

Re: do you ever found memory leak with STL?

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-07/3760.html

From: Chris Theis (*Christian.Theis_at_nospam.cern.ch*)

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Date: Mon, 26 Jul 2004 10:02:48 +0200

"John Harrison" <john_andronicus@hotmail.com> schrieb im Newsbeitrag
news:opsbqgkzmv212331@andronicus...

> *On Mon, 26 Jul 2004 14:52:03 +0800, rokiia <rokiadd@yahoo.com.cn.discuss>*

[SNIP]

> *Track the number of times that constructors and destructors are called for*

> *you class. Obviously these totals should be the same, but don't forget to*

> *include the copy constructors if you do this.*

>

To the OP:

And if you need to do this probably a couple of times then you might think
about using a generic tracer class for this purpose.

Chris