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.

Subject: Re: Discussion of Displaytor
Posted by mirek on Fri, 15 Sep 2006 22:03:05 GMT
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jadeite wrote on Wed, 13 September 2006 21:38Don't use any tricky or shortcut names, except where the meaning is very obvious or in common usage.

Is not this the case?

Quote:
In this case, if you want people to know it is a functor, just say so:

"DisplayFunctor"

A little bit too long for my taste.

Anyway, that is of course debatable. Just do not force us to adopt hungarian notation

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

The real trouble however is that it is a bit late for this kind of debate for the next release. For 611 we will have to hope that if people find U++ names weird, they will accept it as funny curiosity. In the end, programming is full of strange names even without U++...

Subject: Re: Discussion of Displaytor
Posted by jadeite on Fri, 15 Sep 2006 23:18:21 GMT
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luzr wrote on Fri, 15 September 2006 18:03jadeite wrote on Wed, 13 September 2006 21:38Don't use any tricky or shortcut names, except where the meaning is very obvious or in common usage.

Is not this the case?

I guess it could be, in some languages. I'm definitely not used to seeing it in English language usage, so maybe this is just a language issue.

Quote:The real trouble however is that it is a bit late for this kind of debate for the next release. For 611 we will have to hope that if people find U++ names weird, they will accept it as funny curiosity. In the end, programming is full of strange names even without U++...
Yeah, I wouldn't have brought it up if it weren't for the sticky thread above.

Subject: Re: Discussion of Displaytor
Posted by mirek on Sat, 16 Sep 2006 06:53:00 GMT
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jadeite wrote on Fri, 15 September 2006 19:18luzr wrote on Fri, 15 September 2006 18:03jadeite wrote on Wed, 13 September 2006 21:38Don't use any tricky or shortcut names, except where the meaning is very obvious or in common usage.

Is not this the case?

I guess it could be, in some languages. I'm definitely not used to seeing it in English language usage, so maybe this is just a language issue.

I always thought "display" is that device on calculator that shows values? This is exactly what Display instances do - show values...

(I am not arguing, rather improving my English knowledge).

Subject: Re: Discussion of Displaytor
Posted by zsolt on Sat, 16 Sep 2006 08:15:44 GMT
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I think, "Display" is a good name. I don't think, that you have to encode design pattern names in classnames. It is unnecessary, stupid idea, just like hungarian notation.
I hate that too long classnames in Java also.

Subject: Re: Discussion of Displaytor
Posted by mirek on Sat, 16 Sep 2006 08:35:59 GMT
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zsolt wrote on Sat, 16 September 2006 04:15I think, "Display" is a good name. I don't think, that you have to encode design pattern names in classnames. It is unnecessary, stupid idea, just like hungarian notation.
I hate that too long classnames in Java also.

To be fair, neither me and you are native english speakers...

Subject: Re: Discussion of Displaytor
Posted by zsolt on Sat, 16 Sep 2006 09:13:42 GMT
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Quote:To be fair, neither me and you are native english speakers...
Yes, you are right, but I have problems with names like "Displaytor", "DisplayFunctor", etc. I think, these kind of suffixes ar absolutely unnecessary.

Subject: Re: Discussion of Displaytor
Posted by mirek on Sat, 16 Sep 2006 09:17:16 GMT
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zsolt wrote on Sat, 16 September 2006 05:13Quote:To be fair, neither me and you are native english speakers...

Yes, you are right, but I have problems with names like "Displaytor", "DisplayFunctor", etc. I think, these kind of suffixes ar absolutely unnecessary.

Yes, I agree.

Subject: Re: Discussion of Displaytor
Posted by jadeite on Sat, 16 Sep 2006 12:35:50 GMT
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luzr wrote on Sat, 16 September 2006 02:53
I always thought "display" is that device on calculator that shows values? This is exactly what Display instances do - show values...

(I am not arguing, rather improving my English knowledge).

Oh, "Display" is perfectly fine. It is a very common word. I like Display.

I thought we were discussing using the word "Displaytor". Displaytor is what I do not like at all.
