Subject: New HD
Posted by philo[1][2][3][4] on Wed, 16 Jan 2013 21:34:02 GMT
View Forum Message <> Reply to Message

It seems like only yesterday when I upgraded the hard drive in my P-1
from 850 megs to 2 gigs.

I recall how nervous I was handling a drive so large. The first time I
used it...I felt like I was walking around inside a *huge* cavern.

Today the new 3TB drive arrived for my spare machine...
no big deal, it's already half-obsolete, larger ones are available.

--
https://www.createspace.com/3707686

Subject: Re: New HD
Posted by jmfbahciv on Thu, 17 Jan 2013 14:46:54 GMT
View Forum Message <> Reply to Message

philo wrote:
> It seems like only yesterday when I upgraded the hard drive in my P-1
> from 850 megs to 2 gigs.
>
> I recall how nervous I was handling a drive so large. The first time I
> used it...I felt like I was walking around inside a *huge* cavern.
>
> Today the new 3TB drive arrived for my spare machine...
> no big deal, it's already half-obsolete, larger ones are available.

<grin> At least you were able to experience some awe and humility.

/BAH

Subject: Re: New HD
Posted by Stephen Wolstenholme on Thu, 17 Jan 2013 15:16:02 GMT
View Forum Message <> Reply to Message

On Wed, 16 Jan 2013 15:34:02 -0600, philo <philo@priv cy.not> wrote:

> It seems like only yesterday when I upgraded the hard drive in my P-1

> from 850 megs to 2 gigs.
>
> I recall how nervous I was handling a drive so large. The first time I
> used it...I felt like I was walking around inside a *huge* cavern.
>
> Today the new 3TB drive arrived for my spare machine...
> no big deal, it's already half-obsolete, larger ones are available.

Size isn't everything!

Steve

---

Subject: Re: New HD
Posted by Jorgen Grahn on Thu, 17 Jan 2013 21:48:22 GMT
View Forum Message <> Reply to Message

On Wed, 2013-01-16, =?ISO-8859-1?Q?philo=A0?= wrote:

There's something wrong about how your newsreader generates the From:
line.

> It seems like only yesterday when I upgraded the hard drive in my P-1
> from 850 megs to 2 gigs.

I was going to say "Bah! Newcomer! I have no drives larger than 40!"
But then I realized that I'm thinking in gigabytes. Whoops.

It's funny how disoriented you become when your available storage
changes by a factor 1000.

> I recall how nervous I was handling a drive so large. The first time I
> used it...I felt like I was walking around inside a *huge* cavern.

Yes. My first hard disk felt so ... luxurious. Not a cavern, more
like a palace, normally only available to Scientists in white lab
coats.

> Today the new 3TB drive arrived for my spare machine...
> no big deal, it's already half-obsolete, larger ones are available.

That's not half-obsolete. Unless you do a lot of video work (some
people do) or download warez you're never have time to consume (many
do that too for some reason) there's no easy way to fill 3TB.

/Jorgen

--

// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Patrick Scheible on Fri, 18 Jan 2013 00:15:07 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> philo wrote:
>> It seems like only yesterday when I upgraded the hard drive in my P-1
>> from 850 megs to 2 gigs.
>>
>> I recall how nervous I was handling a drive so large. The first time I
>> used it...I felt like I was walking around inside a *huge* cavern.
>>
>> Today the new 3TB drive arrived for my spare machine...
>> no big deal, it's already half-obsolete, larger ones are available.
>
> <grin> At least you were able to experience some awe and humility.

Nothing like hard disc drive sizes to make me feel old.

Remember the 40 megabyte drives.... the size of dishwashers.

-- Patrick

---

Subject: Re: New HD
Posted by Patrick Scheible on Fri, 18 Jan 2013 00:17:33 GMT
View Forum Message <> Reply to Message

Jorgen Grahn <grahn+nntp@snipabacken.se> writes:

> On Wed, 2013-01-16, =?ISO-8859-1?Q?philo=A0?= wrote:
>
> There's something wrong about how your newsreader generates the From:
> line.
>
>> It seems like only yesterday when I upgraded the hard drive in my P-1
>> from 850 megs to 2 gigs.
>
> I was going to say "Bah! Newcomer! I have no drives larger than 40!"
> But then I realized that I'm thinking in gigabytes. Whoops.
>
> It's funny how disoriented you become when your available storage

> changes by a factor 1000.
>
>> I recall how nervous I was handling a drive so large. The first time I
>> used it...I felt like I was walking around inside a *huge* cavern.
>
> Yes. My first hard disk felt so ... luxurious. Not a cavern, more
> like a palace, normally only available to Scientists in white lab
> coats.
>
>> Today the new 3TB drive arrived for my spare machine...
>> no big deal, it's already half-obsolete, larger ones are available.
>
> That's not half-obsolete. Unless you do a lot of video work (some
> people do) or download warez you're never have time to consume (many
> do that too for some reason) there's no easy way to fill 3TB.

Some people get that much in sound, if they have a lot and store the
files in flac format (or wav) instead of mp3.

-- Patrick

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 18 Jan 2013 00:46:37 GMT
View Forum Message <> Reply to Message

"Jorgen Grahn" <grahn+nntp@snipabacken.se> wrote in message
news:slrnkfgsd4.ah7.grahn+nntp@frailea.sa.invalid...
> On Wed, 2013-01-16, =?ISO-8859-1?Q?philo=A0?= wrote:
>
> There's something wrong about how your newsreader generates the From:
> line.
>
>> It seems like only yesterday when I upgraded the hard drive in my P-1
>> from 850 megs to 2 gigs.
>
> I was going to say "Bah! Newcomer! I have no drives larger than 40!"
> But then I realized that I'm thinking in gigabytes. Whoops.
>
> It's funny how disoriented you become when your available storage
> changes by a factor 1000.
>
>> I recall how nervous I was handling a drive so large. The first time I
>> used it...I felt like I was walking around inside a *huge* cavern.
>
> Yes. My first hard disk felt so ... luxurious. Not a cavern, more
> like a palace, normally only available to Scientists in white lab
> coats.

>
>> Today the new 3TB drive arrived for my spare machine...
>> no big deal, it's already half-obsolete, larger ones are available.
>
> That's not half-obsolete. Unless you do a lot of video work (some
> people do) or download warez you're never have time to consume (many
> do that too for some reason) there's no easy way to fill 3TB.

That’s not right, I've filled quite a few 2TB drives just with the
overflow with the PVR that I haven't gotten around to deleting
the stuff I am unlikely to get around to watching because the
drives are so damned cheap its not worth the time to bother.

---

Subject: Re: New HD
Posted by Bob Martin on Fri, 18 Jan 2013 07:02:15 GMT
View Forum Message <> Reply to Message

in 586607 20130118 001507 Patrick Scheible <kkt@zipcon.net> wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> philo wrote:
>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>> from 850 megs to 2 gigs.
>>>
>>> I recall how nervous I was handling a drive so large. The first time I
>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>
>>> Today the new 3TB drive arrived for my spare machine...
>>> no big deal, it's already half-obsolete, larger ones are available.
>>
>> <grin> At least you were able to experience some awe and humility.
>
> Nothing like hard disc drive sizes to make me feel old.
>
> Remember the 40 megabyte drives.... the size of dishwashers.

My first PC at work was a PC-XT with 10MB drive, then I was upgraded to a
PC-AT with 20MB, but 15 years before that I was using 2311 (7.5MB) and
2314 (28MB).

---

Subject: Re: New HD
Posted by swatto on Fri, 18 Jan 2013 08:01:58 GMT
View Forum Message <> Reply to Message

On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>

wrote:

> It's funny how disoriented you become when your available storage
> changes by a factor 1000.

> /Jorgen

You aren't kidding. I am still amazed at the SDHC chips they put into cameras. I just bought an 8gb, but they had much larger ones at 48gb or more I think. One tiny chip!

Back in the day, 1980s or even the 1990s, if you even suggested such a future, they would say you watch too much Star Trek.

But here it is.

I am writing this on my old machine which I have kept going. This is a mere 2gb drive. It's considered ridiculously obsolete, but it's still fun to tinker with old junk.

Canbear

---

Subject: Re: New HD
Posted by Nick Spalding on Fri, 18 Jan 2013 08:50:09 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote, in <86r4ljpcs4.fsf@chai.my.domain>
on Thu, 17 Jan 2013 16:15:07 -0800:

> jmfbahciv <See.above@aol.com> writes:
>
>> philo wrote:
>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>> from 850 megs to 2 gigs.
>>>
>>> I recall how nervous I was handling a drive so large. The first time I
>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>
>>> Today the new 3TB drive arrived for my spare machine...
>>> no big deal, it's already half-obsolete, larger ones are available.
>>
>> <grin> At least you were able to experience some awe and humility.
>
> Nothing like hard disc drive sizes to make me feel old.
>
> Remember the 40 megabyte drives.... the size of dishwashers.

Or the 1311 on 14xx machines, same size, 2 million characters.
--
Nick Spalding

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 18 Jan 2013 09:33:07 GMT
View Forum Message <> Reply to Message

On Thu, 17 Jan 2013 16:15:07 -0800
Patrick Scheible <kkt@zipcon.net> wrote:

> Remember the 40 megabyte drives.... the size of dishwashers.

Compare with 32GB micro-SD cards... the size of fingernails.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Stephen Wolstenholme on Fri, 18 Jan 2013 10:58:22 GMT
View Forum Message <> Reply to Message

On Thu, 17 Jan 2013 16:15:07 -0800, Patrick Scheible <kkt@zipcon.net>
wrote:

> jmfbahciv <See.above@aol.com> writes:
>
>> philo wrote:
>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>> from 850 megs to 2 gigs.
>>>
>>> I recall how nervous I was handling a drive so large. The first time I
>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>
>>> Today the new 3TB drive arrived for my spare machine...
>>> no big deal, it's already half-obsolete, larger ones are available.
>>
>> <grin> At least you were able to experience some awe and humility.
>
> Nothing like hard disc drive sizes to make me feel old.
>
> Remember the 40 megabyte drives.... the size of dishwashers.

>
> -- Patrick

The first dishwasher size disc drives I worked on were 2 megs!
The change to 8 megs was another one of those "nobody will ever need
more" moments!

That was about 50 years ago.

Steve

--
EasyNN-plus. Neural Networks plus. http://www.easynn.com
SwingNN. Forecast with Neural Networks. http://www.swingnn.com
JustNN. Just Neural Networks. http://www.justnn.com

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 18 Jan 2013 11:10:06 GMT
View Forum Message <> Reply to Message

On Fri, 18 Jan 2013 10:58:22 +0000
Stephen Wolstenholme <steve@npsl1.com> wrote:

> On Thu, 17 Jan 2013 16:15:07 -0800, Patrick Scheible <kkt@zipcon.net>
> wrote:
>
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> philo wrote:
>>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>>> from 850 megs to 2 gigs.
>>>>
>>>> I recall how nervous I was handling a drive so large. The first time I
>>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>>
>>>> Today the new 3TB drive arrived for my spare machine...
>>>> no big deal, it's already half-obsolete, larger ones are available.
>>>
>>> <grin> At least you were able to experience some awe and humility.
>>
>> Nothing like hard disc drive sizes to make me feel old.
>>
>> Remember the 40 megabyte drives.... the size of dishwashers.
>>
>> -- Patrick
>
> The first dishwasher size disc drives I worked on were 2 megs!

> The change to 8 megs was another one of those "nobody will ever need
> more" moments!
>
> That was about 50 years ago.

Try finding a system with less than 8 megs of RAM now. I have a phone that qualifies and probably a dishwasher (it's fairly old) but I wouldn't bet on the (much newer) washing machine or the TV.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by hda on Fri, 18 Jan 2013 11:30:30 GMT
View Forum Message <> Reply to Message

On Fri, 18 Jan 2013 09:33:07 +0000, Ahem A Rivet's Shot
<steveo@eircom.net> wrote:

> On Thu, 17 Jan 2013 16:15:07 -0800
> Patrick Scheible <kkt@zipcon.net> wrote:
>
>> Remember the 40 megabyte drives.... the size of dishwashers.
>
> Compare with 32GB micro-SD cards... the size of fingernails.

Or ! loss-prevention management: http://preview.tinyurl.com/6mnrzeq

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 18 Jan 2013 12:49:21 GMT
View Forum Message <> Reply to Message

Stephen Wolstenholme wrote:

> On Thu, 17 Jan 2013 16:15:07 -0800, Patrick Scheible <kkt@zipcon.net>
> wrote:
>
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> philo wrote:
>>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>>> from 850 megs to 2 gigs.

>>>>
>>>> I recall how nervous I was handling a drive so large. The first time I
>>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>>
>>>> Today the new 3TB drive arrived for my spare machine...
>>>> no big deal, it's already half-obsolete, larger ones are available.
>>>
>>> <grin> At least you were able to experience some awe and humility.
>>
>> Nothing like hard disc drive sizes to make me feel old.
>>
>> Remember the 40 megabyte drives.... the size of dishwashers.
>>
>> -- Patrick
>
> The first dishwasher size disc drives I worked on were 2 megs!
> The change to 8 megs was another one of those "nobody will ever need
> more" moments!
>
> That was about 50 years ago.

Westinghouse used Scientific Data Systems hardware for their
process control systems. They had a disk drive called a RAD
used about 30 inch platters run vertically and took a full height
cabinet. It required 220 two phase to turn the disk and a
significant air compressor to raise the heads before the drive
started to turn. On a bad day you could crash it with a hard
look from across the room. It had fixed head per track.
Stored 0.5Mbytes

DEC also had rack sized high speed disk drive for the PDP-11 at
about the same time (69-70) that stored 262K based on the
DF32 used for PDP-8's

Mixed with the loose change in my pocket 80G bytes of usb
and sd memory cards capable of far more abuse than small
disk memory of that era.

w..

w..

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 18 Jan 2013 12:52:03 GMT
View Forum Message <> Reply to Message

Canbear wrote:

> On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
> wrote:
>
>> It's funny how disoriented you become when your available storage
>> changes by a factor 1000.
>
>> /Jorgen
>
> You aren't kidding. I am still amazed at the SDHC chips they put into
> cameras. I just bought an 8gb, but they had much larger ones at 48gb
> or more I think. One tiny chip!

I am impressed with the manufacturing tolerances of these chips. Data is
stored in many cases as analog levels to get more bits per cell.

w..

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 18 Jan 2013 13:26:05 GMT
View Forum Message <> Reply to Message

In article <9kvhf8pv5r1l7fmb3v80g3ak8pk01mt1mk@4ax.com>,
 Canbear <nospam@nospam.com> wrote:

> On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
> wrote:
>
>> It's funny how disoriented you become when your available storage
>> changes by a factor 1000.
>
>> /Jorgen
>
> You aren't kidding. I am still amazed at the SDHC chips they put into
> cameras. I just bought an 8gb, but they had much larger ones at 48gb
> or more I think. One tiny chip!
>
> Back in the day, 1980s or even the 1990s, if you even suggested such a
> future, they would say you watch too much Star Trek.
>
> But here it is.
>
> I am writing this on my old machine which I have kept going. This is a
> mere 2gb drive. It's considered ridiculously obsolete, but it's still
> fun to tinker with old junk.
>
> Canbear

In machines I've owned I've gone from submegabyte disks to terabytes, so a factor of more than a million. The first computer I worked on used magnetic tape as primary, no disk at all. Two of the machines I've been paid to work on used punched tape as primary I/O.

I still sometimes slip up and refer to a disk as "megabytes" rather than gigabytes.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 18 Jan 2013 13:30:58 GMT
View Forum Message <> Reply to Message

In article <20130118093307.01aeecc1c852bad5158b668b@eircom.net>,
 Ahem A Rivet's Shot <steveo@eircom.net> wrote:

> On Thu, 17 Jan 2013 16:15:07 -0800
> Patrick Scheible <kkt@zipcon.net> wrote:
>
>> Remember the 40 megabyte drives.... the size of dishwashers.
>
> Compare with 32GB micro-SD cards... the size of fingernails.

With faster access and truly random at that. No worries about fragmentation and arranging data to minimize seek times.

It's said the real gain of SSDs is that no seek times.

