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

(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

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