Subject: Re: Pick overloaded by Rvalue?
Posted by bytefield on Wed, 12 Nov 2008 11:20:14 GMT
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luzr wrote on Wed, 12 November 2008 12:00
IMO, they do not significantly improve the way how we can write the C++ code.

Mirek

I think is simple to write:
Upp::Vector<Upp::String> vs = {"Header1", "Header2", "Something else", "and so on..."};

rather than:
Upp::Vector<Upp::String> vs;
vs.Add("Header1");
vs.Add("Header2");
vs.Add("Something else");
vs.Add("and so on...");

First version is typing less.

Now i'm not really happy with what C++ become...
Because new additions to the language it tend to be too "expert friendly" and still lagging behind
other languages at "Standard Library" chapter. For example is simple to make programs in Java,
C#, Python having unicode support, sql, etc. so we don't need to reinvent the wheel for every
platform.
Now it's not enough that i have more than 10 books about C++, I'll have to buy another treating
differences between C++98 and C++0x or perhaps Dr. Bjarne Stroustrup will make another 1092
pages book named "The C++ Programming Language - Special Edition 4 - C++0x" Now i think i
know why Linus Torvalds doesn't like C++
It's just me or seems that C++ language is going down?
BTW, do you know that the draft C++0x standard it's just 1314 pages about? What lucky we are...