Posted by light on Sat, 11 Nov 2006 19:39:54 GMT
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Terminator 101 wrote on Sat, 11 November 2006 19:23light wrote on Fri, 10 November 2006 21:29I consider Java to be a good first language for people who swim in the shallow end. Those who dive in the deep can go for C/C++.
What exactly do you mean by shallow and deep end?
Does that mean that if I want to just learn how to program I should start with Java, but if I want programming as a job, I should move to C++?
I was refering more to complexity. Java has great documentation, and when you do something wrong, it tells you. Say you have an array of 5 characters:

[A|B|C|D|E]

In Java, if you read over the end, i.e. try to read number 6, you get an ArrayIndexOutOfBounds exception, which tells you exactly what went wrong, and where.

In C++, you get a Segmentation Fault, and you have no idea what caused it unless you trace your code or use a debugger.

Which one you choose depends on your learning style. Java is great for learing Object Orientated design, because you don't have to worry about allocating and deallocation memory, or pointers. C++ has support for Objects, but to me it feels like they were bolted on as an after thought.