
Subject: Re: PostgreSQL Session.Open Leak??
Posted by [mirek](#) on Fri, 22 Feb 2008 09:09:09 GMT

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indiocolifa wrote on Thu, 21 February 2008 10:28

Should I define Globalstate as a normal class (I mean, not using statics like in the Singleton pattern)?

Discovering U++ is fun!

Depends. I would either use Single directly or created a global function to return Single:

```
GlobalState& TheGlobalState() {  
    return Single<GlobalState>();  
}
```

but you can also stay a bit closer to "exact" singleton pattern:

```
class GlobalState {  
    static GlobalState& getInst() { return Single<GlobalState>(); }  
};
```

or if you insist on pointer (which IMO is stupid here, as the result can never be NULL):

```
class GlobalState {  
    static GlobalState *getInst() { return &Single<GlobalState>(); }  
};
```

In either case, GlobalState will be destructed at exit, avoiding memory leak.

Mirek
