
Subject: Re: Materials for articles: "U++ Core comparison to BOOST"

Posted by [fudadmin](#) on Mon, 31 Jul 2006 09:20:38 GMT

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Mirek, has anyone ever done any performance comparisons between u++ and BOOST? If not, what assumptions could be drawn?

Or, from what you've said, is a short short conclusion correct:

1. "while performance u++ vs. BOOST is the same (or very similar?), u++ reduces code, programmers headaches and program memory.

And (AFAIK,) for big projects smaller memory usage leads to speed improvements."

2. Or "Do BOOST and STL "share" a ANY legacy of beeing on average at least 2 times slower than U++ counterparts"?

P.S.

3. Also, in other words,(as I understand):

in some cases U++ objects behave like very quick "full occupants" and destroy everything what belongs to them (and/or(?) only inside of them?),

in other (which?) cases they can be told by a programmer "be generous, don't care, "they will die themselves"...

That means, more programmable, flexible and managable "spaggetti" relations strengths between objects in u++ than BOOST... ?

(I'm trying to find "visual understanding"...)
