Subject: Re: Basic questions about u++
Posted by irtech on Wed, 07 Oct 2009 16:47:40 GMT

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mrjt wrote on Wed, 07 October 2009 18:14
By wrapping the new/delete calls in an object (one that has already been thoughly tested) you are able to utilise C++ inbuilt destruction mechanics and avoid the error-prone call to delete. There isn't any 'magic' going on outside of using templates in a clever way

As far as I'm concerned the Upp memory management philosophy is to never use new/delete. There is almost always a better way .

Ok thanks with your explanation and what I've read in overview now I understood the resource management philosophy of U++!

except one thing !
Ok your example is about a simple int but hw about a big object like a class? Then you certainly need copy constructor which seems to be the motive not to use stdlib. but not having control over copy constructor isn't a drawback by itself?
I mean for example I want to specifically copy value of a sibling object when copy constructor is called or I want to increment a variable inside a class inside copy constructor so I know how many times it has been copied. How should I implement them? I'm not saying it is a routine task but many times you want to do specialized tasks in copy constructor. Then how you do it?

Regards.