
Subject: Re: user 'Value' [FEATURE REQUEST]
Posted by [mr_ped](#) on Thu, 25 May 2006 19:26:53 GMT
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I think the solution with inheritance is the most easy and usefull one.

```
template <class T>
class ArrayWithVal : public Array<T>, Moveable< ArrayWithVal<T> > {
public:
    Value  userValue;
};
```

(Maybe "MoveableAndDeepCopyOption< ... >" can be used, but Value is just "Moveable", and so I'm not sure if the DeepCopy would be still possible)

I don't think such short piece of code is worth of addition to UPP core. Actually this is the most simple example of what is OOP capable of, and why it has advantages over procedural programming for certain tasks (like this one).

Anyway, I think the "Value" is a good choice in UPP as long as you don't care about it's size in memory (i.e. you will not produce hundrets instances of that class together).

Other common solution is to use void *, or DWORD type.

Both of them allow you to store 32bit ints into user value. The void * is also more understandable if you put there pointer pointing to your custom structure holding more values.

Buth those two are usual for plain C code, and as I said, Value is very good choice in UPP, unless you are memory consumption concerned.
