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).

I 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