

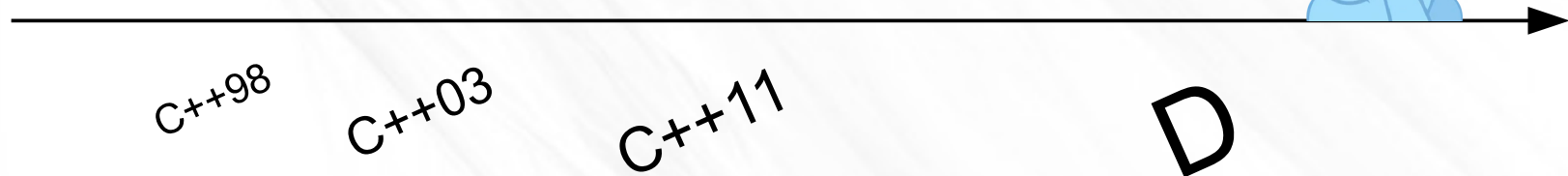
# Die D Sprache für C++ Entwickler



Jonathan Giroux / Bloutiouf

- "D is in fact a clean design of C++"  
Paul Jansen, founder of Tiobe

- Coolness scale:



# Nicals Liste

- it compiles VERY fast (productivity++)
- you don't suffer from the C/C++'s horrible include system (productivity++)
- the syntax is much clearer than C++ and is easy to parse for static analysis tools (software engineering++)
- the behavior of the language is more consistent than C++'s (ninja coding++)
- it encourages unittesting (TDD++)
- by design, the language does not let you do dangerous things unless you explicitly want to
- it has true support for parallel programming
- it is awesome
- it is fast (you can even turn off garbage collection in critical portions of code)
- it has awesome metaprogramming facilities (that C++/boost is not likely to have any time soon) and full compiletime introspection (on top of which it is easy to build run time introspection)
- and a thousand of other things that makes you realize that C++ is a powerful but inconsistent, error prone, ambiguous and unproductive language.

Lacks a little bit of visibility on internet, some tutorials and dedicated libraries, though (yet it can use any C library).

# Effizienter Programmierer

- Schlafen!
- Gut und gesund essen!
- Sich Zeit nehmen...
  
- Andere Interessen haben
  - ZKM-Besuch um 14 Uhr
  - You are HERO um 20:30

**Hallo GPN!**

# Types & class

# Contract, unit testing & doc

# Templates

- `ctrace`



# Standard library

- **Dokumentation**

**GUI**

# Games

- Vibrant
- <http://www.dsource.org/projects/>
- Derelict3
- Helix
- Extatique by adinpsz