

## Re: Graphics ... almost working ... missing one line?

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- *From:* "Peter Duniho" <[NpOeStPeAdM@xxxxxxxxxxxxxxxxxxxx](mailto:NpOeStPeAdM@xxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Sun, 09 Dec 2007 15:58:16 -0800
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On Sun, 09 Dec 2007 01:35:56 -0800, Peter Webb <[webbfamily@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:webbfamily@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote:

[...]

I really have appreciated your help, and I would appreciate if you responded in future.

However, I don't know why you feel it necessary to engage in a pissing contest with somebody who has in the last few weeks written their first program in almost 30 years.

I don't see this as a pissing contest. How you get that impression, I'm not sure. To me, a "pissing contest" implies that both people insist that they are each superior to the other. I'm not asserting superiority, except in the sense that I do have more experience in this type of programming than you do. Even if you were asserting your own superiority (and you don't seem to be), it takes two to tango.

What I do see is repeatedly having provided advice that was repeatedly ignored. Even after you ran into problems with the wrong design, admitted it was because of the wrong design, and were provided additional details on how to do it right, you insisted on doing it wrong.

On top of all that, in the time you spent hacking around the wrong design, you could have done it right and at the same time actually learned something that would be useful in building good applications in the future. I'm not exaggerating. It really doesn't take that much time to do it right. It takes more time to do it wrong. Especially when you're still learning how to do it either way.

So not only did you ignore the advice offered, you didn't save any time doing it.

I can't speak for your 13-year-old daughter. However, part of my career has been spent writing children's software, and the audience we had would not appreciate software with bugs in it. They want the program to do what it's supposed to, including behave like a normal Windows application as appropriate.

I can't predict what might go wrong here. However, the fact is that you've created a situation where in response to a particular event (FormShown, apparently) you create a situation where you never return from the event. This is antithetical to the correct operation of a Windows application. The moment you run into a situation where the framework expected to have completed the FormShown event and fails to do something correctly because it never has, you're going to run into yet another problem.

I recognize that you may be able to control the use of the application so tightly that you never see a problem

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manifest itself. But I personally do not believe that just because a program is going to be used casually, or by a child, that that justifies not putting the same care and quality into it that one would put in any other program. Your mileage may vary; obviously you don't agree with that philosophy.

Mostly, however, I'm frustrated at having spent so much time trying to answer questions about how to do it right, and then having all of that information just ignored. I could have accomplished the same thing by not replying at all.

I don't consider my time wasted if it helps people. And I don't care what they are doing. Whether they are working on personal projects, a commercial retail product, or just some throw-away code so that they can learn something, I'm happy to answer questions.

But am I happy to put time and effort into explaining concepts and details, only to have that information ignored? No. It makes me decidedly unhappy.

Pete

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