
Subject: Re: What is the difference between learning U++ and Learning C++ through Microsoft Visual Studio?

Posted by [Xemuth](#) on Fri, 07 Jun 2019 19:42:36 GMT

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Hello RaySynthesizer,

This question seems to not have any sense since U++ can be used with Microsoft Visual C++ compiler because U++ is a framework.

But, I think your question is more like "Should I choose 'U++ with MinGW compiler' OR 'standard C++ with Microsoft Visual Studio compiler' to learn C++ ? And Why ?"

Well, based on my 11 Months of experiencing U++ (using it at least 2 days a week) and having started with basic knowledge of C as well as a solid foundation of OOP(Object-oriented programming). I would say :

If you have bit knowledge about programming, I would say U++, it will allow you to reach really good result on GUI/Console Application without much effort.

Moreover, when the framework is known, you will be able to build complex apps really quickly, and most of the time they would be Windows/Linux compatible !

If you have no idea about programming and you planned to learn it on C++ then, maybe you should go on standard C++ (no matter the compiler (MinGW/VC++))(no matter the IDE(U++ ide/Code::Block/Microsoft Visual Studio)) and start slowly by using standard C++ lib(Wiki here).

Why I recommend you to start with Standard Lib ? Because, I think that knowing the standard before using framework can only be benefit, Mostly if you are beginner.

there is also a point on performance, U++ is really more performance than the Standard on certain aspect : U++ Core vs standard C++ library But I'm not the right person to spoke about it.

But, the most important point is that Upp and the IDE are f**king awesome! :d

If one of Upp Member noticed that's I had said bullshit, made me notice !

Hope It could help.

Best regard.

Xemuth