Subject: Re: C++ FQA
Posted by mirek on Thu, 08 Nov 2007 04:25:23 GMT
View Forum Message <> Reply to Message

cbpporter wrote on Wed, 07 November 2007 08:57
Well in D you can always chose not to use garbage collection for a class or even just a part of your code. You can use C style pointers, and even call malloc if there is a need to.

Note that the price of this feature is the use of conservative GC.

Which makes D code behaviour dependent on data processed. E.g. it is dangerous to use D to process large cryptography application.

In the end, IMO, this makes D a toy language.

Mirek