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Subject: Re: is there U++ coding style reference?

Posted by [mrjt](#) on Tue, 27 Jul 2010 10:02:51 GMT

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The only Upp style thing that caught me out was with references. Upp style (Mireks style really) is to put the ampersand with the type:

`int& parameter`

but I don't worry too much about this in my own code, only when committing packages to the bazaar. Otherwise Upp matched my previous style very well (one of the reasons I liked it in fact).

I too prefer constructors at the top of the file. I also attempt to keep functions in the order in which they appear in the header for easier browsing, but this often goes astray. For clarity I usually put static variable definitions, `CH_STYLE` and other housekeeping stuff at the bottom.

The new/delete stuff is very important IMO, since it's what separates Upp from almost all other C++ code. The rule is NEVER use new/delete. It's very unlikely you'd need something that the Upp containers can't do but in that case you should create your own simple container to encapsulate the allocation and deallocation of memory. Then you never have to worry about memory leaks in application code (bar some special cases with statics).

The only caveat to this is that you want to use it for window management of non-dialog windows. For example:

```
class MyWindow : public WithLayout<TopWindow> {  
    virtual void Close() { delete this; }  
};
```

```
void NewWindow()  
{  
    new MyWindow()->Open();  
}
```

though personally I would avoid this if at all possible.

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