
Subject: Re: C++ FQA

Posted by [mirek](#) on Thu, 22 Nov 2007 04:43:16 GMT

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cbpporter wrote on Tue, 13 November 2007 04:14

Yet really knowledgeable C++ programmers are not that common, and managers often have teams formed of a little less experienced programmers. These are the people who introduce memory leaks and who misuse language features, not the guys who can perfectly understand were complex template code with multiple inheritance, virtual inheritance and some hidden macro-magic at the first glance. In such situations, GC can be a good alternative.

BTW, interesting anecdotal evidence from the current project I am involved in:

It is now medium sized U++ application being developed "under the pressure" by a team of now 5.

2 of us were hired two months ago, with C# background. They literally had *DAYS* to (re)learn C++ and to learn U++.

Despite that, they are productive (well, certainly not as me , but they do deliver). And they have introduced the first "delete" statement yesterday, which will be removed, with explanation today (and thus will be the last "delete" in the project ever introduced).

So I guess, it is not as bad w.r.t. C++/U++ combo and less experienced programmers... and GC really not as important for productivity here.

Mirek
