Subject: Re: DLL and U++ type
Posted by mr_ped on Wed, 12 Apr 2006 12:01:21 GMT
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stdlib.h *is* higher magic for me.

I never really learned C or C++, I dislike to learn too many implementation-dependent details.
When I work with some new programming language, I simply read language reference guide to
learn syntax and basic commands, take some framework which inits the application, and start
from there...

That allowed me to stay "virgin" clean from Win32 API, STL and many more commonly used
libraries. Only one which I really did study thoroughly was DirectX, otherwise I tend to pick up as
small subset as is needed to finish my work, or just do the main algorithm and let someone else to
finish those API things.

Than again, I find clean assembly source more readable than some high-level templatized C++
source, so I'm sort of programmer dinosaur.

(void *) is "language reference" thing and works for me.
stdlib.h is some foreign source I never bothered to study and learn.

WARNING: I'm not suggesting anyone should follow my path, you can end up coding things which
are ready to use in some nice library. You should have at least idea what those foreign libraries
are capable of - to make sure you don't reinvent the wheel all the time.
 But maybe a lesson can be learned here, it's not always that important to know every API from
head... OTOH language reference is IMHO always important. Platforms and libraries do change
often, language stays the same (ok, evolves a bit too, but surely not as fast as libraries). If
somebody is learning Win32 API and doesn't understand C++ (language part) very good, he has
very likely wrong priorities, and will suffer a lot later during development.