Subject: Re: What is the difference between the memory management in C and C++?
Posted by mdelfede on Wed, 21 Dec 2011 13:57:38 GMT
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The *only* advantage using malloc is realloc() to reallocate blocks, which in many cases is by far more efficient than creating a new block and copying data on it.

BTW, realloc usage makes sense only on low level coding and with POD types, which is not the case of most c++ code.
Anyways, I think that a missing 'renew' is a bad thing for c++ and makes porting of old code painful sometimes.

Just last thing : mixing new + realloc and free or malloc and delete is an error which can bring *many* problems if you use a toolkit with custom allocators, as UPP.

Max