
Subject: Re: Sharing and Locking
Posted by [gridem](#) on Sun, 21 Mar 2010 10:39:22 GMT
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luzr wrote on Sun, 21 March 2010 09:37
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).
OK, usage sample:

```
void SetterThread()
{
    for (int i = 0; i < cycles; ++ i)
    {
        // create file object
        FileObject file;
        // assign reference to global variable
        *DataAccess::Access() = file;
        // create file itself
        file.Open("file.txt");
        // write some text, file will be opened because accesser doesn't use close
        // (try ... catch is not needed)
        file.Write(String().Cat() << "[" << i << "]" setter");
        // close the file, accesser now cannot write into file
        file.Close();
    }
}
```

```
void AccesserThread()
{
    for (int i = 0; i < cycles; ++ i)
    {
        try
        {
            // try to get the real object from global reference
            FileObject file = DataAccess::Access()->Get();
            for (int j = 0; j < internalCycles; ++ j)
            {
                // try to write into file
                file.Write(String().Cat() << "[" << i << ", " << j << "]" accesser");
            }
        }
        catch(Exc& e)
        {
            Out(String().Cat() << "[" << i << "]" Accesser error: " << e);
        }
    }
}
```

In the considered implementation the File lifetime is always predictable while lifetime of FileObject can be longer.

See attached file for detailed information.

Regards,
Grigory.

File Attachments

1) [TestPtrMT.zip](#), downloaded 350 times
