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Subject: Re: Pick overloaded by Rvalue?

Posted by [captainc](#) on Wed, 12 Nov 2008 23:20:43 GMT

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Quote:- there is no other language covering all areas from HW up to highest levels of abstraction

- many alternatives lack efficient operator overloading

These 2 reasons are both good and bad. Much confusion comes from having operators do completely different things among different classes. In order to understand C++ code you didn't write yourself, you will have to read the entire codebase before you get a really good handle on what is going on. I think C++ code is the most difficult to maintain for this reason. Someone could have overloaded a simple operator globally and you are stuck looking at code expecting it to do one thing and not understanding why it is doing something else. If C++ code is not well documented, people will give up and write from scratch!

Quote:- templates are hard to learn, but are the most powerful, esp. w.r.t. efficiency

Conceptually, templates are easy. But in implementation, there are so many rules surrounding them, especially the differences between compilers and how they handle templates, that it is difficult to master them.

I compare C++ to the English language; there are so many exceptions to the rules, that mastering the language cannot be accomplished in a short period of time.

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