

---

Subject: Re: C++ FQA

Posted by [cbpporter](#) on Mon, 12 Nov 2007 15:51:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:It was mentioned above that D's GC may sometimes hang your application for 2-3 seconds. It doesn't sound like good for serious programs. Also, I don't like an idea that something else would control freeing of blocks I allocated. I don't think that good-structured code have much problems with losing allocated memory. More problematic for me personally is keeping things under control when you heavily use pointers with address arithmetics on many types. It's very effective and quick (and sometimes necessary) but very dangerous. Well these execution freezes are not worse than in JVN or .NET platforms. Actually, they can even be shorter. I would like to see some real-life samples of GC performance, not just speculation or my personal experience. Have you ever used a bigger .NET or JVM application. For example Eclipse (I don't know of any big applications in .NET). D applications would seem somewhat livelier than these, not because of GC, but because of generally better performance and less laggy GUI.

And in D you never need pointer arithmetics. You don't even need to bother with pointers and allocations at all, except when working with C libs and once in a while when you have a shared object and need to clone in first (nasty bug).

---