1

00:00:00,040 --> 00:00:04,049

[Music]

2

00:00:08,480 --> 00:00:11,519

welcome to another episode of qb64

3

00:00:10,719 --> 00:00:13,440

report

4

00:00:11,519 --> 00:00:14,719

in this episode let's talk about keeping

5

00:00:13,440 --> 00:00:16,960

track of projects

6

00:00:14,719 --> 00:00:18,400

and what about side projects do they

7

00:00:16,960 --> 00:00:21,359

just hold you back

8

00:00:18,400 --> 00:00:23,119

or is it worth it to carry on with them

9

00:00:21,359 --> 00:00:25,199

because of how fun they can be

10

00:00:23,119 --> 00:00:28,240

what about versioning control is it too

11

00:00:25,199 --> 00:00:31,840

much for somebody writing coding basic

12

00:00:28,240 --> 00:00:33,600

well let's get to it so in today's

13

00:00:31,840 --> 00:00:35,120

episode let's talk about keeping track

14

00:00:33,600 --> 00:00:37,920

of projects here with me

15

00:00:35,120 --> 00:00:39,200

is luke hi luke hello how do you keep

16

00:00:37,920 --> 00:00:42,559

track of your projects

17

00:00:39,200 --> 00:00:44,640

ah so uh qb 64 is probably a bit of a

18

00:00:42,559 --> 00:00:46,399

special case because um

19

00:00:44,640 --> 00:00:48,079

it's so easy to really just start a

20

00:00:46,399 --> 00:00:48,640

small project play with something and

21

00:00:48,079 --> 00:00:51,039

then uh

22

00:00:48,640 --> 00:00:51,840

move on so i i actually have a really

23

00:00:51,039 --> 00:00:54,399

big folder

24

00:00:51,840 --> 00:00:55,920

full of uh maybe 10 or 20 line programs

25

00:00:54,399 --> 00:00:57,199

in qb 64

26

00:00:55,920 --> 00:01:00,640

that have only seen the light of day

27

00:00:57,199 --> 00:01:03,760

once um but for the bigger projects

28

00:01:00,640 --> 00:01:04,320

i found it tends to be really important

29

00:01:03,760 --> 00:01:07,760

to have

30

00:01:04,320 --> 00:01:09,360

some sort of regimented approach so

31

00:01:07,760 --> 00:01:11,280

a larger project always gets its own

32

00:01:09,360 --> 00:01:13,040

folder on my computer i have a

33

00:01:11,280 --> 00:01:14,880

directory called programs and inside

34

00:01:13,040 --> 00:01:17,520

that i've got a separate directory for

35

00:01:14,880 --> 00:01:18,320

every large project i'm working on uh

36

00:01:17,520 --> 00:01:20,799

regardless of

37

00:01:18,320 --> 00:01:21,920

language and then within there most of

38

00:01:20,799 --> 00:01:23,439

them uh

39

00:01:21,920 --> 00:01:25,119

actually nearly all of them are going to

40

00:01:23,439 --> 00:01:26,400

be version controlled with something

41

00:01:25,119 --> 00:01:28,560

like git

42

00:01:26,400 --> 00:01:29,600

so git is my saving grace when it comes

43

00:01:28,560 --> 00:01:32,880

to keeping track of

44

00:01:29,600 --> 00:01:34,799

large projects for someone who is

45

00:01:32,880 --> 00:01:35,920

i mean of course you said that you use

46

00:01:34,799 --> 00:01:39,439

that for all

47

00:01:35,920 --> 00:01:42,720

languages but is it too

48

00:01:39,439 --> 00:01:45,920

sophisticated to go the git route with

49

00:01:42,720 --> 00:01:48,240

basic or does it really matter um

50

00:01:45,920 --> 00:01:50,399

i think basic is probably one of the

51

00:01:48,240 --> 00:01:52,399

easier languages to use git with

52

00:01:50,399 --> 00:01:54,000

um and i don't say that lightly because

53

00:01:52,399 --> 00:01:55,680

i know uh

54

00:01:54,000 --> 00:01:57,759

and just version control in general can

55

00:01:55,680 --> 00:02:01,439

be quite a scary topic

56

00:01:57,759 --> 00:02:01,439

quite a loaded topic for a lot of people

57

00:02:02,000 --> 00:02:05,920

once you get over the initial hurdle of

58

00:02:03,840 --> 00:02:07,360

learning about the ideas behind version

59

00:02:05,920 --> 00:02:09,840

control

60

00:02:07,360 --> 00:02:11,120

it turns out to apply very well to qb64

61

00:02:09,840 --> 00:02:13,760

programs

62

00:02:11,120 --> 00:02:15,280

because a lot of qb64 programs tend to

63

00:02:13,760 --> 00:02:17,040

be in one file

64

00:02:15,280 --> 00:02:19,680

or maybe they're in a few files if

65

00:02:17,040 --> 00:02:21,280

you're using includes yeah

66

00:02:19,680 --> 00:02:23,360

and git will keep track of those really