In the day we were very aware that random access disk was less than completely random, but you could do things you would be fired for attempting to do with tape.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 18 Jan 2013 13:32:31 GMT
View Forum Message <> Reply to Message

In article <7dcif8l0p3al9anddk91pm3r04o01b9n2g@news.xs4all.nl>,
 hda <agent700@xs4all.nl.invalid> wrote:

> On Fri, 18 Jan 2013 09:33:07 +0000, Ahem A Rivet's Shot
> <steveo@eircom.net> wrote:
>
>> On Thu, 17 Jan 2013 16:15:07 -0800
>> Patrick Scheible <kkt@zipcon.net> wrote:
>>
>>> Remember the 40 megabyte drives.... the size of dishwashers.
>>
>> Compare with 32GB micro-SD cards... the size of fingernails.
>
> Or ! loss-prevention management: http://preview.tinyurl.com/6mnrzeq

"Nowadays most RAW photos outweigh the storage capabilities of that
behemoth of an external hard drive"

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 18 Jan 2013 13:36:00 GMT
View Forum Message <> Reply to Message

In article <g8aif8dejbg9n3ndkj8b2t96vpn2qvqn8q@4ax.com>,
Stephen Wolstenholme <steve@npsl1.com> wrote:

> The first dishwasher size disc drives I worked on were 2 megs!
> The change to 8 megs was another one of those "nobody will ever need
> more" moments!
>
> That was about 50 years ago.
>
> Steve

When I got my first 40 meg drive I thought I had infinite storage and
I did for the available media of the time. No music, except perhaps
midi and certainly no video, hell the confuser B&W not even grayscale.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 18 Jan 2013 13:40:07 GMT
View Forum Message <> Reply to Message

In article <50F944D1.903914BB@bytecraft.com>,

Walter Banks <walter@bytecraft.com> wrote:

> Stephen Wolstenholme wrote:
>
>> On Thu, 17 Jan 2013 16:15:07 -0800, Patrick Scheible <kkt@zipcon.net>
>> wrote:
>>
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> philo wrote:
>>>> > It seems like only yesterday when I upgraded the hard drive in my P-1
>>>> > from 850 megs to 2 gigs.
>>>> >
>>>> > I recall how nervous I was handling a drive so large. The first time I
>>>> > used it...I felt like I was walking around inside a *huge* cavern.
>>>> >
>>>> > Today the new 3TB drive arrived for my spare machine...
>>>> > no big deal, it's already half-obsolete, larger ones are available.
>>>>
>>>> <grin> At least you were able to experience some awe and humility.
>>>
>>> Nothing like hard disc drive sizes to make me feel old.
>>>
>>> Remember the 40 megabyte drives.... the size of dishwashers.
>>>
>>> -- Patrick
>>
>> The first dishwasher size disc drives I worked on were 2 megs!
>> The change to 8 megs was another one of those "nobody will ever need
>> more" moments!
>>
>> That was about 50 years ago.
>
> Westinghouse used Scientific Data Systems hardware for their
> process control systems. They had a disk drive called a RAD
> used about 30 inch platters run vertically and took a full height
> cabinet. It required 220 two phase to turn the disk and a
> significant air compressor to raise the heads before the drive
> started to turn. On a bad day you could crash it with a hard
> look from across the room. It had fixed head per track.
> Stored 0.5Mbytes
>
> DEC also had rack sized high speed disk drive for the PDP-11 at
> about the same time (69-70) that stored 262K based on the
> DF32 used for PDP-8's
>
> Mixed with the loose change in my pocket 80G bytes of usb
> and sd memory cards capable of far more abuse than small

> disk memory of that era.
>
> w..
>
> w..

Oh, yes to the abuse. I had a 32 gigabyte SD card go through the wash
and it still works. Now if I want a replacement chip for my camera I
would have to look hard, I think it can take up to one gigabyte and
certainly not 4.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Anonymous on Fri, 18 Jan 2013 13:45:25 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Fri, 18 Jan 2013 07:52:03 -0500, Walter Banks
<walter@bytecraft.com> wrote:

>
>
> Canbear wrote:
>
>> On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>> wrote:
>>
>>> It's funny how disoriented you become when your available storage
>>> changes by a factor 1000.
>>
>>> /Jorgen
>>
>> You aren't kidding. I am still amazed at the SDHC chips they put into
>> cameras. I just bought an 8gb, but they had much larger ones at 48gb
>> or more I think. One tiny chip!
>
> I am impressed with the manufacturing tolerances of these chips. Data is
> stored in many cases as analog levels to get more bits per cell.
>
> w..

Consider what happens if you close your eyes, turn your head and
blink.

What has always impressed me is the data storage and image processing done - and no batch processing or task scheduling of the job.

Only in recent years have I begun to be impressed by modern computers.

Carl Goldsworthy

---

Subject: Re: New HD
Posted by hda on Fri, 18 Jan 2013 14:14:26 GMT
View Forum Message <> Reply to Message

On Fri, 18 Jan 2013 08:30:58 -0500, Walter Bushell <proto@panix.com>
wrote:

> In article <20130118093307.01aeecc1c852bad5158b668b@eircom.net>,
>  Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>
>>  On Thu, 17 Jan 2013 16:15:07 -0800
>>  Patrick Scheible <kkt@zipcon.net> wrote:
>>
>>>  Remember the 40 megabyte drives.... the size of dishwashers.
>>
>>  Compare with 32GB micro-SD cards... the size of fingernails.
>
> With faster access and truly random at that. No worries about
> fragmentation and arranging data to minimize seek times.
>
> It's said the real gain of SSDs is that no seek times.
>

Yes when it is brandnew/empty.

Delays will come, when unoccupied space is no more available. I have an SSD (OCZ-vertex3 build in box) of 60G and it is 60% filled. Now it slows down and has sometimes very large (upto 1000 ms) reponsetimes. I understand because block erase takes place before new data is put.

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 18 Jan 2013 14:52:19 GMT
View Forum Message <> Reply to Message

Ibmekon wrote:
>  On Fri, 18 Jan 2013 07:52:03 -0500, Walter Banks
>  <walter@bytecraft.com> wrote:

>
>>
>>
>> Canbear wrote:
>>
>>>  On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>  wrote:
>>>
>>>> It's funny how disoriented you become when your available storage
>>>> changes by a factor 1000.
>>>
>>>> /Jorgen
>>>
>>>  You aren't kidding. I am still amazed at the SDHC chips they put into
>>>  cameras. I just bought an 8gb, but they had much larger ones at 48gb
>>>  or more I think. One tiny chip!
>>
>> I am impressed with the manufacturing tolerances of these chips. Data is
>> stored in many cases as analog levels to get more bits per cell.
>>
>> w..
>
>  Consider what happens if you close your eyes, turn your head and
>  blink.
>
>  What has always impressed me is the data storage and image processing
>  done - and no batch processing or task scheduling of the job.
>
>  Only in recent years have I begun to be impressed by modern computers.

The hardware is OK; the OSes still need a lot of work.  OSes should be
seen and not heard unless asked.

Every single one still needs to be wrestled with on a minutely basis.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 18 Jan 2013 14:52:20 GMT
View Forum Message <> Reply to Message

Stephen Wolstenholme wrote:
>  On Wed, 16 Jan 2013 15:34:02 -0600, philo  <philo@priv  cy.not> wrote:
>
>> It seems like only yesterday when I upgraded the hard drive in my P-1
>> from 850 megs to 2 gigs.
>>

>> I recall how nervous I was handling a drive so large. The first time I
>> used it...I felt like I was walking around inside a *huge* cavern.
>>
>> Today the new 3TB drive arrived for my spare machine...
>> no big deal, it's already half-obsolete, larger ones are available.
>
> Size isn't everything!

Size is nothing if it doesn't do the job well.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 18 Jan 2013 14:52:26 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> philo wrote:
>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>> from 850 megs to 2 gigs.
>>>
>>> I recall how nervous I was handling a drive so large. The first time I
>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>
>>> Today the new 3TB drive arrived for my spare machine...
>>> no big deal, it's already half-obsolete, larger ones are available.
>>
>> <grin> At least you were able to experience some awe and humility.
>
> Nothing like hard disc drive sizes to make me feel old.
>
> Remember the 40 megabyte drives.... the size of dishwashers.

I remember the 20K ones (DECism) and how wonderful they were
because I could edit any file with TECO cutting my work time
by 100% or more. A lot of my work (1620 and cards) just disappeared
so I got to do more interesting stuff.

/BAH

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 18 Jan 2013 15:07:54 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3912EFBEA5D@aca2fcab.ipt.aol.com...
> Ibmekon wrote:
>> On Fri, 18 Jan 2013 07:52:03 -0500, Walter Banks
>> <walter@bytecraft.com> wrote:
>>
>>>
>>>
>>> Canbear wrote:
>>>
>>>> On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>> wrote:
>>>>
>>>> >It's funny how disoriented you become when your available storage
>>>> >changes by a factor 1000.
>>>>
>>>> >/Jorgen
>>>>
>>>> You aren't kidding. I am still amazed at the SDHC chips they put into
>>>> cameras. I just bought an 8gb, but they had much larger ones at 48gb
>>>> or more I think. One tiny chip!
>>>
>>> I am impressed with the manufacturing tolerances of these chips. Data is
>>> stored in many cases as analog levels to get more bits per cell.
>>>
>>> w..
>>
>> Consider what happens if you close your eyes, turn your head and
>> blink.
>>
>> What has always impressed me is the data storage and image processing
>> done - and no batch processing or task scheduling of the job.
>>
>> Only in recent years have I begun to be impressed by modern computers.

> The hardware is OK;

Tad more than OK.

> the OSes still need a lot of work. OSes
> should be seen and not heard unless asked.

Plenty of them are.

> Every single one still needs to be wrestled with on a minutely basis.

Oh bullshit.

Subject: Re: New HD
Posted by Rod Speed on Fri, 18 Jan 2013 15:08:28 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D391266C42D8@aca2fcab.ipt.aol.com...
> Stephen Wolstenholme wrote:
>> On Wed, 16 Jan 2013 15:34:02 -0600, philo <philo@priv cy.not> wrote:
>>
>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>> from 850 megs to 2 gigs.
>>>
>>> I recall how nervous I was handling a drive so large. The first time I
>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>
>>> Today the new 3TB drive arrived for my spare machine...
>>> no big deal, it's already half-obsolete, larger ones are available.
>>
>> Size isn't everything!
>
> Size is nothing if it doesn't do the job well.

They do tho.

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 18 Jan 2013 15:14:25 GMT
View Forum Message <> Reply to Message

Walter Bushell wrote:

> In article <g8aif8dejbg9n3ndkj8b2t96vpn2qvqn8q@4ax.com>,
> Stephen Wolstenholme <steve@npsl1.com> wrote:
>
>> The first dishwasher size disc drives I worked on were 2 megs!
>> The change to 8 megs was another one of those "nobody will ever need
>> more" moments!
>>
>> That was about 50 years ago.
>>
>> Steve
>
> When I got my first 40 meg drive I thought I had infinite storage and
> I did for the available media of the time. No music, except perhaps
> midi and certainly no video, hell the confuser B&W not even grayscale.

I routinely generate listing files larger than my earlier disk drives. I
did

several traces a couple days ago sorting out a problem in a compiler.
~56M generated files. I had several so I could do a file compares.

Things have changed.

w..

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 18 Jan 2013 15:16:09 GMT
View Forum Message <> Reply to Message

On 18 Jan 2013 14:52:20 GMT
jmfbahciv <See.above@aol.com> wrote:

> Stephen Wolstenholme wrote:
>> On Wed, 16 Jan 2013 15:34:02 -0600, philo <philo@priv cy.not> wrote:
>>
>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>> from 850 megs to 2 gigs.
>>>
>>> I recall how nervous I was handling a drive so large. The first time I
>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>
>>> Today the new 3TB drive arrived for my spare machine...
>>> no big deal, it's already half-obsolete, larger ones are available.
>>
>> Size isn't everything!
>
> Size is nothing if it doesn't do the job well.

Oh I disagree, if it doesn't work I want it nice and small so it's
easy to throw away.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 18 Jan 2013 15:48:35 GMT
View Forum Message <> Reply to Message

Bob Martin <bob.martin@excite.com> writes:

> in 586607 20130118 001507 Patrick Scheible <kkt@zipcon.net> wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> philoÂ  wrote:
>>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>>> from 850 megs to 2 gigs.
>>>>
>>>> I recall how nervous I was handling a drive so large. The first time I
>>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>>
>>>> Today the new 3TB drive arrived for my spare machine...
>>>> no big deal, it's already half-obsolete, larger ones are available.
>>>
>>> <grin> At least you were able to experience some awe and humility.
>>
>> Nothing like hard disc drive sizes to make me feel old.
>>
>> Remember the 40 megabyte drives.... the size of dishwashers.
>
> My first PC at work was a PC-XT with 10MB drive, then I was upgraded to a
> PC-AT with 20MB, but 15 years before that I was using 2311 (7.5MB) and
> 2314 (28MB).

The IBM 1311 was 2MB (and we liked it that way).

We had 2 drives and one large file that needed 10 packs.
Doing an update drive to drive would have taken 20 full stops
waiting for pack changes so I invented split cylinder file organization
so processing could continue while packs were changed.

I also had an XT with 10MB.
As recently as 2000 I plugged it back in, still worked fine.
Only enhancements were a VGA video card and memory extension to 1MB.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 18 Jan 2013 15:50:19 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Ibmekon wrote:
>> On Fri, 18 Jan 2013 07:52:03 -0500, Walter Banks
>> <walter@bytecraft.com> wrote:
>>

>>>
>>>
>>> Canbear wrote:
>>>
>>>>  On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>>  wrote:
>>>>
>>>>  >It's funny how disoriented you become when your available storage
>>>>  >changes by a factor 1000.
>>>>
>>>>  >/Jorgen
>>>>
>>>>  You aren't kidding. I am still amazed at the SDHC chips they put into
>>>>  cameras. I just bought an 8gb, but they had much larger ones at 48gb
>>>>  or more I think. One tiny chip!
>>>
>>> I am impressed with the manufacturing tolerances of these chips. Data is
>>> stored in many cases as analog levels to get more bits per cell.
>>>
>>> w..
>>
>>  Consider what happens if you close your eyes, turn your head and
>>  blink.
>>
>>  What has always impressed me is the data storage and image processing
>>  done - and no batch processing or task scheduling of the job.
>>
>>  Only in recent years have I begun to be impressed by modern computers.
>
>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>  seen and not heard unless asked.
>
>  Every single one still needs to be wrestled with on a minutely basis.

Clearly you are not running a Linux distro.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 18 Jan 2013 18:32:52 GMT
View Forum Message <> Reply to Message

In article <PM0004D3912EFBEA5D@aca2fcab.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

>  Ibmekon wrote:

>
>> Only in recent years have I begun to be impressed by modern
>> computers.
>
> The hardware is OK; the OSes still need a lot of work. OSes should
> be seen and not heard unless asked.

But, but... then they wouldn't be _interactive_! Microsoft's design
philosophy can be summed up in three words: "in your face".

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by philo[1][2][3][4] on Fri, 18 Jan 2013 21:21:48 GMT
View Forum Message <> Reply to Message

On 01/18/2013 09:48 AM, Dan Espen wrote:
> Bob Martin <bob.martin@excite.com> writes:
>
>> in 586607 20130118 001507 Patrick Scheible <kkt@zipcon.net> wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> philoÂ wrote:
>>>> > It seems like only yesterday when I upgraded the hard drive in my P-1
>>>> > from 850 megs to 2 gigs.
>>>> >
>>>> > I recall how nervous I was handling a drive so large. The first time I
>>>> > used it...I felt like I was walking around inside a *huge* cavern.
>>>> >
>>>> > Today the new 3TB drive arrived for my spare machine...
>>>> > no big deal, it's already half-obsolete, larger ones are available.
>>>>
>>>> <grin> At least you were able to experience some awe and humility.
>>>
>>> Nothing like hard disc drive sizes to make me feel old.
>>>
>>> Remember the 40 megabyte drives.... the size of dishwashers.
>>
>> My first PC at work was a PC-XT with 10MB drive, then I was upgraded to a
>> PC-AT with 20MB, but 15 years before that I was using 2311 (7.5MB) and
>> 2314 (28MB).
>
> The IBM 1311 was 2MB (and we liked it that way).

>
> We had 2 drives and one large file that needed 10 packs.
> Doing an update drive to drive would have taken 20 full stops
> waiting for pack changes so I invented split cylinder file organization
> so processing could continue while packs were changed.
>
> I also had an XT with 10MB.
> As recently as 2000 I plugged it back in, still worked fine.
> Only enhancements were a VGA video card and memory extension to 1MB.
>

I have a Kaypro in my collection with a 10 meg drive. It belonged to the father of a friend of mine.
The company I worked for back in the late 70's/early 80's (among other things) was an NLS distributor and I actually still have some of their literature and prices.
When I showed the literature to my friend ...and the price..

