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Subject: Layout files versus embedded code

Posted by [MrAndreas](#) on Fri, 17 Feb 2023 13:25:04 GMT

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I just came across U++ and soon found the following example...

```
#include <CtrlLib/CtrlLib.h>
```

```
#define LAYOUTFILE <Days/Days.lay>
```

```
#include <CtrlCore/lay.h>
```

```
class Days : public WithDaysLayout<TopWindow> {  
public:
```

```
    typedef Days CLASSNAME;  
    Days();  
};
```

```
Days::Days()  
{  
    CtrlLayout(*this, "Days");  
    date1 ^= date2 ^= [=] {  
        result = IsNull(date1) || IsNull(date2) ? "" :  
            Format("There is %d day(s) between %` and %`", abs(Date(~date1) - Date(~date2)),  
~date1, ~date2);  
    };  
}
```

```
GUI_APP_MAIN  
{  
    Days().Run();  
}
```

Source: U++ Overview / 1. Whetting your appetite

Based on this example it appears U++ makes use of external data files that describe the GUI similar to how Delphi and C++ Builder uses DFM files for the same purpose. If this is the case then why was this paradigm chosen when it has been proven to be a source of many errors and in general flawed? Note that Anders, the original architect of Delphi/C++ Builder, recognised and rectified these flaws when he designed C# and made the GUI definitions as plain C# code embedded in standard C# source files.

Cheers,  
-Andreas

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