

Re: generics and arrays and multi-class collections

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.programmer/2007-10/msg00141.html>

- *From:* xen <xen@xxxxxxxxxx>
 - *Date:* Tue, 02 Oct 2007 09:02:37 +0200
-

On Mon, 01 Oct 2007 20:21:17 -0700, Daniel Pitts
<newsgroup.spamfilter@xxxxxxxxxxxxxxxxxxxxxx> wrote:

I'm not against performance optimizations at all, I'm just saying you should do it as a last step after you've created the "perfect" design (perfect being relative). And you should only do it with the help of profiling tools. In any case, it sounds like you're particular problem needs optimization. Is there some form of time-limit?

Yeah, the program has 30 seconds for the entire game, which can last for 200 moves, so I have to fit 100 moves in 30 seconds.

Java is a lot of fun to program in :-). But whats wrong with C? You can write really elegant programs in C if you know what you're doing. Gotta love function pointers! :-)

Well, I haven't finished the book I was reading on C so my opinion might not be final, but...

I don't like the way the variable declarations have their type mixed with the variable name, that is, a pointer is not `char* p`, but `char *p`, and an array of char ptrs is `char *p[]`, and a ptr to an array is `char (*p)[]`, but it kinda makes sense because that's also the way you're going to use the variable.

Also, it's stupid that you dereference by `*p` instead of `p*` or `p^`. I think that's the main reason they needed to introduce `p->field` because you get pretty tired of writing `(*p).field`.

And then there's the lack of nice basic string manipulation. Everything is so bloody low-level. It's like you have to make fire with firestones when you're used to using matches. String ought to be a type, not a bloody pointer to a piece of memory that may or may not have a zero somewhere to terminate it.

Re: generics and arrays and multi-class collections

It's quite cool that you can set up dynamic 3-dimensional arrays but writing the code is a major headache. I've coded in basic, in pascal, in assembler and in java, but i'll never code for fun in C, or even C++.

Well, good luck on your bot competition.

Thanks.

.