
Subject: Re: Problem compiling 32-bit apps with 64-bit MINGW

Posted by [mr_ped](#) on Fri, 27 Jan 2017 01:05:35 GMT

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Melek wrote on Wed, 25 January 2017 22:16

But C ++ I like because the compiled files are created in machine language which supposes a security mayo as opposed to .Net and Java.

I'm not sure what is "mayo", but unless you have group of seasoned C++ developers with years of experience, it's pretty sure your C++ application will be much worse than Java/C# in terms of security (ie. much easier to exploit and containing many security vulnerabilities).

If you have several C++ senior developers and good development process in place, like security reviews, using valgrind and similar tools, penetration testing, etc... then you can produce secure software even with C++, but you have to spend considerable amount of budget on the security. Then again this true also for Java/C# at this level.

But if you just create some small app in few hours, then it's more likely the Java/C# will be somewhat secure even without paying attention to it, while C++ goes the opposite way, without paying the attention to it it will be almost surely insecure.
