Subject: Frustration when not using U++
Posted by lectus on Wed, 14 Nov 2012 22:43:59 GMT
View Forum Message <> Reply to Message

I don't know if this happens to anyone else.

But when I'm forced to use other technologies I get frustrated with their bad design. Sometimes I wish it was U++.

Even WELL DESIGNED libraries are bad compared to U++;

See for example this:

Qt:

```
QString name = ui->lineEdit->text();
QString phone = ui->lineEdit_2->text();

int c = ui->tableWidget->rowCount();

ui->tableWidget->insertRow(c);

ui->tableWidget->setItem(c, 0, new QTableWidgetItem(name));
ui->tableWidget->setItem(c, 1, new QTableWidgetItem(phone));
```

compared to this

U++

```
array.Add(~edit1, ~edit2);
```

There must be a shorter way for the Qt version. But the shorter way of U++ was immediately clear for me without digging up docs.

Sometimes I wonder why the industry is so focused on C#. U++ makes C++ enjoyable.

Subject: Re: Frustration when not using U++
Posted by dolik.rce on Thu, 15 Nov 2012 02:57:57 GMT
View Forum Message <> Reply to Message

Same here... U++ is highly addictive

I don't work much with GUIs, but even in the CLI word, there is really huge gap between the horrors of std:: and comfort (and speed and simplicity) Upp::.

Honza

Subject: Re: Frustration when not using U++
Posted by cbpporter on Thu, 15 Nov 2012 10:22:26 GMT
View Forum Message <> Reply to Message

Try the thing I am using: you can't change the status of a toggle button without triggering the event, so if you want to create a toggle button that changes the toggled state of other toggle buttons...

Plus crashes if you touch widgets before the GUI is "initialized".

Subject: Re: Frustration when not using U++
Posted by lectus on Wed, 28 Nov 2012 14:57:38 GMT
View Forum Message <> Reply to Message

I'm learning C# and Java for university.

I can't get my mind around how much code it's needed to make a simple database connection in those languages.

I really miss U++ when I can't use it.