Subject: Re: Window without title bar
Posted by Werner on Thu, 14 Feb 2008 17:54:29 GMT

cbpporter wrote on Thu, 14 February 2008 16:53Anyway, using singleton pattern here is really overkill. Just create and instance variable in MainWin called for example popUp, with type PopUpWin and replace all Single<PopUpWin>() with that given name.

For example, Single<PopUpWin>().SetPoppedUp(true);becomespopUp.SetPoppedUp(true);
In this case you're absolutely right. May I nevertheless point out a few issues?

1.
As Ultimate++ itself uses Single a lot (174 occurrences in uppsrc), I was doing some tests. Coincidentally I used PopUp for this when the popup window issue emerged. At that time I published my code without thinking much about it - it just worked.

2.
Ultimate++'s Single is definitely not a singleton. I just mentioned it because the reason to create these "singles" is the same. And indeed I find the theoretical foundations of the singleton pattern quite interesting.

3.
I do not share your opinion about singletons vs global variables etc.. As soon as you are contributing to large projects with many developers where you don't have complete control over all the code, you will try hard to avoid globals at any cost and do your best to guarantee that one and only one object exists, namely a singleton, if that need arises.

Werner