Subject: Re: Pick overloaded by Rvalue?
Posted by mirek on Thu, 13 Nov 2008 13:37:20 GMT

captainc wrote on Wed, 12 November 2008 18:20Quote:- 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.

I keep hearing this operator overloading argument all over again, but I am still unconvinced.

IMO, you can give wrong names to methods in Java and have the exactly same problem.

E.g. if you see something like

x.Put(y);

in Java, you have as much info as seeing

x << y;

Quote:
If C++ code is not well documented, people will give up and write from scratch!

No pun intended, right? ... RIGHT?

Quote:
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.

Well, but that is the compiler problem I have mentianed too, is not it?

Mirek