

Re: TDD: Test-Driven Design or Test-Driven Development?

Source: <http://coding.derkeiler.com/Archive/General/comp.object/2004-03/0301.html>

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I didn't follow the whole thing through, but this seems like a reasonably authoritative synopsis of the Twins Paradox. As far as I can tell, all the answers are mutually consistent with respect to time dilation issues.

http://math.ucr.edu/home/baez/physics/Relativity/SR/TwinParadox/twin_paradox.html

Here are a few other links I found interesting:

<http://hyperphysics.phy-astr.gsu.edu/hbase/relativ/airtim.html#c1>

<http://hyperphysics.phy-astr.gsu.edu/hbase/relativ/muon.html#c1>

Robert C. Martin <unclebob@objectmentor.com> wrote in message news:<fu8h4093hoa9ukvngvregg7qdt4kj8nid1@4ax.com>...

> *Hmmm. Are you sure about that? The Principle of Equivalence (that you can't tell an accelerating frame of reference from a gravitational field) seems pretty close to the core of GR. Again, I'm not a GR geek, but all that I've read about it suggests that all frames of reference are relative. (ergo General Relativity.)*