Subject: widgets allocation - if not on the heap then - where?
Posted by fudadmin on Mon, 12 Dec 2005 15:14:02 GMT
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widgets allocation - if not on the heap then - where?

picture from http://www.leapheap.com/

Subject: Re: widgets allocation - if not on the heap then - where?
Posted by fudadmin on Mon, 12 Dec 2005 15:41:27 GMT
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also from U++ Home page:

Quote:The most important is that Ultimate++ does not require widget objects to be allocated on the heap.

Quote:GUI toolkit just references them, it neither creates them nor destroys them.

Subject: Re: widgets allocation - if not on the heap then - where?
Posted by mirek on Mon, 12 Dec 2005 16:18:26 GMT
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fudadmin wrote on Mon, 12 December 2005 10:41also from U++ Home page:

Quote:The most important is that Ultimate++ does not require widget objects to be allocated on the heap.

Quote:GUI toolkit just references them, it neither creates them nor destroys them.

Well, it is a bit more complicated. In fact, "internals" of widgets often reside on the heap. It is the same as this situation:

```
{
  std::string alfa;
  alfa = "Something";
}
```

now, where is alfa located? alfa itself in in the stack, but it might allocate some heap storage.

More complicated

struct Foo {

```
   std::string alfa;
};
```

What is important is that U++ does not require you to have

```
struct Dialog {
   Button *ok;

   Dialog() { ok = new Button; }
};
```

This of course requires GUI just referencing thing, not deleting them....

Now you are the talented writer to describe this better