67

00:02:21,280 --> 00:02:26,000

well you can go into the ide

68

00:02:23,360 --> 00:02:26,959

you edit your source you compile it once

69

00:02:26,000 --> 00:02:29,200

you're happy with it

70

00:02:26,959 --> 00:02:30,959

you just go to git and you say commit

71

00:02:29,200 --> 00:02:32,160

this which saves all your changes

72

00:02:30,959 --> 00:02:33,840

forever

73

00:02:32,160 --> 00:02:35,760

and you can put that on github or

74

00:02:33,840 --> 00:02:38,959

wherever else you might want it to

75

00:02:35,760 --> 00:02:41,680

put it um it works really cleanly

76

00:02:38,959 --> 00:02:43,440

i found yeah i have been using it since

77

00:02:41,680 --> 00:02:44,720

you taught me thank you for that

78

00:02:43,440 --> 00:02:46,000

publicly

79

00:02:44,720 --> 00:02:48,160

i may have already mentioned it

80

00:02:46,000 --> 00:02:52,000

somewhere else no problem because

81

00:02:48,160 --> 00:02:55,360

becoming a contributor to cuba 64 itself

82

00:02:52,000 --> 00:02:57,120

uh i had to learn it and i

83

00:02:55,360 --> 00:02:58,879

although i didn't understand it fully

84

00:02:57,120 --> 00:03:00,319

i'm not saying that i do understand it

85

00:02:58,879 --> 00:03:03,599

fully now but i mean i can

86

00:03:00,319 --> 00:03:07,440

kind of get my way around it but

87

00:03:03,599 --> 00:03:09,760

you gave me the pointers and even the

88

00:03:07,440 --> 00:03:11,200

do this don't don't you don't have to

89

00:03:09,760 --> 00:03:12,879

understand it but do this

90

00:03:11,200 --> 00:03:14,400

and it will work and that was very

91

00:03:12,879 --> 00:03:18,159

helpful so

92

00:03:14,400 --> 00:03:20,720

yeah i can see that git is really useful

93

00:03:18,159 --> 00:03:21,200

especially if you have large projects

94

00:03:20,720 --> 00:03:23,760

that you

95

00:03:21,200 --> 00:03:24,480

care about right that's right um and

96

00:03:23,760 --> 00:03:26,480

there's a few

97

00:03:24,480 --> 00:03:27,519

levels to a version control system in

98

00:03:26,480 --> 00:03:30,560

terms of uh

99

00:03:27,519 --> 00:03:31,680

how well you have to know it um so

100

00:03:30,560 --> 00:03:33,760

the experience you just talked about

101

00:03:31,680 --> 00:03:36,560

there when you talked about um

102

00:03:33,760 --> 00:03:38,159

being a qv64 contributor that's uh it's

103

00:03:36,560 --> 00:03:39,599

on a slightly higher level because

104

00:03:38,159 --> 00:03:41,519

there's multiple people working on the

105

00:03:39,599 --> 00:03:42,799

project um

106

00:03:41,519 --> 00:03:44,480

and when you have multiple people

107

00:03:42,799 --> 00:03:46,000

working on the project there are certain

108

00:03:44,480 --> 00:03:49,120

things you want to avoid doing

109

00:03:46,000 --> 00:03:51,519

so you don't annoy your contributors or

110

00:03:49,120 --> 00:03:53,599

your fellow contributors

111

00:03:51,519 --> 00:03:56,000

for the majority of projects if you just

112

00:03:53,599 --> 00:03:59,120

if you're the only person working on it

113

00:03:56,000 --> 00:04:00,239

um there's maybe two or three commands

114

00:03:59,120 --> 00:04:03,680

that you really have to know

115

00:04:00,239 --> 00:04:05,360

and you just use those in almost a cycle

116

00:04:03,680 --> 00:04:06,959

you type command one command to command

117

00:04:05,360 --> 00:04:08,480

three and that's it

118

00:04:06,959 --> 00:04:11,120

and then you can repeat your next set of

119

00:04:08,480 --> 00:04:12,640

changes so for someone just getting

120

00:04:11,120 --> 00:04:13,439

started with git for their own personal

121

00:04:12,640 --> 00:04:15,439

projects

122

00:04:13,439 --> 00:04:16,560

it can much easier than if they're

123

00:04:15,439 --> 00:04:19,919

jumping into a

124

00:04:16,560 --> 00:04:22,160

large multi-user project and what about

125

00:04:19,919 --> 00:04:25,199

side projects let's go on there

126

00:04:22,160 --> 00:04:28,080

note now well i don't know about you

127

00:04:25,199 --> 00:04:30,080

but i have so many assigned projects i

128

00:04:28,080 --> 00:04:30,800

keep track of them using git and i put

129

00:04:30,080 --> 00:04:34,400

them all my

130

