

Re: C or C++ something else....

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2006-10/msg00052.html

- *From:* "Paul Connolly" <pgconnolly@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 04 Oct 2006 00:00:33 GMT
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"kwikius" <andy@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:1159817505.469788.177860@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>

No. I don't code in C, the local C guru. Poor guy came out of rehab, and then they asked him to look at some code he wrote before he went in. He disappeared around that time :-(

You don't code in C – you cannot see the point of coding in C compared to C++ – C is my language of choice – it is simple – it is clear – the cost of every language construct is relatively clear.

I know you don't, but can you code in C? – or are you just a critic as Brendan Behan said, "Critics are like eunuchs in the harem; they know how it's done, they've seen it some every day, but they're unable to do it themselves."

C++ is often trumpeted as a great advance on C because of its OO features.

OO has not produced the improvements in software production and the claimed benefits of encapsulation, inheritance and reuse that the OO approach promised – there are good ideas in OO but they rarely get translated into practice – mainly because OO design causes inexperienced developers to over-complicate, inheriting here–there–and–everywhere, using every pattern in the book.

The old–timers like me were essentially doing encapsulation and re–use when we were writing COBOL, which the young java–kids describe as "back in the day".

OO guru Bertrand Meyer in the best book ever written about OO programming says the semantics of C++ are confusing – (his book is called something like "Object Oriented Software Construction" – don't have it with me, but if a certain person is reading this then I'd like my book back – it has been over a year) – I think that his OO language Eiffel was translated to C and then compiled (by a C compiler).

Advice to the original poster:

Re: C or C++ something else....

If you want to hold your head up high as a real programmer then learn C – C is the scalpel of high-level languages – you control everything – you cut with precision, a surgeon rather than a doctor – then you will understand the fundamentals of programming – some educationlists argue that only when you "construct it for yourself " from the basics that you truly understand – my take on that is, "write it – debug it – then you understand" – learning assembler is even more informative – but they don't teach hard low-level programming like this on modern-day university courses (lecturer laziness – short attention spans – or just the general pressures of grade inflation and dumbing down).

C++ you know – it's a OO language where you still have control over memory management and re-writable strings.

something else – C# is an OO language from Microsoft – it is easy to develop applications and the .NET framework provides you with lots functionality – you don't have control over memory management – strings are immutable.

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