

U++ - Bug #1159

cpp: '~' symbol used in destruction is not properly detected

06/29/2015 12:11 AM - Zbigniew Rebacz

Status:	Approved	Start date:	06/29/2015
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	Assist++	Estimated time:	0.00 hour
Target version:	Release 2015.2	Spent time:	0.00 hour

Description

Start writing destructor implementation outside class it will never be detected.

For example:

```
void AndroidBuilder::~~(no destructor auto completed)
```

History

#1 - 08/27/2015 08:25 AM - Miroslav Fidler

- Target version set to Release 2015.2

#2 - 08/28/2015 10:45 AM - Miroslav Fidler

- Category changed from IDE to Assist++

#3 - 08/31/2015 09:19 PM - Zbigniew Rebacz

Of course destructor doesn't return void. Sorry for the misunderstanding. It should be

```
AndroidBuilder::~~(no destructor auto completed)
```

#4 - 09/14/2015 08:19 PM - Miroslav Fidler

- Status changed from New to Approved