

Re: "with" Coders are Monsters

Source:

<http://coding.derkeiler.com/Archive/Delphi/borland.public.delphi.non-technical/2007-07/msg01268.html>

- *From:* "m. Th." <a@xxxxx>
 - *Date:* Sat, 14 Jul 2007 09:01:57 +0300
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Nick Hodges (CodeGear) wrote:

m. Th. wrote:

(read: guide your user base to use it 'correctly')

The correct way to use with is to not use it. ;-)

...hehehe... My dear son, next to you it's a superstore with all sorts of ice-creams, cakes and juices for free. Don't dare to go inside, you'll get fat! ;-)

...being (a little bit more) serious, as you know, dropping 'with' it's out of question for many reasons (mainly historical – legacy code, coding culture aso.) and OTOH, this is our opinion only. As you wrote in a previous post, everyone codes as he sees/thinks/knows 'better'. And 'better' is very different among us, perhaps more different than in every other discipline.

"The gap between the best software engineering practice and the average practice is very wide perhaps wider than in any other engineering discipline. A tool that disseminates good practice would be important."

Fred Brooks

Perhaps this is your job. To build such a tool. IM(very)HO is near to impossible to convince the others about the validity of 'with' (or any other way of programming, for that matter) if they aren't in your reality plane (or near to it).

"We underestimate the value of mindshare when we try to change the minds of people. Ries and Trout say that "The single most wasteful thing you can do in marketing is to change a mind." I would love to know how much it will eventually cost to convince the world's VB6 programmers to move to VB.NET. The audacity of this move is simply amazing. For any other company in the history of the earth, it would be suicide to try and change the minds of several million of your own customers."

– Eric Sink

You see, too many men make too many faces making too many problems. Can you see it? It's a land of

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confusion. (Genesis)

You see, when you have a plane flying with a great speed in a wrong direction, it's useless to put against it and trying to push it back. You don't even have the ground under you feet where to put your legs... :-))) The effective way is to go in the cockpit take the control column in your hands, fly with it for a while, and slowly, slowly turn it in the right direction. Perhaps the curve seems big but a tight turn will destroy the plane's structures, isn't it? ;-) I know that you'll understand what I mean.

That's why I dare to make the proposals from my previous message. To bring some control in 'with' world. Which is your opinion regarding them?

m. th.

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