

## Re: why no struct inheritance?

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*Source:*

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- *From:* Jon Skeet [C# MVP] <[skeet@xxxxxxxx](mailto:skeet@xxxxxxxx)>
  - *Date:* Sun, 20 May 2007 16:24:12 +0100
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Paul Werkowitz <[newsgroups@xxxxxxxxxxxxxxxxxxxx](mailto:newsgroups@xxxxxxxxxxxxxxxxxxxx)> wrote:

Am Wed, 16 May 2007 18:32:04 +0100 schrieb Jon Skeet [C# MVP]:

[snipped]

Its a matter of opinion, ok.

But to your last statement I have a question:

There is complexity in adding the feature of deriving from structs. There is also a benefit to it. The question is whether the benefit outweighs the cost in complexity or not. I don't believe it does, you presumably do. That's a perfectly reasonable matter of opinion.

What complexity do you see in the feature of deriving from a struct? We have no polymorphism here, only the possibility to override functions and add new ones.

And add new fields, presumably. However, you *\*do\** still need to learn what is and isn't now allowed, and what should happen in various cases. There's more to learn, and for little benefit IMO. (I very rarely write my own value types to start with, and can't remember ever wanting to derive one value type from another.)

To write non-trivial programs in C#, you need reference types, derivation, polymorphism, ..... the whole enchilada. Such a person should be able to grasp the concept of derivation of value types, too, IMHO.

Yes, but in the same way that someone who has learned a difficult language (e.g. Welsh) should be able to learn a relatively simple language (e.g. French). That doesn't mean they would instantly *\*know\**

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French having learned Welsh. They'd have more to learn. I'm all for keeping the language as simple as possible unless there's a really good benefit to be gained from adding complexity (e.g. the addition of generics and nullable types). Just MHO though.

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Jon Skeet – <skeet@xxxxxxxx>

<http://www.pobox.com/~skeet> Blog: <http://www.msmvps.com/jon.skeet>

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

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