
Subject: Re: Solve memory problems

Posted by [Paul Van Delst\[1\]](#) on Wed, 14 Jan 2009 15:08:23 GMT

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David Fanning wrote:

> Craig Markwardt writes:

>

>> Uh, like using any other high-level language that doesn't force you to

>> free your own variables?

>

> My goodness, people, whatever happened to craftsmanship?

> I feel like I'm working with a bunch of Wal-Mart furniture

> builders here. Quick, easy, cheap. :-(

Hey! I often use woodworking craftsmanship analogies when trying to get people to take some pride (for pete's sake!) in the code they write. A lot of code I see is the equivalent of a Homer Simpson spice rack (or barbeque) - it might qualify as abstract art, but it ain't that functional.

> P.S. I guess you probably know it is time to give it up when

> you get to the point where you believe the world will go

> straight to hell in a handbasket if you *do* give it up.

> Just don't be sending me any code with HEAP_GC in it. Even

> Coyote wouldn't lower himself *that* much. :-)

Keep fighting the good fight, David. :o)

cheers,

paulv

>
