Subject: NTL - "deep copy semantics"?
Posted by Werner on Fri, 21 Jul 2006 15:57:51 GMT

When reading about "deep copy" I feel a little bit confused.

You call it "deep copy semantics" to put a value into the target while preserving it in the source. And you set this in contrast to "pick transfer semantics" where a value is put into the target while destroying it in the source.

When I compare this with other C++ reading stuff I understand your "deep copy" as a simple copy process while "pick transfer semantics" means the same as "destructive copy semantics". The latter choice of words reserves the expression "deep copy" (vs "shallow" (or "flat") copy) to tell apart memberwise copy from bitwise copy.

Of course you have every right to define expressions to your liking as long as you make clear what you mean (and you do this!). But what is the reason for this non-customary use of these expressions? Or do I misinterpret something?

Werner