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Thread: [what's the difference between windows programming and linux programming?](#)

tinkerman2000 - April 14, 2011, 8:05 pm

Want to know the difference between linux and windows programming.

I am trying to make a software program that will be running on both systems. Like can be runned on both systems.

Would I have to code this software into both OS'S api???

Beemo - April 14, 2011, 8:10 pm

If it's just command line you can write one for both OS's without too much effort. Once you hit GUI's it starts getting complicated however.

vive facile - April 14, 2011, 8:23 pm

The main differences are the system interrupts, and the filesystem, and the libraries. Windows is worlds away from Linux. In most languages you can write code that will compile on both, but that does not mean the binary file compiled on one will run on the other. Getting the code to compile on both however requires using libraries that work on both, and checking which OS is being ran to make your directory paths are correct. (the compiler takes care of the interrupts)

Sia - April 15, 2011, 1:59 am

(Apr 14, 2011 08:10 PM)Renegadezombies Wrote: [\[CITE\]](#) If it's just command line you can write one for both OS's without too much effort. Once you hit GUI's it starts getting complicated however.

Not really. It all comes down to how he decides to make his GUI. If it's a GUI located in a Dynamic link library [DLL] Then it won't be that big of a problem. If The GUI is written in windows API then obviously it'll be a problem.

Console applications shouldn't give you any problems, as long as your code is not platform dependent.

EDIT: DLL's don't run on Linux ??? lol