Subject: Re: Object epiphany: A new way of building widget applications
Posted by John-David T. Smith on Thu, 05 Apr 2001 21:57:30 GMT

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Craig Markwardt wrote:
>
> JD Smith <jdsmith@astro.cornell.edu> writes:
>
>> Martin Schultz wrote:
>>>
>>> Hi all,
>>>
>>>   With almost a week delay, I finally get around to release the first
>>> version of a new class of IDL objects: the MGS_GUIObject hierarchy.
>>
>> I think it only fair to let people know that I tend to shy away from
>> distributed code with people's initials in the name. I know, it sounds
>> stupid, but I'm not sure I'm the only one. It seems to be a reasonably
>> common practice here (Craig, you listening?), but one which I think
>> might be best to avoid, for the following reasons:
>>
> ... remainder deleted ...
>
> Hi JD--
>
> I understand what you are saying, but I think you are a little too
> harsh in criticizing other people for how they name their functions,
> especially when Martin's code is as cool as it sounds.

<snip>

Please see my post below. I did not mean to criticize the quality and
generosity of, or devotion to the work... not at all. I'm sorry if
that's how it came across. I have appreciated Martin's code (and
especially his unflagging diligence in documenting it!) as much as
anyone else. I always find interesting things reading the comments in
his code.

And it appears, since no one has chimed in to say they too prefer more
"universal" naming schemes, that I'm the only one whom this bothers. In
that case, I'll just keep quiet and deal with it. And at this rate, I
can claim the large unoccupied region of the IDL namespace with no
initials prepended. My next program will be called "calculate". ;)

JD