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Subject: Re: c++ standard read-only property flag would be handy

Posted by [mirek](#) on Wed, 13 Dec 2017 08:21:39 GMT

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luoganda wrote on Tue, 12 December 2017 11:59for c/c++ language usually set/get are needed for properties,  
using public\_read section or flag would be useful for properties, so there are not unneded code, eg:

```
class Class{
public:
    //accessed and modifiable by any
    int someProp;

    //this would be non-modifiable in outer usage
    public_read:
    int somePropX;

    //or
    int public_read somePropX;
    //or
    public_read int somePropX;
    //or something...
};
```

for compilers that would not implement this,  
just "unsafe" public: would be used instead.

IDK, people are having these various ideas about properties, but I do not understand why. Is it really so hard to write () ?

Also, with (writable) properties, one can do things like

```
a.ink = White;
a.font = Arial;
```

which IMO is really verbose and inconvenient compared to "U++ chained modifiers" style

```
a.Ink(White()).SetFont(Arial());
```