Subject: operator<<= in tree control reference example
Posted by gprentice on Wed, 05 Jan 2011 09:55:53 GMT
View Forum Message <> Reply to Message

In the tree control reference example there is this code

```
  void LoadTree(int parent, const String& path, Progress& pi)
  {
    pi.SetText(DeFormat(path));
    for(FindFile ff(AppendFileName(path, "*.*")); ff; ff.Next()) {
      if(pi.StepCanceled())
        return;
      String n = ff.GetName();
      if(n != "." && n != "..") {
        edit.Add();
        edit.Top() <<= n;
```

Why does the last line use operator<<= instead of operator= ?

If there's no reason then it should be changed to operator= because it took me a while to track down the fact that it seems to go through Ctrl::operator<<= which goes through the SetData virtual function into EditField::SetData. For a newcomer or even not for a newcomer, it's not easy to find what that operator<<= does - it doesn't make any sense to use it in an example.

Also, why does the above code do an unnecessary call to the Top() function - couldn't it just be edit.Add() = n;

And lastly (off topic but related to the edit.Add function call), does U++ assume that memory allocation with new never fails - how does U++ handle failure?

Graeme