Subject: Pointers or not?
Posted by AtlantikBlu on Tue, 15 Feb 2022 09:14:47 GMT
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Sorry for my english language, I'm italian.
I'm new in U++, and read official tutorial I look that in examples are declared only object vars like:
TowWindow tw or
Button b

and not

TopWindow* tw or
Button* b

Why not use pointers?
In this manner, full the stack memory ???

Thanks

Subject: Re: Pointers or not?
Posted by Klugier on Sat, 19 Feb 2022 21:59:03 GMT
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Hello,

The short answer is yes. We use stack memory instead of heap. One of the reason is better performance with stack rather than heap. Please noticed, that you could still use heap, but it is wast of time and needs extra caution. You need to remember to use free/delete. The general rule is do not use heap allocation for widgets.

More information you could find in following overview section. Also, please read the whole document very closely. There are several referrals to your question such as this.

Klugier

Subject: Re: Pointers or not?
Posted by zsolt on Tue, 22 Feb 2022 09:33:41 GMT
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These U++ classes internally allocate memory from heap, but you don't have to deal with it.
You can use them on stack or in containers.

We have projects with ten thousands of lines without any new operator. Life is much better without it. No more memory leaks, no pointers pointing to deleted objects.