Subject: Re: Overriding Display methods too complicated due to high amount of arguments
Posted by mirek on Sat, 14 Nov 2020 23:03:22 GMT
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Klugier wrote on Sat, 14 November 2020 20:29Hello Mirek,

I am happy we are on the same page. I didn't know that this additional parameters were added in the past.

Please do not mix HtmlEncode and Display. First one is bad and to be fixed, second one is OK.

Quote:
To be clear my main reason in this discussion is to make U++ API the most pleasant to use as possible. This is not about criticizing some past decisions. We are all here together and we would like to help and make U++ even better.

HtmlEncode is sort of past decision. Will be fixed in time. Display::Paint I would do the same no matter what.

BTW, if you read what they suggest really carefully, I think that the good indicator for change is this:

Are you using the newly created object just to fix single method, or there are more cases where this would be usable?

Does not apply always, HtmlEncode is counterargument of sorts, but really does apply to Display::Paint. Intruducing redundant object there just to satisfy the idea that function cannot have more than 4 parameters would really make me sick. Literally :) It would be really bad code smell for me.

Mirek