Subject: Re: hierarchical tree data structure & binding to TreeCtrl
Posted by mirek on Thu, 15 Nov 2007 04:46:52 GMT
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Novo wrote on Mon, 12 November 2007 14:56luzr wrote on Sun, 11 November 2007 17:38I am not quite sure I understand the question. Anyway, maybe the answer is that U++ is desgined in a way that you usually do not need have "variable-widget" pairs (using variable to store the data, only use widget for GUI interaction). You do not need the variable, you can store the data directly in widget. You can even think about widgets as "value with possible GUI editing"...

I think that separation of concepts (like graphical data representation and data itself) is very useful. Developing something more or less complicated without that is hardly possible.

Hey, only because you CAN do something does not mean you HAVE to do... There obviously are scenarios where it is better not to store data in the widget:)

(This is the same as some people insisting that you cannot allocate U++ widgets on the heap. Of course you can, but unlike other toolkits, you are not required to).

Quote:
Making clear separation of concepts requires a lot of experience in software design. That is not easy. But using good designed software is real fun !

Well, I just think that sometimes, people go over the roof here. Obviously, in some cases the separation is the right thing to do, but to do it always only leads to added complexity without any real benefit to the program reliability or user experience.

Mirek