
Subject: Re: Virtual functions versus callbacks
Posted by [unodgs](#) on Tue, 05 Jan 2010 09:36:50 GMT
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koldo wrote on Tue, 05 January 2010 03:59Hello 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

In my upp sources EditField has WhenEnter callback. I guess it could be added to the main tree as now I can see I'm not the only one who needs it
