Subject: .NET
Posted by qwerty on Mon, 11 Sep 2006 00:06:30 GMT
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just an idea chit chat: what do you think about .NET, (un)managed code, mono project, upp... ?

Subject: Re: .NET
Posted by unodgs on Mon, 11 Sep 2006 08:05:45 GMT
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qwerty wrote on Sun, 10 September 2006 20:06just an idea chit chat: what do you think about .NET, (un)managed code, mono project, upp... ?
I don't like virtual machines... they run noticeable slower (at least startup time is much longer).
And NET is for one platform only... (I don't know how mono advanced is)
One of main reason java and net became popular was ease of gui programming. With upp coding is even easier and you can have one exe file with native code and small memory footprint..

Subject: Re: .NET
Posted by mirek on Mon, 11 Sep 2006 08:18:55 GMT
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qwerty wrote on Sun, 10 September 2006 20:06just an idea chit chat: what do you think about .NET, (un)managed code, mono project, upp... ?

Well, if U++ is to prove something, it is the fact that garbage collection is not necessary for effective coding...

In many aspects, U++ goes against trends. But in the end, you get very fast application with low memory footprint developed as fast or faster in U++ than in .NET managed code...

Mirek

Subject: Re: .NET
Posted by qwerty on Mon, 11 Sep 2006 08:42:33 GMT
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one thing bothers me.... there is need for programming model with effect like COM/COM+ (not the coding! - its terrible). has upp any solution for this?

just need to write own components without interferying code of the others... but dont like COM (.NET assemblies resolve that, but it is .NET)

Subject: Re: .NET
Posted by mirek on Mon, 11 Sep 2006 08:51:33 GMT
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qwerty wrote on Mon, 11 September 2006 04:42one thing bothers me.... there is need for programming model with effect like COM/COM+ (not the coding! - its terrible). has upp any solution for this?

just need to write own components without interferying code of the others... but dont like COM (.NET assemblies resolve that, but it is .NET)

Now I am not quite sure what you address... U++ has COM/OLE/OCI support for GUI components - you can relatively easily convert U++ widgets to work as OCI.

Mirek

Subject: Re: .NET
Posted by qwerty on Mon, 11 Sep 2006 09:41:50 GMT
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don't mean any visual control, just some custom data access but it doesnt matter, i guess...

I've been just thinking of such a crossplatform implementation, but I think, the only solution is CORBA