He just said: No wonder my mother got so upset.

--
https://www.createspace.com/3707686

---

Subject: Re: New HD
Posted by philo[1][2][3][4] on Fri, 18 Jan 2013 21:23:16 GMT
View Forum Message <> Reply to Message

On 01/18/2013 04:58 AM, Stephen Wolstenholme wrote:
> On Thu, 17 Jan 2013 16:15:07 -0800, Patrick Scheible <kkt@zipcon.net>
> wrote:
>
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> philo wrote:
>>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>>> from 850 megs to 2 gigs.
>>>>
>>>> I recall how nervous I was handling a drive so large. The first time I
>>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>>
>>>> Today the new 3TB drive arrived for my spare machine...
>>>> no big deal, it's already half-obsolete, larger ones are available.
>>>
>>> <grin> At least you were able to experience some awe and humility.
>>

>> Nothing like hard disc drive sizes to make me feel old.
>>
>> Remember the 40 megabyte drives.... the size of dishwashers.
>>
>> -- Patrick
>
> The first dishwasher size disc drives I worked on were 2 megs!
> The change to 8 megs was another one of those "nobody will ever need
> more" moments!
>
> That was about 50 years ago.
>
> Steve
>

Lucky for me, I was just 13 years old then
and did not have to deal with it :)

--
https://www.createspace.com/3707686

---

Subject: Re: New HD
Posted by philo[1][2][3][4] on Fri, 18 Jan 2013 21:31:40 GMT
View Forum Message <> Reply to Message

On 01/18/2013 07:26 AM, Walter Bushell wrote:
> In article <9kvhf8pv5r1l7fmb3v80g3ak8pk01mt1mk@4ax.com>,
> Canbear <nospam@nospam.com> wrote:
>
>> On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>> wrote:
>>
>>> It's funny how disoriented you become when your available storage
>>> changes by a factor 1000.
>>
>>> /Jorgen
>>
>> You aren't kidding. I am still amazed at the SDHC chips they put into
>> cameras. I just bought an 8gb, but they had much larger ones at 48gb
>> or more I think. One tiny chip!
>>
>> Back in the day, 1980s or even the 1990s, if you even suggested such a
>> future, they would say you watch too much Star Trek.
>>
>> But here it is.
>>

>> I am writing this on my old machine which I have kept going. This is a
>> mere 2gb drive. It's considered ridiculously obsolete, but it's still
>> fun to tinker with old junk.
>>
>> Canbear
>
> In machines I've owned I've gone from submegabyte disks to terabytes,
> so a factor of more than a million. The first computer I worked on
> used magnetic tape as primary, no disk at all. Two of the machines
> I've been paid to work on used punched tape as primary I/O.
>
> I still sometimes slip up and refer to a disk as "megabytes" rather
> than gigabytes.
>

Now, we will need to get used to Terabytes.

My project turned out to be a bit more than I had envisioned.
When I opened the machine to put in the larger drive...even though the
mobo is only four years old, I noticed a number of capacitors that were
showing the first signs of leaking...so I took the machine out of service.
The new drive . instead went into my wife's machine,
the 500gig drive that was in it was about 60% full.

Since her old machine had about the same specs as the one with the
failing mobo, I just took that for my own. It has a 500 gig drive in
it... and I'll put her old 500gig drive in and that should last me a
while, It's just my "spare" machine anyway, no big deal.

--
https://www.createspace.com/3707686

---

Subject: Re: New HD
Posted by Patrick Scheible on Fri, 18 Jan 2013 21:37:19 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:

> jmfbahciv <See.above@aol.com> writes:
>
>> Ibmekon wrote:
>>> On Fri, 18 Jan 2013 07:52:03 -0500, Walter Banks
>>> <walter@bytecraft.com> wrote:

>>>
>>>>
>>>>
>>>> Canbear wrote:
>>>>
>>>> > On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>> > wrote:
>>>> >
>>>> > >It's funny how disoriented you become when your available storage
>>>> > >changes by a factor 1000.
>>>> >
>>>> > >/Jorgen
>>>> >
>>>> > You aren't kidding. I am still amazed at the SDHC chips they put into
>>>> > cameras. I just bought an 8gb, but they had much larger ones at 48gb
>>>> > or more I think. One tiny chip!
>>>>
>>>> I am impressed with the manufacturing tolerances of these chips. Data is
>>>> stored in many cases as analog levels to get more bits per cell.
>>>>
>>>> w..
>>>
>>>  Consider what happens if you close your eyes, turn your head and
>>>  blink.
>>>
>>>  What has always impressed me is the data storage and image processing
>>>  done - and no batch processing or task scheduling of the job.
>>>
>>>  Only in recent years have I begun to be impressed by modern computers.
>>
>>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>>  seen and not heard unless asked.
>>
>>  Every single one still needs to be wrestled with on a minutely basis.
>
>  Clearly you are not running a Linux distro.

Oh come on.  Linux may be better than the alternative, but there's still
a ton of room for improvement, a lot of things that need to be
configured in non-obvious ways to work, a lot of things that worked in
old versions but not in new ones or vice versa.  You can't get too mad
at them because they're volunteers and dinking with themes is a lot more
fun than debugging device drivers, but still.

As far as commercial software, in some ways things have gotten worse.
In the olden days you'd pay the manufacturer big bucks to buy or lease
the system but at least they wouldn't be laying traps all over to entice
or trap you into buying other products too or exploiting your personal

information.

-- Patrick

---

Subject: Re: New HD
Posted by Elliott Roper on Fri, 18 Jan 2013 21:56:26 GMT
View Forum Message <> Reply to Message

In article <86hame2mwg.fsf@chai.my.domain>, Patrick Scheible
<kkt@zipcon.net> wrote:

> and dinking with themes is a lot more
> fun than debugging device drivers, but still.

Whaat?

Debugging device drivers is the most fun you can have with your clo....
oh, never mind.

--
To de-mung my e-mail address:- fsnospam$elliott$$
PGP Fingerprint: 1A96 3CF7 637F 896B C810 E199 7E5C A9E4 8E59 E248

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 18 Jan 2013 22:39:20 GMT
View Forum Message <> Reply to Message

In <slrnkfgsd4.ah7.grahn+nntp@frailea.sa.invalid>, on 01/17/2013
at 09:48 PM, Jorgen Grahn <grahn+nntp@snipabacken.se> said:

> On Wed, 2013-01-16, =?ISO-8859-1?Q?philo=A0?= wrote:

> There's something wrong about how your newsreader generates the From:
> line.

From what you quoted, there's something wrong with the way slrn
rendered it. See REC 2047. At a guess A0 is a non-breaking space.

Is there an option to turn on MIME decoding of header fields?

> It's funny how disoriented you become when your available storage
> changes by a factor 1000.

The first computer that I used had a 2,000 word (10 digit plus sign)
drum and a 600,000 word disk.

Nobody will ever need more than a petabyte. And if they do I'll deny
ever having written that. (-;

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 18 Jan 2013 23:05:10 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:

>  Dan Espen <despen@verizon.net> writes:
>
>>  jmfbahciv <See.above@aol.com> writes:
>>
>>>  Ibmekon wrote:
>>>>  On Fri, 18 Jan 2013 07:52:03 -0500, Walter Banks
>>>>  <walter@bytecraft.com> wrote:
>>>>
>>>> >
>>>> >
>>>> >Canbear wrote:
>>>> >
>>>> >> On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>> >> wrote:
>>>> >>
>>>> >> >It's funny how disoriented you become when your available storage
>>>> >> >changes by a factor 1000.
>>>> >>
>>>> >> >/Jorgen
>>>> >>
>>>> >> You aren't kidding. I am still amazed at the SDHC chips they put into
>>>> >> cameras. I just bought an 8gb, but they had much larger ones at 48gb
>>>> >> or more I think. One tiny chip!
>>>> >
>>>> >I am impressed with the manufacturing tolerances of these chips. Data is
>>>> >stored in many cases as analog levels to get more bits per cell.
>>>> >
>>>> >w..
>>>>

>>>>  Consider what happens if you close your eyes, turn your head and
>>>>  blink.
>>>>
>>>>  What has always impressed me is the data storage and image processing
>>>>  done - and no batch processing or task scheduling of the job.
>>>>
>>>>  Only in recent years have I begun to be impressed by modern computers.
>>>
>>>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>>>  seen and not heard unless asked.
>>>
>>>  Every single one still needs to be wrestled with on a minutely basis.
>>
>>  Clearly you are not running a Linux distro.
>
>  Oh come on.  Linux may be better than the alternative, but there's still
>  a ton of room for improvement, a lot of things that need to be
>  configured in non-obvious ways to work, a lot of things that worked in
>  old versions but not in new ones or vice versa.  You can't get too mad
>  at them because they're volunteers and dinking with themes is a lot more
>  fun than debugging device drivers, but still.

I've read about all the interface changes,
I don't get it.

Why do these desktops keep changing the way they look/work with the same
config files?

Anyway, I'm an Fvwm2 user.
Nothing changes unless I change a config file.

All my old stuff works fine.  The desktop I use today is the same
as the one I first used on a Sparc 1, almost 20 years ago.
Perhaps the biggest change was Netscape to Firefox.

>  As far as commercial software, in some ways things have gotten worse.
>  In the olden days you'd pay the manufacturer big bucks to buy or lease
>  the system but at least they wouldn't be laying traps all over to entice
>  or trap you into buying other products too or exploiting your personal
>  information.

Zero commercial software here...

and I like it that way!

--
Dan Espen

Subject: Re: New HD
Posted by Rod Speed on Fri, 18 Jan 2013 23:15:18 GMT
View Forum Message <> Reply to Message

"Patrick Scheible" <kkt@zipcon.net> wrote in message
news:86hame2mwg.fsf@chai.my.domain...
> Dan Espen <despen@verizon.net> writes:
>
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Ibmekon wrote:
>>>> On Fri, 18 Jan 2013 07:52:03 -0500, Walter Banks
>>>> <walter@bytecraft.com> wrote:
>>>>
>>>> >
>>>> >
>>>> >Canbear wrote:
>>>> >
>>>> >> On 17 Jan 2013 21:48:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>> >> wrote:
>>>> >>
>>>> >> >It's funny how disoriented you become when your available storage
>>>> >> >changes by a factor 1000.
>>>> >>
>>>> >> >/Jorgen
>>>> >>
>>>> >> You aren't kidding. I am still amazed at the SDHC chips they put into
>>>> >> cameras. I just bought an 8gb, but they had much larger ones at 48gb
>>>> >> or more I think. One tiny chip!
>>>> >
>>>> >I am impressed with the manufacturing tolerances of these chips. Data
>>>> >is
>>>> >stored in many cases as analog levels to get more bits per cell.
>>>> >
>>>> >w..
>>>>
>>>> Consider what happens if you close your eyes, turn your head and
>>>> blink.
>>>>
>>>> What has always impressed me is the data storage and image processing
>>>> done - and no batch processing or task scheduling of the job.
>>>>
>>>> Only in recent years have I begun to be impressed by modern computers.
>>>
>>> The hardware is OK; the OSes still need a lot of work. OSes should be
>>> seen and not heard unless asked.
>>>
>>> Every single one still needs to be wrestled with on a minutely basis.
>>

>> Clearly you are not running a Linux distro.

> Oh come on. Linux may be better than the alternative,
> but there's still a ton of room for improvement,

Sure, but that’s a separate issue to wrestling with it on a minutely basis.

> a lot of things that need to be configured in non-obvious ways to work,
> a lot of things that worked in old versions but not in new ones or vice
> versa.

But it doesn’t need to be wrestled with on a minutely basis.

Neither does XP or Win7 either.

> You can't get too mad at them because they're volunteers and dinking
> with themes is a lot more fun than debugging device drivers, but still.

> As far as commercial software, in some ways things have gotten worse.
> In the olden days you'd pay the manufacturer big bucks to buy or lease
> the system but at least they wouldn't be laying traps all over to entice
> or trap you into buying other products too or exploiting your personal
> information.

---

Subject: Re: New HD
Posted by Freddy1X on Fri, 18 Jan 2013 23:36:04 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <PM0004D3912EFBEA5D@aca2fcab.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Ibmekon wrote:
>>
>>> Only in recent years have I begun to be impressed by modern
>>> computers.
>>
>> The hardware is OK; the OSes still need a lot of work. OSes should
>> be seen and not heard unless asked.
>
> But, but... then they wouldn't be _interactive_! Microsoft's design
> philosophy can be summed up in three words: "in your face".
>
"in your face", just like an armed robbery.

Freddy,

not getting robbed by his OS maker.
--
Avoid pouring near a flame.

/|>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>\|
/|  I may be demented  \|
/|  but I'm not crazy!  \|
/|<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<\|
*  SPAyM trap:  there is no X in my address  *

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 19 Jan 2013 00:44:01 GMT
View Forum Message <> Reply to Message

On 1/18/2013 6:05 PM, Dan Espen wrote:
>
> I've read about all the interface changes,
> I don't get it.
>
> Why do these desktops keep changing the way they look/work with the same
> config files?

As usual, someone thinks they have "a better idea." (tm)  I've never
been able to understand it either.

I do like Gnome 2, because it comes the closest to that most perfect of
desktops, OS/2.  I had to install Mate with the latest Fedora.

--
Pete

---

Subject: Re: New HD
Posted by Walter Bushell on Sat, 19 Jan 2013 01:04:54 GMT
View Forum Message <> Reply to Message

In article <50f9cf18$4$fuzhry+tra$mr2ice@news.patriot.net>,
 Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
 wrote:

> In <slrnkfgsd4.ah7.grahn+nntp@frailea.sa.invalid>, on 01/17/2013
>  at 09:48 PM, Jorgen Grahn <grahn+nntp@snipabacken.se> said:
>
>> On Wed, 2013-01-16, =?ISO-8859-1?Q?philo=A0?= wrote:
>

>> There's something wrong about how your newsreader generates the From:
>> line.
>
> From what you quoted, there's something wrong with the way slrn
> rendered it. See REC 2047. At a guess A0 is a non-breaking space.
>
> Is there an option to turn on MIME decoding of header fields?
>
>> It's funny how disoriented you become when your available storage
>> changes by a factor 1000.
>
> The first computer that I used had a 2,000 word (10 digit plus sign)
> drum and a 600,000 word disk.
>
> Nobody will ever need more than a petabyte. And if they do I'll deny
> ever having written that. (-;

One of my networking instructors said that she couldn't see why more
than 32 bit addresses would be needed. A decade later even in home
computers the move to 64 bits was on.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by hancock4 on Sat, 19 Jan 2013 01:57:50 GMT
View Forum Message <> Reply to Message

On Jan 18, 3:01 am, Canbear <nos...@nospam.com> wrote:

> Back in the day, 1980s or even the 1990s, if you even suggested such a
> future, they would say you watch too much Star Trek.
> But here it is.

The kicker is these things are cheap, sold next to candy bars at the
drugstore. I might have envisioned something like them some years
ago, but restricted to major computer labs and such.

Heck, I was happy when I first got a PC and could run GW-BASIC and do
the stuff I did (and more) without paying for a Teletype and computer
service.

---

Subject: Re: New HD
Posted by hancock4 on Sat, 19 Jan 2013 02:01:10 GMT

View Forum Message <> Reply to Message

On Jan 18, 8:36 am, Walter Bushell <pr...@panix.com> wrote:

> When I got my first 40 meg drive I thought I had infinite storage and
> I did for the available media of the time. No music, except perhaps
> midi and certainly no video, hell the confuser B&W not even grayscale.

Photos collectively do take up a lot of room.

---

Subject: Re: New HD
Posted by swatto on Sat, 19 Jan 2013 03:20:36 GMT
View Forum Message <> Reply to Message

On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:

> Heck, I was happy when I first got a PC and could run GW-BASIC and do
> the stuff I did (and more) without paying for a Teletype and computer
> service.

But also aren't you glad you were there to watch it all evolve?

When I used to be on Compuserve, it was all text. But even then, the stuff you could do was cool - at least I thought so. In your face advertising was practically non-existent. But it was the BBSes that were the best places to find cool stuff. It was a BBS where I downloaded my very first graphic - quite exhilarating actually. I can't remember the exact format, but it was a vector image - that much I know.

I guess the best way to describe Compuserve and Genie (which a co-worker of mine subscribed), et al, is like Telnet.

