

Thursday, January 31, 2008

Old Entries

I'm beginning to understand why some blogs clear out old entries after a few years. Some of my entries are terrible. Especially the ones from Gamestop. I look like a nut case. It's obvious that retail isn't for me. It drove me crazy. I'm much more relaxed now, but anyone looking back on them and reading the entries would think I was crazy. I might have to start cleaning out those entries if future employers are going to be looking at them. To anyone joining the blog in the last year, don't bother looking back. It's not impressive. Retail used to make me nuts. I am definitely the guy that sits at the desk and programs. I'd rather be playing and making video games than selling them to customers. Sometimes I just don't have the patients to deal with customers like that. That is why I do what I do now. Program.

Posted by Rory Brown at 21:57

Thursday, January 10. 2008

Rory on Rails

Lately, the Ruby on Rails community has been under fire for some reason I don't fully understand. I think Slashdot made an on-going debate more public. I'm keeping the fire going for no reason at all except to fill blog space, and bore you. Ruby on Rails was created to make web application development easier to use for programmers. Except that some people come to it expecting magic and when they don't get it their little heads sort of pop. I have been picking up RoR and like it for a few specific traits and plan to use it for some projects. Currently, I am a PHP fanatic, though. Debating a programming language makes you the Commander of the Super Nerd Kingdom. Who the hell cares what you program in? I don't sit around asking people how they feel about something. I just get the project done and bank. Only a moron spends any time on a forum asking people how they feel about something. On another note, blogging about a programming language debate makes you The Lord High Chieftain Overlord of All Nerd and Geekdom. I will take my crown now, Thank You!!!

Posted by Rory Brown at 18:28

Tuesday, January 8. 2008

C++ hidden features

This entry is for all the C++ die-hard programmers out there. Some of you may not know about some of the hidden features of C++. Have you ever struggled with trying to work with combining a regular variable and a const variable? Well, try this:

```
varType functionOfSomething(const varType & copy) { return *this = const_cast<varType &>(copy); }
```

Just like that, I have casted away the const restriction of the variable and am now free to use it anyway I please. If I caught your interest with that you can also try looking up some of my other favorites: `reinterpret_cast` (changes types to other types), `dynamic_cast`, and `static_cast`. The last two are obvious for static type definitions. But, be careful with `reinterpret_cast` as it is a way to circumvent the C++ type-cast restrictions that make it a semi-safe language. Use of these is considered bad programming by some, including myself. If I can, I try to avoid them. But, to hell with me, it makes some stuff really easy to write! They are also ISO C++ compliant and are supported on all standards compliant compilers like GCC, Visual Studios, and Borland. Have fun!

Posted by Rory Brown at 20:35