
Subject: Re: Basic questions about u++

Posted by [irtech](#) on Wed, 07 Oct 2009 10:11:48 GMT

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Ok, thanks. That will be a big + for U++.

About transparency of code which I think is important I also need to investigate about Qt but because of MOC which [andrei_natanael](#) pointed out, I doubt Qt has transparent code. sometimes during debug one needs to take a look under hood to figure out what has caused the problem. MFC also has transparent code which is very helpful; while compiler sometimes can't find the error during debug it is a big advantage that reduces debug time significantly.

Another question is about standardization. which group, committee, NGO,.. is responsible for standardization, or community is still too small to feel the need for standardization?

Another Question is about resource management, is this done in compile time or run time(i.e. garbage collection)

I mean does compiler figure out when the owner is destroyed, the attached resources should be freed and [Add] the code automatically to destructor of the object?

Regards.
