

Re: C++ in the kernel

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- *From:* Garance A Drosehn <gad@xxxxxxxxxxx>
 - *Date:* Mon, 29 Oct 2007 16:34:17 -0400
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At 7:46 AM +0000 10/28/07, Poul-Henning Kamp wrote:

In message <20071028074310.233895B3E@xxxxxxxxxxxxxxxxxxxxxx>, Bakul Shah writes:

It will be the proverbial camel's nose in the tent. A subset of C++ is attractive for kernel work but it will be hard to hold the line at that.

That's one of my main arguments why we should "own the language" we use.

The other main argument is that we can then teach the language to do the things we need it to do.

This seems like a good idea to me, as long as the language we come up with is just some easy-to-follow additions to the C language. (I believe that has always been your intention, but I just thought it would be good to say it again). That way we don't get caught up in problems when, say, the ABI's for the official C++ language are changed, and we don't want to make major ABI changes in the middle of a STABLE branch.

It might be prudent to say we're building a new language patterned on something **other** than C++, just to make it clear that we won't be tied to whatever developments come up in the world of C++.

I've been meaning to look into D, but I don't have any experience with programming in D, so I don't know if that would work as a basis of a kernel-programming language. (Not that we'd use the official D language, either. Just that it might be a source for ideas of whatever we want to do)

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