
Subject: Re: upp GTK compatibility for Ubuntu broken?

Posted by [dolik.rce](#) on Fri, 21 Oct 2011 07:36:19 GMT

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at improvement, certainly;

4.- Multi threading for Painter: would it be possible to implement something similar fot GLCitr?.

Best wishes.

Thanks,

remark: somehow, my last post didn't work, that's why is empty.

Javier

Thinking about TCC and runtime compilation frameworks (also web templates) I have got an idea how represent the code structure in the tree of virtual objects (basically, via function pointers).

I have put together a litte experimental snippet:

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

```
using namespace Upp;
```

```
struct Oper {  
    virtual double Execute() = 0;  
    virtual ~Oper() {}  
};
```

```
struct BinOper : Oper {  
    One<Oper> a;  
    One<Oper> b;  
};
```

```
struct Add : BinOper {  
    virtual double Execute() { return a->Execute() + b->Execute(); }  
};
```

```
struct Sub : BinOper {  
    virtual double Execute() { return a->Execute() - b->Execute(); }  
};
```

```
struct Mul : BinOper {  
    virtual double Execute() { return a->Execute() * b->Execute(); }  
};
```

```
struct Div : BinOper {
```
