Subject: Mutex locks vs copy constructors
Posted by cas_ on Fri, 19 Sep 2008 13:54:59 GMT
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Hi!

I believe that copy constructors of Mutex::Lock, RWMutex::ReadLock and RWMutex::WriteLock should be declared private. Currently, they are public and this fact can easily lead to errors if someone is not careful enough. Core/Mt.h should be changed as follows:

```
struct Mutex::Lock {
 Mutex& s;
 Lock(Mutex& s) : s(s) { s.Enter(); }
 ~Lock()              { s.Leave(); }
private:
 Lock( const Lock& );
};

struct RWMutex::ReadLock {
 RWMutex& s;
 ReadLock(RWMutex& s) : s(s) { s.EnterRead(); }
 ~ReadLock()                 { s.LeaveRead(); }
private:
 ReadLock( const ReadLock& );
};

struct RWMutex::WriteLock {
 RWMutex& s;
 WriteLock(RWMutex& s) : s(s) { s.EnterWrite(); }
 ~WriteLock()                 { s.LeaveWrite(); }
private:
 WriteLock( const WriteLock& );
};
```

Subject: Re: Mutex locks vs copy constructors
Posted by mirek on Fri, 19 Sep 2008 18:50:29 GMT
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OK, using NoCopy as base class..

Subject: Re: Mutex locks vs copy constructors
Posted by cas_ on Fri, 19 Sep 2008 19:22:13 GMT

Great!