
Subject: Re: taking the widget plunge. help
Posted by [davidf](#) on Thu, 07 Sep 2000 15:26:55 GMT
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Pavel Romashkin (promashkin@cmdl.noaa.gov) writes:

> I have a different problem. It is so much fun to write them that I am
> beginning to like that better than using them :-)

This, in a nutshell, is **exactly** the problem with objects.
And don't even get me started on documentation, in which
you have to document each and every method in addition to
the usual rigamarole. And, of course, they are so much
fun to write that you have about 50 methods. Sigh...

I usually just give up and console myself with the thought
that at least **my** programs are really cool. Even if no one
else (as a result of my sloth) can figure out how they work. :-(

Cheers,

David

P.S. Let's just say I spent a couple of days writing
documentation for FSC_PSConfig, **the** best program I've
ever written, and no one downloads it or uses it. You just
figure after a while, what's the point?

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