Subject: Re: Review U++ in Russian open source magazine "System Administrator" Posted by sergeynikitin on Wed, 15 Sep 2010 22:33:40 GMT

View Forum Message <> Reply to Message

(continuation)

Non standard GUI-Toolkits. Part 1: Introduction to Ultimate++

Review U++

Ultimate (http://www.ultimatepp.org), known as U++ and UPP, is positioned not only as a GUI-toolkit, but as a holistic infrastructure (framework) for rapid development of cross-platform applications in C++. U is distributed on a free BSD license and is free for both the public and for commercial use. Code GUI-applications written using U++ extremely laconic, and reminds code "very high" level, characteristic of scripting languages. This is achieved by the widespread use contemporary possibilities with the internal structure U++. The official site has an impressive comparison of identical programs written in the U++, Qt, wxWidgets, and Java (http://www.ultimatepp.org/www\$uppweb\$comparison\$en-us.html). In all cases, the code U++ is much shorter and clearer, even though it looks strange.

Infrastructure U++ is designed so that, ideally, the programmer does not need third-party libraries or even the STL and Boost - everything from container and finishing work with XML and SQL, is

A set of standard libraries:

Core - strings, date and time, the library containers NTL

(Analog STL with a slightly different behavior and allegedly faster), callbacks, multithreading, XML, etc.

Draw - canvas for raster graphics.

CtrlCore - core GUI-applications that provides a mapping of windows, transfer events, processing logical coordinates, etc.

CtrlLib - widget library.

RichText - complicated formatted text import / export to RTF and HTML.

SQL - functions for working with SQL-queries and interfaces to the database SQLite3, MySQL, PostgreSQL, Microsoft SQL, Oracle.

Esc - Embedded interpreter specific scripting language.

Web - work with the network and the Internet.

System used to control compilation BLITZ-build.

A complete integrated development environment TheIDE with a visual layout editor widgets.

System Documentation Topic++.

System analysis, autocompletion, and code optimization Assist++.

All these components are designed to be used individually and will not work. In addition, the organization of code in the form of "packages" in the U++ is so specific that development using

U++ automatically implies the exclusive use of "native" IDE. Given the specificity TheIDE, it can be considered sufficiently serious disadvantage.

U++ running on Linux and Windows and now make port for MacOS X. Programs written for one platform, no changes are compiled on the other.

To be continued

File Attachments
1) upp.png, downloaded 1684 times