00:04:30,800 --> 00:04:37,600

my repository on github but uh

131

00:04:34,400 --> 00:04:38,320

do you fear you're never gonna finish

132

00:04:37,600 --> 00:04:41,120

any of them

133

00:04:38,320 --> 00:04:42,000

do you have many uh so i'm probably uh

134

00:04:41,120 --> 00:04:44,880

not as good at this

135

00:04:42,000 --> 00:04:46,880

as you are because my side projects um

136

00:04:44,880 --> 00:04:48,720

tend to be not even version controlled

137

00:04:46,880 --> 00:04:49,680

and get they tend to be ooh that's an

138

00:04:48,720 --> 00:04:52,160

interesting idea

139

00:04:49,680 --> 00:04:53,840

let's see if i can code that up and then

140

00:04:52,160 --> 00:04:55,759

maybe two or three hundred lines later i

141

00:04:53,840 --> 00:04:56,960

get a forum post out of it

142

00:04:55,759 --> 00:04:59,120

and then forget about it and never

143

00:04:56,960 --> 00:05:00,240

return to it which is sometimes a little

144

00:04:59,120 --> 00:05:02,960

sad because

145

00:05:00,240 --> 00:05:04,160

they can be nice little gems that i just

146

00:05:02,960 --> 00:05:06,160

forget about entirely

147

00:05:04,160 --> 00:05:08,000

uh but i i wouldn't say they're

148

00:05:06,160 --> 00:05:11,360

detrimental in my case

149

00:05:08,000 --> 00:05:12,320

i don't find they substantially detract

150

00:05:11,360 --> 00:05:15,039

from

151

00:05:12,320 --> 00:05:16,400

a major project i'm trying to work on

152

00:05:15,039 --> 00:05:18,400

just because i

153

00:05:16,400 --> 00:05:19,759

never really tend to get too invested in

154

00:05:18,400 --> 00:05:22,880

those side projects

155

00:05:19,759 --> 00:05:25,840

i i i tend to come back to

156

00:05:22,880 --> 00:05:27,600

one central project over and over uh i'm

157

00:05:25,840 --> 00:05:29,919

not enough to say it hasn't happened

158

00:05:27,600 --> 00:05:31,520

once or twice where i've found a nice

159

00:05:29,919 --> 00:05:33,440

idea and it's taken up basically

160

00:05:31,520 --> 00:05:35,280

my qb64 coding time for the next few

161

00:05:33,440 --> 00:05:38,160

weeks um

162

00:05:35,280 --> 00:05:38,960

but i'm not on a strict deadline i don't

163

00:05:38,160 --> 00:05:41,680

really mind

164

00:05:38,960 --> 00:05:44,000

in the grand scheme of things yeah not

165

00:05:41,680 --> 00:05:46,479

having a deadline for projects

166

00:05:44,000 --> 00:05:48,320

is probably why they don't right they

167

00:05:46,479 --> 00:05:50,400

don't stick but it's also

168

00:05:48,320 --> 00:05:52,080

what kind of gives the pleasure in doing

169

00:05:50,400 --> 00:05:53,840

them that's right

170

00:05:52,080 --> 00:05:55,039

not having the deadline i've got a

171

00:05:53,840 --> 00:05:56,720

friend who says if you ever want

172

00:05:55,039 --> 00:05:57,759

somebody to do something for you give

173

00:05:56,720 --> 00:05:58,960

them a deadline

174

00:05:57,759 --> 00:06:01,280

because you don't give them the deadline

175

00:05:58,960 --> 00:06:03,759

they'll never do it

176

00:06:01,280 --> 00:06:04,800

so not having the deadline means it yeah

177

00:06:03,759 --> 00:06:06,720

often you just

178

00:06:04,800 --> 00:06:09,039

never finish something but at the same

179

00:06:06,720 --> 00:06:10,160

time it's not only a problem the joy is

180

00:06:09,039 --> 00:06:11,840

in doing

181

00:06:10,160 --> 00:06:13,919

what you want to do and when you want to

182

00:06:11,840 --> 00:06:15,680

do it you really just work on the

183

00:06:13,919 --> 00:06:18,160

project that makes you feel the happiest

184

00:06:15,680 --> 00:06:19,199

at that particular time yeah i think the

185

00:06:18,160 --> 00:06:22,720

word happy

186

00:06:19,199 --> 00:06:25,759

comes into play very uh fittingly here

187

00:06:22,720 --> 00:06:28,080

because sometimes i i just wanna

188

00:06:25,759 --> 00:06:29,759

go deeper in my bigger projects because

189

00:06:28,080 --> 00:06:33,199

that's making me happy but then i

190

00:06:29,759 --> 00:06:35,440

hit a snag or something and i wanna code

191

00:06:33,199 --> 00:06:36,400

a tiny little game that's going to make

192

00:06:35,440 --> 00:06:38,800

me happy so

193

00:06:36,400 --> 00:06:39,680

