Subject: Re: C++ FQA
Posted by mirek on Sat, 10 Nov 2007 14:22:40 GMT
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mdelfede wrote on Fri, 09 November 2007 09:52
As an example, bring pick_ and reference counting inside the language would not break anything, if they're put as an option. The same for properties, delegates and some better handling of overloaded operators.

Well, I guess they are reluctant to make already very complex language even more complex. And many of these issues do not bring anything really new to the table. (but I would certailny liked better syntax sugar for "pick_", this is the only thing in C++ I seriously miss).

Quote:
Modularity should be not difficult too, it's just a matter of define a new object format that contains precompiled declarations too, as borland did with their packages for delphi. All that could stay side-by-side with actual c++ implementation.

Well, but keep in mind that C++ *standard* is intended as multiplatform solution. It e.g. must not have anything in it preventing the use of language on platform that is only capable of working with 36 bit words...

What you demand is possible even now - there is nothing in C++ standard that would make it impossible for specific implementation.

Quote:
Adding also a good string and array base types should not be a big problem too, and could also be much faster than actual template solutions.... so why not ?

Or you would be stuck with slow implementation and no way how to improve it...

Mirek