Subject: Re: Pick overloaded by Rvalue?
Posted by mirek on Mon, 24 Nov 2008 07:32:03 GMT

bytefield wrote on Mon, 24 November 2008 00:55I think if C# will have a JIT compiler which will generate(once on a platform) CIL code mixed with native code for parts of code which run often and need performance it will be the choice for applications (non-system) instead of C++. Just think, only first run of the program on that platform will be slow then it should run from a cache and have the performance almost equal with native programs.

cppporter is right about indirection levels.

E.g. you cannot implement anything close in performance to Vector<String> in C# (ok, String is fundemantal in C#, but imagine you would want to implement yours - you would IMO fail).

BTW, GC makes it faster than if would things be implemented using smart pointers. Smart pointers are generally considered slower than GC. OTOH, GC will eat more memory, at least 30% more if you want any reasonable level of performance.

Mirek