

Re: normalization of pointers...

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2007-06/msg00065.html

- *From:* Flash Gordon <spam@xxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Fri, 01 Jun 2007 08:07:44 +0100
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Malcolm McLean wrote, On 31/05/07 22:45:

"Mark McIntyre" <markmcintyre@xxxxxxxxxxxxx> wrote in message
news:m0fu53t3lbnk1t187jtjem0n54nf6o3128@xxxxxxxxxxxxx

On Thu, 31 May 2007 07:46:28 +0100, in comp.lang.c , "Malcolm McLean"
<regnizar@xxxxxxxxxxxxxxxxxxxxx> wrote:

In most PC programs most of the time is spent on the user interface. You are writing to an API, but one very closely tied to the hardware.

You may want to rephrase that as "in most PC programs I have worked with", to cater for those like myself whose experience has been diametrically opposite.

I've worked on lots of apps that ran on PCs, but mostly they were a thin layer of platform-specific UI over the top of a huge wodge of analytical and computational code which was designed to be independent of hardware. I forget when I last had the luxury of programming solely for less than three platforms, though the mix has changed from NT/SunOS/VMS to XP/Solaris/RHEL. Unless you count VBA....

A few years ago the general rule was that the amount of time needed to write a program was determined by the complexity of its user interface.

Things have changed a bit now. Computers can carry out far more intensive computations, and user-interface development technology has improved. However I think there is still some truth in it.

It always has depended very much on the type of SW you are doing. I used to do SW which was controlling test equipment and vastly more time was spent writing code to control the equipment and analyse the results than on doing the display, this back in the days before having a GUI was common when we still had to display graphs. More recent simpler stuff (running on W2K) I spent all of a couple of hours doing the display and the

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rest of a week or two on the remainder of the SW.

The stuff I've spent the last few years doing, a small new routine might be dominated by the time doing the screen layout, but on most stuff more than a day the dominating factor is the business logic and database work. So two tasks one taking a day and one taking a few weeks can have close to the same amount of complexity on the user interface.

On other types of SW what you say may well be true. It's just not true on the types of SW I've worked on or that Mark has worked on.

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Flash Gordon

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