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

Posted by [peterh](#) on Sun, 09 Jun 2019 10:37:24 GMT

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Just an Example, why, even with U++, VS will be useful for a beginner:

We can see here (in Visual Studio) what `edrd <<= ~ed2` means:
<<= is an overloaded operator that means `SetData()`. (in this context)
~ is an overloaded operator that means `GetData()`

Without this knowledge the program is not readable.
The context is not visible in the source, but VS makes it visible.
Therefore, using VS together with U++ is a big help.

BTW, in Free Pascal this is written as "`edrd.Caption := ed2.Caption`" which is pretty readable, even if you dont know Pascal. Unfortunately C++ has no Property members.

All the best,

Peter

File Attachments

1) [VSexample.png](#), downloaded 1017 times

```
10
11 void WithEnterActionTest::Change2()
12 {
13     edrd <<= ~ed2;
14 }
15
```

The tooltip shows the following definitions:

1158			
1159	Value	operator~() const	{ return GetData();
1160	const Value&	operator<<=(const Value& v)	{ SetData(v); return
1161	bool	IsNullInstance() const	{ return GetData().I
1162			
1163	Callback	operator<<=(Callback action)	{ WhenAction = actio
1164			