

Re: Binding (copy)

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On Mon, 26 May 2008 18:20:39 -0700, Tim Jarvis <tim@xxxxxxxxxxxxxxxx> wrote:

Man, what an excellent answer.

<blush>

I'd just add that there is one other option that may or may not be suitable depending on your obj. Object provides a shallow cloning method called `MemberwiseClone()`, this would be fine if you were happy to copy value types but leave reference types pointing to the original referenced thing. (I would however re-iterate what Peter said, if in doubt implement `ICloneable`, then you are in complete control)

Well, `MemberwiseClone()` is "protected" anyway. You can't use it except from within the class, and in that case you might as well implement `ICloneable`. If the class has non-cloneable reference types, this just pushes the problem down a layer, but who knows? Maybe that's not an issue here (either because a shallow clone is okay, or because the class has only cloneable members). :)

Pete

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