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Subject: Re: Architectural and C++/Upp questions  
Posted by [mirek](#) on Tue, 29 Sep 2020 06:46:00 GMT  
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Xemuth wrote on Mon, 28 September 2020 15:44Hello, I'm currently working to improve the package I introduced here : <https://www.ultimatepp.org/forums/index.php?t=msg&th=11148&start=0&>

To improve it and add new fonctionnality / modularity I started to write bunch of new class:

One of them is named Context and hold a private Vector of Scene Object. Some of public methods allow user to Create/Remove/Get all the scene object depending on ID (int):

```
Scene& CreateScene(); //Return the fresh created scene
bool RemoveScene(int sceneld);
Scene& GetScene(int sceneld); //Return scene depending on ID
```

2 questions come in my head when reviewing this code

-First one : Is it good to return reference of Scene in CreateScene() ? the fact a Vector is holding Scene mean the reference can get dereferenced at next creation/ destruction, on other hand returning the ID of the scene in CreateScene() force user to call GetScene(int sceneld) (which could lead to the same behavior) May I should use Array instead of Vector and return Reference ? What you think ?

Definitely use Array here.

Quote:

-Second one : Since ID is (in term of human view) less simple to remember, is it a good idea to swap int ID to String name, and use name to identify all Scene ?

Maybe you could also make CreateScene return int id instead. Something like nodes in TreeCtrl...

Mirek

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