Subject: Re: Note about how classic OOP with C++ fails efficiency
Posted by mr_ped on Thu, 25 Feb 2010 08:45:13 GMT
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The good thing is, that the absolute speed of everything is going up, so unless you are game developer dealing with GBs of data per second, you can pretty much stick to "good old OOP" in C++, and unless you do something very stupid, you can safely ignore the 1000:1 RAM latency and the app will be still fast enough.

Basically I still do believe the OOP "by book" approach allows for high abstraction, thus leading to lean source code which is easy to maintain and even reuse sometimes, although the performance is suboptimal.

I'm afraid DOD principle will generally lead to slightly more complex code. Then again the real life example from graphics shaders shows the DOD can lead also to lot of simple pieces of code, which is not lot more difficult to manage then shorter general OOP class doing all the stuff in one place, for some people it may be even simpler to manage.

I can imagine some cases where DOD will actually give you a mental shortcut to better classes with simpler interface (where going there trough OOP would take 3-4 versions at least), leaner code and better performance, so I have to be more aware of it and catch such cases early and use it to my advantage.