

Re: Inheritance

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> *I think it's a waste of time trying to convince ? people of C++ advantages.*
> *They just don't understand C++ and cannot use it properly.*

No. They have a long, 10years experience in C++ coding before moving to OS kernel world, and now understand what kind of a mess this language is (especially its latest features which are just a mess without any sane content in it). "Unsuitable for any serious code where bugs are hard to find and cost a lot" – this definition. OK for UI and accountant database work nevertheless. :-)

The toy examples like using "operator++" for InterlockedIncrement mean literally nothing in real work. Nothing.

>*They possibly tried but failed.*

No. Around 10 years of good C++ experience in Windows UI and COM/DCOM, before moving to the kernel.

It's kernel which influences people, not people themselves. Linus also does not want C++ in s kernel. Neither is BSD authors.

> *Once I was working for a big company that produced switches and routers and*
> *heard the following words from a senior developer – "we don't need C++ since*
> *there are no objects in the router code, well, may be two of three".*

Wow! Embedded programmers back my opinion, and not the opinion of C++ zealots who have just read their first book on it!

C++ is just plain unsuitable for some tasks. Router firmware is one. Rewriting its code in "C++-style OO" would render it worse – worse in terms of readability and maintainability.

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