

My Grahics Thought Process ... really, just a dump of what I'm thinking,
tbh

Part I

Feb 07 2016

1 Software Development Practices

- having a helpers.h, helpers.cpp, for a hodgepot of useful functions around the codebase, seems rather useful.
Later refactoring can be implemented to set some of these methods private, or belonging to various classes
- The need for good namespaces, to undersatnd where things logically fit, makes more sense to me now!
- For things that belong in a hodgepot class or header file (i.e. globals.h, helpers.h), ALWAYS keep a running tab on where things are used, so that if there is a potential to refactor those codebases, then they can be succesfully refactored l8r down that road.

2 Refactoring Large Codebases

2.1 A need for a testing directory/directory tree

This issue arose when refactoring lots of the graphics code

But I noticed that I need to include some code to consistently test that components still work, as expected, in case I end up changing major components!

More ever, I need to cincorporate testing in a nice way (i.e. each piece of testing, possesss its own viewer, and can be well-modified with a couple of nice, user based parameters)