Subject: Usage of "new" and "delete" in U++
Posted by 281264 on Sun, 27 Jun 2010 13:41:45 GMT
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mean that ALL the widgets are created statically and therefore they are created at compilation time?

If the answer is yes, the implication is that when the application terminates ALL the objects (widgets, classes, etc..) are deleted automatically (with the exception of the objects created with new)

What do you think?

Thank you,

Javier

Subject: Re: Usage of "new" and "delete" in U++
Posted by sergeynikitin on Sun, 27 Jun 2010 13:54:44 GMT
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Read it:
http://www.ultimatepp.org/www$uppweb$overview$en-us.html

All screen object are stack object.

And this very usual!

All screen object - the object stack.

And it is very convenient!
When we leave the area of life the object - it is removed.

There is no need garbage collectors.

For complex structures use the containers.

Description of the containers are here:
http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html

Subject: Re: Usage of "new" and "delete" in U++
Posted by andrei_natanael on Sun, 27 Jun 2010 20:56:42 GMT
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It is possible to create widgets on stack or on heap, but U++ developers encourage to use stack because C++ take care of allocated memory, so you won't have to think about allocations/deallocation problems. There are only few times when you need to allocate on heap, you may had encounter that in U++ GUI Tutorial, point 6 - "Multiple main windows". I think it's better to use every feature from the language (let compiler take care of your memory) and don't complicate you're self with new/delete. Use pointers only to point to things.

Andrei

Subject: Re: Usage of "new" and "delete" in U++

Posted by mr_ped on Mon, 28 Jun 2010 15:20:21 GMT

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new and delete of course are present.
But usually you don't need them, when you work in U++ way of doing things.

Subject: Re: Usage of "new" and "delete" in U++

Posted by mirek on Mon, 28 Jun 2010 18:02:40 GMT

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and delete are not present in U++. Does this mean that ALL the widgets are created statically and therefore they are created at compilation time?

No.

What is going on is that heap is considered an implementation detail that should not be exposed in any interfaces.

Thus all U++ interfaces are designed to work without heap objects and that is why you do not see many new/deletes in the normal high-level code.

Also, for program logic, most cases where heap/new/delete was/is required in normal C/C++ programming are solved by using U++ containers.