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Subject: Re: Basic questions about u++

Posted by [irtech](#) on Wed, 07 Oct 2009 04:19:43 GMT

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I actually have read those overview, comparison,... sections.

For example in comparison section there is a sample program that shows U++ far less coding than Qt, but I like to know is this a general rule or just a specific example which is not true in other cases?

I presume volume of coding depends on richness of libraries. Does this suggest that U++ have richer libraries than Qt?

Richness of libs adversely affect dev time. I like to know is it safe to say that U++ dev time is shorter than Qt in most cases?

I especially mean big GUI applications.

Certainly I am not looking for a perfect dev language that has best performance, best libraries, cleanest code,...

I'm ready to compromise but I like to know what I have to give and in return what I will get.

mr-ped said U++ is more C++ like. I've read that U++ people had good reasons not to use stdlib but I like to know having these reasons in mind how U++ is more C++ like than Qt?

Regards.

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