

Re: normalization of pointers...

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2007-05/msg03209.html

- *From:* Mark McIntyre <markmcintyre@xxxxxxxxxxx>
 - *Date:* Thu, 31 May 2007 00:02:23 +0100
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On Wed, 30 May 2007 21:31:11 +0100, in comp.lang.c , "Malcolm McLean" <regnizar@xxxxxxxxxxx> wrote:

"Chris Dollin" <chris.dollin@xxxxxx> wrote in message

I didn't say "old compilers", either. I understood this /feature/ to be largely /obsolete/; perhaps I'm wrong. Perhaps it depends on the scope of the "largely".

Most people program PCs most of the time,

I beg to differ. Most people I know programme functionality not hardware.

And I betcha the number of salaried embedded programmers still outweighs wintelers.

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Mark McIntyre

"Debugging is twice as hard as writing the code in the first place. Therefore, if you write the code as cleverly as possible, you are, by definition, not smart enough to debug it."

--Brian Kernighan

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