
Subject: when to use struct, when - class, for a derived widget?

Posted by [fudadmin](#) on Sat, 03 Dec 2005 11:30:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

when to use struct, when - class, for a derived from e.g TopWindow?

e.g

```
class SimpleWindow : public TopWindow {  
public:  
    typedef SimpleWindow CLASSNAME;  
  
    SimpleWindow();  
};
```

```
struct SimpleWindow : public TopWindow {  
public:  
    typedef SimpleWindow CLASSNAME;  
  
    SimpleWindow();  
};
```