

## Re: Do you still choose java????

**Source:** <http://coding.derkeiler.com/Archive/Java/comp.lang.java.developer/2003-10/0073.html>

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**From:** Scott Ellsworth ([scott\\_at\\_alodar.com](mailto:scott_at_alodar.com))

**Date:** 10/29/03

Date: Wed, 29 Oct 2003 11:27:53 -0800

In article <41e89d23.0310282241.5baa21e4@posting.google.com>, eeyimaya@hotmail.com (eeyimaya) wrote:

- > *I am a java programmer from Turkey.*
- > *We will develop a program and since we have*
- > *to use some interactive flash movies in the program*
- > *we have to use QTJava from apple. Unfortunately,*
- > *there is no version of QuickTime for linux. So, our*
- > *program will run on Windows and Mac only....*

This is a reasonable decision, if QT provides functionality you need. It does a lot of nice stuff, and if you need what it does, it is the only choice. If you only need a subset, then your choices expand a bit. I believe Macromedia is trying to position Flash in this space, but I have not had good luck using their libraries.

If multiple platform support becomes more important, especially with Linux, I would talk with the Gnome folks to see if they have a cross platform media API. It has been years since I worked in that space, but they might have some usable goodies.

NB: I believe Apple is willing to do a QT Linux port, if someone comes up with a serious wad of cash to convince them to do it. (Or Linux hits 30% market share.)

- > *We choose java two years before to develop platform*
- > *independent programs... But now we have to be platform dependent.*
- > *Our customers use %100 percents windows for this program....And*
- > *some programmers think that we should use C# for this new program...*
- > *I am in doubt!!!*

It is really your call. I prefer to avoid vendor lock-in when I can. By using QTJ, you are locked in to Apple as quicktime's vendor, but you can replace that with a different media layer if you encapsulate reasonably well. By going with C#, you have to rewrite the entire app if you want to switch vendors. (Keep an eye on Mono and Rotor – if they get big, then this might be a smaller issue.)

comp.lang.java.developer: Re: Do you still choose java????

Were I MS, I would put C# up before a standards process, and push cross platform, as then the biggest weapon my enemies have would be blunted.

> *Do you still choose java even if your target platform is Windows???*

> *OR you choose C#???*

I do, as I have found single platform projects often produce libraries or tools that end up going to multiple platforms.

Scott

scott@NOSPAMTOalodar.com

Java, Cocoa, WebObjects consulting