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

Posted by [Lance](#) on Fri, 18 Mar 2011 15:34:42 GMT

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And a sample program using this newly added capability.

```
#include <CtrlLib/CtrlLib.h>
```

```
// http://java.sun.com/docs/books/tutorial/uiswing/start/swingTour.html
```

```
using namespace Upp;
```

```
struct MyButton : Moveable<MyButton>, Button
{
public:
    // should always default to false to confirm with
    // existing U++ users habit
    //
    MyButton(bool toBeOwned=false)
    {
        if(toBeOwned)
            Owned();
    }
    virtual ~MyButton()
    {
        String msg=String().Cat()<<"From within MyButton's destructor, with label "<<GetLabel();

        DUMP(msg);
    }
};
```

```
struct ButtonApp : TopWindow {
    int count;
    MyButton button;

    Label label;

    void RefreshLabel()
    {
        label = Format("Number of button clicks %d", count);
    }
    void Click()
    {
        ++count;
        RefreshLabel();
    }
}
```

```
typedef ButtonApp CLASSNAME;
```

```
ButtonApp()
```

```
{  
    count = 0;  
    //button=*new MyButton();  
    Button * p = new MyButton(true);  
    Button * p2 = new MyButton();
```

```
  
    button <=<= THISBACK(Click);  
    button.SetLabel("&I'm an Ultimate++ button!");  
    Add(button.VCenterPos(20).HCenterPos(200));  
    Add(label.BottomPos(0, 20).HCenterPos(200));  
    label.SetAlign(ALIGN_CENTER);  
    Sizeable().Zoomable();  
    RefreshLabel();
```

```
  
    Add(p->SetLabel("&Another button").TopPosZ(10, 50).LeftPosZ(30, 200)); // becuse MyButton  
is constructed with proper flag  
    Add(p2->SetLabel("Heap Button 2").TopPosZ(10, 50).LeftPosZ(250,200).Owned());  
}  
};
```

```
GUI_APP_MAIN
```

```
{  
    ButtonApp().Run();  
}
```

With output:

```
msg = From within MyButton's destructor, with label I'm an Ultimate++ button!  
msg = From within MyButton's destructor, with label Another button  
msg = From within MyButton's destructor, with label Heap Button 2
```