being happy doing it it's really key

194

00:06:38,800 --> 00:06:41,759

here i guess

195

00:06:39,680 --> 00:06:43,360

that's right i mean the whole purpose of

196

00:06:41,759 --> 00:06:45,199

the endeavor is really

197

00:06:43,360 --> 00:06:46,880

about the enjoyment um you know we

198

00:06:45,199 --> 00:06:49,840

produced lots of programs and

199

00:06:46,880 --> 00:06:51,440

i think by the 95 percent of them

200

00:06:49,840 --> 00:06:52,479

realistically nobody else is ever going

201

00:06:51,440 --> 00:06:55,039

to use

202

00:06:52,479 --> 00:06:55,840

um as much as people put their things on

203

00:06:55,039 --> 00:06:57,520

the forum and

204

00:06:55,840 --> 00:06:59,360

i'm particularly guilty of this i'll

205

00:06:57,520 --> 00:07:02,080

post something that's so

206

00:06:59,360 --> 00:07:04,240

uh niche or complex that nobody else is

207

00:07:02,080 --> 00:07:06,160

going to understand what's going on

208

00:07:04,240 --> 00:07:08,080

but i got a kick out of writing it and

209

00:07:06,160 --> 00:07:10,639

that was the important thing

210

00:07:08,080 --> 00:07:11,280

right now besides what you have to to

211

00:07:10,639 --> 00:07:13,440

code

212

00:07:11,280 --> 00:07:15,039

to bring bacon home what are you working

213

00:07:13,440 --> 00:07:17,280

on what's your

214

00:07:15,039 --> 00:07:18,560

favorite side project of the time ah so

215

00:07:17,280 --> 00:07:20,639

the one that everybody

216

00:07:18,560 --> 00:07:23,199

on this chord will know because i keep

217

00:07:20,639 --> 00:07:23,680

uh advertising about it is i'm working

218

00:07:23,199 --> 00:07:26,880

on an

219

00:07:23,680 --> 00:07:30,560

interpreter compiler tool

220

00:07:26,880 --> 00:07:33,199

for a language not entirely unlike

221

00:07:30,560 --> 00:07:34,800

qb64 i say not entirely unlike because

222

00:07:33,199 --> 00:07:36,560

it's mainly just the two basic commands

223

00:07:34,800 --> 00:07:38,639

that i'm implanting at the moment

224

00:07:36,560 --> 00:07:40,400

i like your definition that it's going

225

00:07:38,639 --> 00:07:43,440

to be compatible until you have to break

226

00:07:40,400 --> 00:07:46,639

compatibility with 1985 projects

227

00:07:43,440 --> 00:07:48,639

you're willing to do that's right so i'm

228

00:07:46,639 --> 00:07:51,680

not supporting call absolute

229

00:07:48,639 --> 00:07:54,240

um we're not supporting 16-bit uh

230

00:07:51,680 --> 00:07:56,160

emulated memory

231

00:07:54,240 --> 00:07:58,960

all those really niche things that if

232

00:07:56,160 --> 00:08:00,319

you're writing a new qb 64 program

233

00:07:58,960 --> 00:08:01,440

you're not going to use because of

234

00:08:00,319 --> 00:08:02,879

better alternatives

235

00:08:01,440 --> 00:08:05,280

oh so if you want to run your old

236

00:08:02,879 --> 00:08:08,160

program that you wrote back in 1995

237

00:08:05,280 --> 00:08:09,680

gb64 is great for that um i'm all

238

00:08:08,160 --> 00:08:11,840

interested in looking at

239

00:08:09,680 --> 00:08:12,879

something that can run new programs and

240

00:08:11,840 --> 00:08:16,080

provide some

241

00:08:12,879 --> 00:08:19,280

new useful features and it's going

242

00:08:16,080 --> 00:08:21,039

it's coming along really very elegantly

243

00:08:19,280 --> 00:08:22,319

i gotta say looking at your code is

244

00:08:21,039 --> 00:08:24,319

really satisfying

245

00:08:22,319 --> 00:08:26,160

although i don't grasp what's going on

246

00:08:24,319 --> 00:08:27,360

for most of it especially the initial

247

00:08:26,160 --> 00:08:28,879

parts when you were

248

00:08:27,360 --> 00:08:30,960

actually writing the parser and

249

00:08:28,879 --> 00:08:34,080

everything because you really want

250

00:08:30,960 --> 00:08:34,800

the the technical route i have this toy

251

00:08:34,080 --> 00:08:36,560

com

252

00:08:34,800 --> 00:08:38,000

interpreter i wrote which is really a

253

00:08:36,560 --> 00:08:40,479

toy interpreter

254

00:08:38,000 --> 00:08:41,599

because it kind of does a few tricks

255

00:08:40,479 --> 00:08:44,080

it's like a trick

256

00:08:41,599 --> 00:08:46,480

trick machine but yours is really going

257

00:08:44,080 --> 00:08:48,240

