

Re: C# very optimisation

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-05/msg03226.html>

- *From:* Jon Skeet [C# MVP] <skeet@xxxxxxxx>
 - *Date:* Wed, 18 May 2005 07:24:39 +0100
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Ennixo <ennixo@xxxxxxx> wrote:

> do you know where i can find some ebooks or websites talking about C#
> optimisation ?
>
> for exemple, i just learned that ++i is faster than i++.

In C#? I don't think so. It *can* be faster in *some* languages, but it's rarely going to make a significant difference.

> i would like to
> know more about the things that can make code faster than fast.

Proper design and profiling when necessary, basically. Micro-optimisations rarely make a significant difference to overall performance – even if tweaking your code makes one section of code five times faster, unless a significant amount of time is spent in that part of the code, it's not going to make much difference. Obviously it depends on the app, but in many apps these days the most significant performance bottlenecks come from things like network/database access, bad choice of threading, etc.

Furthermore, micro-optimisations tend to come at the expense of the code being as readable as it can be, which IMO should be the primary goal.

If your app isn't performing well enough, get a profiler and find out exactly where the bottleneck is. At that point, and only at that point, should you be really worried about micro-optimisations.

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If replying to the group, please do not mail me too

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- *Follow-Ups:*

Re: C# very optimisation

◆ **Re: C# very optimisation**

◇ From: Ennixo

• **References:**

◆ **C# very optimisation**

◇ From: Ennixo

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