Adastral devs

Evocative Naming

Creativity in pursuit of comprehension

Kent Beck ✔
@KentBeck

for each desired change, make the change easy (warning: this may be hard), then make the easy change

1:07 AM - 26 Sep 2012

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💬 15   🔁 748   ❤️ **780**   ✉️

```ruby
class BookerMailer < BaseMailer

  def reservation_confirmed(reservation, dry = false)
    send_customised_email(reservation, __method, dry)
  end

end
```
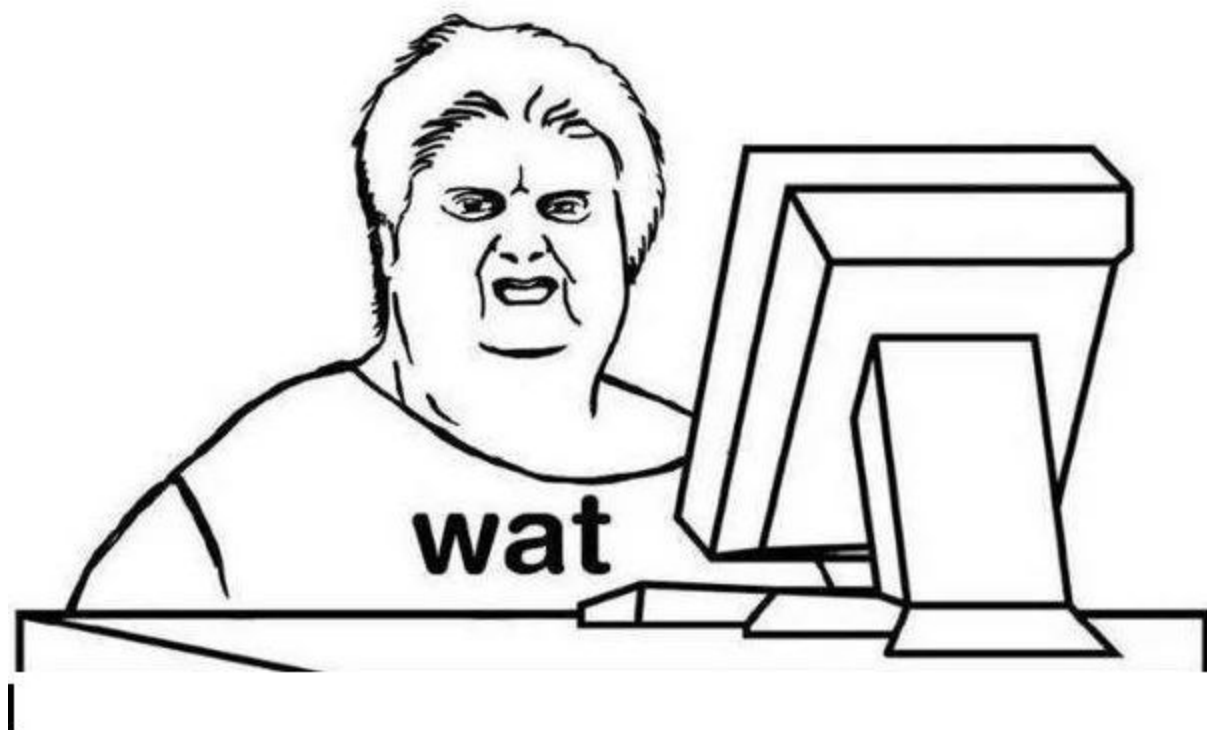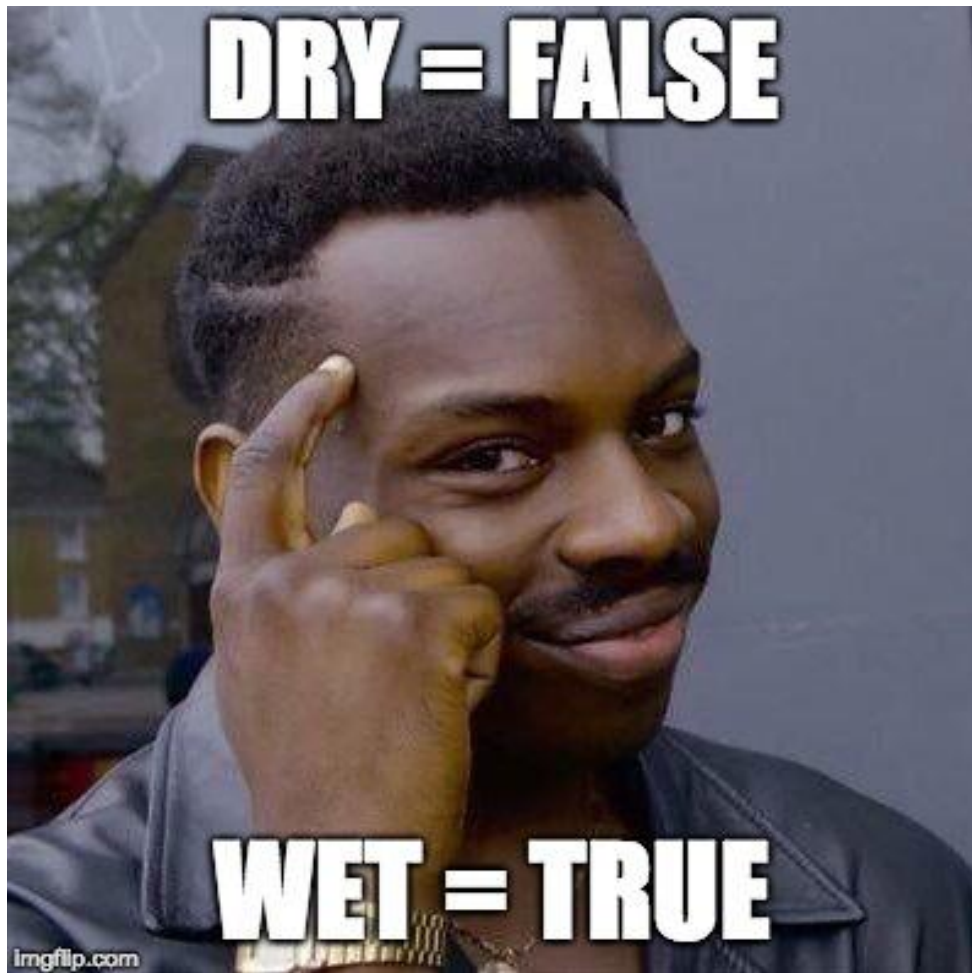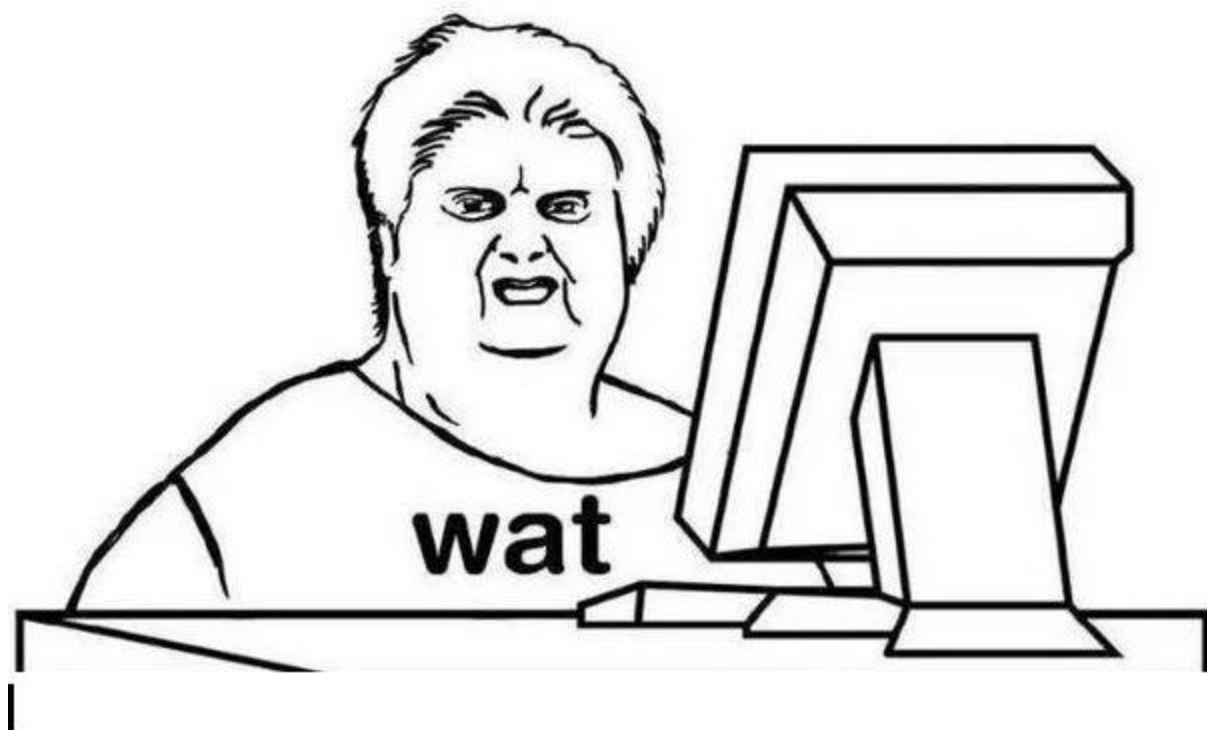
```
dry = false
```

