
Subject: Re: Usage of "new" and "delete" in U++
Posted by [sergeynikitin](#) on Sun, 27 Jun 2010 13:54:44 GMT
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Read it:

[http://www.ultimatepp.org/www\\$suppweb\\$overview\\$en-us.html](http://www.ultimatepp.org/www$suppweb$overview$en-us.html)

All screen object are stack object.

And this very usual!

All screen object - the object stack.

And it is very convenient!

When we leave the area of life the object - it is removed.

There is no need garbage collectors.

For complex structures use the containers.

Description of the containers are here:

[http://www.ultimatepp.org/srcdoc\\$Core\\$Tutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html)
