Subject: NTL vs STL compatibility
Posted by lectus on Sun, 19 Aug 2007 17:35:09 GMT

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Hi!
As a new C++ user (I was using C before), I bought Bjarne's book.
I'm studying containers.
How much NTL is different from STL?
Can I still use STL with Ultimate++? Are there any gains in doing that?
Will a STL code work with NTL by just renaming vector to Vector?

Thanks!

Subject: Re: NTL vs STL compatibility
Posted by mirek on Sun, 19 Aug 2007 19:04:27 GMT

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lectus wrote on Sun, 19 August 2007 13:35Hi!
As a new C++ user (I was using C before), I bought Bjarne's book.
I'm studying containers.
How much NTL is different from STL?

Quite a lot.

IMO STL design sacrifices performance and genericity in order to allow uniform processing.

U++ containers are more concerned about storing data...

Quote:
Can I still use STL with Ultimate++?

Yes, sure. You can even use STL algorithms on U++ containers (as long as elements satisfy STL requirements).

Quote:
Are there any gains in doing that?

Maybe if you need to interface with some existing/3rd party code using STL.

Also, it is always a good idea to learn STL principles.

Quote:
Will a STL code work with NTL by just renaming vector to Vector?

No.

Quote:
Thanks!

You are welcome.