
Subject: Re: capsulated Scatter Vectors
Posted by [koldo](#) on Thu, 13 May 2010 07:06:32 GMT
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Hello Kohait00

If the final design from user point of view has:

- The same or less lines of code
- Follows U++ style as much as possible
- With a cleaner interface and better access to data

I will try to help you to convince Andrei to approve the changes.

Do not forget that to set basic Scatter data there are three type of functions:

1. Simplest: Just assign

```
Scatter& Scatter::SetLegendWeight(const int& weight)
{
    legendWeight=weight;
    return *this;
}
```

2. Less simple: Check data and assign

```
Scatter& Scatter::H_Border(const int& poz_x)
{
    if(poz_x>=0)
        px=poz_x;
    return *this;
}
```

3. More complex: Do some actions and assign

```
Scatter &Scatter::SetMajorUnits(double ux, double uy)
{
    xMajorUnit=ux;
    yMajorUnit=uy;
    yMajorUnit2=yRange2*yMajorUnit/yRange;
    AdjustMinUnitX();
    AdjustMinUnitY();
    AdjustMinUnitY2();
    return *this;
}
(I like these "return *this" )
```

This way many times to use = to assign internal data is not enough .
