

Re: Maple Vs Mathematica debugging

Source: <http://sci.tech-archive.net/Archive/sci.math.symbolic/2005-12/msg00075.html>

- *From:* carlos@xxxxxxxxxxxxx
 - *Date:* 5 Dec 2005 17:42:04 -0800
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Making schoonschip can be expensive. Take a commercial-product kernel of 2M C++ lines. An average programmer can produce say 500 lines of debugged C++ per year. Cost: 4000 man-years, or roughly \$600 million. Need to sell 4 million copies at \$1500 each to recover the cost.

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- *Follow-Ups:*
 - ◆ **[Re: Maple Vs Mathematica debugging](#)**
 - ◇ *From:* parisse
 - ◆ **[Re: Maple Vs Mathematica debugging](#)**
 - ◇ *From:* Jaap Spies
- *References:*
 - ◆ **[Maple Vs Mathematica](#)**
 - ◇ *From:* kush99
 - ◆ **[Re: Maple Vs Mathematica](#)**
 - ◇ *From:* Nasser Abbasi
 - ◆ **[Re: Maple Vs Mathematica](#)**
 - ◇ *From:* John Francis
 - ◆ **[Re: Maple Vs Mathematica](#)**
 - ◇ *From:* Nasser Abbasi
 - ◆ **[Re: Maple Vs Mathematica](#)**
 - ◇ *From:* Albert Reiner
 - ◆ **[Re: Maple Vs Mathematica : How much of the source code?](#)**
 - ◇ *From:* Richard Fateman
 - ◆ **[Re: Maple Vs Mathematica : How much of the source code?](#)**
 - ◇ *From:* carlos
 - ◆ **[Re: Maple Vs Mathematica debugging](#)**
 - ◇ *From:* Richard J. Fateman
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