> C makes it easy to shoot yourself in the foot;
> C++ makes it harder, but when you do
> it blows your whole leg off.
>
> ***— Bjarne Stroustrup***

Meet Alex...

“I wish I could tell you that I lost my legs while defending my country from terrorists but unfortunately it was under less heroic circumstances.

To me, programming in C++ always feels like juggling multiple footguns simultaneously while trying to make sure none of them go off. And let me tell you, the odds are not in your favor.

I lost my left leg while writing code that passed a temporary variable into a lambda that kept a reference to it multiple function calls down the line. Object lifetimes man; that shit’ll ruin your life. Everything seemed to work until that piece of code ended up in production where all hell broke loose. Not long after that I watched my right leg explode right before my eyes due to undefined behavior in one line of mission critical code.

I’ll admit though, I’m still happily coding in C++ every day. I mean, what do I have to lose, right? Both my legs are gone. The worst that can happen now is that I blow off one of the front wheels on my wheelchair, fly forward and bash my head against one of my monitors. I’ve had that happen a couple of times and it’s not that bad actually. At least not compared to the brain damage caused by the daily cognitive load of having to remember whether or not the **empty()** function empties the standard containers. Goddammit.”

Risky business

According to very reliable statistics compiled over many decades of intensive and extensive research, many C++ programmers get injured every year. The chart on the right shows the C++ programmers around the world. Roughly 2% of them lost a leg while the majority, roughly 98%, will lose both their legs sometime during their careers.