
Subject: Re: U++ questions

Posted by [mr_ped](#) on Mon, 14 Mar 2011 08:33:55 GMT

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It's up to you how much of U++ will you use in your project.

In my console tools I did use these parts of U++ (Real world use case):

UnitTest++: for test driven development

Core+CtrlLib: for NTL containers, U++ streams, basic types (I love to use "byte", "word" and "dword" type names since my ASM years.. it's very minor thing, but it just makes my day better) and String.

Just did search the sources (out of curiosity) how much I did use NTL containers... one Vector<String> in parsing command line arguments, otherwise I use only local variables (no need for dynamic allocation in that particular tool).

Draw+Painter: to generate image for printing, convert it into 1bpp bitmap (that one I use later in my own RLE encoder to send it over serial port to thermal printer)

And some Serial.h file from forum to handle serial port communication.

Overall U++ saved me weeks of work on this project, the prototype was done in single day, then in 5 days I had complete production version (100% test coverage, documentation, relatively maintainable code base without huge hacks).
