next variant:

History and design fundamentals

Ultimate++ design fundamentals were laid down in 1998 by its authors and current maintainers
Mirek Fidler and Tomas Rylek from the Czech Republic as a result of several major
dissatisfactions:

1. "Oracle Forms";
2. MS MFC;
3. the existing C++ STL library containers limitations (See Reference "NTL vs. STL");
4. transfer semantics in C++ (See Reference "Transfer semantics");
5. general "lack of effective C++ libraries".

Ultimate's U++ "oldest" classes (Value, Date, Time, Nuller, Ref, Sql, OracleSession) started
gaining shape as a supplement to MS MFC for Oracle GUI applications. At that time already
Ultimate's authors were using (and improving) NTL containers as a replacement for STL
containers.

As Ultimate++ has been constantly expanding since, a lot of older classes (including containers)
have been completely rewritten in a quest to become what Ultimate's authors describe as "the
most effective set of C++ libraries".

Corrections?