Subject: Re: Let's speak about Reflexion in C++
Posted by mirek on Mon, 04 Mar 2019 14:00:00 GMT

Xemuth wrote on Mon, 04 March 2019 12:15Hello Mirek,

Thanks for the response,

however you pointed my curiosity with the idea of database Model.
I thought that the .sch was just a way to easily create database via the code like lot of ORM do.
What's the point with Reflexion ? Reflexion is to be able to read the name of all method / arg of
object via the code ?

Do you mean we can create class via .sch and know the name of method/arg of the running
object via the code ?

Sorry if the question look's stupid but I'm a little lost !

.sch has several possible 'outputs'. Creating database is one of them. But it also creates structs
representing rows of individual tables and mapping between these and database, which IMO is
one of things that one would probably want to use reflection for, would it be available.

IMO, another example is binary serialization and Jsonize/Xmlize. All these might benefit from
reflection, but doing it without is not that hard (and in fact has advantages of its own).

I am not really aware about other applications of reflection. And IMO existing use cases are too
easy to do without reflection...

Mirek