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

Posted by [Mindtraveller](#) on Tue, 09 Sep 2008 07:38:21 GMT

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luzr wrote on Tue, 09 September 2008 10:57Quote:

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

Thanks. I think I'll store these objects pointers in Ptr objects. This would at least look better than plain pointers.

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