
Subject: Re: Pick overloaded by Rvalue?

Posted by [mirek](#) on Wed, 12 Nov 2008 21:04:27 GMT

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bytefield wrote on Wed, 12 November 2008 14:37captainc wrote on Wed, 12 November 2008 21:27

<< represents .Add() method

```
Upp::Vector<Upp::String> vs;  
vs << "Header1" << "Header2" << "Something else" << "and so on...";
```

Ok, that's fine but think that you have to overload operator << for every container you have. Having initialization as in example specified by cbpporter let you using it with any type possible so we don't have to code for it.

Well, AFAIK, you need to add specific methods as well.

BTW, you can write it even shorter:

```
Vector<String> vs = Vector<String>() << "Header1" << "Header2" << "Something else" << "and so on...";
```

As for C++ being evil/good/bad etc... I like C++ because

- there is no other language covering all areas from HW up to highest levels of abstraction
- this is the only language with destructors
- many alternatives lack efficient operator overloading
- templates are hard to learn, but are the most powerful, esp. w.r.t. efficiency

but there are some downsides too

- as it is pretty complex language, it is hard to get compiler right (fortunately, this mostly seems to be resolved now). Also, with preprocessor, it is hard to get development tools like Intellisense working well (but we have managed, right?)
- dynamic library APIs are difficult to maintain if you wish to use the real power of language

Mirek