Which is another thing. There used to be TONS of Telnet directories in the early days of the internet. Now they are all gone for the most part. Gopher is still going strong for those faithful of the protocol. I still quite like Gopherspace and still visit Floodgap often to see new Gopher sites that emerge.

Canbear

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sat, 19 Jan 2013 09:10:18 GMT
View Forum Message <> Reply to Message

On Fri, 2013-01-18, jmfbahciv wrote:

> Ibmekon wrote:
....
>> Only in recent years have I begun to be impressed by modern computers.
>
> The hardware is OK; the OSes still need a lot of work. OSes should be
> seen and not heard unless asked.
>
> Every single one still needs to be wrestled with on a minutely basis.

It's not OSes, but software in general. My hardware may be 100 or
1000 times larger/faster/better now compare to 1993, but my software
isn't.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sat, 19 Jan 2013 09:19:48 GMT
View Forum Message <> Reply to Message

On Fri, 2013-01-18, Shmuel Metz wrote:
> In <slrnkfgsd4.ah7.grahn+nntp@frailea.sa.invalid>, on 01/17/2013
> at 09:48 PM, Jorgen Grahn <grahn+nntp@snipabacken.se> said:
>
>> On Wed, 2013-01-16, =?ISO-8859-1?Q?philo=A0?= wrote:
>
>> There's something wrong about how your newsreader generates the From:
>> line.
>
> From what you quoted, there's something wrong with the way slrn
> rendered it. See REC 2047. At a guess A0 is a non-breaking space.
>
> Is there an option to turn on MIME decoding of header fields?

I think there is, but I think there's also something wrong with his
MIME encoding. slrn actually complains with an error message:

"Expected closing '>' character in the address"

and that's not something it does for other posters who use MIME.

/Jorgen

--

// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sat, 19 Jan 2013 09:40:46 GMT
View Forum Message <> Reply to Message

On 19 Jan 2013 09:10:18 GMT
Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:

> On Fri, 2013-01-18, jmfbahciv wrote:
>> Ibmekon wrote:
> ...
>>> Only in recent years have I begun to be impressed by modern computers.
>>
>> The hardware is OK; the OSes still need a lot of work. OSes should be
>> seen and not heard unless asked.
>>
>> Every single one still needs to be wrestled with on a minutely basis.
>
> It's not OSes, but software in general. My hardware may be 100 or
> 1000 times larger/faster/better now compare to 1993, but my software
> isn't.

It's probably 100-1000 times larger.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Bob Martin on Sat, 19 Jan 2013 09:45:42 GMT
View Forum Message <> Reply to Message

in 586698 20130119 091018 Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
> On Fri, 2013-01-18, jmfbahciv wrote:
>> Ibmekon wrote:
> ....
>>> Only in recent years have I begun to be impressed by modern computers.
>>
>> The hardware is OK; the OSes still need a lot of work. OSes should be
>> seen and not heard unless asked.
>>

>>  Every single one still needs to be wrestled with on a minutely basis.
>
> It's not OSes, but software in general.  My hardware may be 100 or
> 1000 times larger/faster/better now compare to 1993, but my software
> isn't.

The faster the CPUs, the cheaper the RAM gets, the sloppier the programmers.
Making a program fit in 4KB really concentrated the mind!

---

Subject: Re: New HD
Posted by GreyMaus on Sat, 19 Jan 2013 10:59:57 GMT
View Forum Message <> Reply to Message

On 2013-01-18, Elliott Roper <nospam@yrl.co.uk> wrote:
>  In article <86hame2mwg.fsf@chai.my.domain>, Patrick Scheible
> <kkt@zipcon.net> wrote:
>
>>  and dinking with themes is a lot more
>>  fun than debugging device drivers, but still.
>
>  Whaat?
>
>  Debugging device drivers is the most fun you can have with your clo....
>  oh, never mind.
>
Well, defining a device as something that connects to something else
(printer, modem, videooutput)

--
maus
 .
  .
....

---

Subject: Re: New HD
Posted by philo[1][2][3][4] on Sat, 19 Jan 2013 12:34:30 GMT
View Forum Message <> Reply to Message

On 01/18/2013 07:57 PM, hancock4@bbs.cpcn.com wrote:
>  On Jan 18, 3:01 am, Canbear <nos...@nospam.com> wrote:
>
>
>>  Back in the day, 1980s or even the 1990s, if you even suggested such a

>> future, they would say you watch too much Star Trek.
>> But here it is.
>
> The kicker is these things are cheap, sold next to candy bars at the
> drugstore. I might have envisioned something like them some years
> ago, but restricted to major computer labs and such.
>
> Heck, I was happy when I first got a PC and could run GW-BASIC and do
> the stuff I did (and more) without paying for a Teletype and computer
> service.
>
>

In one of the early Star Trek movies...there was a backdrop containing
hundreds of vertically mounted 5.25" floppy drives!

--
https://www.createspace.com/3707686

---

Subject: Re: New HD
Posted by Anonymous on Sat, 19 Jan 2013 13:12:31 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On 19 Jan 2013 09:10:18 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
wrote:

> On Fri, 2013-01-18, jmfbahciv wrote:
>> Ibmekon wrote:
> ...
>>> Only in recent years have I begun to be impressed by modern computers.
>>
>> The hardware is OK; the OSes still need a lot of work. OSes should be
>> seen and not heard unless asked.
>>
>> Every single one still needs to be wrestled with on a minutely basis.
>
> It's not OSes, but software in general. My hardware may be 100 or
> 1000 times larger/faster/better now compare to 1993, but my software
> isn't.
>
> /Jorgen

The first PC based system I wrote in the late 80's , was on an IBM AT

using DBASE II.
When a "file.dbf" table was open the 512 byte file description header
was in memory. If it was dirty and there was a power failure - all the
table was lost.
When DBASE III was announced, I read the magazine reviews - and found
that this problem had not been fixed.

Also in a PC magazine I read of a DBASE clone package - FoxBase+
It would run my DBASE code unaltered - and they had added a FLUSH
command to their language to cure the problem.
Since FLUSH was a DOS call to write all dirty disk sectors, it meant
litle work for them. I bought it.

I read more about the Fox Software company. They said they regarded
programming as an engineering activity - not an art form.
They introduced Mac style windowing in their product under DOS.

When a new version was released they challenged users to find any bug
whatsoever. I never did.

In 1992 Microsoft took them over - pity they did not adopt their
attitude.

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Walter Banks on Sat, 19 Jan 2013 13:44:20 GMT
View Forum Message <> Reply to Message

Jorgen Grahn wrote:

> On Fri, 2013-01-18, jmfbahciv wrote:
>> Ibmekon wrote:
> ...
>>> Only in recent years have I begun to be impressed by modern computers.
>>
>> The hardware is OK; the OSes still need a lot of work. OSes should be
>> seen and not heard unless asked.
>>
>> Every single one still needs to be wrestled with on a minutely basis.
>
> It's not OSes, but software in general. My hardware may be 100 or
> 1000 times larger/faster/better now compare to 1993, but my software
> isn't.

Hardware is still sold, a lot of the software developed in the

last twenty years has been developed in the atmosphere of
software should be *free*. There is little incentive for innovative
software development.

Universities are turning out a whole generation of programmers
using 30 year old software technology.

University fundamental software research is practically non-existent.
(This group could/should have thread on Masters/Phd
level software research topics)

There are are pockets of software innovation in company
confidential products.  Good ideas and software innovation
it will need effective software protection and a patent system
for real investment to be made in software development.

Its the weekend, coffee's ready.

w..

---

Subject: Re: New HD
Posted by D.J. on Sat, 19 Jan 2013 14:36:30 GMT
View Forum Message <> Reply to Message

On Sat, 19 Jan 2013 13:12:31 +0000, Ibmekon wrote:

> On 19 Jan 2013 09:10:18 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
> wrote:
>
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>>  Ibmekon wrote:
>> ...
>>>>  Only in recent years have I begun to be impressed by modern computers.
>>>
>>>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>>>  seen and not heard unless asked.
>>>
>>>  Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general.  My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>>
>> /Jorgen
>
> The first PC based system I wrote  in the late 80's , was on an IBM AT
> using DBASE II.

> When a "file.dbf" table was open the 512 byte file description header
> was in memory. If it was dirty and there was a power failure - all the
> table was lost.
> When DBASE III was announced, I read the magazine reviews - and found
> that this problem had not been fixed.
>
> Also in a PC magazine I read of a DBASE clone package - FoxBase+
> It would run my DBASE code unaltered - and they had added a FLUSH
> command to their language to cure the problem.
> Since FLUSH was a DOS call to write all dirty disk sectors, it meant
> litle work for them. I bought it.
>
> I read more about the Fox Software company. They said they regarded
> programming as an engineering activity - not an art form.
> They introduced Mac style windowing in their product under DOS.
>
> When a new version was released they challenged users to find any bug
> whatsoever. I never did.
>
> In 1992 Microsoft took them over - pity they did not adopt their
> attitude.

Microsoft's ignorance isn't anyone's bliss.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 19 Jan 2013 14:42:48 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:
> On 18 Jan 2013 14:52:20 GMT
> jmfbahciv <See.above@aol.com> wrote:
>
>> Stephen Wolstenholme wrote:
>>> On Wed, 16 Jan 2013 15:34:02 -0600, philo <philo@priv cy.not> wrote:
>>>
>>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>>> from 850 megs to 2 gigs.
>>>>
>>>> I recall how nervous I was handling a drive so large. The first time I
>>>> used it...I felt like I was walking around inside a *huge* cavern.

>>>>
>>>> Today the new 3TB drive arrived for my spare machine...
>>>> no big deal, it's already half-obsolete, larger ones are available.
>>>
>>>  Size isn't everything!
>>
>>  Size is nothing if it doesn't do the job well.
>
>  Oh I disagree, if it doesn't work I want it nice and small so it's
>  easy to throw away.

Good point. :-)

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 19 Jan 2013 14:42:49 GMT
View Forum Message <> Reply to Message

Bob Martin wrote:
>  in 586698 20130119 091018 Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>>  Ibmekon wrote:
>> ....
>>>>  Only in recent years have I begun to be impressed by modern computers.
>>>
>>>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>>>  seen and not heard unless asked.
>>>
>>>  Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general.  My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>
>  The faster the CPUs, the cheaper the RAM gets, the sloppier the programmers.
>  Making a program fit in 4KB really concentrated the mind!

I'm talking about ease of use, not efficiency.  The last person who told
me about his appreciation of the OS was a guy who used VMS (after it became
usable).  The os stayed out of the way unless help was needed and then
it was EASY to ask for help; and the help was specific to the query and
didn't take lots of time to figure out.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 19 Jan 2013 14:42:50 GMT
View Forum Message <> Reply to Message

Jorgen Grahn wrote:
> On Fri, 2013-01-18, jmfbahciv wrote:
>> Ibmekon wrote:
> ...
>>> Only in recent years have I begun to be impressed by modern computers.
>>
>> The hardware is OK; the OSes still need a lot of work. OSes should be
>> seen and not heard unless asked.
>>
>> Every single one still needs to be wrestled with on a minutely basis.
>
> It's not OSes, but software in general. My hardware may be 100 or
> 1000 times larger/faster/better now compare to 1993, but my software
> isn't.

It's the OS which influences the apps programmers. If they have never
seen nor experienced a good OS, they won't know how software should
behave.

/BAH

---

Subject: Re: New HD
Posted by Stan Barr on Sat, 19 Jan 2013 15:32:26 GMT
View Forum Message <> Reply to Message

On Fri, 18 Jan 2013 19:44:01 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 1/18/2013 6:05 PM, Dan Espen wrote:
>>
>> I've read about all the interface changes,
>> I don't get it.
>>
>> Why do these desktops keep changing the way they look/work with the same
>> config files?
>
> As usual, someone thinks they have "a better idea." (tm) I've never
> been able to understand it either.
>
> I do like Gnome 2, because it comes the closest to that most perfect of
> desktops, OS/2. I had to install Mate with the latest Fedora.
>
>

Try xfce. I couldn't get on with Gnome3 and reverted to Gnome2 on the

Debian machine, but the Xubuntu on this machine is nice.

I like Gnome2 because you can make it somewhat oldschool Mac-like.
Someone on the Gnome2 team was obviously a Mac user.

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 19 Jan 2013 17:01:18 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:50FAA334.9214FBE8@bytecraft.com...
>
>
> Jorgen Grahn wrote:
>
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>> Ibmekon wrote:
>> ...
>>>> Only in recent years have I begun to be impressed by modern computers.
>>>
>>> The hardware is OK; the OSes still need a lot of work. OSes should be
>>> seen and not heard unless asked.
>>>
>>> Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general. My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>
> Hardware is still sold, a lot of the software developed in the
> last twenty years has been developed in the atmosphere of
> software should be *free*. There is little incentive for innovative
> software development.
>
> Universities are turning out a whole generation of programmers
> using 30 year old software technology.
>
> University fundamental software research is practically non-existent.
> (This group could/should have thread on Masters/Phd
> level software research topics)
>

> There are are pockets of software innovation in company
> confidential products.  Good ideas and software innovation
> it will need effective software protection and a patent system
> for real investment to be made in software development.

And even with that you still wouldn't see the same rate of
progress with software as we have seen with hard drives.

Your compilers are an example of that. Very useful progress,
but nothing like the result we have seen with hard drives.

> Its the weekend, coffee's ready.

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 19 Jan 2013 17:05:46 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3A537EC9AD5@users-ibook-g4-6.unknown.dom...
> Jorgen Grahn wrote:
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>> Ibmekon wrote:
>> ...
>>>> Only in recent years have I begun to be impressed by modern computers.
>>>
>>> The hardware is OK; the OSes still need a lot of work.  OSes should be
>>> seen and not heard unless asked.
>>>
>>> Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general.  My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.

> It's the OS which influences the apps programmers.

Bullshit with the UI.

We saw menus show up with the apps well before the OS.

> If they have never seen nor experienced a good OS,
> they won't know how software should behave.

Even sillier.

---

Subject: Re: New HD
Posted by swatto on Sat, 19 Jan 2013 20:31:14 GMT
View Forum Message <> Reply to Message

On Sat, 19 Jan 2013 09:45:42 GMT, Bob Martin <bob.martin@excite.com>
wrote:

>>>> Only in recent years have I begun to be impressed by modern computers.

I switched on a Compaq 486-SX in September, that had not been booted
up since 1999. It worked fine. The battery was still alive! The clock
was several days behind actual time.

Now that's impressive!

Canbear

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sat, 19 Jan 2013 21:57:54 GMT
View Forum Message <> Reply to Message

In article <slrnkfkonp.ah7.grahn+nntp@frailea.sa.invalid>,
grahn+nntp@snipabacken.se (Jorgen Grahn) writes:

> On Fri, 2013-01-18, jmfbahciv wrote:
>
>> Ibmekon wrote:
> ...
>>> Only in recent years have I begun to be impressed by modern computers.
>>
>> The hardware is OK; the OSes still need a lot of work. OSes should be
>> seen and not heard unless asked.
>>
>> Every single one still needs to be wrestled with on a minutely basis.
>
> It's not OSes, but software in general. My hardware may be 100 or
> 1000 times larger/faster/better now compare to 1993, but my software
> isn't.

Your software might not be faster or better, but it _is_ larger.
What the heck, two out of three ain't bad.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Juancho on Sat, 19 Jan 2013 22:28:21 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
> Oh bullshit.

Hi, Rod!

---

Subject: Re: New HD
Posted by Charles Richmond on Sat, 19 Jan 2013 22:45:40 GMT
View Forum Message <> Reply to Message

"Walter Bushell" <proto@panix.com> wrote in message
news:proto-66713B.08400718012013@news.panix.com...
> In article <50F944D1.903914BB@bytecraft.com>,
>
> [snip...] [snip...]
> [snip...]
>
> Oh, yes to the abuse. I had a 32 gigabyte SD card go through the wash
> and it still works. Now if I want a replacement chip for my camera I
> would have to look hard, I think it can take up to one gigabyte and
> certainly not 4.
>

Walter, what you need is a new *camera* for your camera... :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Mike Spencer on Sat, 19 Jan 2013 22:47:07 GMT
View Forum Message <> Reply to Message

Canbear <nospam@nospam.com> writes:

> On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:
>
>> Heck, I was happy when I first got a PC and could run GW-BASIC and do
>> the stuff I did (and more) without paying for a Teletype and computer
>> service.
>
> But also aren't you glad you were there to watch it all evolve?

I wrote a ca. 100-line program in Fortran in '63, then didn't touch a computer for over 20 years.

