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Subject: Re: Note about how classic OOP with C++ fails efficiency

Posted by [Mindtraveller](#) on Thu, 25 Feb 2010 11:09:47 GMT

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I must agree only at some part. Because, finally, we have to answer the question: "what are the programs we create?" Usually, if we talk about desktop apps, it is most-of-time-sleeping finite state machine. Each time user does action, machine awakes and does some job. What is this job about? It is always about doing some simpler task with a number of entities. That is why each language vastly depends on efficiency of it's containers. Cycling through containers is the most common task we do. Of course, efficiency depends on WHAT we do with elements, but cycling through is too a frequently executed thing.

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