
Subject: Re: Basic questions about u++

Posted by [mr_ped](#) on Wed, 07 Oct 2009 11:33:11 GMT

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standardization - luzr (Mirek) is the (one of the very few) core developer who is also reading forums, he also does decide which patches from community get included into U++. So far it works very well. (with obvious fixes there's no problem, with more complex updates you either get accepted or you can put them into Bazaar packages where others may check it out and eventually help with improvements)

Resources works like in ordinary C++, no GC (unless you add some C++ GC library on your own, but I wonder why not java then, if you want GC).

As you can see from Mirek's examples, a C++ is not that bad when it comes to resource managements, if you stay within U++ style of doing things. If you use some "new", then it's up to you to "delete" of course. Also using memory leaks detection and valgrind early can help a lot. Still in C++ you should always know and understand how you work with your resources, the careless programming in C++ never pays off. U++ is just minimizing the hassle.