the the parse route and that's so cool

258

00:08:46,480 --> 00:08:49,680

yeah there's a lot of theory that

259

00:08:48,240 --> 00:08:50,959

probably comes into it i've had quite a

260

00:08:49,680 --> 00:08:52,880

bit of exposure with

261

00:08:50,959 --> 00:08:54,399

passing theory and a little bit of the

262

00:08:52,880 --> 00:08:56,560

actual compile theory so that

263

00:08:54,399 --> 00:08:58,160

feeds into it a lot um but i think you

264

00:08:56,560 --> 00:09:00,000

remarked on this philippe

265

00:08:58,160 --> 00:09:02,000

in the end it is just a bunch of select

266

00:09:00,000 --> 00:09:03,839

cases um

267

00:09:02,000 --> 00:09:05,920

so you do get to a point where you have

268

00:09:03,839 --> 00:09:06,720

to say select case if this is print then

269

00:09:05,920 --> 00:09:09,279

call print

270

00:09:06,720 --> 00:09:10,720

is input then called input yeah and so

271

00:09:09,279 --> 00:09:13,040

on and so forth

272

00:09:10,720 --> 00:09:14,000

so in the end there's no magic our

273

00:09:13,040 --> 00:09:16,880

projects have that

274

00:09:14,000 --> 00:09:18,640

in similar because i have a big huge

275

00:09:16,880 --> 00:09:20,560

select case block in my

276

00:09:18,640 --> 00:09:22,480

in my program as well but of course the

277

00:09:20,560 --> 00:09:25,760

the preparation for

278

00:09:22,480 --> 00:09:29,200

yours to get to the select case block is

279

00:09:25,760 --> 00:09:31,680

much more technical and uh appealing to

280

00:09:29,200 --> 00:09:32,720

the the technical interested person it

281

00:09:31,680 --> 00:09:35,440

is there's a

282

00:09:32,720 --> 00:09:36,880

i mean i could speak for hours about the

283

00:09:35,440 --> 00:09:38,080

theory behind it but i won't because i

284

00:09:36,880 --> 00:09:39,279

think it'll make for a very boring

285

00:09:38,080 --> 00:09:42,240

podcast

286

00:09:39,279 --> 00:09:42,880

um but yeah there is a well-known basis

287

00:09:42,240 --> 00:09:45,760

called the

288

00:09:42,880 --> 00:09:47,360

descent behind how the parser works and

289

00:09:45,760 --> 00:09:49,120

it has helped to prevent

290

00:09:47,360 --> 00:09:51,360

a whole bunch of bugs that you would get

291

00:09:49,120 --> 00:09:53,600

if you're doing a bit more ad hoc

292

00:09:51,360 --> 00:09:55,760

um there are a lot of things that just

293

00:09:53,600 --> 00:09:56,640

work which sometimes surprises me as

294

00:09:55,760 --> 00:09:59,040

well

295

00:09:56,640 --> 00:10:00,640

um because everything is written in such

296

00:09:59,040 --> 00:10:02,640

a regular fashion

297

00:10:00,640 --> 00:10:04,720

you can just uh basically combine these

298

00:10:02,640 --> 00:10:06,640

little building blocks to put together

299

00:10:04,720 --> 00:10:09,279

the grammar of the entire language

300

00:10:06,640 --> 00:10:09,920

yeah that's amazing now i have this toy

301

00:10:09,279 --> 00:10:12,160

compiler

302

00:10:09,920 --> 00:10:13,600

um i destroy interpreter you have this

303

00:10:12,160 --> 00:10:14,240

amazing interpreter that's coming to

304

00:10:13,600 --> 00:10:16,079

life

305

00:10:14,240 --> 00:10:18,000

i'm not gonna ask you if you have a

306

00:10:16,079 --> 00:10:20,560

deadline because i want it to come up

307

00:10:18,000 --> 00:10:22,079

to life more fully so there's no

308

00:10:20,560 --> 00:10:22,800

deadline i'm not even going to touch on

309

00:10:22,079 --> 00:10:24,480

that topic

310

00:10:22,800 --> 00:10:26,000

when it's going to be working because

311

00:10:24,480 --> 00:10:29,600

it's already working right

312

00:10:26,000 --> 00:10:32,079

it's you're having commands added to it

313

00:10:29,600 --> 00:10:33,360

so i'm not going to ask you that but you

314

00:10:32,079 --> 00:10:34,399

have to promise you're going to have a

315

00:10:33,360 --> 00:10:38,079

full episode

316

00:10:34,399 --> 00:10:39,600

on the theory of uh passive theory in

317

00:10:38,079 --> 00:10:40,000

general i could probably speak for hours

318

00:10:39,600 --> 00:10:41,839

about

319

00:10:40,000 --> 00:10:43,120

um so we can go into the details of how

320

00:10:41,839 --> 00:10:44,640

it works if you'd like yeah we're going

