

Re: C++ vs. C#

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- *From:* Ajay <ajaykalra@xxxxxxxxx>
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On Apr 14, 5:53 pm, Daniel James <wastebas...@xxxxxxxxxxxxxxxxxxxxx> wrote:

Thats really a wrong comparison. You can do much more in C# because it gives access to .Net framework which is not available to C++ (native). .Net is very rich compared to Win32 and is not accessible to native C++.

That's a crass, unhelpful, and totally misleading statement.

I dont think so. I should have put out of the box.

There is nothing you can do in .NET that you can't do in native code.

OK. But that would be upto the devleoper to do it. All that framework is available at no cost. I cant imagine someone sitting down and coding those asynchronous constructs available in .Net. Of course you can do it. But why would you? Why not just go where its available.

NET is written in native code, so that's a self-evident truth.

So? It also uses COM. So what? MFC is written on top of Win32 but that doesnt mean MFC is not useful.

Yes, the .NET runtime provides APIs that make some functionality easily available to managed code, and some of that functionality is not so easily available to native code ... but if you really can't find an alternative to the .NET APIs you CAN call them from native code via a C++/CLI wrapper.

Thats why I highlighted "native". Regardless, this approach highlights the inherent limitation of whats available in native.

Re: C++ vs. C#

C++ is a vastly more powerful language than C#, and can be used for both native and managed applications.

Yes. In real world, when you find this need, its better to stay native. How many companies/projects do you know going thru this. Its a good selling point for C++ but thats all it is.

However, because C# is a simpler language than C++ it is easier to write tools for, and Visual Studio incorporates a variety of different code generation and code manipulating tools for C# that it doesn't support for C++. For many people this is a sufficient reason to eschew the superiority of C++ ... C# programs are fairly easy to write, and the versatility of the toolset largely makes up for the lack of power and flexibility in the language itself — as long as you don't have a specific need to generate native code.

Agreed.

.. of course, what many of us would REALLY like is for Microsoft to produce the same quality and range of tools for native C++ as they do for C#. Then nobody would want or have to use C# at all (see above).

I disagree. Its not the lack to tools that is making C++ unpopular. The language itself is the culprit. What you call superiority is really baggage when it comes to finding the right people for job. maintenance, compesation etc. You shouldnt expect the workforce to be adept at it.

fact, if they'd just concentrated on getting the tool support for C++ up to scratch they'd never have had to get involved in all this .NET stuff at all.

Thats BS. VB was significantly more popular than C++. It wasnt because of tools. Tools are insignificant for that reason. They become meaningful after the fact.

As I said, though, it's much harder to produce good tools for C++ than it is for C# because C++ is more complex and more powerful.

Re: C++ vs. C#

Agreed and thats not a good thing. Occasionally it is, but for a vast majority it isnt.

The important thing is to learn enough about the two approaches that you understand the trade-offs that are made when you choose between native code development and .NET, and when you choose between C# and any other language on .NET. Only when you have that understanding can you make your decision ...

Of course.

After having used C++ for many many years and been with .Net for last 3-4 years, I can safely say .Net is significantly more powerful, productive than anything I used in MFC/C++. C++ is needlessly complex and costly compared to C#/.Net. That doesnt imply C++ doesnt have any place in the dev community. But its dated and should be used only for specialized projects. I have also noticed that people complaining about .Net have simply not used it the way it ought to be used. Tools have nothing to do with this.

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Ajay

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