
Subject: Re: Squirrel - the programming language
Posted by [unodgs](#) on Fri, 25 Nov 2011 13:24:00 GMT
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mdelfede wrote on Fri, 25 November 2011 02:42

@Unodgs : I like squirrel because it's simple, powerful and it forces you to declare variables, even if untyped.... I hate javascript because of this lack which makes very easy to introduce hidden bugs just because of misspelled vars.

I tried this binding utility and I must say I didn't expect it to be so easy.

```
struct Test {  
    void SayHello() {  
        Cout() << "Hello\n";  
    }  
};
```

.. bindings ...

```
RootTable(vm).Bind("Test", Class<Test>(vm)  
    .Func("SayHello", &Test::SayHello)  
);
```

```
Test globTest;  
RootTable(vm).SetInstance("globTest", &globTest);
```

.. and the script ..

```
local test = Test();  
test.SayHello();  
globTest.SayHello();
```

This is just awesome! As for JS - I'm not a huge fan either (I don't like broken == operator and few other weird things) but if it comes to declaring variables you can use var everywhere and new strict mode. That should help.

@SenderGhost: Thank you for sharing Squirrel language - I didn't know this one.