321

00:10:43,120 --> 00:10:47,040

to do that someday promise me

322

00:10:44,640 --> 00:10:47,920

okay okay i can promise you we will do

323

00:10:47,040 --> 00:10:49,600

that one day

324

00:10:47,920 --> 00:10:51,440

one final thing i wanted to touch on

325

00:10:49,600 --> 00:10:53,440

this episode of our podcast

326

00:10:51,440 --> 00:10:55,600

is about reinventing the world side

327

00:10:53,440 --> 00:10:58,240

projects they tend to hold you back

328

00:10:55,600 --> 00:10:58,880

because you're not doing your main

329

00:10:58,240 --> 00:11:01,440

project

330

00:10:58,880 --> 00:11:02,079

if you have one but they tend to be so

331

00:11:01,440 --> 00:11:04,800

fun

332

00:11:02,079 --> 00:11:06,640

because may maybe they come up in the

333

00:11:04,800 --> 00:11:07,200

spread of a moment in a discussion and

334

00:11:06,640 --> 00:11:09,279

it's

335

00:11:07,200 --> 00:11:12,160

fun to start writing a simple piece of

336

00:11:09,279 --> 00:11:14,160

code and then it starts evolving etc

337

00:11:12,160 --> 00:11:15,440

but let's talk quickly about reinventing

338

00:11:14,160 --> 00:11:17,519

the will

339

00:11:15,440 --> 00:11:19,360

several interpreters have been written

340

00:11:17,519 --> 00:11:19,839

several side scroller games have been

341

00:11:19,360 --> 00:11:22,560

written

342

00:11:19,839 --> 00:11:23,120

several of many things have been written

343

00:11:22,560 --> 00:11:25,680

is this

344

00:11:23,120 --> 00:11:28,079

a a tendency of only basic coders to

345

00:11:25,680 --> 00:11:29,680

reinvent the will to have that urge

346

00:11:28,079 --> 00:11:31,600

or do you see that in the other

347

00:11:29,680 --> 00:11:33,839

languages you you work with

348

00:11:31,600 --> 00:11:36,160

i think there is a bit of a tendency for

349

00:11:33,839 --> 00:11:39,360

basic programmers to reinvent the wheel

350

00:11:36,160 --> 00:11:42,079

more so than languages and

351

00:11:39,360 --> 00:11:43,839

i found one of the main reasons behind

352

00:11:42,079 --> 00:11:45,760

it is because it is so hard to

353

00:11:43,839 --> 00:11:49,279

incorporate other people's code

354

00:11:45,760 --> 00:11:51,360

compared to something like python

355

00:11:49,279 --> 00:11:52,720

or really most of the modern languages

356

00:11:51,360 --> 00:11:54,800

these days

357

00:11:52,720 --> 00:11:56,079

so any large very popular language is

358

00:11:54,800 --> 00:11:57,279

going to have some sort of package

359

00:11:56,079 --> 00:12:00,480

manager

360

00:11:57,279 --> 00:12:03,279

where you can say i need a

361

00:12:00,480 --> 00:12:04,000

i need a http web server component for

362

00:12:03,279 --> 00:12:07,760

instance

363

00:12:04,000 --> 00:12:10,240

um if you're in python you can say

364

00:12:07,760 --> 00:12:11,440

pip install http server or something

365

00:12:10,240 --> 00:12:13,519

along those lines

366

00:12:11,440 --> 00:12:14,639

it's one command you run and then you

367

00:12:13,519 --> 00:12:17,040

can just write basically

368

00:12:14,639 --> 00:12:19,760

import http server and it's there and

369

00:12:17,040 --> 00:12:23,040

it's almost like magic

370

00:12:19,760 --> 00:12:25,200

we can't do that in qb64 you have to go

371

00:12:23,040 --> 00:12:26,399

find somebody's code you have to go copy

372

00:12:25,200 --> 00:12:29,519

paste it into your program

373

00:12:26,399 --> 00:12:31,279

or put an include then

374

00:12:29,519 --> 00:12:32,320

there's a going to be a bunch of things

375

00:12:31,279 --> 00:12:34,000

where you have to make sure all the

376

00:12:32,320 --> 00:12:35,519

variable names line up

377

00:12:34,000 --> 00:12:39,200

uh make sure you're not stepping on any

378

00:12:35,519 --> 00:12:41,839

of its codes and vice versa

379

00:12:39,200 --> 00:12:42,560

as a community we tend to be not too

380

00:12:41,839 --> 00:12:45,120

great at

381

00:12:42,560 --> 00:12:47,120

having stable interfaces for calling

382

00:12:45,120 --> 00:12:49,120

libraries so you have to go

383

00:12:47,120 --> 00:12:50,639

normally you have to go read the code to

384

00:12:49,120 --> 00:12:51,200

work out how you're supposed to use it

385

