
Subject: Re: Basic questions about u++

Posted by [andrei_natanael](#) on Wed, 07 Oct 2009 05:52:47 GMT

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irtech wrote on Wed, 07 October 2009 07:19I 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?

It is a general rule. To create a qt application you have to follow the same "pattern" always. You have to create an QApplication class in main function, another class derived from QWidget (or QMainWindow), etc. In U++ you are not forced to do so and you don't have a main Application class.

Quote:

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.

I think U++ doesn't have riches libraries than Qt but are more efficient and overloading of some operators make you typing less. In some parts U++ API is better structured than Qt API and viceversa.

Quote:

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?

Qt has a "custom" C++. They are using moc(Meta Object Compiler) to handle their extensions to C++. If the following code looks like normal C++ code to you, then yes, Qt is more C++ like than U++

```
class MyClass : public QObject
{
    Q_OBJECT
```

```
public:
```

```
    MyClass(QObject *parent = 0);
    ~MyClass();
```

```
signals:
```

```
    void mySignal();
```

```
public slots:
```

```
    void mySlot();
```

```
};
```

My C++ doesn't have signals and public slots keywords. So you have to send your source to moc compiler before sending to C++ compiler, else your Qt code is not valid.

Even if U++ doesn't use stdlib(STL)(for performance reasons) it's more C++ like than Qt.
