Subject: Re: Ptr improve
Posted by cbpporter on Mon, 23 May 2011 11:52:07 GMT

Here is an idea that has been going around in my head for a while: what if we combine the U++ way with GC.

GC is great, but the cost of mark & sweep can be to much for some cases.

Traditional memory management is problematic, and we have a relatively big cost of allocation/deallocation.

With the U++ we have everything belongs somewhere. But what if we kept the principle intact for non heap allocated objects, but for heap allocated one, the destructor would only mark the object for deletion, and it would actually get deleted latter. So basically mark&sweep, but without mark, its role handled by destructors. It would even make GC more deterministic, but not by much.

What do you think?