Subject: Re: Python for your applications
Posted by bytefield on Mon, 05 Jan 2009 08:59:29 GMT
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Thanks, I appreciate your efforts to test interpreted languages and I have to say that I'm impressed about Lua results. It's pity that massive usage of function calls is that expensive in python, i liked features provided by this languages. Perhaps python will work good too as scripting side of an app. or as standalone language while wrapping heavy parts written in C/C++ to gain full speed at functions calls, benefit from C/C++ compiler optimizations and run parts that usually you can't write in interpreted languages.
I've think at python languages as it is world wide used and his features doesn't force you to reinvent the wheel to have them.
Compared to python, lua have better performances but lack of some features available for python. For example is much simple so use boost python to embed C++ classes in python than using API provided by lua to embed C++ classes in it. The comparison could continue with lua std library vs. python std lib.
I don't know, now i'm hesitate to choose one instead of other, features or speed?