

## Re: MFC vs .NET

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-08/msg02347.html>

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- *From:* Joseph M. Newcomer <[newcomer@xxxxxxxxxxxxx](mailto:newcomer@xxxxxxxxxxxxx)>
  - *Date:* Sat, 19 Aug 2006 00:25:05 -0400
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I tend to agree. That's why I was questioning the issues of "efficiency".

I recently encountered someone who works with a lot of massive server-based database retrieval. He was amused to report that the corporate attitude was that computing time is completely irrelevant. Getting the data INTO the computer is the ONLY parameter of interest. These are the kind of people who are looking at AMD-based servers with tens of gigabytes of memory as their low-end servers, and can't get enough RAM into their boxes. So they don't see languages like Java or C# as having any relevance to their performance, and preferred the advantages of managed code environments over nominal computing efficiency gains of native code.

(He and I did a lot of database work 20 years ago, which is why we like the idea of 8TB address spaces...)

joe

On 18 Aug 2006 18:16:27 -0700, "Ajay Kalra" <[ajaykalra@xxxxxxxxxx](mailto:ajaykalra@xxxxxxxxxx)> wrote:

I wanted to create a function in c++ that does the time critical task and call it in a c# app and with just one call have the task done because many calls to unmanaged will reduce performance due to marshalling i guess!?

This would not be an issue if you are all managed. Why do you even want to keep unmanaged c++ in this case?

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Ajay

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