
Subject: Re: Basic questions about u++

Posted by [mirek](#) on Wed, 07 Oct 2009 10:23:20 GMT

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

irtech wrote on Wed, 07 October 2009 06:11

Another Question is about resource management, is this done in compile time or run time(i.e. garbage collection)

I mean does compiler figure out when the owner is destroyed, the attached resources should be freed and [Add] the code automatically to destructor of the object?

I guess that is the main difference of U++. Everything (or almost everything) is somehow directly or indirectly linked to some stack frame. If the stack frame goes out of scope, object is destroyed via destructor.

E.g.

Quote:

```
{
    FileOut out("test");
    ...
} // File gets closed
```

Quote:

```
{
    Array<FileOut> out;
    ...
} // all files get closed
```

Quote:

```
{
    Array<Window> win;
    ...
} // all windows get closed
```

U++ is designed so that structuring code in this way is very simple...
