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Subject: Static OOP (C++...) vs Dynamic OOP (CLOS...)

Posted by [fudadmin](#) on Sun, 01 Jan 2006 02:44:26 GMT

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just to have in mind...

maybe more use of ESC interpreter in U++?...

old but still good material.

from <http://www.algo.be/cl/doop.htm>

Quote:

...

Dynamic Object-Oriented Programming

Dynamic Object-Oriented programming is a software development technology that enables applications to be tailored during development and after deployment without access to source code. Made practical by the continuing hardware evolution predicted by Moore's Law, Dynamic OOP languages are much more effective than static OOP languages for managing complexity and adapting to changing needs.

With Dynamic OOP languages, the amount of work necessary to make a change is proportional to the degree of change, not the size of the application. New objects, new classes and new behavior can be added on the fly, and unlike static OOP languages, Dynamic OOP applications do not have to be rewritten to accommodate any change.

Dynamic OOP is the enabling technology for user-evolved software. Developers can incrementally test working prototypes with users...

also interesting <http://www.norvig.com/java-lisp.html>

Quote:

...The conclusions showed that Java was 3 or 4 times slower than C or C++, but that the variance between programmers was larger than the variance between languages, suggesting that one might want to spend more time on training programmers rather than arguing over language choice...

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