Subject: Re: Is there a way to fetch objects w/o default constructor?
Posted by mirek on Tue, 09 Sep 2008 07:48:01 GMT

Mindtraveller wrote on Tue, 09 September 2008 03:38luzr 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.

That is only useful if they can get destructed while "parent" object is alive....

Mirek