Posted by kohait00 on Tue, 11 May 2010 20:16:51 GMT
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thanks guys for participating, its fun developing like that

here comes a version where i tried to remove the commented unnecessary stuff and have unified
the usage of dthe Plot Data, merging the 2 cases of a given values plot and the drawing functions
plot. it works just the same, and as benefit, the interface becomes more straightforward.

API:
i agree with keeping API compatible to old stuff. but the problem here is that the functions for
adding data plots and function plots don't match syntactically.

porting is actually an easy thing to do, if accompishing to name the public members of the class
well, this woule encourage (enforce) the users of Scatter to quickly port their app.

another way could be to hide the new implementatio in own namespace. Something like
SlimScatter::Scatter, so a user later can decide about the porting point easily.. an to make the real
Scatter a separate wrapper class, that keeps the old API but only translates it to the new Scatter,
which would keep out all the compatibility thing from the new Scatter

something like

namespace SlimScatter
{
class Scatter
{
//new clean implementation
}
}

class Scatter : public SlimScatter::Scatter
{
//wrapping functions only
}

@kolo: OpenGL ofcorse is best maybe i take a look in there...

File Attachments
1) Scatter2.rar, downloaded 403 times