

Re: Why INFINITE loop in a thread occupy so much CPU time??

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- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
 - *Date:* Fri, 16 Nov 2007 23:10:12 -0500
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I know that. Back when I was a C programmer in the early 1980s, I defined

```
boolean.h
typedef int boolean;
#define true 1
#define false 0
```

Using integer types instead of a boolean type is essentially slopping programming. This is in the same class as people writing

```
int flag;
and then writting
flag = 1;
or
flag = 0;
```

to change a boolean value. It is habit that too many bad C programmers seem to develop, since they learned C from K&R first edition. Since I learned to program in real languages that had a boolean type, I decided that using integers to represent boolean values was a really stupid idea. I wrote a few C programs in the 1970s, but decided the language was appalling. K&R C really was an appalling language. ANSI C was the first respectable instance of the language, and C++ is of course much better. But I find programmers using the antiquated concept that integers should be used to represent boolean values even today.

I consider any compiler that diagnoses while(TRUE) to be worthy of a warning to be a compiler that does not understand reality.

joe

On Fri, 16 Nov 2007 05:34:47 -0500, David Wilkinson <no-reply@xxxxxxxxxxxxx> wrote:

Joseph M. Newcomer wrote:

Perhaps because you asked it to? If you write a computation that consumes all the CPU, it is going to, guess what, consume all the CPU! And that's what you've written! So presumably you WANT to consume 100% of the available CPU time.

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I have no idea what while(1) means anyway. while(TRUE) makes sense; while(true) makes sense. What's an integer got to do with it?

Joe:

Well, while(1) and while(TRUE) are in fact the same thing. while(1) is often used in C where there is no bool type.

I agree that while(true) is preferred, but all these constructs produce warnings in recent VC versions at level 4 (at least in C++ mode), and the preferred usage is for(;;). I find this ugly, but have started using it since I started compiling at level 4.

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