

## Re: C++ in the kernel

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- *From:* Bruce M Simpson <[bms@xxxxxxxxxxxxxxxx](mailto:bms@xxxxxxxxxxxxxxxx)>
  - *Date:* Sat, 27 Oct 2007 11:50:23 +0100
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Alfred,

Thanks for the feedback.

Alfred Perlstein wrote:

Heh, Click was extremely unstable for us on both FreeBSD and Linux.

I have been working with Eddie Kohler to stop the bit-rot of the kernel support for FreeBSD and submitted a mega-patch a few months ago. Can you provide further details to me off-list of what isn't working for you?

I do think it would be nice to support at minimum a subset of C++ in kernel, but I think someone would have to come forward to do the heavy lifting. :)

I think what the Netlab results show is that it's possible to use a relatively rich set of C++ language features in an embedded context without bloat. Certainly Bjarne Stroustrup seems to be less in favour of the 'reduced subset' approach touted a few years ago.

The point being, C++ makes it very easy to write bad code, however, that is no reason to rule out its use as it is a very powerful tool when wielded correctly, as my past and current experience working on XORP has borne out.

regards  
BMS

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