

Re: Object Pascal Stigma, Useless Survey Question

Source:

<http://coding.derkeiler.com/Archive/Delphi/borland.public.delphi.non-technical/2005-07/msg02216.html>

- *From:* Kevin Berry <kevin@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 12 Jul 2005 13:07:39 -0500
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Kevin Berry wrote:

So, a little survey question...

I guess I should answer the survey question myself. :-) The truth is that I'm not sure what the correct approach is marketing-wise.

Who thinks that:

(1) We should be trying to "convert the masses" by changing the perception of "Object Pascal"? After all, people don't really see the "Pascal" association as such a negative so it isn't that much effort... They'll change their minds eventually.

I'm 45% in this camp.

(2) We shouldn't fight the tide- rather avoid using "Pascal" and use Delphi as the name of the language? Pascal was a teaching language etc. Delphi is a much cooler and more modern language name, like Java etc.

I'm still 55% in this camp.

(3) Other

i.e. I fit in this "Other" category. :-)

Re: Object Pascal Stigma, Useless Survey Question

I'd appreciate some feedback from people who have been in one of the two categories that I named above that had no exposure to Delphi initially. So when answering this question also include that bit of info.

The first hobby computer I owned as a kid was a ZX81- I learned Basic, then assembly language (Z80), then an Apple II (Applesoft, 6502), then an IBM compatible PC (GW-BASIC for all of a day and then I found Turbo Pascal on the computer and never turned back once I looked at the included demo samples! I also enjoyed the easy of embedding asm code using Turbo Pascal).

I never did have the perception that Pascal was a learning language because I had already seen what Turbo Pascal could do before I started learning it at university. At university I was exposed to something called "Golden Pascal" on the mainframe as well as Turbo Pascal on the PCs. Golden Pascal made me shudder- the experience made me realize that some people may think that Pascal was really bad.

For that matter, my earlier experience with Pascal on the Apple II was no better (I ran into that with my Apple II and didn't use it for too long)- I used a variety of Pascal that used a p-code interpreter and was pretty sluggish compared to the TASC Basic compiler that I had also used. In fact, on the Apple the TASC compiler was pretty darn powerful- I was able to write games that performed quite well. The Pascal compiler wasn't general purpose enough to be able to write games. Obviously, things changed quite a bit when I started using Turbo Pascal and the rest is history.... :-)

Cheers,
Kevin.

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