Subject: Re: C++11
Posted by mirek on Fri, 14 Oct 2011 10:18:09 GMT

Mindtraveller wrote on Wed, 12 October 2011 05:20http://en.wikipedia.org/wiki/C%2B%2B11
New version of C++ is finally out.
What do you think about it?
Will it change anything in how we use U++?

Unlikely. The closest thing that might have been useful for us is r-value references, which has the potential of replacing pick_. Unfortunately it does not compose, so directly replacing pick_ with && would break existing code. I do not know, MAYBE it would be worth it, after all there is only a couple of places where composition of pick is really used, OTOH fixing them would be pretty annoying.

What I mean by composition:

```
struct Foo {
  int a;
  Vector<int> foo;
};
```

in U++, this struct has well defined computer generated pick constructor and pick assignment.

Would pick_ be replaced by &&, it would have neither. Programmer would have to define special Foo(&&) constructor and operator=(&&). With some structs with dozen members, it would be tedious and error-prone.

Mirek