

Re: free()

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Chris Dollin said:

<snip>

When goats are given additional pointer members (such as arms), freeing a goat will have to deal with this. I find it easiest to have a `goatFree` function right from the start, so that I don't have to go `free(aGoat)`-hunting and change it.

Yes, likewise, which is why I write the destructor in the way I showed you.

It might not only be goats that use trollguns, and anyway there may be other circumstances where you need to destroy a trollgun other than the one where you are destroying – sorry! deleting – a goat.

Yes – but the same argument applies: either I'm going to destroy the place that pointed to the gun, so no point nulling it, or I'm going to give it a new value, so no point nulling it.

No, there's another possibility – that the entity that had the gun no longer has a gun (I dunno, perhaps the troll rips out the arm that was holding it or something), and thus `NULL` is an appropriate value for that pointer. For me, this is often the case, (not that I use trollguns very often) – objects gain and lose other objects with careful abandon.

<snip>

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Richard Heathfield

"Usenet is a strange place" – dmr 29/7/1999

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