
Subject: Re: Proposed change to U++ to allow owning children.

Posted by [Lance](#) on Wed, 16 Mar 2011 17:29:02 GMT

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That's why I praise the design and implementation of U++.

Even though I don't know U++ really well, I can be pretty much sure my solution works or will work with minor refinement.

It can be proved by reasoning:

1. Every child of a Ctrl is itself a Ctrl2. However deep the derivation chain, the virtual destructor of Ctrl will always be called and there will be only one version of the destructor which I touched.
 3. In the destructor of Ctrl, it repeatedly removes each of its children by calling RemoveChild;
 4. U++ design guarantees each Ctrl will have but 1 or 0 parent.
- So however ownership is changed during a Ctrl's life time, it will have 1 parent if it was ever assigned a parent. When its parent is destructed, and its owned flag is set to true, it's guaranteed to be destructed by our implementation of RemoveChild family functions.
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