
Subject: Re: Basic questions about u++

Posted by [mirek](#) on Wed, 07 Oct 2009 06:29:18 GMT

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andrei_natanael wrote on Wed, 07 October 2009 01:52Even if U++ doesn't use stdlib(STL)(for performance reasons)

Actually, performance is not the primary concern.

STL makes you wish C++ had garbage collector.

U++ makes you wish Java/C# had destructors.

(But yes, I believe we are still at least 50% faster than anything else, as long as symbolic processing is concerned).
