Re: Accessing C++ from C

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-01/1017.html

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From: Rolf Magnus (*ramagnus_at_t-online.de*)
Date: 01/08/04

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Evan Carew wrote:

> *Rolf, (and all others who replied with advice of varying degrees of*
> *usefullness)*
>
> *Thanks for your replies. While I generally don't like people who*
> *answer their own questions, I have a feeling that this question is*
> *important enough to the C++ and C community that it needs to be*
> *answered. I say this because if C developers (or C++ developers) don't*
> *have a way to gradually migrate their legacy code (C) to C++ then we*
> *will continue in our current state of affairs we are in today where*
> *people like the developers of GNOME continue to develop in C.*

Actually, there are C++ wrappers for the GNOME libs (e.g. gtkmm) and some gnome programs are actually written in C++. There are also quite some Un*x libs that are written in C++ and used from C programs, or even plugin systems where the plugins and the main program are not written in the same language, so glueing C code and C++ code together isn't actually that uncommon.

> *With this technique, someone could refactor their libraries in C++ and*
> *provide a C wrapper for those still using legacy techniques, while*
> *newer developers could go on to use C++.*

Some developers want to use C rather than C++.

> *Yesterday, I sent a message to the author of C/C++ Users Journal*
> *article I mentioned in my query & he replied with the answer last*
> *night. It turns out to be rather easy. The deal is that while the C*
> *compiler is more than happy to compile the legacy code, and the C++*
> *compiler likewise happy to compile the wrapper code, the C linker*
> *simply wont link the program. The strange fix is to compile the legacy*
> *code with the C compiler (without linking), then link with g++. Voila,*
> *you have a C front end to C++ library code.*

That's what I told you. Just look yourself at what happens. When trying to link with gcc and with g++, add the -v command line option, and the compiler will tell you what it does and what command line it passes to

the linker.