Subject: Re: Few questions
Posted by dolik.rce on Tue, 09 Nov 2010 05:53:33 GMT

OvermindDL1 wroteI am curious, if you had to sum up the limits that U++ pushes other then pick'ing/moving support, what else would you say that it is?
Well, I see that the term "pushing" is a bit shifted for you

Anyway, few things that I think are different in U++ compared to other frameworks and that try to take most of the language are:

Everything belongs somewhere philosophy. Every single bit in U++ app is accounted for, there are literally no memory leaks. This is partly by design of the containers etc. and partly by U++ allocator, that warns you automatically in debug if there is a leak.

The allocator mentioned above is also a great piece of code, which contributes to the great performance of U++. I can't tell you how it pushes the limits, as I never studied it, but the benchmarks IMHO say something. Also in addition to memory leak detection, the allocator also guards other things, like writing into freed memory.

Painter code is also worth mentioning, I think. It provides a feature rich and complete support for drawing, with very clean and intuitive interface, while being very fast. Compared to my previous experience with AGG engine, Painter is just a miracle.

All the little things, that save our time. IMHO, this is one of the most important reasons why I like U++. Chaining (mydialog.Sizable().Title("...").Icon(img)...). Clever operator overloads with similar interfaces even for unrelated classes, so that their use across the whole framework is quite homogeneous and therefore soon becomes intuitive. Handy helpers for common tasks (Format(),sorting,minmax...) written in very generic ways, usually templated, so that most of the time you can use them with your own types without any additional work. It might not be pushing the limits, but it is certainly great to have...

I hope this I at least partially satisfies your curiosity. Again, I understand that the above might be just a good use of C++ for you, but for me it was far beyond my imagination limits when I first came to U++

Honza