
Subject: Re: Time for little quiz!

Posted by [unodgs](#) on Tue, 04 Apr 2006 17:12:28 GMT

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luzr wrote on Tue, 04 April 2006 08:02What is this construct supposed to do (and why):

```
void CreatePalette(const RGBA *s, int count, RGBA *palette, int ncolors)
{
    delete new sPalMaker(s, count, palette, ncolors);
}
```

Mirek

It look very interesting.. but I have no idea what this construction is supposed to do..

I would use delete new if I'd like to create object on heap (but what for?) and to end object live as soon as possible.

The next reason that came to my mind is you don't have to name the object..

But why delete new sPalMaker.. is better than simply

```
{
    sPalMaker pm(s, count, palette, ncolors);
} ?
```

PS: Maybe this is stupid, but will compiler ignore creating the object if it is not created on heap because the pm isn't used further?