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

Posted by [gprentice](#) on Sun, 01 Jan 2006 12:04:54 GMT

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Well I think he's correct when he says this.

Quote:But C++ is hard to use, and requires an inordinate investment in time to avoid memory leaks (that result in poor performance and random crashes) and to tackle exception handling problems.

though it seems use of Garbage collection is becoming more common in C++ and people use new/delete much less than they used to, even without GC. There's still a large amount of discussion goes on in C++ newsgroups about exception safety. I wonder why other languages don't have complex "resource release" and exception safety problems like C++.

Slava Pestov (wrote JEdit) has created a Forth like language called Factor
<http://factor-language.blogspot.com/>

He claims the ability to change one little piece of code and carry on execution immediately is a huge advantage over having to recompile the whole thing before trying out the change. I think this is what the CLOS article is talking about regarding improved development times.

BTW - Factor runs on AMD64 and PowerPC (as well as Windows/Linux) and it's GPLd open source (and it has garbage collection). (However I developed a dislike of Forth a long time ago ...)

Graeme