I'm particularly glad that I got my first computer when I did: An Osborne I in '87 when the typical user had a Mac or DOS/Win-2.0. I made a hand-raised copper curry pan and swapped it even for the O1, printer & software.

In order to do anything interesting, I had to learn Z80/8080 assembler and C. Starting only a bit later, with a less obsolete 80x86, I might never have spent those many hours on such low-level stuff but, as I did, I now have a much better grasp that I might have of what's really happening inside my Linux boxen.

OTOH, I worked once, in 1993, beside a student about to graduate from a university (and presumably respectable) computer science program. He didn't understand that when a system such a Unix was doing several things "at the same time", it was in fact doing only one CPU instruction from a single program at any point in time. Just didn't get it.

Huh.

--
Mike Spencer Nova Scotia, Canada

---

Subject: Re: New HD
Posted by Charles Richmond on Sat, 19 Jan 2013 22:48:50 GMT
View Forum Message <> Reply to Message

<hancock4@bbs.cpcn.com> wrote in message
news:10398dcb-d9e4-4304-a58f-74fc1070ac2c@a15g2000vbf.googlegroups.com...
On Jan 18, 8:36 am, Walter Bushell <pr...@panix.com> wrote:

>> When I got my first 40 meg drive I thought I had infinite storage and
>> I did for the available media of the time. No music, except perhaps
>> midi and certainly no video, hell the confuser B&W not even grayscale.
>
> Photos collectively do take up a lot of room.

Yes, photos take up a lot of room... but silicon is cheaper than silver. The old-style paper for printing pictures... as well as the negatives... used metalic silver. Flash memories do *not* require such quantities of silver.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sat, 19 Jan 2013 22:53:39 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:677.801T2645T6326118@kltpzyxm.invalid...
> In article <PM0004D3912EFBEA5D@aca2fcab.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Ibmekon wrote:
>>
>>> Only in recent years have I begun to be impressed by modern
>>> computers.
>>
>> The hardware is OK; the OSes still need a lot of work. OSes should
>> be seen and not heard unless asked.
>
> But, but... then they wouldn't be _interactive_! Microsoft's design
> philosophy can be summed up in three words: "in your face".
>

To me, "interactive" should *not* mean that you have to wrestle it like it
was a big, black bear!!! That kind of interactive... I can do without.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sat, 19 Jan 2013 22:59:47 GMT
View Forum Message <> Reply to Message

"Ibmekon" wrote in message
news:g05lf8ljiuhde8k5ldbf2mn3pmidfe9i0r@4ax.com...
> On 19 Jan 2013 09:10:18 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
> wrote:
>
> [snip...] [snip...]
> [snip...]
>
> When a new version was released they challenged users to find any bug
> whatsoever. I never did.

>
> In 1992 Microsoft took them over - pity they did not adopt their
> attitude.
>

In the US, when one attempts to buy a gun... there is a background check to see that the purchaser is *not* demented and will *not* do horrible things with the gun. Unfortunately, there is *no* such background check for some company buying a software company. What Mi$uck does with otherwise good code... should definitely be illegal!!!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sat, 19 Jan 2013 23:02:29 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message news:945.802T2719T8376240@kltpzyxm.invalid...
> In article <slrnkfkonp.ah7.grahn+nntp@frailea.sa.invalid>,
> grahn+nntp@snipabacken.se (Jorgen Grahn) writes:
>
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>
>>> Ibmekon wrote:
>> ...
>>>> Only in recent years have I begun to be impressed by modern computers.
>>>
>>> The hardware is OK; the OSes still need a lot of work. OSes should be
>>> seen and not heard unless asked.
>>>
>>> Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general. My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>
> Your software might not be faster or better, but it _is_ larger.
> What the heck, two out of three ain't bad.
>

Charlie... only *one* out of three has improved. The *size* has increased. One out of three *is* pretty bad....

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sat, 19 Jan 2013 23:17:54 GMT
View Forum Message <> Reply to Message

On Sat, 2013-01-19, Charlie Gibbs wrote:
> In article <slrnkfkonp.ah7.grahn+nntp@frailea.sa.invalid>,
> grahn+nntp@snipabacken.se (Jorgen Grahn) writes:
>
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>
>>> Ibmekon wrote:
>> ...
>>>> Only in recent years have I begun to be impressed by modern computers.
>>>
>>> The hardware is OK; the OSes still need a lot of work. OSes should be
>>> seen and not heard unless asked.
>>>
>>> Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general. My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>
> Your software might not be faster or better, but it _is_ larger.
> What the heck, two out of three ain't bad.

Spotted the obvious exploit before I posted, but didn't bother to fix
it ...

Also, since I mostly use traditional Unix tools, many of them are
fairly unchanged since 1993.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sat, 19 Jan 2013 23:22:04 GMT
View Forum Message <> Reply to Message

On Sat, 2013-01-19, Stan Barr wrote:
....
> I like Gnome2 because you can make it somewhat oldschool Mac-like.
> Someone on the Gnome2 team was obviously a Mac user.

Most likely the same guy who decided OK/Cancel dialogues should say
[Cancel] [OK] rather than [OK] [Cancel]. Very annoying for (as far as
I can tell) users of pretty much anything but a Mac.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by swatto on Sat, 19 Jan 2013 23:24:04 GMT
View Forum Message <> Reply to Message

On 19 Jan 2013 18:47:07 -0400, Mike Spencer
<mds@bogus.nodomain.nowhere> wrote:

> In order to do anything interesting, I had to learn Z80/8080 assembler
> and C. Starting only a bit later, with a less obsolete 80x86, I might
> never have spent those many hours on such low-level stuff but, as I
> did, I now have a much better grasp that I might have of what's really
> happening inside my Linux boxen.

I recently found a freeware DOS CD Player written entirely in
assembly. I appreciate those people who can code in low-level
languages. It makes knowing how the computer architecture utilizes
instructions so much clearer.

I was raised on BASIC, so although it was easier to grasp OOP
languages when they became vogue, it left my knowledge of machine code
sorely lacking.

Canbear

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 20 Jan 2013 00:22:21 GMT
View Forum Message <> Reply to Message

In article <alv8a6FptcgU1@mid.individual.net>,
Bob Martin <bob.martin@excite.com> wrote:

>  in 586698 20130119 091018 Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>>  Ibmekon wrote:
>> ....
>>>>  Only in recent years have I begun to be impressed by modern computers.
>>>
>>>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>>>  seen and not heard unless asked.
>>>
>>>  Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general.  My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>
>  The faster the CPUs, the cheaper the RAM gets, the sloppier the programmers.
>  Making a program fit in 4KB really concentrated the mind!

Not to mention getting perhaps one or two turn arounds a day. One desk
checked *well*. Nowadays, you can't produce at the rate you are
expected to if you do. Submit and recompile and get your sintax[1] err
errors in seconds. This produces a more diffuse and confused state of
mind which is much less pleasant and also more logical errors,
methinks.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 20 Jan 2013 00:27:59 GMT
View Forum Message <> Reply to Message

In article <g05lf8ljiuhde8k5ldbf2mn3pmidfe9i0r@4ax.com>, Ibmekon
wrote:

>  On 19 Jan 2013 09:10:18 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>  wrote:
>
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>>  Ibmekon wrote:
>> ...
>>>>  Only in recent years have I begun to be impressed by modern computers.
>>>
>>>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>>>  seen and not heard unless asked.
>>>

>>>  Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general.  My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>>
>> /Jorgen
>
>  The first PC based system I wrote  in the late 80's , was on an IBM AT
>  using DBASE II.
>  When a "file.dbf" table was open the 512 byte file description header
>  was in memory. If it was dirty and there was a power failure - all the
>  table was lost.
>  When DBASE III was announced, I read the magazine reviews - and found
>  that this problem had not been fixed.
>
>  Also in a PC magazine I read of a DBASE clone package - FoxBase+
>  It would run my DBASE code unaltered - and they had added a FLUSH
>  command to their language to cure the problem.
>  Since FLUSH was a DOS call to write all dirty disk sectors, it meant
>  litle work for them. I bought it.
>
>  I read more about the Fox Software company. They said they regarded
>  programming as an engineering activity - not an art form.
>  They introduced Mac style windowing in their product under DOS.
>
>  When a new version was released they challenged users to find any bug
>  whatsoever. I never did.
>
>  In 1992 Microsoft took them over - pity they did not adopt their
>  attitude.
>
>
>  Carl Goldsworthy

I used Foxbase+ Mac and it was a great product for the time. When I
heard that Microsoft was taking it over I knew the jig was probably
up. To write applications you had to be on the campus where you could
talk to the OS developers was what the rep said. Let's just say that
the APIs were apparently not transparent and M$ keep some of the
knowledge in house, I have to believe for competitive reasons.

--
This space unintentionally left blank.

---

Subject: Re: New HD

Posted by Walter Bushell on Sun, 20 Jan 2013 00:29:09 GMT
View Forum Message <> Reply to Message

In article <hqblf8pacej02i360jh5qjqh0b5ukpsbpl@4ax.com>,
 JimP. <pongbill127@cableone.net> wrote:

>  On Sat, 19 Jan 2013 13:12:31 +0000, Ibmekon wrote:
>
>> On 19 Jan 2013 09:10:18 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>> wrote:
>>
>>> On Fri, 2013-01-18, jmfbahciv wrote:
>>>>  Ibmekon wrote:
>>> ...
>>>> > Only in recent years have I begun to be impressed by modern computers.
>>>>
>>>>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>>>>  seen and not heard unless asked.
>>>>
>>>>  Every single one still needs to be wrestled with on a minutely basis.
>>>
>>> It's not OSes, but software in general.  My hardware may be 100 or
>>> 1000 times larger/faster/better now compare to 1993, but my software
>>> isn't.
>>>
>>> /Jorgen
>>
>> The first PC based system I wrote  in the late 80's , was on an IBM AT
>> using DBASE II.
>> When a "file.dbf" table was open the 512 byte file description header
>> was in memory. If it was dirty and there was a power failure - all the
>> table was lost.
>> When DBASE III was announced, I read the magazine reviews - and found
>> that this problem had not been fixed.
>>
>> Also in a PC magazine I read of a DBASE clone package - FoxBase+
>> It would run my DBASE code unaltered - and they had added a FLUSH
>> command to their language to cure the problem.
>> Since FLUSH was a DOS call to write all dirty disk sectors, it meant
>> litle work for them. I bought it.
>>
>> I read more about the Fox Software company. They said they regarded
>> programming as an engineering activity - not an art form.
>> They introduced Mac style windowing in their product under DOS.
>>
>> When a new version was released they challenged users to find any bug
>> whatsoever. I never did.
>>
>> In 1992 Microsoft took them over - pity they did not adopt their

>> attitude.
>
> Microsoft's ignorance isn't anyone's bliss.
> .
> JimP.

In the apparent opinion of the M$ management it was to the advantage
of M$ advantage.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 20 Jan 2013 00:34:40 GMT
View Forum Message <> Reply to Message

In article <kdf7mn$7g4$1@dont-email.me>,
"Charles Richmond" <numerist@aquaporin4.com> wrote:

> "Walter Bushell" <proto@panix.com> wrote in message
> news:proto-66713B.08400718012013@news.panix.com...
>> In article <50F944D1.903914BB@bytecraft.com>,
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> Oh, yes to the abuse. I had a 32 gigabyte SD card go through the wash
>> and it still works. Now if I want a replacement chip for my camera I
>> would have to look hard, I think it can take up to one gigabyte and
>> certainly not 4.
>>
>
> Walter, what you need is a new *camera* for your camera... :-)
>

The thought has occurred to me, but the current camera has a nice
feature set for my needs and I have enough New Englander in me to "Use
it up, wear it out; make it do or do without".

Besides people here are bragging about using a 486 with 2 megabytes of
RAM and my camera is far newer.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 20 Jan 2013 00:40:08 GMT
View Forum Message <> Reply to Message

In article <87ip6skcyc.fsf@nudel.nodomain.nowhere>,
 Mike Spencer <mds@bogus.nodomain.nowhere> wrote:

> OTOH, I worked once, in 1993, beside a student about to graduate from
> a university (and presumably respectable) computer science program.
> He didn't understand that when a system such a Unix was doing several
> things "at the same time", it was in fact doing only one CPU instruction
> from a single program at any point in time. Just didn't get it.

Well depends on how you look at it. I was asked wether DMA access to
the CPU stopped the CPU or took place simultaneously. Being a question
from my boss in a class, I replied "Both". The boss laughed and asked,
"How can it be both?" I of course replied that the DMA access stole
cycles from the CPU so the CPU instructions ran slower.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Rod Speed on Sun, 20 Jan 2013 00:49:29 GMT
View Forum Message <> Reply to Message

Juancho <juancho@notarealaddress.org> wrote
> Rod Speed wrote

>> Oh bullshit.

> Hi, Rod!

Wota stunning line in rational argument you have there, child.

---

Subject: Re: New HD
Posted by Rod Speed on Sun, 20 Jan 2013 00:54:19 GMT
View Forum Message <> Reply to Message

"Walter Bushell" <proto@panix.com> wrote in message
news:proto-D72F14.19222119012013@news.panix.com...
> In article <alv8a6FptcgU1@mid.individual.net>,
> Bob Martin <bob.martin@excite.com> wrote:
>
>> in 586698 20130119 091018 Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>> On Fri, 2013-01-18, jmfbahciv wrote:

>>>>  Ibmekon wrote:
>>> ....
>>>> > Only in recent years have I begun to be impressed by modern
>>>> > computers.
>>>>
>>>>  The hardware is OK; the OSes still need a lot of work.  OSes should be
>>>>  seen and not heard unless asked.
>>>>
>>>>  Every single one still needs to be wrestled with on a minutely basis.
>>>
>>> It's not OSes, but software in general.  My hardware may be 100 or
>>> 1000 times larger/faster/better now compare to 1993, but my software
>>> isn't.
>>
>>  The faster the CPUs, the cheaper the RAM gets, the sloppier the
>>  programmers.
>>  Making a program fit in 4KB really concentrated the mind!
>
>  Not to mention getting perhaps one or two turn arounds a day. One desk
>  checked *well*. Nowadays, you can't produce at the rate you are
>  expected to if you do. Submit and recompile and get your sintax[1] err
>  errors in seconds.

Yes.

>  This produces a more diffuse and confused state of mind

Bullshit it does.

>  which is much less pleasant

Even sillier.

>  and also more logical errors, methinks.

Even sillier.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 20 Jan 2013 07:07:56 GMT
View Forum Message <> Reply to Message

In <slrnkfkp9i.ah7.grahn+nntp@frailea.sa.invalid>, on 01/19/2013
  at 09:19 AM, Jorgen Grahn <grahn+nntp@snipabacken.se> said:

> I think there is, but I think there's also something wrong with his
> MIME encoding.  slrn actually complains with an error message:

> "Expected closing '>' character in the address"

What is in the full raw From header field?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 20 Jan 2013 07:13:46 GMT
View Forum Message <> Reply to Message

In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
at 08:44 AM, Walter Banks <walter@bytecraft.com> said:

> Hardware is still sold, a lot of the software developed in the
> last twenty years has been developed in the atmosphere of software
> should be *free*. There is little incentive for innovative software
> development.

There's been plenty of free innovative mainframe software. For that
matter, there are free PC compilers and interpreters for a number of
languages, some quite innovative.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 20 Jan 2013 07:24:29 GMT
View Forum Message <> Reply to Message

In <proto-7570BA.19400819012013@news.panix.com>, on 01/19/2013
at 07:40 PM, Walter Bushell <proto@panix.com> said:

> In article <87ip6skcyc.fsf@nudel.nodomain.nowhere>,
> Mike Spencer <mds@bogus.nodomain.nowhere> wrote:

>> OTOH, I worked once, in 1993, beside a student about to graduate from
>> a university (and presumably respectable) computer science program.
>> He didn't understand that when a system such a Unix was doing several
>> things "at the same time", it was in fact doing only one CPU instruction
>> from a single program at any point in time. Just didn't get it.

> Well depends on how you look at it. I was asked wether DMA access to
> the CPU stopped the CPU or took place simultaneously. Being a
> question from my boss in a class, I replied "Both". The boss laughed
> and asked, "How can it be both?" I of course replied that the DMA
> access stole cycles from the CPU so the CPU instructions ran
> slower.

The correct answer is "It depends." Also, there may be no *the* CPU;
there might be more than one.

