Subject: Compare and contrast - wxPython vs Ultimate++
Posted by jimlef on Tue, 13 Oct 2020 02:57:40 GMT
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Just a fun project I kludged together on a while back, using CSV files for data storage and comparing arrays of numbers. Nothing too difficult...

But for comparison, with Python and wxWidgets (code at https://github.com/phoenixjim/PyLotto - over 500 lines, including glade file)
vs the same functionality with Ultimate++ and C++ (code at https://github.com/phoenixjim/LottoCheck - 272 lines).

Compare that too the 'original' c# code (also at github) - Form2.cs + it's associated files over 750 lines.

And y'all make C++ much easier to accomplish

Subject: Re: Compare and contrast - wxPython vs Ultimate++
Posted by Klugier on Tue, 13 Oct 2020 22:37:17 GMT
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Hello Jim,

It is nice to hear that you have such great successes with U++. I think you could simplify your code even further to decrees the line count

For example you could reduce unnecessary typedef in the class declaration, because in your code you use lambda instead of callback. For more info just read this topic.

Thanks for all good words!

Klugier

Subject: Re: Compare and contrast - wxPython vs Ultimate++
Posted by jimlef on Wed, 14 Oct 2020 01:30:28 GMT
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The kind words were well-earned I assure you - This group of packages puts mighty MS to shame in my opinion, I avoided C++ entirely because of the complexity of starting up with it in their visual studio. Cross-platform is icing on the cake
Thank you for the reference as well, going to look into that

Edit:
Per Klugier's recommendation, in spite of my lack of understanding re: lambda's, I did indeed manage to eliminate all typedefs from the code LOL

after removing several THISFN's (largely menu related), it worked out nicely