.... or, at least, you can't if you don't know upp vector internals, what's normally the matter.

Usually people see Vector<> as a blackbox, they don't know (at least, I didn't know) about invalid references caused by At().

OTOH, people that program in C++ usually know that A[i++]=A[i] is a nonsense.

Quote:

Well, yes, I think that is the "official" C++/boost path... If you like that, U++ pick_ must sound alien to you

Uhm... I don't know Boost++ in depth, but I don't think PIMPL+reference counting is their base path.

I know that reference counting + pointers is an hassle, but together with PIMPL and WITHOUT use of pointers can be quite good. That said, I don't like too much Boost++, I find it well written but old style coding. I did write my own Array class in past because of that.

BTW, I still think that c++ standard is missing many useful constructs, one of the most useful ot them is the 'property' one, which borland introduced as a language extension in their compilers. An object-oriented language without properties is an empty wine glass, I think

Just an example of it :

```
class C
{
private:

    int iVal;

    void set_iVal(int _i) { i = _iVal; }
    int get_iVal(void) { return iVal; }

public:

    __property i = { read = getIval, write = setIval };
```

```
};
```

```
C c ;
```

```
c.i = 5; // calls set_lval(5)
```

```
int a = c.i; // calls a = get_lval()
```

That's what I call 'clean object-oriented language'.

Ciao

Max
