
Subject: Re: Docking package (plus examples)
Posted by [cbpporter](#) on Mon, 14 Apr 2008 22:21:53 GMT
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mrjt wrote on Mon, 31 March 2008 17:47: Good luck That sounds like a reasonable plan, let me know if you need any help. The code can be slightly unruly in places but there is a structure and design to it (mainly an attempt to create a small public interface and maintain loose-coupling between the internal classes). The DockCont class is the worst bit but that handles the tabbing/nesting and you shouldn't have to worry about it.

Wow, that took me a lot longer than expected! I have now a basic grasp of the inner workings of your code. This is good, but right now I don't know what to do with it. The next update of my app got published with the same TC like interface, and so far there were no complains regarding it. So I don't know if maintaining a fork of your docking system would be a wise decision, especially since the next update is planned for August. But I would like to investigate a way to make any control pop-upable (is that a word) with minimal impact on core packages.

But I really love your tree code. I wonder what the impact of a college course (if there are still C++ courses, with all the Java ones) which teaches such tree data would have. Unfortunately, here in my local city at it's relatively high regarded Computer Science course, tree structures (and other data structures) as well are thought with nasty plain C style. This is fine for an introductory level, but taking into account the shear number of hours dedicated to the subject, some higher level stuff would be welcome. And I'm sure that 75% of students would break their teeth on that code .
