
Subject: Re: Why this one leaks ?

Posted by [mirek](#) on Sun, 11 Sep 2011 15:22:06 GMT

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mdelfede wrote on Sun, 11 September 2011 11:07

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class Base : public Pte<Base>
{
public:
    String BaseData;
    Base() { BaseData = "Sample data in Base class"; }
};
```

```
CONSOLE_APP_MAIN
{
    Ptr<Base> b = new Base;
}
```

Shouldn't be created element freed on Ptr destruction ?

Here the Upp log :

You got it wrong way. b is set NULL on Base destructoin, not other way around.

U++ deliberately stays away from "smart pointers" used to manage shared resources.

Mirek
