Subject: Re: Future of C++
Posted by mr_ped on Tue, 10 Dec 2019 09:24:17 GMT

View Forum Message <> Reply to Message

For example discord and slack. Slack since complete rewrite and re-architecture is now "acceptable" (before that it was "abysmal"), discord is similar level, although it has more major weird features, like eating almost 100% CPU when my notebook does lose Internet connectivity...

Both apps I have to use daily due to my work and hobby groups, and I'm not happy with their performance, nor the UI/UX is that-much-better that it would make me accept their horrible performance.

And the most funny thing I find about it, lately I have seen some projects written in modern way, that are so convoluted complex mess, that just adding single screen to app takes editing 14 files, and if you forget about any, the app does crash instead of build error... while when you look at the source, it's all "clean code" and other good practices, but somehow over-done IMO. Sometimes I feel like having one single ugly spaghetti procedure with 400 lines can be actually easier to read+maintain+modify than 40 small 10-line files of interfaces/objects/dependency-injection/other-magic which somehow work together as long as you write the correct mapping in another three xml files with navigation and entry points definitions...