00:12:50,639 --> 00:12:53,200

fully

386

00:12:51,200 --> 00:12:54,800

yeah it's not i think which contributes

387

00:12:53,200 --> 00:12:56,240

somewhat to that

388

00:12:54,800 --> 00:12:58,560

yeah it's never plug and play there's

389

00:12:56,240 --> 00:13:00,000

always quite a large hurdle to

390

00:12:58,560 --> 00:13:02,720

using somebody else's code if it's

391

00:13:00,000 --> 00:13:04,399

non-trivial um i mean it's easy to copy

392

00:13:02,720 --> 00:13:06,399

three or four lines um i think we've all

393

00:13:04,399 --> 00:13:08,079

done that at some point and just really

394

00:13:06,399 --> 00:13:10,720

look at and certainly know how it works

395

00:13:08,079 --> 00:13:12,160

but for the more serious components

396

00:13:10,720 --> 00:13:14,800

there's going to be a large hurdle using

397

00:13:12,160 --> 00:13:16,800

somebody else's stuff which

398

00:13:14,800 --> 00:13:19,279

means that riding a road often seems

399

00:13:16,800 --> 00:13:21,200

like the easier route to take

400

00:13:19,279 --> 00:13:22,320

do you find yourself sometimes

401

00:13:21,200 --> 00:13:25,440

reinventing there's

402

00:13:22,320 --> 00:13:25,760

just for the pleasure of it um sometimes

403

00:13:25,440 --> 00:13:27,680

so

404

00:13:25,760 --> 00:13:29,839

for instance in that particular case the

405

00:13:27,680 --> 00:13:31,279

reason i said http web server is because

406

00:13:29,839 --> 00:13:33,200

a little while back i

407

00:13:31,279 --> 00:13:34,480

actually tried writing hp web server in

408

00:13:33,200 --> 00:13:36,800

basic which

409

00:13:34,480 --> 00:13:38,639

is completely frivolous because there

410

00:13:36,800 --> 00:13:40,000

are perfectly good web servers out there

411

00:13:38,639 --> 00:13:41,600

that i can go download

412

00:13:40,000 --> 00:13:43,920

that are going to run far better than

413

00:13:41,600 --> 00:13:45,760

anything i could possibly write

414

00:13:43,920 --> 00:13:49,839

so it was entirely for the fun of it and

415

00:13:45,760 --> 00:13:49,839

really to see if i could do it

416

00:13:49,920 --> 00:13:53,199

when it comes to the projects i'm

417

00:13:51,360 --> 00:13:55,600

working on though for instance um

418

00:13:53,199 --> 00:13:56,800

the one i find myself using all the time

419

00:13:55,600 --> 00:14:00,639

is b plus a split

420

00:13:56,800 --> 00:14:02,320

code um i initially wrote my own version

421

00:14:00,639 --> 00:14:03,760

of that uh

422

00:14:02,320 --> 00:14:05,680

i think i posted on the forums and then

423

00:14:03,760 --> 00:14:07,680

b plus said hey here's one too

424

00:14:05,680 --> 00:14:09,199

you mean the one to split a string into

425

00:14:07,680 --> 00:14:11,519

an array that's the one

426

00:14:09,199 --> 00:14:13,440

um i like this better and i just copy

427

00:14:11,519 --> 00:14:15,600

that nowadays because uh

428

00:14:13,440 --> 00:14:17,120

i i have no pleasure from writing a

429

00:14:15,600 --> 00:14:18,720

piece of code that splits a string into

430

00:14:17,120 --> 00:14:20,079

an array i just need to work and i have

431

00:14:18,720 --> 00:14:22,720

to work now

432

00:14:20,079 --> 00:14:24,560

um so that's a good example of one where

433

00:14:22,720 --> 00:14:26,320

i don't have to read the code i

434

00:14:24,560 --> 00:14:28,000

i don't even really know how it works it

435

00:14:26,320 --> 00:14:30,079

just works

436

00:14:28,000 --> 00:14:32,000

it's got really good documentation it's

437

00:14:30,079 --> 00:14:34,800

one called it's magic

438

00:14:32,000 --> 00:14:35,680

yeah that's great and there's also uh i

439

00:14:34,800 --> 00:14:38,720

find myself

440

00:14:35,680 --> 00:14:40,399

using uh people's code from our forum

441

00:14:38,720 --> 00:14:43,519

all the time especially

442

00:14:40,399 --> 00:14:45,680

the circle fuel function that steve b

443

00:14:43,519 --> 00:14:46,800

plus static they and the other guys

444

00:14:45,680 --> 00:14:48,959

perfected

445

00:14:46,800 --> 00:14:50,639

and uh of course why not right it's

446

00:14:48,959 --> 00:14:52,480

there and it's it's useful

447

00:14:50,639 --> 00:14:53,920

so that's another thing we should point

