
Subject: Re: Ptr improve

Posted by [cbpporter](#) on Wed, 25 May 2011 10:09:58 GMT

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mr_ped wrote on Wed, 25 May 2011 10:34

edit:

"What I want is to delay the free operation"

and why?? What's the advantage? I see plenty of problems with it, but no single advantage.

Well the advantage is that you could have normal program flow without allocating and deallocating breaking up you execution. Deallocation would happen as a bulk operation only once in a while, either naturally or under the control of the programmer, i.e. before opening up a dialog and waiting for user input.

While I can routinely prove that C++ is considerably faster than a GC language, there are a few scenarios where C++ looses, and almost all of them involve allocating and freeing a huge number of objects.

I do not agree that we need compiler support, but here is the thing: with what I am proposing we do have compiler support. The destructors.

But I'll drop the subject now since nobody thinks this is a good idea.
