
Subject: Re: Overriding Display methods too complicated due to high amount of arguments

Posted by [mirek](#) on Sat, 14 Nov 2020 09:02:06 GMT

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The rule is absolutely correct (for once , but you should not be slave to it. It is not the whole story.

If you want one example where this does apply and where changing the code would be appropriate, check EncodeHtml.

With Display, there are some mitigating factors

- the function is rarely called by client code
- the parameter types are well different, which is very important, it greatly reduces the chance of error. It is one thing to have
Foo(int bar, int quo, int boo, int hoo, int woo) and Foo(Font bar, String quo, Color boo, int *hoo, Image wpp).
- it is just 2 more parameters over 4...

Most importantly, U++ rule number one is:

NEVER EVER OVERENGINEER THE STUFF!

Adding one class and 6 methods just to fix nothing? Are you paid by line written or what?

Mirek
