Subject: Re: Sharing and Locking
Posted by mirek on Sun, 21 Mar 2010 06:37:56 GMT

gridem wrote on Sat, 20 March 2010 05:21luzr wrote on Fri, 19 March 2010 09:59
File objects?

IMO, works quite well as long as only memory is involved....

Mirek

```
struct FileObject
{
    FileObject() : impl(new Impl) {}
    typedef weak_ptr<Impl> Ref;

    bool IsOpened() const { return impl->file; }
    void Close() { impl->file.reset(); }
    void Open(const char* fname) { impl->file.reset(new File(fname)); }

private:
    struct Impl
    {
        shared_ptr<File> file;
    };

    shared_ptr<Impl> impl;
};
```

Grigory

You miss the point: When the file is closed?

(I know when, of course, but the point is the shared ownership makes this very uncertain).