

Re: Geometric average: how to compute it: best approach ?

## Re: Geometric average: how to compute it: best approach ?

---

*Source:* <http://sci.tech-archive.net/Archive/sci.math/2007-07/msg03193.html>

---

- *From:* pamela fluente <[pamelafluente@xxxxxxxx](mailto:pamelafluente@xxxxxxxx)>
  - *Date:* Fri, 20 Jul 2007 09:04:37 -0000
- 

On 19 Lug, 11:49, Raymond Manzoni <[raym...@xxxxxxxx](mailto:raym...@xxxxxxxx)> wrote:

pamela fluente a écrit :

I saw your Visual Basic code in your answer to Duncan but :

– Visual Basic is a curious tool for someone wanting the fastest possible code. Perhaps that my prejudices are at work here... but something more lowlevel (say like C and variants...) seems more appropriate. I fear VBasic will add further tests to check bounds and so on and that the 'for each' execution time is not near zero (Well I didn't look at the assembler/code generated by Basic for a long time so....).

Hi Raymond,

I moved to [http://groups.google.com/group/sci.math/browse\\_thread/thread/da56bb17b095883a/#](http://groups.google.com/group/sci.math/browse_thread/thread/da56bb17b095883a/#) because since my post did not seem to appear I tried opening another thread. Google seemed to have big problems yesterday.

Well, probably discussion about language would lead us far away and this has been discussed a lot on the web.

<http://www.vbrad.com/article.aspx?id=63>

<http://www.vbrad.com/article.aspx?id=65> (Top 10 reasons VB.NET is better than C#)

<http://www.webmasterworld.com/forum47/2546.htm> (Top 10 reasons C# is better than VB.NET)

Let me just say that within the (new) Microsoft Framework, language is just a matter of preference and all boils down

to the same code. So there are no difference about performance.

[http://www.harding.edu/fmccown/vbnet\\_csharp\\_comparison.html](http://www.harding.edu/fmccown/vbnet_csharp_comparison.html)

In my experience I prefer VB and use C# only for unsafe code or

Re: Geometric average: how to compute it: best approach ?

Re: Geometric average: how to compute it: best approach ?

pointers (in graphics). My preference is due to a less "presumptuous" style, more readability and a much more intelligent interface within the Visual Studio IDE (I hate case-sensitivity). But that's just my preference. Many people prefer C#. Much like some prefer blonde and other prefer brunette :-).

Hoping some of these points will help you more,

Indeed.

-P

.