

# Re: Java's performance far better than optimized C++

**Source:** [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.cpp/2004-06/2934.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-06/2934.html)

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> *If you want you can place the class definition in the header file, but  
> that implies that if you change the definition placed in the header  
> file, you will have to recompile all source code files that include it.*  
Neither in java nor in delphi, I will not need to recompile files including  
the updated source/class. So I still see no need in .h files to play games  
with identifiers renaming. This redundancy just eats my time.

> > *try/finally. This is a must to deallocate a dynamic resource. AFAIK,  
> > enabled only in .Net VC++.*

>  
>

> *You mean the Finalizer. In the case of C++, Finalizer is defined as a  
> regular destructor which of course will be called when the garbage  
> collector destroys the object (for managed objects).*

It is surprise for me that OOP programmer does not aware of finally  
"clause". It is not the same as destructor, it is used to call destructors  
explicitly. GC destructors are not deterministic.

<http://www.google.com/search?hl=et&ie=UTF-8&q=java+delphi+try+finally&lr=>

Best Regards,