Subject: U++ questions
Posted by trader on Sat, 12 Mar 2011 17:43:13 GMT

Hello everyone,

I have a lot of code in C++, can I still using my C++ code in U++ new projects (and vice versa)?

I know C++, how much do I have to learn to develop in U++?

It seems that the main function of U++ is for GUI applications. In Console applications have some difference, using C++ or U++?

Tks,
John

Subject: Re: U++ questions
Posted by mirek on Sat, 12 Mar 2011 18:27:44 GMT

Ah, you already did (joined the forum). Never mind, I can repeat my answers

trader wrote on Sat, 12 March 2011 12:43Hello everyone,

I have a lot of code in C++, can I still using my C++ code in U++ new projects (and vice versa)?

Sure, U++ is basically C++ library (+ide).

Quote:
I know C++, how much do I have to learn to develop in U++?

Depends Seasoned C++ programmers can be in full speed within week or two, producing useful stuff.

Quote:
It seems that the main function of U++ is for GUI applications. In Console applications have some difference, using C++ or U++?

There is CONSOLE_APP_MAIN too.

Subject: Re: U++ questions
Posted by dolik.rce on Sat, 12 Mar 2011 19:49:07 GMT

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trader wrote on Sat, 12 March 2011 18:43It seems that the main function of U++ is for GUI applications. In Console applications have some difference, using C++ or U++?
Hi John,

There is a lot of things that console programmer can benefit from in U++. To name just a few:

 Very efficient containers
 Fast memory allocator
 Ready to use classes for many areas like sockets, compression, graphics (yes, even in console apps you can work with images)

Plus U++ makes it very easy to add GUI to existing command line apps in later stages of development (which proved to be very helpful for me quite a few times).

Best regards,
Honza

Subject: Re: U++ questions
Posted by mr_ped on Mon, 14 Mar 2011 08:33:55 GMT

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It's up to you how much of U++ will you use in your project.
In my console tools I did use these parts of U++ (Real world use case):

UnitTest++: for test driven development

Core+CtrlLib: for NTL containers, U++ streams, basic types (I love to use "byte", "word" and "dword" type names since my ASM years.. it's very minor thing, but it just makes my day better) and String.
Just did search the sources (out of curiosity) how much I did use NTL containers... one Vector<String> in parsing command line arguments, otherwise I use only local variables (no need for dynamic allocation in that particular tool).

Draw+Painter: to generate image for printing, convert it into 1bpp bitmap (that one I use later in my own RLE encoder to send it over serial port to thermal printer)

And some Serial.h file from forum to handle serial port communication.

Overall U++ saved me weeks of work on this project, the prototype was done in single day, then in 5 days I had complete production version (100% test coverage, documentation, relatively maintainable code base without huge hacks).

Cool...

Tks