
Subject: C# -> U++ conversion...

Posted by [mirek](#) on Tue, 18 Oct 2011 16:31:51 GMT

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Funny, today I had to rewrite some code (google authentication) from C# to U++:

C#:

```
private static string GetAuthToken() {
    WebRequest webRequest =
    HttpWebRequest.Create("https://www.google.com/accounts/ClientLogin");
    webRequest.Method = "POST";
    webRequest.ContentType = "application/x-www-form-urlencoded";

    string postParams =
        "accountType=" + HttpUtility.UrlEncode("GOOGLE") +
        "&Email=" + HttpUtility.UrlEncode("INSERT_LOGIN_EMAIL_HERE") +
        "&Passwd=" + HttpUtility.UrlEncode("INSERT_PASSWORD_HERE") +
        "&service=" + HttpUtility.UrlEncode("adwords") +
        "&source=" + HttpUtility.UrlEncode(string.Format("{0}-{1}-{2}", "YOUR_COMPANY_NAME",
            "YOUR_APP_NAME", "YOUR_VERSION_ID"));

    byte[] postBytes = Encoding.UTF8.GetBytes(postParams);
    webRequest.ContentLength = postBytes.Length;

    using (Stream strmReq = webRequest.GetRequestStream()) {
        strmReq.Write(postBytes, 0, postBytes.Length);
    }

    string retVal = "";
    try {
        WebResponse response = webRequest.GetResponse();

        using (StreamReader reader = new StreamReader(response.GetResponseStream())) {
            string sResponse = reader.ReadToEnd();
            string[] splits = sResponse.Split('\n');
            foreach (string split in splits) {
                string[] subsplits = split.Split('=');
                if (subsplits.Length >= 2 && subsplits[0] == "Auth") {
                    retVal = subsplits[1];
                }
            }
        }
    } catch (WebException ex) {
        throw new ApplicationException("Could not generate auth token.", ex);
    }
    return retVal;
}
```

U++:

```
String GetAuthToken() {
    String h =
        HttpClient()
            .URL("https://www.google.com/accounts/ClientLogin")
            .Post("accountType=GOOGLE"
                "&Email=" + GetIniKey("google_email") +
                "&Passwd=" + GetIniKey("google_passwd") +
                "&service=adwords")
            .ExecuteRedirect();
    ;
    Vector<String> s = Split(h, '\n');
    for(int i = 0; i < s.GetCount(); i++)
        if(s[i].StartsWith("Auth="))
            return s[i].Mid(5);
    return Null;
}
```

It is childish, but this always makes me feel good

In this case, it is also a nice demonstration of difference between "properties" and U++...

Mirek

Subject: Re: C# -> U++ conversion...
Posted by [nneilson](#) on Sat, 24 Dec 2011 07:14:26 GMT
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Good example!

NASA's WorldWind project started with C#.
<http://worldwind.arc.nasa.gov/java/>
I never did like M\$'s mod of C/C++

Then NASA switched to Java so it can run on different OS's (and get away from C#).

Much of my code other than the Java display has been ported to U++, much faster, more powerful, better, etc.

Subject: Re: C# -> U++ conversion...

Posted by [lectus](#) on Sat, 24 Dec 2011 11:18:49 GMT

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EPIC!

U++ code is much easier to understand and shorter. And still doesn't require a VM to run.

Subject: Re: C# -> U++ conversion...

Posted by [bushman](#) on Thu, 29 Dec 2011 22:06:57 GMT

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It's funny, but sometimes C# looks pretty much like Visual Basic...

Subject: Re: C# -> U++ conversion...

Posted by [koldo](#) on Fri, 30 Dec 2011 07:16:08 GMT

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kropniczki wrote on Thu, 29 December 2011 23:06It's funny, but sometimes C# looks pretty much like Visual Basic...We ported a Visual Basic app to U++ and code was simpler and muuuch faster

.
So for me U++ code is usually more "basic" than Visual Basic
