Subject: Re: JUCE (widgets and library) GNU Public Licence
Posted by mirek on Wed, 27 Dec 2006 08:01:40 GMT
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JUCE code:

```
class RatingColumnCustomComponent    : public Component,
                                       public ComboBoxListener
{
public:
    RatingColumnCustomComponent (TableDemoComponent& owner_)
        : owner (owner_)
    {
        // just put a combo box inside this component
        addAndMakeVisible (comboBox = new ComboBox (String::empty));
        comboBox->addItem (T("fab"), 1);
        comboBox->addItem (T("groovy"), 2);
        comboBox->addItem (T("hep"), 3);
        comboBox->addItem (T("neat"), 4);
        comboBox->addItem (T("wild"), 5);
        comboBox->addItem (T("swingin"), 6);
        comboBox->addItem (T("mad for it"), 7);

        // when the combo is changed, we'll get a callback.
        comboBox->addListener (this);
        comboBox->setWantsKeyboardFocus (false);
    }

    ~RatingColumnCustomComponent()
    {
        deleteAllChildren();
    }

    void resized()
    {
        comboBox->setBoundsInset (BorderSize (2));
    }

    // Our demo code will call this when we may need to update our contents
    void setRowAndColumn (const int newRow, const int newColumn)
    {
        row = newRow;
        columnId = newColumn;
        comboBox->setSelectedId (owner.getRating (row, columnId), true);
    }

    void comboBoxChanged (ComboBox* comboBoxThatHasChanged)
```

```
        {
            owner.setRating (row, columnId, comboBox->getSelectedId());
        }

    private:
        TableDemoComponent& owner;
        ComboBox* comboBox;
        int row, columnId;
    };
```

Now this has all quirks we are trying to avoid. Why is comboBox allocated on the heap? Why should I test in comboBoxChanged which combobox did? - BTW the only purpose of this class seems to be to isolate particular combobox in the dialog. Why should I take care about "deleting all children" in destructor?

In U++, 50% of above code is unnecessary.

OTOH, of course, MacOS X is something JUCE has and U++ does not - something to add quickly...