
Garbage Collection for C++

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1 Introduction

- (1) It is in the explicit charter of this standards body to define necessary extensions for the C++ language, with Garbage Collection explicitly included in the list to be considered. This paper proposes to add Garbage Collection to the language.

2 Garbage Collection

- (1) The C++ language has grown out of hand, indiscriminately including both good and bad ideas. We need a mechanism to weed out the good features from the bad. Or at least, having recognized a feature as bad, we need a mechanism to convey that information.
- (2) I propose to add a new chapter, "Garbage Collection," to the Working Paper. This chapter would contain documentation for all garbage features of the language. These features would be included in the new conformance category *defecated features*. These are features that, when accepted by the compiler, cause the user to emit diagnostics, probably through the vendor's technical support organization.
- (3) If approved, the initial contents of this chapter should include
 - Multiple Inheritance
 - Pointers to Members
 - Local classes
 - Old "new-style" casts
 - Anonymous unions
 - "<>" as template delimiters

3 Acknowledgments

- (1) The good ideas presented here are from Mike Anderson. The bad ones are mine.