

DCMTK - Feature #199

replace C style casts by C++ casts if available

2003-06-12 00:00 - Marco Eichelberg

| | | | |
|---|--------|------------------------|-----------|
| Status: | New | Start date: | |
| Priority: | Normal | Due date: | |
| Assignee: | | % Done: | 0% |
| Category: | | Estimated time: | 0:00 hour |
| Target version: | | Compiler: | |
| Module: | all | | |
| Operating System: | | | |
| Description | | | |
| Locate all typecasts in dcmTk, determine appropriate new-style cast, replace by new-style cast. | | | |
| By default all casts should be replaced by static_cast or const_cast (to cast away a const qualifier). Only in rare cases, reinterpret_cast should be necessary (if static_cast is refused by the compiler). dynamic_cast requires RTTI and should, in general, not be needed by DCMTK. | | | |
| Advantages: * better documentation (which cast is intended for which purpose) * easier to locate in source code * safer | | | |
| When compiling the toolkit with gcc -Wold-style-cast, a warning is generated for C style cast. | | | |