
Subject: type safety and type casting in U++
Posted by [fudadmin](#) on Thu, 08 Dec 2005 10:37:00 GMT
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Could anyone comment on type safety and type casting in U++?

Subject: Re: type safety and type casting in U++
Posted by [mirek](#) on Thu, 08 Dec 2005 12:54:14 GMT
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U++ enforces string typing where possible and not many casts are generally needed.

However, Value type is used to cover many cases where casting would otherwise be needed. (in other words, existence of polymorphic value type replaces/reduces number of casts).

Subject: Re: type safety and type casting in U++
Posted by [fudadmin](#) on Thu, 08 Dec 2005 18:00:48 GMT
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luzr wrote on Thu, 08 December 2005 07:54U++ enforces string typing where possible and not many casts are generally needed.

However, Value type is used to cover many cases where casting would otherwise be needed. (in other words, existence of polymorphic value type replaces/reduces number of casts).

Would you say that U++ is the type-safest out of all other GUI toolkits? I want that for my comparisons table...

Subject: Re: type safety and type casting in U++
Posted by [mirek](#) on Thu, 08 Dec 2005 18:17:42 GMT
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I do not know enough about other toolkits to make such statement...