On some machines there are multiple paths to memory and even multiple
memory modules running asynchronously to each other. On such machines,
DMA access could potentially have no impact on performance. Similarly,
the existence and design of a cache may affect the answer.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Stan Barr on Sun, 20 Jan 2013 08:50:47 GMT
View Forum Message <> Reply to Message

On Sun, 20 Jan 2013 02:07:56 -0500, Shmuel Metz
<spamtrap@library.lspace.org.invalid> wrote:
> In <slrnkfkp9i.ah7.grahn+nntp@frailea.sa.invalid>, on 01/19/2013
> at 09:19 AM, Jorgen Grahn <grahn+nntp@snipabacken.se> said:
>
>> I think there is, but I think there's also something wrong with his
>> MIME encoding. slrn actually complains with an error message:
>
>> "Expected closing '>' character in the address"
>
> What is in the full raw From header field?
>

I think the problem is the ^N^N in the address.  Ctrl-N is the ASCII
code for Shift-Out which indicates that the following characters are
not part of the standard set until a Shift-In (Ctrl-O) is encountered.
I think this will cause slrn to see the end-of-address angle bracket
as an alien character and ignore its function, leading to the above
error message.  Edit out the Ctrl-Ns and see if the problem goes away.

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Stan Barr on Sun, 20 Jan 2013 08:50:47 GMT
View Forum Message <> Reply to Message

On 19 Jan 2013 23:22:04 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
> On Sat, 2013-01-19, Stan Barr wrote:
> ...
>> I like Gnome2 because you can make it somewhat oldschool Mac-like.
>> Someone on the Gnome2 team was obviously a Mac user.
>
> Most likely the same guy who decided OK/Cancel dialogues should say
> [Cancel] [OK] rather than [OK] [Cancel].  Very annoying for (as far as
> I can tell) users of pretty much anything but a Mac.

Historical note:
Legend has it that the original Mac prompt said [cancel] [doit] and users
read doit as dolt and took offence :-)

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Juancho on Sun, 20 Jan 2013 09:03:11 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
> Juancho <juancho@notarealaddress.org> wrote
>
>> Rod Speed wrote

>
>
>>>  Oh bullshit.
>
>
>>  Hi, Rod!
>
>
>  Wota stunning line in rational argument you have there, child.

Tasty bait, ain't it?

---

Subject: Re: New HD
Posted by Stan Barr on Sun, 20 Jan 2013 09:43:05 GMT
View Forum Message <> Reply to Message

On 20 Jan 2013 08:50:47 GMT, Stan Barr <plan.b@dsl.pipex.com> wrote:
>  On Sun, 20 Jan 2013 02:07:56 -0500, Shmuel Metz
> <spamtrap@library.lspace.org.invalid> wrote:
>>  In <slrnkfkp9i.ah7.grahn+nntp@frailea.sa.invalid>, on 01/19/2013
>>     at 09:19 AM, Jorgen Grahn <grahn+nntp@snipabacken.se> said:
>>
>>> I think there is, but I think there's also something wrong with his
>>> MIME encoding.  slrn actually complains with an error message:
>>
>>>   "Expected closing '>' character in the address"
>>
>>  What is in the full raw From header field?
>>
>
>  I think the problem is the ^N^N in the address.   Ctrl-N is the ASCII
>  code for Shift-Out which indicates that the following characters are
>  not part of the standard set until a Shift-In (Ctrl-O) is encountered.
>  I think this will cause slrn to see the end-of-address angle bracket
>  as an alien character and ignore its function, leading to the above
>  error message.  Edit out the Ctrl-Ns and see if the problem goes away.
>

Just tried it by editing the cached message and it does indeed solve
the problem.

--
Cheers,
Stan Barr     plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by hda on Sun, 20 Jan 2013 10:13:09 GMT
View Forum Message <> Reply to Message

On 20 Jan 2013 08:50:47 GMT, Stan Barr <plan.b@dsl.pipex.com> wrote:

> On 19 Jan 2013 23:22:04 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>> On Sat, 2013-01-19, Stan Barr wrote:
>> ...
>>> I like Gnome2 because you can make it somewhat oldschool Mac-like.
>>> Someone on the Gnome2 team was obviously a Mac user.
>>
>> Most likely the same guy who decided OK/Cancel dialogues should say
>> [Cancel] [OK] rather than [OK] [Cancel]. Very annoying for (as far as
>> I can tell) users of pretty much anything but a Mac.
>
> Historical note:
> Legend has it that the original Mac prompt said [cancel] [doit] and users
> read doit as dolt and took offence :-)

Il doit: don-key !, Ola Kala ?

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 20 Jan 2013 13:01:21 GMT
View Forum Message <> Reply to Message

In article <50fb9bad$3$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
wrote:

> In <proto-7570BA.19400819012013@news.panix.com>, on 01/19/2013
> at 07:40 PM, Walter Bushell <proto@panix.com> said:
>
>> In article <87ip6skcyc.fsf@nudel.nodomain.nowhere>,
>> Mike Spencer <mds@bogus.nodomain.nowhere> wrote:
>
>>> OTOH, I worked once, in 1993, beside a student about to graduate from
>>> a university (and presumably respectable) computer science program.
>>> He didn't understand that when a system such a Unix was doing several
>>> things "at the same time", it was in fact doing only one CPU instruction
>>> from a single program at any point in time. Just didn't get it.
>
>> Well depends on how you look at it. I was asked wether DMA access to
>> the CPU stopped the CPU or took place simultaneously. Being a
>> question from my boss in a class, I replied "Both". The boss laughed
>> and asked, "How can it be both?" I of course replied that the DMA
>> access stole cycles from the CPU so the CPU instructions ran

>> slower.
>
> The correct answer is "It depends." Also, there may be no *the* CPU;
> there might be more than one.
>
> On some machines there are multiple paths to memory and even multiple
> memory modules running asynchronously to each other. On such machines,
> DMA access could potentially have no impact on performance. Similarly,
> the existence and design of a cache may affect the answer.

Well we were talking about a specific machine at the time.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Banks on Sun, 20 Jan 2013 13:37:42 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" wrote:

> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>  at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>
>> Hardware is still sold, a lot of the software developed in the
>> last twenty years has been developed in the atmosphere of software
>> should be *free*. There is little incentive for innovative software
>> development.
>
> There's been plenty of free innovative mainframe software. For that
> matter, there are free PC compilers and interpreters for a number of
> languages, some quite innovative.

The bulk of of the PC compilers are based on 30+ year old
technology. In the PC world language design and implementation
has been essentially stalled for several years.

IDE's have been the biggest innovation in language tools
for PC's.

There has been quite a bit of innovation in interpreters.

w..

---

Subject: Re: New HD

Posted by Anonymous on Sun, 20 Jan 2013 13:43:11 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On 19 Jan 2013 14:42:50 GMT, jmfbahciv <See.above@aol.com> wrote:

> Jorgen Grahn wrote:
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>> Ibmekon wrote:
>> ...
>>>> Only in recent years have I begun to be impressed by modern computers.
>>>
>>> The hardware is OK; the OSes still need a lot of work. OSes should be
>>> seen and not heard unless asked.
>>>
>>> Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general. My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>
> It's the OS which influences the apps programmers. If they have never
> seen nor experienced a good OS, they won't know how software should
> behave.
>
> /BAH

At your DEC, was there any separation between the scope OS and the
applications ?

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Anonymous on Sun, 20 Jan 2013 13:56:56 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On 19 Jan 2013 14:42:50 GMT, jmfbahciv <See.above@aol.com> wrote:

> Jorgen Grahn wrote:
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>> Ibmekon wrote:
>> ...
>>>> Only in recent years have I begun to be impressed by modern computers.
>>>

>>> The hardware is OK; the OSes still need a lot of work. OSes should be
>>> seen and not heard unless asked.
>>>
>>> Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general. My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>
> It's the OS which influences the apps programmers. If they have never
> seen nor experienced a good OS, they won't know how software should
> behave.
>
> /BAH

---

Subject: Re: New HD
Posted by Anonymous on Sun, 20 Jan 2013 13:58:22 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On 19 Jan 2013 14:42:50 GMT, jmfbahciv <See.above@aol.com> wrote:

> Jorgen Grahn wrote:
>> On Fri, 2013-01-18, jmfbahciv wrote:
>>> Ibmekon wrote:
>> ...
>>>> Only in recent years have I begun to be impressed by modern computers.
>>>
>>> The hardware is OK; the OSes still need a lot of work. OSes should be
>>> seen and not heard unless asked.
>>>
>>> Every single one still needs to be wrestled with on a minutely basis.
>>
>> It's not OSes, but software in general. My hardware may be 100 or
>> 1000 times larger/faster/better now compare to 1993, but my software
>> isn't.
>
> It's the OS which influences the apps programmers. If they have never
> seen nor experienced a good OS, they won't know how software should
> behave.
>
> /BAH

At DEC, was there any intentional separation between the scope of the
functions of the OS and the applications ?

Carl Goldsworthy

Subject: Re: New HD
Posted by Rod Speed on Sun, 20 Jan 2013 15:31:56 GMT
View Forum Message <> Reply to Message

"Juancho" <juancho@notarealaddress.org> wrote in message
news:kdgbsf$a6i$1@dont-email.me...
> Rod Speed wrote:
>> Juancho <juancho@notarealaddress.org> wrote
>>
>>> Rod Speed wrote
>>
>>
>>>> Oh bullshit.
>>
>>
>>> Hi, Rod!
>>
>>
>> Wota stunning line in rational argument you have there, child.
>
> Tasty bait, ain't it?

Any 2 year old could leave that for dead, child.

Subject: Re: New HD
Posted by jmfbahciv on Sun, 20 Jan 2013 15:58:05 GMT
View Forum Message <> Reply to Message

Ibmekon wrote:
> On 19 Jan 2013 14:42:50 GMT, jmfbahciv <See.above@aol.com> wrote:
>
>> Jorgen Grahn wrote:
>>> On Fri, 2013-01-18, jmfbahciv wrote:
>>>> Ibmekon wrote:
>>> ...
>>>> > Only in recent years have I begun to be impressed by modern computers.
>>>>
>>>> The hardware is OK; the OSes still need a lot of work. OSes should be
>>>> seen and not heard unless asked.
>>>>
>>>> Every single one still needs to be wrestled with on a minutely basis.
>>>
>>> It's not OSes, but software in general. My hardware may be 100 or

>>>  1000 times larger/faster/better now compare to 1993, but my software
>>>  isn't.
>>
>> It's the OS which influences the apps programmers.  If they have never
>> seen nor experienced a good OS, they won't know how software should
>> behave.
>>
>> /BAH
>
>  At your DEC, was there any separation between the scope OS and the
>  applications ?

I don't understand the question.

With TOPS-20, a user could hit $ or ? depending on what kind of
help s/he wanted.  In alll other cases, the OS stayed out of the
way and allowed the user to whatever s/he wanted, including
obeying commands and arranging resources so that access was
immediate and scheduling devices and software resources was
alsmost invisible.

AFter the PDP-10 OS programmers moved in the VMS groups, VMS
started to do similar things.

Apps were able to use system calls, which were very well defined,
if they needed any data or actions from the monitor.  Apps were
not allowed to place their trendils in the EXEC portions of the
monitor.  Monitors executed as much of their code in behalf
of the user and not in exec mode.

A huge part of MS' bugs is their corporate folklore of allowing
this to happen.  Cutler had a battle early on to prevent any
random app from placing tendrils in the monitor (you call it
kernel) but lost that battle.  This was unfortunate.

/BAH

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 20 Jan 2013 15:59:46 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

>  "Shmuel (Seymour J.) Metz" wrote:
>
>>  In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>     at 08:44 AM, Walter Banks <walter@bytecraft.com> said:

>>
>>> Hardware is still sold, a lot of the software developed in the
>>> last twenty years has been developed in the atmosphere of software
>>> should be *free*. There is little incentive for innovative software
>>> development.
>>
>> There's been plenty of free innovative mainframe software. For that
>> matter, there are free PC compilers and interpreters for a number of
>> languages, some quite innovative.
>
> The bulk of of the PC compilers are based on 30+ year old
> technology. In the PC world language design and implementation
> has been essentially stalled for several years.

Any evidence to back up your assertion?

I don't follow GCC all that closely, but it seems to me there are
new versions and release numbers and talk of forks. Must be something
going on there.

--
Dan Espen

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 20 Jan 2013 16:36:43 GMT
View Forum Message <> Reply to Message

On 1/19/2013 5:48 PM, Charles Richmond wrote:
> <hancock4@bbs.cpcn.com> wrote in message
> news:10398dcb-d9e4-4304-a58f-74fc1070ac2c@a15g2000vbf.googlegroups.com...
> On Jan 18, 8:36 am, Walter Bushell <pr...@panix.com> wrote:
>
>>> When I got my first 40 meg drive I thought I had infinite storage and
>>> I did for the available media of the time. No music, except perhaps
>>> midi and certainly no video, hell the confuser B&W not even grayscale.
>>
>> Photos collectively do take up a lot of room.
>
> Yes, photos take up a lot of room... but silicon is cheaper than silver.
> The old-style paper for printing pictures... as well as the negatives...
> used metalic silver. Flash memories do *not* require such quantities of
> silver.
>

OTOH, many photos 150 years old or so are still in file condition. Will
the computer stuff still be readable? {old nit returns)

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 20 Jan 2013 16:39:00 GMT
View Forum Message <> Reply to Message

On 1/19/2013 6:24 PM, Canbear wrote:
>
> I recently found a freeware DOS CD Player written entirely in
> assembly. I appreciate those people who can code in low-level
> languages. It makes knowing how the computer architecture utilizes
> instructions so much clearer.

Many of us old-times learned much of what we know of 360 assembler by
reading the HASP source.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 20 Jan 2013 16:40:46 GMT
View Forum Message <> Reply to Message

On 1/19/2013 7:27 PM, Walter Bushell wrote:
>
> I used Foxbase+ Mac and it was a great product for the time. When I
> heard that Microsoft was taking it over I knew the jig was probably
> up.

Micro$oft is the CA of small computers.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 20 Jan 2013 16:42:33 GMT
View Forum Message <> Reply to Message

On 1/19/2013 7:34 PM, Walter Bushell wrote:
> In article <kdf7mn$7g4$1@dont-email.me>,

>  "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>> Walter, what you need is a new *camera* for your camera... :-)
>>
>
> The thought has occurred to me, but the current camera has a nice
> feature set for my needs and I have enough New Englander in me to "Use
> it up, wear it out; make it do or do without".

I've got a few things around the house I'm just praying die. I agree
with you, I can't stand to throw out something that still works.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 20 Jan 2013 16:43:54 GMT
View Forum Message <> Reply to Message

On 1/20/2013 2:24 AM, Shmuel (Seymour J.) Metz wrote:
> In <proto-7570BA.19400819012013@news.panix.com>, on 01/19/2013
>  at 07:40 PM, Walter Bushell <proto@panix.com> said:
>
>> In article <87ip6skcyc.fsf@nudel.nodomain.nowhere>,
>> Mike Spencer <mds@bogus.nodomain.nowhere> wrote:
>
>>> OTOH, I worked once, in 1993, beside a student about to graduate from
>>> a university (and presumably respectable) computer science program.
>>> He didn't understand that when a system such a Unix was doing several
>>> things "at the same time", it was in fact doing only one CPU instruction
>>> from a single program at any point in time. Just didn't get it.
>
>> Well depends on how you look at it. I was asked wether DMA access to
>> the CPU stopped the CPU or took place simultaneously. Being a
>> question from my boss in a class, I replied "Both". The boss laughed
>> and asked, "How can it be both?" I of course replied that the DMA
>> access stole cycles from the CPU so the CPU instructions ran
>> slower.
>
> The correct answer is "It depends."

Isn't that the correct answer to everything ;-) I suppose it depends.

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 20 Jan 2013 17:04:49 GMT
View Forum Message <> Reply to Message

In <slrnkfn99a.28r.plan.b@ID-309335.user.uni-berlin.de>, on 01/20/2013
at 08:50 AM, Stan Barr <plan.b@dsl.pipex.com> said:

> I think the problem is the ^N^N in the address.

Which was not included in the attribution line )-:

RFC 5322 allows SO, but it is designated as obsolete. Neither RFC 5322
nor RFC 5536 makes SO or SI delimiters. I'd suggest submitting a bug
report. I'd also suggest not using obsolete control characters in
header fields, even if the slrn bug gets fixed.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 20 Jan 2013 17:14:56 GMT
View Forum Message <> Reply to Message

On Sun, 20 Jan 2013 11:36:43 -0500
Peter Flass <Peter_Flass@Yahoo.com> wrote:

> OTOH, many photos 150 years old or so are still in file condition. Will
> the computer stuff still be readable? {old nit returns)

It will - provided it's been copied onto more up to date media as
it becomes available and before the old media is unreadable.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 20 Jan 2013 18:10:20 GMT

View Forum Message <> Reply to Message

On Sun, 20 Jan 2013 08:37:42 -0500
Walter Banks <walter@bytecraft.com> wrote:

> The bulk of of the PC compilers are based on 30+ year old
> technology. In the PC world language design and implementation
> has been essentially stalled for several years.

