Subject: Discussion of Displaytor
Posted by jadeite on Thu, 14 Sep 2006 01:38:34 GMT
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In Sticky thread above "User lists of "bad" naming of classes, functions etc in U++... [message #1574]" regarding renaming of classes, functions, etc.: fundadmin suggest this:

"1. Display class -> Displaytor (because it's a functor and not physical display)"

No No No No No. This is the problem, not the solution. You need to use standard, consistent, straight-to-the-point, understandable names. "Displaytor" is the exact opposite of what you want. Yes, to you it makes perfect sense, but to a new user it means nothing but confusion. Don't use any tricky or shortcut names, except where the meaning is very obvious or in common usage. In this case, if you want people to know it is a functor, just say so:

"DisplayFunctor"

I have to say that I think your sticky thread above is of utmost importance. My biggest problem with U++ is the nonstandard names everywhere. This is primarily a language issue and not intentional I'm sure.

Edit: Sometimes the use of silly names gives the code a non-professional feeling, and can be a big turnoff to many people.