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Subject: Const in ScatterDraw

Posted by [Didier](#) on Fri, 14 May 2021 19:07:22 GMT

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Hello Koldo,

Do you think it could be possible to add const to the following methods of ScatterDraw::DataSource or is there a reason for them not to be const ?

```
virtual double y(int64 ) = 0;
```

```
virtual double x(int64 ) = 0;
```

```
virtual double znFixed(int , int64 ) {NEVER(); return Null;}
```

```
virtual double y(double )    {NEVER(); return Null;}
```

```
virtual double x(double )    {NEVER(); return Null;}
```

```
virtual double f(double )    {NEVER(); return Null;}
```

```
virtual double f(Vector<double> ) {NEVER(); return Null;}
```

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