

Re: Suffix _T for types found good

Source: <http://coding.derkeiler.com/Archive/Ada/comp.lang.ada/2008-08/msg00154.html>

- *From:* Ray Blaak <rAYblaaK@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Fri, 08 Aug 2008 16:40:11 GMT
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"Steve" <nospam_steved94@xxxxxxxxxxxx> writes:

One other thing to note: Once I got used to reading and writing code using these conventions, I found:

- 1) It makes reading code that follows these conventions a lot easier
- 2) It makes reading code that does not follow these conventions harder (you get used not having to infer based on context).

This is the problem with getting attached to any particular convention.

If you review a lot of other people's code, you tend to learn how to look past a lot of these conventions.

There also tends to be a standard naming convention for each language, and that in fact is the best convention to use, even if you don't completely agree with it. The reason is that this maximizes how your code can be reviewed and maintained by others.

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Cheers, The Rhythm is around me,
The Rhythm has control.
Ray Blaak The Rhythm is inside me,
rAYblaaK@xxxxxxxxxxxxxxxxxxxx The Rhythm has my soul.

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