Hmm - not convinced, although I think a lot of the improvements in things like gcc have been in the area of improving optimisation onto modern processors.

> IDE's have been the biggest innovation in language tools
> for PC's.

I have noticed aspect weaving becoming quite commonplace in the Java world these days, I recall reading about it as a research topic some years back. Also in the Java world the rise of annotations and autowiring is an interesting development - I'm not sure I like all of it, but it's interesting.

IDEs are a PITA. For complex bits of software I like to do development and testing in VMs to keep projects isolated from each other so as not to accidentally mess up the dependency handling (and so that I can feel confident that my local testing is valid) - IDEs IME do not handle this well, they are for the most part set up to do everything on the local box with the GUI.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sun, 20 Jan 2013 18:23:18 GMT
View Forum Message <> Reply to Message

In article <kdf8m8$cub$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:945.802T2719T8376240@kltpzyxm.invalid...
>
>> In article <slrnkfkonp.ah7.grahn+nntp@frailea.sa.invalid>,
>> grahn+nntp@snipabacken.se (Jorgen Grahn) writes:

>>
>>>  On Fri, 2013-01-18, jmfbahciv wrote:
>>>
>>>>  Ibmekon wrote:
>>> ...
>>>> > Only in recent years have I begun to be impressed by modern
>>>> > computers.
>>>>
>>>>  The hardware is OK; the OSes still need a lot of work.  OSes
>>>>  should be seen and not heard unless asked.
>>>>
>>>>  Every single one still needs to be wrestled with on a minutely
>>>>  basis.
>>>
>>>  It's not OSes, but software in general.  My hardware may be 100 or
>>>  1000 times larger/faster/better now compare to 1993, but my software
>>>  isn't.
>>
>>  Your software might not be faster or better, but it _is_ larger.
>>  What the heck, two out of three ain't bad.
>
>  Charlie... only *one* out of three has improved.  The *size* has
>  increased.  One out of three *is* pretty bad....

Oops.  I was focusing on the fact that software wasn't really
"better", and missed the fact that it isn't faster either.
LIke harware, though, it's definitely larger.  OK, 1 for 3.

But this is all irrelevant in the eyes of a company like Microsoft.
The one relevant question is: "Does it make money?"  And there,
alas, the answer is a resounding "yes".

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sun, 20 Jan 2013 18:33:51 GMT
View Forum Message <> Reply to Message

In article <proto-23DDEF.19290919012013@news.panix.com>, proto@panix.com
(Walter Bushell) writes:

>  In article <hqblf8pacej02i360jh5qjqh0b5ukpsbpl@4ax.com>,
>  JimP. <pongbill127@cableone.net> wrote:

>
>> On Sat, 19 Jan 2013 13:12:31 +0000, Ibmekon wrote:
>>
>>> I read more about the Fox Software company. They said they regarded
>>> programming as an engineering activity - not an art form.
>>> They introduced Mac style windowing in their product under DOS.
>>>
>>> When a new version was released they challenged users to find any
>>> bug whatsoever. I never did.
>>>
>>> In 1992 Microsoft took them over - pity they did not adopt their
>>> attitude.
>>
>> Microsoft's ignorance isn't anyone's bliss.
>
> In the apparent opinion of the M$ management it was to the advantage
> of M$ advantage.

This seemingly paradoxical behaviour comes clear when you realize
that Microsoft's goal is not to write quality software. It is to
make money. History tells us that these two goals are not necessarily
in alignment; there's more money to be made writing cheap shit.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sun, 20 Jan 2013 18:36:08 GMT
View Forum Message <> Reply to Message

In article <50FBF326.9B3A2D93@bytecraft.com>, walter@bytecraft.com
(Walter Banks) writes:

> IDE's have been the biggest innovation in language tools
> for PC's.

That's a matter of opinion. I'd take a good text editor of
my own choosing and a symbolic debugger any day.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Joe Makowiec on Sun, 20 Jan 2013 18:42:30 GMT
View Forum Message <> Reply to Message

On 20 Jan 2013 in alt.folklore.computers, Ahem A Rivet's Shot wrote:

> On Sun, 20 Jan 2013 11:36:43 -0500
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> OTOH, many photos 150 years old or so are still in file condition.
>> Will the computer stuff still be readable? {old nit returns)
>
> It will - provided it's been copied onto more up to date media as
> it becomes available and before the old media is unreadable.

It's not just the media, it's the file format. You're making the assumption that, in the future, there will still be software capable of reading the format. Word processing files are notorious examples of this. Even if they've been moved from 8 inch floppies to 5.25 inch floppies to 3.5 inch floppies to a HDD to whatever assorted solid state media, on many of them, the best one can hope to do is extract the text by judicious application of, say, GNU 'strings' (assuming that they're ASCII and not EBCDIC). Image files aren't so fortunate. Bitmapped files may be translatable if they're recognized. But for compressed files, the notional future viewer will have to recognize the compression as well as the image.

--
Joe Makowiec
http://makowiec.org/
Email: http://makowiec.org/contact/?Joe
Usenet Improvement Project: http://twovoyagers.com/improve-usenet.org/

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 20 Jan 2013 19:11:04 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D391374CBAF0@aca2fcab.ipt.aol.com...
> Patrick Scheible wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> philo wrote:
>>>> It seems like only yesterday when I upgraded the hard drive in my P-1
>>>> from 850 megs to 2 gigs.
>>>>
>>>> I recall how nervous I was handling a drive so large. The first time I

>>>> used it...I felt like I was walking around inside a *huge* cavern.
>>>>
>>>> Today the new 3TB drive arrived for my spare machine...
>>>> no big deal, it's already half-obsolete, larger ones are available.
>>>
>>> <grin> At least you were able to experience some awe and humility.
>>
>> Nothing like hard disc drive sizes to make me feel old.
>>
>> Remember the 40 megabyte drives.... the size of dishwashers.
>
> I remember the 20K ones (DECism) and how wonderful they were
> because I could edit any file with TECO cutting my work time
> by 100% or more. A lot of my work (1620 and cards) just disappeared
> so I got to do more interesting stuff.
>

BAH makes a very good point here. Besides the size of a hard disk, one must remember the ease of use the hard disk provided. Editing files from disk and then saving them was very fast, especially compared to working with mag tape, or cards, or paper tape. And even the fairly small hard disks provided a great speed of work advantage. Completed work could be "backed up" onto mag tape.
--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 20 Jan 2013 19:25:43 GMT
View Forum Message <> Reply to Message

<hancock4@bbs.cpcn.com> wrote in message
news:2c922168-4cb6-4f85-a5ad-b55b3631b5db@w18g2000vbe.googlegroups.com...
On Jan 18, 3:01 am, Canbear <nos...@nospam.com> wrote:

>> Back in the day, 1980s or even the 1990s, if you even suggested such a
>> future, they would say you watch too much Star Trek.
>> But here it is.
>
> The kicker is these things are cheap, sold next to candy bars at the
> drugstore. I might have envisioned something like them some years
> ago, but restricted to major computer labs and such.

I think most here got the "oh wow!" feeling many times... when technology exceeded our expectations. I remember a decade or so ago, I was amazed that the local discount store sold small 16 megabyte expansion cards... for video games!!! It was "for storing extra saved games"... and I was dismayed that

useful technology was being put to such a trivial use.

>
> Heck, I was happy when I first got a PC and could run GW-BASIC and do
> the stuff I did (and more) without paying for a Teletype and computer
> service.

I feared that when I got out of the university, I would lose access to machines that could compile HLL's like PL/I, Pascal, or FORTRAN. (I did *not* yet use C back then.) Of course, at a place of employment, I would have such access... but I was interested in programming my own personal projects. Or access to machines that could run "powerful" languages like SNOBOL4 or APL. With the progress of the technology, that fear was unfounded. Now my new fear is... that *everything* I know will become obsolete and useless in a pragmatic sense.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 20 Jan 2013 19:39:54 GMT
View Forum Message <> Reply to Message

"Canbear" <nospam@nospam.com> wrote in message
news:0s2kf8971p5tvd0tfb6govsd97hco56uhr@4ax.com...
> On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:
>
>> Heck, I was happy when I first got a PC and could run GW-BASIC and do
>> the stuff I did (and more) without paying for a Teletype and computer
>> service.
>
> But also aren't you glad you were there to watch it all evolve?
>

Yes, I am glad I got to see things evolve. But in a way, it's like watching a train wreck: it is somewhat interesting... unless you are *on* the train!!! Evolving technology has buried a lot of things that the old timers held dear...

> When I used to be on Compuserve, it was all text. But even then, the
> stuff you could do was cool - at least I thought so. In your face
> advertising was practically non-existent. But it was the BBSes that
> were the best places to find cool stuff. It was a BBS where I
> downloaded my very first graphic - quite exhilarating actually. I
> can't remember the exact format, but it was a vector image - that much
> I know.

Canbear, it *was* cool!!! It is *still* cool!!!  People are so addicted to "instant gratification" and getting results almost *before* doing anything... that people have trouble appreciating the things we did 15, 20, 30, or 40 years ago.  We were amazed that computers could do things that were otherwise undo-able back then.  Such things are taken for granted now... axioms instead of theorems.  We were computing things that average folks today just do *not* want to compute.  We lived at a different level in the tech hierarchy. The things we computed... support that level of the hierarchy, but people today live at a different level.

> I guess the best way to describe Compuserve and Genie (which a
> co-worker of mine subscribed), et al, is like Telnet.
>
> Which is another thing. There used to be TONS of Telnet directories in
> the early days of the internet. Now they are all gone for the most
> part. Gopher is still going strong for those faithful of the protocol.
> I still quite like Gopherspace and still visit Floodgap often to see
> new Gopher sites that emerge.
>

I miss Archie and all the Archie databases that used to be kept mostly at different universities.  These were *great* for finding a particular file on the internet.  Now I'm pretty much stuck with whatever Google will do for me.  All the specialized file search tools seem to be gone.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 20 Jan 2013 19:47:02 GMT
View Forum Message <> Reply to Message

"Mike Spencer" <mds@bogus.nodomain.nowhere> wrote in message news:87ip6skcyc.fsf@nudel.nodomain.nowhere...
>
> Canbear <nospam@nospam.com> writes:
>
>> On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:
>>
>>> Heck, I was happy when I first got a PC and could run GW-BASIC and do
>>> the stuff I did (and more) without paying for a Teletype and computer
>>> service.
>>
>> But also aren't you glad you were there to watch it all evolve?
>

> I wrote a ca. 100-line program in Fortran in '63, then didn't touch a
> computer for over 20 years.
>

Boy!!! You must have been shocked at how far things had come in "only 20 years"!!!

> I'm particularly glad that I got my first computer when I did: An
> Osborne I in '87 when the typical user had a Mac or DOS/Win-2.0.
> I made a hand-raised copper curry pan and swapped it even for the O1,
> printer & software.
>
> In order to do anything interesting, I had to learn Z80/8080 assembler
> and C. Starting only a bit later, with a less obsolete 80x86, I might
> never have spent those many hours on such low-level stuff but, as I
> did, I now have a much better grasp that I might have of what's really
> happening inside my Linux boxen.

ISTM that it's always good to have a grasp of what is *really* going on at the lower levels.

>
> OTOH, I worked once, in 1993, beside a student about to graduate from
> a university (and presumably respectable) computer science program.
> He didn't understand that when a system such a Unix was doing several
> things "at the same time", it was in fact doing only one CPU instruction
> from a single program at any point in time. Just didn't get it.
>
> Huh.

Yes, properly put, the programs ran "concurrently" rather than "simultaneously". In the older days, all programs shared the same CPU. Now, with multiple "cores" of CPU's and multiple execution units inside *one* CPU... several instructions *can* be done simultaneously.

What the current crop of computer science students *think* is going on inside the computer... is most likely far removed from reality.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Walter Banks on Sun, 20 Jan 2013 19:48:55 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:

> Walter Banks <walter@bytecraft.com> writes:
>
>> "Shmuel (Seymour J.) Metz" wrote:
>>
>>> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>
>>>> Hardware is still sold, a lot of the software developed in the
>>>> last twenty years has been developed in the atmosphere of software
>>>> should be *free*. There is little incentive for innovative software
>>>> development.
>>>
>>> There's been plenty of free innovative mainframe software. For that
>>> matter, there are free PC compilers and interpreters for a number of
>>> languages, some quite innovative.
>>
>> The bulk of of the PC compilers are based on 30+ year old
>> technology. In the PC world language design and implementation
>> has been essentially stalled for several years.
>
> Any evidence to back up your assertion?
>
> I don't follow GCC all that closely, but it seems to me there are
> new versions and release numbers and talk of forks. Must be something
>

There are lots of new GCC releases but the fundamental design
has not changed. The design holes that were in GCC more than
a decade ago remain.They still don't participate in language standards
there overall code generation has only minimally improved in the
last 15 years. LLVM has for the most part not really changed
the fundamental issues in GCC although as a project it is better
managed.

Harsh words maybe but there is a lot of room for the addition of
new technology but it will require major redesign and perhaps a
million new lines of code.

w..

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 20 Jan 2013 19:54:00 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kdh6is$roo$2@dont-email.me...

> On 1/19/2013 6:24 PM, Canbear wrote:
>>
>> I recently found a freeware DOS CD Player written entirely in
>> assembly. I appreciate those people who can code in low-level
>> languages. It makes knowing how the computer architecture utilizes
>> instructions so much clearer.
>
> Many of us old-times learned much of what we know of 360 assembler by
> reading the HASP source.
>

I learned IBM 370 assembler in a college class using the second edition of the Struble book. That book kept saying "the bits fell off the end into the bit bucket". This "bit bucket" terminology was unfamiliar to me, and it was a while before I understood what the "bit bucket" was. :-) After all, with all the arcane things I was learning about how the computer worked... the "bit bucket" might be just another of those things.

This was my first exposure to assembly language. Before I had done only FORTRAN (II and IV) and BASIC.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Walter Banks on Sun, 20 Jan 2013 19:57:54 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <50FBF326.9B3A2D93@bytecraft.com>, walter@bytecraft.com
> (Walter Banks) writes:
>
>> IDE's have been the biggest innovation in language tools
>> for PC's.
>
> That's a matter of opinion. I'd take a good text editor of
> my own choosing and a symbolic debugger any day.

I have mixed opinions on IDE's despite my comment. As a tools provider I am increasingly seeing embedded programmers modifying reference designs and turning them into applications. For those folks IDE technology manages the project for them. That is the innovation part of IDE's that has evolved quite nicely.

Personally I use a familiar text editor and our own debug tools.

w..

Subject: Re: New HD
Posted by Charles Richmond on Sun, 20 Jan 2013 20:00:31 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kdh6pf$roo$4@dont-email.me...
> On 1/19/2013 7:34 PM, Walter Bushell wrote:
>> In article <kdf7mn$7g4$1@dont-email.me>,
>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>>
>>> Walter, what you need is a new *camera* for your camera... :-)
>>>
>>
>> The thought has occurred to me, but the current camera has a nice
>> feature set for my needs and I have enough New Englander in me to "Use
>> it up, wear it out; make it do or do without".
>
> I've got a few things around the house I'm just praying die. I agree with
> you, I can't stand to throw out something that still works.
>

For different values of "work". If what you have will *not* do the jobs you
want to do... stepping up to a newer item *might* be useful. That's *not*
to say that I would throw away the old one!!! You might find that the old
one can do things that the new one can *not*.

The thing is... we tend to drift away from the old one, when we acquire a
new one. I do *not* have the time or space in my life to keep all my old
computer hardware up and running at all times. I remember someone used to
have a separate building from his house... where he had electric power and
room to set up his older systems. One would *need* that in order to keep
the older stuff running.

