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Subject: Re: calling delete on pointer  
Posted by [mirek](#) on Tue, 10 Sep 2019 06:39:14 GMT  
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Pte/Ptr are supposed to solve different problem:

```
Ptr<Foo> ptr;
{
  Foo x;
  ptr = &x;
}
ASSERT(!ptr);
```

In other words, the mechanism is supposed to make Ptr NULL when the object that is pointed to by it is destroyed.

Mirek

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