Subject: Re: Thoughts about resource management
Posted by mirek on Sun, 23 Jan 2011 22:48:28 GMT
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Mindtraveller wrote on Sun, 23 January 2011 10:28You of course know "everything belongs somewhere" approach. If you tried it, you most probably know it as simple and effective way of getting rid of resource management problems. Simply speaking, you equalize visibility of object and period of its life by defining resource as stack object of parent class.
This works good for simple cases where resource lives constantly, starting with constructor of its parent until parent destructor is called.
But sometimes we meet more complex scenario, when resource is destroyed and re-created many times while program is working. We of course have Ptr/Pte wrappers. And I use them havily in these cases. Of course we may use public parent member functions which manage this resource for it not to violate our general approach.
But in my opinion we should discuss "everything belongs somewhere" for complex scenarios and widen U++ manual a little. Because complex scenarios is where smart pointers live, and we have to avoid mixing them with "U++ style".

I do not know, well, maybe it is I am far used and invested to U++ approach, but I believe those complex scenarios are simply the result of "not trying hard enough" to avoid such situations.

Sometimes it took me time and effort to rethink the whole design to fit U++, but in the end it always ended simpler and faster than using shared ownership.

But I agree it is not always that obvious...