Subject: Re: Difficulty with Class declaration
Posted by mr_ped on Tue, 06 Apr 2010 15:54:25 GMT

And last thing... I'm definitely not explaining full C/C++ pointer syntax in these articles, like why new int[] leads to delete [], etc... you will have to dig into proper syntax in language reference. I'm just explaining the basic concept behind it, with that I'm sure you will understand all the syntax sugar from language reference soon, just keep on mind you will have to dig into it one more time.

Also I personally dislike stuff like function pointers (used for callbacks mostly), because I have to check language reference every time I have to use them (to know how to write it properly for compiler). This is another neat thing about U++, the macro "THISBACK" will save you in 99% of cases, so you don't have to bother with this rare syntax stuff.
But of course you should get trough it at least once to have idea what's going on in the background of THISBACK.