Subject: Re: Static OOP (C++...) vs Dynamic OOP (CLOS...)
Posted by mirek on Sun, 01 Jan 2006 07:27:22 GMT

Well, those "CLOS" gyus are totally off as all dynamic programming advocates. Even reading their material:

Quote:
C++ requires any redesign in the classes and methods to be completely consistent and correct across the entire application source code before a design modification can be compiled, let alone tested.

...and they think this is a disadvantage?!!!!

Is it so hard to understand that using static type checking, compiler catches many bugs for you, makeing development and refactoring of very large applications easy and safe?

Damn, sometimes I refactor code using C++ by invoking compiler on unfinished change just so he tells me what to fix (via errors indicating type/signature inconsistency).