

Re: Java Code Convention Guidelines question...

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.programmer/2004-01/0578.html>

From: Chris Smith (cdsmith_at_twu.net)

Date: 01/06/04

Date: Tue, 6 Jan 2004 09:38:41 -0700

rkm wrote:

> > *That's not the issue. The issue is invoking a static method while*
> > *thinking that it is (and therefore expecting it to act like) an instance*
> > *method. Since the two behave in completely different ways, this could*
> > *add bugs to code very easily.*
> >
> *Again, show an example.*

Okay. I fixed a bug about three or four months ago in which someone called Thread.sleep using an instance reference, and expected it to put a different thread to sleep. See? The instance method syntax caused confusion, by implying that the method "sleep" acted on a specific other instance, when it really doesn't.

I realize that's a little bit different from our conversation, which is about whether a developer should intentionally pretend to act on some specific object when they really aren't. Doing so intentionally is so strange and twisted, though, that I can't possibly think of any sort of realistic example of someone doing so; so I'm resorting to an example of accidentally doing so to show how confusing it is.

> *Let's not confuse things by extending the argument to "any*
> *arbitrary change". No-one said that.*

Right. I'm *trying* to prompt you to tell me why you think that instance and static methods ought to be interchangeable... but you're not taking the hint. So why is it?

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