
Subject: Re: [XML] Assertion when GetAttrCount()
Posted by [mirek](#) on Tue, 05 Dec 2006 12:12:03 GMT
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g00fy wrote on Mon, 04 December 2006 02:29#include <CtrlLib/CtrlLib.h>
#include <ide/Common/Common.h>
#include <Core/Core.h>

U++ headers are always arranged so that "higher" include "lower", means "#include <ide/Common/Common.h>" is enough here.

Quote:

This code asserts on the call to "xml.GetAttrCount()". It thinks the vector holding those items have -1 items only...

-1 in items is generally the sign of broken pick semantics. Indeed:

```
XmlNode makefile = xml.Add("makefile");
```

```
XmlNode lib = makefile.Add("lib");
```

Here you pick "makefile" node out of xml and "lib" out of makefile. This is basically "java style code"...

In U++ we are usually referencing objects created inside complex structures:

```
XmlNode& makefile = xml.Add("makefile");
```

```
XmlNode& lib = makefile.Add("lib");
```

These are basic paradigms of U++ - perhaps unusual for newcomers, but in the end this is a way how to keep things simple and deterministic (and avoid smart pointers and GC wishes...)

Mirek