

## Re: C# very optimisation

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-05/msg03278.html>

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- *From:* Helge Jensen <[helge.jensen@xxxxxxx](mailto:helge.jensen@xxxxxxx)>
  - *Date:* Wed, 18 May 2005 14:58:01 +0200
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Søren Reinke wrote:

Thank you, i already use unsafe for my processing of course but i would like to know more about little optimisations now (juste like "++i" instead of "i++")

Try a profiler, and optimize the places when processing time is actually used. That way your optimizations may actually matter instead of just waste your time and make the code unreadable.

++i and i++ is not the same if used within things like calling methods and stuff like that.

more precicely, ++i and i++ are not the same when used as an expression.

Is the one considered faster than the other ?

When defining your own "operator++" the x++ variant needs to copy the old object, ++x does not.

I can't imagine that there is *any* difference whatsoever for the performance using ++i or i++ (esp. on integral types), and will continue to think that untill I see a test-program proving otherwise.

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-=> Sebastian cover-music: <http://unqdomshus.nu> <=-

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