
Subject: Re: What happens with the virtual function PreDestroy in Linux?

Posted by [mirek](#) on Thu, 21 Sep 2006 22:32:58 GMT

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nicomesas wrote on Thu, 21 September 2006 18:25OK

Then, he is correct to use the destructor to make this type of things?

```
class someThing : public TopWindow
{
    MySqlSession mySql ;
    someThing()
    {
        mySql.Connect(.....) ;
    }
    virtual ~someThing()
    {
        mySql.Close() ;
    }
}
```

I believe that still I have Windows mentality and I do not finish thinking that can do this and be to me so calm, but in fact works.

UPP is great

Nico

Actually, it is unnecessary. MySqlSession destructor Closes the connection itself, you do not have to care about it.

BTW, this is very basic U++ design: All resources *owned* by object are always released/finalized when the object is destroyed (but you can release them sooner). Applies e.g. to files, sockets, printer jobs etc, etc.. This is what makes U++ development superior to GC based systems.