Subject: when to use struct, when - class, for a derived widget?
Posted by fudadmin on Sat, 03 Dec 2005 11:30:16 GMT
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when to use struct, when - class, for a derived from e.g TopWindow?
e.g

```
class SimpleWindow : public TopWindow {
public:
 typedef SimpleWindow CLASSNAME;

 SimpleWindow();
};



struct SimpleWindow : public TopWindow {
public:
 typedef SimpleWindow CLASSNAME;

 SimpleWindow();
};
```

Subject: Re: when to use struct, when - class, for a derived widget?
Posted by mirek on Sun, 04 Dec 2005 17:34:33 GMT
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Well, I think this is more about personal preferences and actual situation....

Personally, I use "class" if I am creating some widget that is supposed to be reused and will therefore have to have clean interface and well defined public members.

In "top-level" (or "end-user", I mean apps I create for customers) applications where I am about to create some widget/window to resolve one-time problem, I am often using "struct" for everything (without "private" section).

Actually, to tell the truth, for "end-user" apps, I am often producing the least refined code...