

# Re: !generating ILAsm / compiler question

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- *From:* "Cowboy \((Gregory A. Beamer)\)" <[NoSpamMgbworld@xxxxxxxxxxxxxxxxxxxxxx](mailto:NoSpamMgbworld@xxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Tue, 16 Sep 2008 08:31:13 -0500
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First, a few definitions. They are not necessarily important to the question, but they are important to understand the process. The "language" is IL, for Intermediate Language or MSIL for Microsoft Intermediate Language. It is considered compiled, as it can be picked up by the CLR and run without any further "outside" intervention. If it still required more intervention from a user, it would only be translated.

The main reason someone builds a compiler rather than a translator is to build running code. Technically, you could build a translator and then fire off a compiler, but you then have to trust the other compiler. If you write in C#, C++ or VB, you will find the compilers are each better at something different. They are functionally equivalent, but not exactly equal in their IL output.

As a software developer, you would prefer something where you have left your destiny under your own control, rather than partially under your control and partially under the control of another piece of software. This is if your goal is compilation. You also prefer the least number of moving parts, as more moving parts means more potential points of failure.

There is certainly value in translating one high level language to another. It is completely different from compiling.

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Gregory A. Beamer  
MVP, MCP: +I, SE, SD, DBA

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| Think outside the box! |

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"ajk" <[anders43@xxxxxxxxxx](mailto:anders43@xxxxxxxxxx)> wrote in message  
[news:6528baed-11b6-40ad-811a-1bd816033f10@xx](mailto:news:6528baed-11b6-40ad-811a-1bd816033f10@xx)

Hi

When doing a .NET compiler what are the benefits of generating ILAsm directly compared to generating another higher level language like C#

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first and then using the C# compiler?

Round-tripping will not work and debugging may be easier, any other reasons why it would be preferred to generate ILAsm?

tia/ajk