Subject: Re: Is there a simple CGI library developed with U++?
Posted by mr_ped on Fri, 13 Nov 2009 12:40:20 GMT

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forlano wrote on Thu, 12 November 2009 11:31Now a silly question: that library (o others) born with a "new", is it possible in principle with a simply wrapper to let disappear that operator or is it necessary to rewrite it from scratch?

Luigi

You can maybe wrap the library so you will not SEE those news, but they have to remain there unless you rewrite the actual library.

The U++ way is to hide new by either using stack space of function or NTL containers (which hide the new for programmer inside them). So by using U++ you are not that much getting rid of dynamic memory allocation, as you make it just to hide in the source, so you don't have to bother with it. And you do less mistakes.

There's no good reason to see difference in performance between U++ program and well written C++ with new (except U++ using it's own memory heap manager with more optimal new function). There can be some performance gains when you do use static memory allocated at start of program, but that's rarely worth the hassle, only for some special applications.

As always, the memory is not filled up/allocated/freed by some magic, it's done by *your* code. So *you* should know how much memory and for what you need, when you need it, and then, when you know this, you can decide what's the most optimal way to allocate it. Usually GUI applications done in U++ (the widgets are allocated on function heap and NTL containers used for lists) are close to optimal and you don't need anything else. And it's easier to write for developer, than C++ with properly used new/delete, although the final application would be as good as U++ one. Easier to develop = cheaper.