

Re: Lot of classes

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>Talking with another developer, he suggested me that I should not create a
>subclass for every Utility that I have, because every class has a big
>footprint and as my application has a lot of utilities, my overall resource
>usage will be dramatically high.

How many are "a lot"? Tens, hundreds, thousands?

I wouldn't worry about it unless you have actual profiling and memory usage data that indicates it's a problem.

Now, if you want to reduce the memory footprint of your app, perhaps you should consider a design where you don't have to load the plugin assemblies until they are actually needed. Or will the user actually use all "utilities"?

Mattias

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Re: Lot of classes

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