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Subject: Re: TcpSocket in Array  
Posted by [mirek](#) on Fri, 07 Sep 2012 08:23:30 GMT  
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This would not work, as TcpSocket does not have any form of "copy".

Actually, this is sort of bug I have to fix (make copy constructor private).

If you really insist, you can use something like:

```
Array<TcpSocket> a;  
TcpSocket *s = new TcpSocket;  
s->...  
if(...)  
    a.Add(s);  
else  
    delete s;
```

anyway, that includes "new" which is not really "U++ish".

Other options:

```
One<TcpSocket> s;  
s.Create();  
s->...  
if(...)  
    a.Add(s.Detach());  
// avoids need to delete (which you can forget to do ;)
```

```
TcpSocket& s = a.Add();  
...  
if(!...)  
    a.Drop();
```

Mirek

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