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

Posted by [Lance](#) on Sun, 20 Mar 2011 13:07:29 GMT

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Thanks, kohait00! As mirek has demonstrated, it's not hard.

The only issue is if it's worthy. Paying the cost of an additional container (I didn't look into Array implementation, from its interface, it's probably an Vector of pointers pointing to individually allocated objects. The user would not feel a difference. But still there are memory cost & speed cost paid.) so that Upp library users can do without manual new/delete, that's something I cannot appreciate at my current level or mindset.

It's really a philosophical/religious difference. Many ones believe pointers are evil, Java go as far as do away with it completely, but that doesn't make the small bunch us to leave C++ and embrace it.

C++ also encourages using its library and smart pointers to minimize the chances to use new or have to keep track of new'ed objects. But it certainly doesn't go as far as declaring new/delete a privilege of library developers only.

Anyway, this is really unimportant. As I have said, we stand no chance to convince mirek, who have achieved so much with the sticking to his philosophy, plus the cost is but minimal.
