
Subject: Re: Is there a simple CGI library developed with U++?
Posted by [andrei_natanael](#) on Thu, 12 Nov 2009 13:54:46 GMT
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forlano wrote on Thu, 12 November 2009 12:31The "new" operator that appear everywhere is really annoying and to me, used to U++ style, looks very stupid. I am not an expert and wonder why all other GUI like so much the "new" operator and which adavantages it offer if any and at which cost.

The new operator introduce "lag" in your application because memory allocation takes time and also increase the memory footprint because it need "extra" pointers. If you compare two applications with and without new operator usage you'll see that. The only benefit is the small size of executable and of course when you don't know at compile time the size of the object you have to keep in memory. Well there is one more, you may store the implementation of class in a library and hold in executable only a pointer to it.

Andrei
