
Subject: Re: C++ FQA

Posted by [mdelfede](#) on Mon, 12 Nov 2007 15:47:37 GMT

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Mindtraveller wrote on Mon, 12 November 2007 15:54

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The third issue about text resources is that one may "hack" application. Imagine, you have access rights in your banking operations program. Operator access rights don't allow him to move money from one account to another - where app simply disables unavailable buttons (this is very common approach).

....

brrrrrrrr ! Thinkin' that an app is 'secure' just hiding some buttons makes me think to take my (few) money from bank and put it under my bed....

With modern debuggers, it's a child game to hack a program, with or without resources embedded on it.

With data sensible apps, the only way is to rely on passwords, cryptography and such techniques, not on 'hidden data' inside executables !

Quote:

Quote:Ironically, it seems like U++ starts to be quite ide supported too Yes, but U++ restrictions are way too wider than common IDE`s. Also, I like the way of programming U++ proposes to me. After many problems with standard GUI approaches, to have components in class, where they are needed - is like breath of fresh air for me. That is why I don't see any problems with U++ restrictions on my code (maybe I'm wrong with this, but alternative restrictions seem to me far worse).

.....

BTW, I don't see nothing bad on a gui approach to Upp.

It's a good framework and a good layout editor/Rad tool will help people to jump in.

In modern programs more than 60-70% of work is spent on layouts, appearance, ecc ecc... So having a good framework that is also a good 'visual' framework is surely a plus.
