Subject: Re: subclassing LineEdit is ugly
Posted by mirek on Mon, 17 Apr 2006 22:15:44 GMT
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hojtsy wrote on Mon, 17 April 2006 17:38
The only cost is minimal CPU overhead.

I do not care about virtual method overhead here (not a bit). But I am very concerned about fuzzy interfaces.

One problem with this approach is: where are limits?

String::Cat ?
Ctrl::HSizePos ?
DrawLabel::GetSize ?

Another problem is that introducing too much virtual methods often exposes too much of implementation details.

Now about our specific example: I see LineEdit as "blackbox" with defined (and final) operations, which has "default interface" represented by current "Key" method and default menu.

If you want more than "default interface", simply change the interface part (that one is well defined in Ctrl).

Mirek