

---

Subject: Re: How to program real U++ applications  
Posted by [mirek](#) on Fri, 26 Mar 2010 13:32:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

koldo wrote on Mon, 22 March 2010 10:55Hello all

I would like to ask you how you design professional U++ applications.

Thinking in a GUI application with a main window, how do you connect classes with main class containing main Serialize/Xmlize configuration:

- Main class is a global variable.

Never did that.

Quote:

- You include in classes constructor as argument a pointer to main class

Sometimes it is needed. Usually not.

Quote:

- You access from a subclass the main class using `dynamic_cast<MainClass*>(GetParent()->GetParent()-> ...` as many times as necessary.

Never did that.

Note there is nice global serialization system that perhaps is able to solve your issue.

Mirek

---