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Subject: Re: Convert struct to string and reconstruct a struct from string

Posted by [Didier](#) on Fri, 30 Oct 2020 11:51:58 GMT

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I don't know if this simple example is in tutorial, but I think it has it's place

The use of One<> (for creation and ownership) makes code very small.

I'm not sure so many Upp users would rapidly think about using One<> (At least i woudn't since I rarely use it and tend to forget about it :d )

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