Subject: Usage of "new" and "delete" in U++
Posted by 281264 on Sun, 27 Jun 2010 13:41:45 GMT
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mean that ALL the widgets are created statically and therefore they are created at compilation time?

If the answer is yes, the implication is that when the application terminates ALL the objects (widgets, classes, etc..) are deleted automatically (with the exception of the objects created with new)

What do you think?

Thank you,

Javier