Subject: Re: Plotting Vectors with Coyote Graphics Programs
Posted by Dick Jackson on Wed, 26 Mar 2014 18:01:22 GMT

David Fanning wrote, On 2014-03-26, 8:46am:
> David Fanning writes:
>
>> I've written a new vector plotting program, cgVelocityVectors, today.
>
> Sigh...
>
> Dick Jackson has been on a relentless campaign to convince me of how
> poorly this routine is named. [...]
>
> Fortunately, the muse came through for me today in the shower (her usual
> place of residence). I realized the name I was looking for was
> cgDrawVectors. This has two distinct advantages. One, it gets rid of the
> word "velocity", which Dick hates.

Oh, I love the word "velocity"! It's just that words like "field strength",
"maximum slope", "acceleration" and "direction to Coyote's nearest watering
hole" wanted equal opportunity. :-)

> [...] Plus, as a bonus, it actually describes what the program does!

I remember a Comp. Sci. prof exhorting us to always use routine names with that
"verb"-"object" pattern. He'd be pleased.

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Cheers,
-Dick

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