wat

DRY = FALSE

WET = TRUE

wat

```
dry_run = false
```

The only real difficulties in programming are cache invalidation and naming things.

Phil Karlton

```
test = false
```

```
testing = false
```

experiment = false

```
trial = false
```

DHH ✔ @dhh · Feb 26

Fisher-Price's fundamental toy-making principles: Intrinsic play value, ingenuity, strong construction, good value for the money, and action. Sounds like ideals all technical frameworks should aspire to! 😄

💬 8   🔁 128   ♡ 677   ✉

DHH ✔
@dhh

Following

In fact, we've long used Fisher-Price as the code word at Basecamp for nailing the design. "Is this Fisher-Price enough?". If the answer was no, we had made things too convoluted. Back the drawing board!

6:33 PM - 26 Feb 2018

40 Retweets **233** Likes

💬 8   🔁 40   ♡ 233   ✉

```
try_me = false
```

Machines don't care how evocative your naming is. Be human.

Two more examples:

(one) Git

Choose a commit from one branch and apply it to another.

select
pick
choose
opt-for

git cherry-pick

To choose something very carefully to ensure that the best option is chosen.

(two) Basecamp.

What should we call the service that deletes somebody's account *forever*?

Remover
Destroyer
Deleter
Eraser
Trashcan

Incinerator

Destroy (something, especially waste material) by burning.

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