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 02:47So 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.lsLoading())
{
   for (int i=0; i<projects.GetCount(); ++i)
        projects.Setup(.....);
}</pre>
```

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