
Subject: Re: REAL Ataris/Deep Blue C
Posted by [ran](#) on Tue, 11 Jun 2013 01:26:25 GMT
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Organization: AT&T-Bell Labs, Holmdel, NJ
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[color=blue]> 4. Has anyone out there got 'Deep Blue C' or whatever; I'd like to use 'C'[/color]
[color=blue]> on my Atari, and I'm not impressed by C/65. Appraisals, please.[/color]

I've got it. Not too bad (though my version has a bug in setting graphics modes). However, I find I don't use it much. Most things for which I want quick development, I just do in BASIC.

Two reasons:

1. Compile time. I write something, start compiling, and take a nap. Later (much later) I then have to link it all. Take another nap. Oops. I really want the output to look like this. Take two more naps. What if I change that? Take two more naps.
2. Run speed. When I ran a program, it didn't seem all that fast, so I tried running
10 look at atari built in clock
20 FOR I=1 TO 1000
30 FOR j=1 TO 1000
40 NEXT J
50 NEXT I
60 look at atari clock again
70 print difference
80 END
and a C equivalent. Deep Blue C was faster by a factor of 3. Somehow, I thought a compiled vs interpreter should do better than that.

Anyways, C usually isn't worth the trouble. If I'm going to the trouble, I'd just as soon do it in assembly, and make it *fast*.

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". . . and shun the frumious Bandersnatch."
Robert Neinast (ihnp4!ho95c!ran)
AT&T-Bell Labs

