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Subject: Re: [XML] Assertion when GetAttrCount()  
Posted by [mirek](#) on Fri, 08 Dec 2006 10:42:11 GMT  
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g00fy wrote on Fri, 08 December 2006 04:02: Could you underbuidl your statements please? I would like to learn a thing or two .

Or just point me to some website stating that?

No, that is \*U++\* paradigm. So the only website I can point you to is ours (see [http://www.ultimatepp.org/www\\$upweb\\$overview\\$en-us.html](http://www.ultimatepp.org/www$upweb$overview$en-us.html))

In fact, I think this is the main difference between U++ and the rest of the world.

The rest of the world insists that you absolutely do need at least of these three things in your code (I mean you need either GC or shared pointers or delete things manually).

U++ proves that you don't

Quote:

Garbage collection is not really bad, it just makes your memory go 'boom'. But referenced shared pointer is generally a good idea imho.

It is the nice \*idea\* (just like STL . But avoiding it is even better

BTW, do not get me wrong - U++ also uses reference counting here and there, but only as implementation detail - does not expose it at interface level. That is major difference.

Mirek

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