Subject: Virtual functions versus callbacks
Posted by koldo on Tue, 05 Jan 2010 08:59:08 GMT
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Hello all

To let the program do actions after events I have seen there are two options in Upp:

- To use "virtual" functions
For example to get the "enter" key in an EditField it is necessary to do a derived class
that catches virtual bool Key(dword key, int rep);

- To use callback
For example to do something after clicking in an ArrayCtrl it could be done by assigning a callback function to "WhenLeftClick".

From the user (programmer) point of view it seems better callback functions as you do not need to do derived classes every time you need a certain response after a Ctrl event.

Personally I stronger prefer callback but, what do you think about it ?

Best regards
Koldo