448

00:14:52,480 --> 00:14:57,120

out we have this

449

00:14:53,920 --> 00:14:58,320

curated session in our forum with code

450

00:14:57,120 --> 00:15:00,959

that you can reuse

451

00:14:58,320 --> 00:15:02,720

most of the time they are uh prepared

452

00:15:00,959 --> 00:15:03,360

for you to plug and play but of course

453

00:15:02,720 --> 00:15:05,600

there might

454

00:15:03,360 --> 00:15:07,360

be the need for adjustments but it's a

455

00:15:05,600 --> 00:15:10,639

good idea to check it out

456

00:15:07,360 --> 00:15:13,880

so check our forum at cuba64.org forum

457

00:15:10,639 --> 00:15:16,160

and also join our discord server at

458

00:15:13,880 --> 00:15:18,880

discord.com64.org so we can chat

459

00:15:16,160 --> 00:15:20,160

look any final words uh no particular

460

00:15:18,880 --> 00:15:21,600

there is one thing i will

461

00:15:20,160 --> 00:15:23,360

just fold up on from earlier when it

462

00:15:21,600 --> 00:15:24,480

comes to get and i think it's important

463

00:15:23,360 --> 00:15:27,360

to mention

464

00:15:24,480 --> 00:15:28,639

if you have get that you can use github

465

00:15:27,360 --> 00:15:31,839

which means that

466

00:15:28,639 --> 00:15:33,440

your code is really public and it's

467

00:15:31,839 --> 00:15:34,639

really not hard to ask somebody else to

468

00:15:33,440 --> 00:15:35,839

look at it

469

00:15:34,639 --> 00:15:39,279

and once they're looking at it they

470

00:15:35,839 --> 00:15:40,800

start the ideas of contributing to it

471

00:15:39,279 --> 00:15:42,399

and that's a really nice thing when you

472

00:15:40,800 --> 00:15:43,199

can have people actually start to work

473

00:15:42,399 --> 00:15:45,360

on your code

474

00:15:43,199 --> 00:15:46,639

it's it's a much nicer environment than

475

00:15:45,360 --> 00:15:48,560

the forums

476

00:15:46,639 --> 00:15:49,839

to have people start contributing to

477

00:15:48,560 --> 00:15:51,519

your projects

478

00:15:49,839 --> 00:15:52,959

um this happened almost accidentally

479

00:15:51,519 --> 00:15:55,279

with my projector shish

480

00:15:52,959 --> 00:15:57,040

basically started making what we call

481

00:15:55,279 --> 00:15:58,880

merge requests which are basically him

482

00:15:57,040 --> 00:16:01,680

contributing code and

483

00:15:58,880 --> 00:16:02,320

it's a really nice platform that has a

484

00:16:01,680 --> 00:16:04,399

lot of stuff

485

00:16:02,320 --> 00:16:05,600

just a basic forum can't offer so i

486

00:16:04,399 --> 00:16:06,800

would encourage you to

487

00:16:05,600 --> 00:16:08,639

once you have your things in get

488

00:16:06,800 --> 00:16:09,759

consider putting them on github so you

489

00:16:08,639 --> 00:16:11,199

can share them with the world

490

00:16:09,759 --> 00:16:12,240

definitely and if you're not ready to

491

00:16:11,199 --> 00:16:13,440

share it with the world but you want to

492

00:16:12,240 --> 00:16:16,480

keep track of it

493

00:16:13,440 --> 00:16:17,600

use uh github's private repositories

494

00:16:16,480 --> 00:16:20,240

because they're free now

495

00:16:17,600 --> 00:16:21,120

i don't know to what extent but you can

496

00:16:20,240 --> 00:16:22,800

have a

497

00:16:21,120 --> 00:16:24,800

private repository until you're ready to

498

00:16:22,800 --> 00:16:25,519

share share it with the world which is a

499

00:16:24,800 --> 00:16:27,519

good thing too

500

00:16:25,519 --> 00:16:29,279

yes i believe you can have infinite

501

00:16:27,519 --> 00:16:31,199

repositories now as long as you're the

502

00:16:29,279 --> 00:16:33,600

only person or other two people

503

00:16:31,199 --> 00:16:36,399

contributing awesome which is really

504

00:16:33,600 --> 00:16:38,000

cool yeah great advice look

505

00:16:36,399 --> 00:16:39,440

thank you for coming that's been my

506

00:16:38,000 --> 00:16:41,519

pleasure and thanks everyone for

507

00:16:39,440 --> 00:16:43,519

listening this was cb64 report

508

00:16:41,519 --> 00:16:51,839

i'm your host filipito catch you next

509

00:16:43,519 --> 00:16:51,839

time bye

510

00:16:52,520 --> 00:16:55,640

[Music]

511

00:16:59,920 --> 00:17:02,970

[Music]

512

00:17:11,520 --> 00:17:13,600

you