
Subject: Re: Is there a way to fetch objects w/o default constructor?

Posted by [mirek](#) on Tue, 09 Sep 2008 06:57:53 GMT

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Mindtraveller wrote on Tue, 09 September 2008 02:47: So what "right", or "typical" solution of such a common problem is recommended? Just to make default constructor along with something like void Setup(.....) ?

Well, that is what I would use.

Quote:

```
stream % projects;
```

```
if(stream.IsLoading())
{
    for (int i=0; i<projects.GetCount(); ++i)
        projects.Setup(.....);
}
```

Well, I actually do not really know what degree of flexibility is needed... Is the number of projects fixed and only the content is changing? Too little info to discuss the solution.

Quote:

This method has one big drawback: I can't hold any references inside Project class because I can't initialize them in constructor. In my previous example this means i.e. I can't hold tabs reference inside Project which is very uncomfortable. Using simple pointer and setting it inside Setup() is no good too.

That is correct. Personally I would do this sacrifice in order to avoid "Add(new)" variant. (Well, as you might have noticed, I tend to judge the quality of code by number of new/delete statements

Mirek
