
Subject: Re: Basic questions about u++

Posted by [mirek](#) on Wed, 07 Oct 2009 06:46:28 GMT

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irtech wrote on Wed, 07 October 2009 00:19

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.

U++ is designed to handle big GUI apps.

Maybe the library is not as rich, OTOH the primary design concern is extensibility. I believe it takes much less effort to develop a brand new widget in U++.

Quote:

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

Well, the hardest part is to learn the stuff. U++ is very different style of programming. IME, people were able to start commercial development in U++ after two or three weeks of study (of course, not on guru level, but still be productive).

At the moment, documentation is still imperfect. But tutorials and 'reference' should get you started quickly:

[http://www.ultimatepp.org/srcdoc\\$Core\\$CoreTutorial\\$en-us.htm](http://www.ultimatepp.org/srcdoc$Core$CoreTutorial$en-us.htm) I

[http://www.ultimatepp.org/srcdoc\\$Core\\$Tutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html)

[http://www.ultimatepp.org/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$CtrlLib$Tutorial$en-us.html)

[http://www.ultimatepp.org/srcdoc\\$Draw\\$DrawTutorial\\$en-us.htm](http://www.ultimatepp.org/srcdoc$Draw$DrawTutorial$en-us.htm) I

[http://www.ultimatepp.org/srcdoc\\$Draw\\$ImgTutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$Draw$ImgTutorial$en-us.html)

[http://www.ultimatepp.org/srcdoc\\$Sql\\$tutorial\\$en-us.html](http://www.ultimatepp.org/srcdocSqltutorial$en-us.html)

[http://www.ultimatepp.org/www\\$suppweb\\$examples\\$en-us.html](http://www.ultimatepp.org/www$suppweb$examples$en-us.html)

To add to other features you get, I would mention total transparency. With theide, there is no fundamental distinction between your code and U++ library code. You navigate (or fix) both in the same way.

What you give is that theide itself might be a pain in the ass, if you are used to other tools. What you get with theide is compilation speed in debug mode, e.g. theide itself full rebuild, including whole U++ libraries, takes about 30s on quadcode machine. For really big GUI apps, this is priceless... (before we have invented the technology, this app:

[http://www.ultimatepp.org/projects\\$suppweb\\$webmap\\$en-us.html](http://www.ultimatepp.org/projects$suppweb$webmap$en-us.html)

was rebuilding for 50 minutes. Now it is much more manageable 5 minutes...)

Mirek
