
Subject: Re: C++ FQA

Posted by [waxblood](#) on Fri, 09 Nov 2007 16:07:43 GMT

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mdelfede wrote:

Quote:#define private public
#include "alib.h"

Nice trick... I think I'll start using it.....

As for C++ language, I'd like much a 100% ansi-compliant C++ interpreter... Nowadays many people write their C++ programs and link them to some so-called scripting language (one for all: Python) to have more flexibility, but why can't I use C++ to perform the same task?

I've looked into cint

: while covers most (if not all) C, it is still at 85% of ansi c++, and the same authors say it will never reach the 100% goal.

David
