
Subject: Assemblies, Nests, Packages & Main...huh?!
Posted by [Woozle](#) on Tue, 06 Feb 2018 17:08:30 GMT
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Hi, I'm brand new to U++ for please forgive stupid questions from a newbie. A bit of background about me to set the context: I co-wrote enterprise scale C++ applications back in the 90s and also Java Enterprise B2B gateways. Since then I evolved into a IT security professional, but tinkered at home with Java SE on & off over the years. Of late I've got fed up with Java and decided to go back to C++, but discovered I had forgotten so much! Anyway, I stumbled across U++ and thought it looked really good and might overcome some of the verboseness (is that a word?) of C++, so here I am. I've downloaded U++, fired up the IDE and started reading. Trouble is, I was up at 5am today and I am also quite a few years older (hem, hem) than I was back in my C++ days, and I'm just not getting the concept of assemblies, nests, packages and mains in my head, so hoping someone can help (I did read a couple of posts here on the same subject but after several message ping-pongs it just all got confusing).

So, can someone please explain the relationship between these items and how they are used...a diagram or two might help.

Maybe you could explain in another way...Let's say I want to write a number of mathematical functions (or methods, whichever terminology you prefer) and then bundle these up into a library. And let's also say I want to bundle into another library a number of drawing functions....oh, and I want to store a number of image files in a resource. I now want to write a drawing application (MyPaintApp), so I'll be using some GUI controls, writing some application code, linking in these mathematical and drawing functions to the MyPaintApp code and pulling in the images for use as icons for splash, buttons, decoration etc.

So, with assemblies, nests, packages and main in mind, how do I use these to build/store my libraries, resources and application?...

- Where does my maths library live? (...in terms of assemblies, packages etc.)
 - Where does my drawing library live? (...in terms of....)
 - Where does my application code live? (...in terms of....)
- (Bear in mind my libraries and image resources will also be needed when I build my follow up application MyNextGreatApp)
- Where does main fit into this? Do I need a different main for MyNextGreatApp or do I reuse the main I had for MyPaintApp?
 - Is an assembly what I would have known way back as a 'Project'?

There are probably other questions around this but you get the idea. I'm hoping for a light bulb moment soon when it suddenly all drops into place, but I need to get this clear in my mind before I move on, as I'm keen to get going with U++.

Many thanks in advance for all guidance offered.