--

numerist at aquaporin4 dot com

Subject: Re: New HD
Posted by Charles Richmond on Sun, 20 Jan 2013 20:04:23 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message

news:1679.803T935T6234320@kltpzyxm.invalid...
> In article <kdf8m8$cub$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>> news:945.802T2719T8376240@kltpzyxm.invalid...
>>>
>>> [snip...] [snip...]
>>> [snip...]
>>>
>>> Your software might not be faster or better, but it _is_ larger.
>>> What the heck, two out of three ain't bad.
>>
>> Charlie... only *one* out of three has improved. The *size* has
>> increased. One out of three *is* pretty bad....
>
> Oops. I was focusing on the fact that software wasn't really
> "better", and missed the fact that it isn't faster either.
> LIke harware, though, it's definitely larger. OK, 1 for 3.
>
> But this is all irrelevant in the eyes of a company like Microsoft.
> The one relevant question is: "Does it make money?" And there,
> alas, the answer is a resounding "yes".
>

You are "mighty right" Charlie!!! Mi$uck is only concerned with "Does it make money?". Certainly, there are many debase and wicked ways to make money. Destroying the quality of modern life through destroying any vestage of quality in the software... is only one way to make money. But it's the way that Mi$uck knows best!!!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 20 Jan 2013 20:06:11 GMT
View Forum Message <> Reply to Message

On Sun, 20 Jan 2013 18:42:30 +0000 (UTC)
Joe Makowiec <makowiec@invalid.invalid> wrote:

> On 20 Jan 2013 in alt.folklore.computers, Ahem A Rivet's Shot wrote:
>
>> On Sun, 20 Jan 2013 11:36:43 -0500
>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>

>>>  OTOH, many photos 150 years old or so are still in file condition.
>>>  Will the computer stuff still be readable? {old nit returns)
>>
>>  It will - provided it's been copied onto more up to date media as
>>  it becomes available and before the old media is unreadable.
>
>  It's not just the media, it's the file format.  You're making the

 Sure, you may well have to move it into a more modern format from
time to time.

>  assumption that, in the future, there will still be software capable of
>  reading the format.

 No I'm making the assumption that before the data is unreadable it
will be copied to something that will be readable for longer.

>   Word processing files are notorious examples of
>  this.  Even if they've been moved from 8 inch floppies to 5.25 inch
>  floppies to 3.5 inch floppies to a HDD to whatever assorted solid
>  state media, on many of them, the best one can hope to do is extract the
>  text by judicious application of, say, GNU 'strings' (assuming that
>  they're ASCII and not EBCDIC).

 If OTOH the document has been copied into newer formats while it is
still possible then all is not lost. Of course copying word processing
documents to other formats tends to lose information, but with a little
care at each iteration there should be no important loss.

>   Image files aren't so fortunate.  Bitmapped files
>  may be translatable if they're recognized.  But for compressed files, the
>  notional future viewer will have to recognize the compression as well as
>  the image.

 Image files OTOH can reliably be converted from one format to
another, although it's probably best to avoid lossy compression on anything
you want to keep for a long period.

 It's much easier to preserve information by keeping it in readable
forms than it is to recover information from ancient and unknown forms. Of
course if nobody bothers to keep it readable then information is going to
get lost - just as it already has.

--
Steve O'Hara-Smith  |  Directable Mirror Arrays
C:>WIN  | A better way to focus the sun
The computer obeys and wins.  |  licences available see
You lose and Bill collects.  |  http://www.sohara.org/

Subject: Re: New HD
Posted by Walter Banks on Sun, 20 Jan 2013 20:06:28 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:

> On Sun, 20 Jan 2013 08:37:42 -0500
> Walter Banks <walter@bytecraft.com> wrote:
>
>> The bulk of of the PC compilers are based on 30+ year old
>> technology. In the PC world language design and implementation
>> has been essentially stalled for several years.
>
> Hmm - not convinced, although I think a lot of the improvements in
> things like gcc have been in the area of improving optimisation onto modern
> processors.

They have also missed some fundamental modern optimization
needs as well. GCC does not do strategy passes, adhere to processor
family member specific code generation constraints and still does badly
when generating code for non orthogonal ISA's.

>> IDE's have been the biggest innovation in language tools
>> for PC's.
>
> I have noticed aspect weaving becoming quite commonplace in the
> Java world these days, I recall reading about it as a research topic some
> years back. Also in the Java world the rise of annotations and autowiring
> is an interesting development - I'm not sure I like all of it, but it's
> interesting.

I was thinking of this when someone made a comment about PL/1 and
Watfor compiler auto error correcting.

> IDEs are a PITA. For complex bits of software I like to do
> development and testing in VMs to keep projects isolated from each other so
> as not to accidentally mess up the dependency handling (and so that I can
> feel confident that my local testing is valid) - IDEs IME do not handle
> this well, they are for the most part set up to do everything on the local
> box with the GUI.

I suspect that most here probably don't use IDE's. My comment was
on innovation. In that area they do reasonably well at managing projects.
that start out as reference designs that get turned into applications.

w..

Subject: Re: New HD
Posted by Charles Richmond on Sun, 20 Jan 2013 20:07:53 GMT
View Forum Message <> Reply to Message

"Stan Barr" <plan.b@dsl.pipex.com> wrote in message
news:slrnkfn8u2.28r.plan.b@ID-309335.user.uni-berlin.de...
> On 19 Jan 2013 23:22:04 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
> wrote:
>> On Sat, 2013-01-19, Stan Barr wrote:
>> ...
>>> I like Gnome2 because you can make it somewhat oldschool Mac-like.
>>> Someone on the Gnome2 team was obviously a Mac user.
>>
>> Most likely the same guy who decided OK/Cancel dialogues should say
>> [Cancel] [OK] rather than [OK] [Cancel]. Very annoying for (as far as
>> I can tell) users of pretty much anything but a Mac.
>
> Historical note:
> Legend has it that the original Mac prompt said [cancel] [doit] and users
> read doit as dolt and took offence :-)
>

Sounds like an "Urban legend", Stan. It is true that the nine-one-one
emergency number in the US was once calle nine-eleven. The 9-1-1 was the
preferred way to say it... because the dumb folk wasted time looking for the
11 key on the phone!!! :-) Stupidity is inifinite.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 20 Jan 2013 20:11:48 GMT
View Forum Message <> Reply to Message

In article <kdh6m5$roo$3@dont-email.me>,
Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 1/19/2013 7:27 PM, Walter Bushell wrote:
>>
>> I used Foxbase+ Mac and it was a great product for the time. When I
>> heard that Microsoft was taking it over I knew the jig was probably
>> up.
>
> Micro$oft is the CA of small computers.

CA ? caca?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 20 Jan 2013 20:15:23 GMT
View Forum Message <> Reply to Message

On 20 Jan 13 10:36:08 -0800
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <50FBF326.9B3A2D93@bytecraft.com>, walter@bytecraft.com
> (Walter Banks) writes:
>
>> IDE's have been the biggest innovation in language tools
>> for PC's.
>
> That's a matter of opinion. I'd take a good text editor of
> my own choosing and a symbolic debugger any day.

Innovation is not necessarily improvement. That being said I still
think unix is a great IDE.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Walter Banks on Sun, 20 Jan 2013 20:17:18 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> This seemingly paradoxical behaviour comes clear when you realize
> that Microsoft's goal is not to write quality software. It is to
> make money. History tells us that these two goals are not necessarily
> in alignment; there's more money to be made writing cheap shit.

The wake up call for MS was a couple years ago at the rapid
decline in desktop computers. w8 represents the first real change
in quite a while with a screen design *borrowed* from tablets and
finally real support for processors other than x86 based.

MS does seem to have addressed reliability issues a decade
or more ago starting with nt and w2k  but the *nix guys are
still waving that around.

w..

---

Subject: Re: New HD
Posted by cb on Sun, 20 Jan 2013 20:41:23 GMT
View Forum Message <> Reply to Message

In article <kdhiqr$klt$1@dont-email.me>,
Charles Richmond <numerist@aquaporin4.com> wrote:
> "Stan Barr" <plan.b@dsl.pipex.com> wrote in message
> news:slrnkfn8u2.28r.plan.b@ID-309335.user.uni-berlin.de...
>>  On 19 Jan 2013 23:22:04 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>  wrote:
>>>  On Sat, 2013-01-19, Stan Barr wrote:
>>>  ...
>>>>  I like Gnome2 because you can make it somewhat oldschool Mac-like.
>>>>  Someone on the Gnome2 team was obviously a Mac user.
>>>
>>>  Most likely the same guy who decided OK/Cancel dialogues should say
>>>  [Cancel] [OK] rather than [OK] [Cancel].  Very annoying for (as far as
>>>  I can tell) users of pretty much anything but a Mac.
>>
>>  Historical note:
>>  Legend has it that the original Mac prompt said [cancel] [doit] and users
>>  read doit as dolt and took offence :-)
>>
>
> Sounds like an "Urban legend", Stan.

It's a bit more than that:

  http://folklore.org/StoryView.py?story=Do_It.txt

"
Do It

Author:  Andy Hertzfeld
Date:  June 1982
Characters:  Larry Tesler
Topics:  User Interface,  Software Design,  Lisa
Summary:  User testing sometimes has surprising results
Revision:  most recent of 12

any of the academic types who were involved in creating the earliest

implementations of the graphical user interface at Xerox PARC and various universities sort of sneered at the first generation of personal computers when they appeared in the mid-seventies, since the early personal computers were much less powerful than the machines that they were used to programming. There wasn't that much you could do with only four kilobytes of memory and no disk drive.

But Larry Tesler, who was a key member of the Smalltalk team in the Learning Research Group at Xerox PARC, felt differently. He was really excited by the potential of personal computers, buying a Commodore PET as soon as one became available in 1977. He was one of the demonstrators at Apple's famous Xerox PARC visit in December 1979, and he was so impressed by the Apple visitors that he quit PARC and started working at Apple on July 17, 1980, as the manager of the Lisa Applications team.

Larry championed consistency between applications, and made many contributions to what eventually became the Macintosh User Interface. He was also the leading advocate and implementor at Apple of user testing: actually trying out our software out on real users and seeing what happened. Starting in the summer of 1981, Larry organized a series of user tests of the nascent Lisa software, recruiting friends and family to try out the software for the first time, while being observed by the Apple designers who recorded their reactions.

The user tests were conducted in a specially constructed room featuring a one-way mirror, so observers could watch the tests without being intrusive. The tests were conducted by a moderator who made sure the user felt comfortable and showed her the basics of using a mouse. Then, with no further instruction, users were asked to perform specific tasks, without help from the moderator, like editing some text and saving it. The moderator encouraged each user to mumble under her breath while doing the tasks, revealing her current thinking as much as possible. Each session was audio or videotaped for later analysis.

When the software required confirmation from the user, it displayed a small window called a "dialog box", that contained a question, and presented two buttons, for positive or negative confirmation. The buttons were labeled "Do It" and "Cancel". The designers observed that a few users seemed to stumble at the point that the dialog was displayed, clicking "Cancel" when they should have clicked "Do It", but it wasn't clear what they were having trouble with.

Finally, the team noticed one user that was particularly flummoxed by the dialog box, who even seemed to be getting a bit angry. The moderator interrupted the test and asked him what the problem was. He replied, "I'm not a dolt, why is the software calling me a dolt?"

It turns out he wasn't noticing the space between the 'o' and the 'I' in

'Do It'; in the sans-serif system font we were using, a capital 'I' looked
very much like a lower case 'l', so he was reading 'Do It' as 'Dolt' and
was therefore kind of offended.

After a bit of consideration, we switched the positive confirmation button
label to 'OK' (which was initially avoided, because we thought it was too
colloquial), and from that point on people seemed to have fewer problems.
"

> It is true that the nine-one-one
> emergency number in the US was once calle nine-eleven.  The 9-1-1 was the
> preferred way to say it... because the dumb folk wasted time looking for the
> 11 key on the phone!!! :-)  Stupidity is inifinite.
>
> --
>
> numerist at aquaporin4 dot com
>

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 20 Jan 2013 20:56:18 GMT
View Forum Message <> Reply to Message

In <kdhhki$c30$1@dont-email.me>, on 01/20/2013
  at 01:47 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> Yes, properly put, the programs ran "concurrently" rather than
> "simultaneously".  In the older days, all programs shared the same
> CPU.

FSVO older; multiprocessors have been around for half a century.

Every generation thinks it invented sex.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Sun, 20 Jan 2013 20:56:25 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
> This seemingly paradoxical behaviour comes clear when you realize
> that Microsoft's goal is not to write quality software. It is to
> make money. History tells us that these two goals are not necessarily
> in alignment; there's more money to be made writing cheap shit.

at the 1996 MSDC conference at Moscone there were claims of inflection point ... previously people would buy new versions because there was new features people wanted/needed ... about 1996 95% of the people had 95% of the feature/function they wanted/used ... so marketing shifted more towards new car every year model.

the banners at the conference all proclaimed support for internet .... but the constant subtheme was protect your investment.

previously there was lots of various kinds of basic scripting, including automatic execution of scripts embedded in application files. the environment had been closed, safe, small business lans ... but that networking paradigm was then opened to the wild anarchy of the internet .... w/o the countermeasures for the multitude of looming exploits.

misc. past posts mentioning 1996 msdc:
http://www.garlic.com/~lynn/2001l.html#49 Virus propagation risks
http://www.garlic.com/~lynn/2003e.html#45 Computer programming was all about:
http://www.garlic.com/~lynn/2003h.html#22 Why did TCP become popular ?
http://www.garlic.com/~lynn/2004b.html#34 Next generation processor architecture?
http://www.garlic.com/~lynn/2004l.html#51 Specifying all biz rules in relational data
http://www.garlic.com/~lynn/2006v.html#50 DOS C prompt in "Vista"?
http://www.garlic.com/~lynn/2007s.html#18 Oddly good news week: Google announces a Caps library for Javascript
http://www.garlic.com/~lynn/2007u.html#87 CompUSA to Close after Jan. 1st 2008
http://www.garlic.com/~lynn/2008r.html#26 realtors (and GM, too!)
http://www.garlic.com/~lynn/2009q.html#43 The 50th Anniversary of the Legendary IBM 1401
http://www.garlic.com/~lynn/2010c.html#63 who pioneered the WEB
http://www.garlic.com/~lynn/2010g.html#66 What is the protocal for GMT offset in SMTP (e-mail) header
http://www.garlic.com/~lynn/2010h.html#37 (slightly OT - Linux) Did IBM bet on the wrong OS?
http://www.garlic.com/~lynn/2010j.html#36 Favourite computer history books?
http://www.garlic.com/~lynn/2010p.html#9 The IETF is probably the single element in the global equation of technology competition than has resulted in the INTERNET
http://www.garlic.com/~lynn/2010p.html#40 The Great Cyberheist
http://www.garlic.com/~lynn/2011c.html#50 IBM and the Computer Revolution
http://www.garlic.com/~lynn/2011d.html#58 IBM and the Computer Revolution
http://www.garlic.com/~lynn/2011f.html#15 Identifying Latest zOS Fixes
http://www.garlic.com/~lynn/2011f.html#57 Are Tablets a Passing Fad?
http://www.garlic.com/~lynn/2011o.html#18 John R. Opel, RIP
http://www.garlic.com/~lynn/2011o.html#59 The lost art of real programming
http://www.garlic.com/~lynn/2011p.html#141 With cloud computing back to old problems as DDos

attacks
http://www.garlic.com/~lynn/2012.html#81 The PC industry is heading for collapse
http://www.garlic.com/~lynn/2012.html#93 Where are all the old tech workers?
http://www.garlic.com/~lynn/2012g.html#2 What are the implication of the ongoing cyber attacks on critical infrastructure
http://www.garlic.com/~lynn/2012i.html#18 Zeus/SpyEye 'Automatic Transfer' Module Masks Online Banking Theft
http://www.garlic.com/~lynn/2012i.html#32 Zeus/SpyEye 'Automatic Transfer' Module Masks Online Banking Theft
http://www.garlic.com/~lynn/2012i.html#37 Simulated PDP-11 Blinkenlight front panel for SimH
http://www.garlic.com/~lynn/2012j.html#93 Gordon Crovitz: Who Really Invented the Internet?
http://www.garlic.com/~lynn/2012j.html#97 Gordon Crovitz: Who Really Invented the Internet?

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Rod Speed on Sun, 20 Jan 2013 21:21:15 GMT
View Forum Message <> Reply to Message

Charles Richmond <numerist@aquaporin4.com> wrote
> Canbear <nospam@nospam.com> wrote
>> hancock4@bbs.cpcn.com wrote

>>> Heck, I was happy when I first got a PC and could run GW-BASIC and do
>>> the stuff I did (and more) without paying for a Teletype and computer
>>> service.

>> But also aren't you glad you were there to watch it all evolve?

> Yes, I am glad I got to see things evolve. But in a way, it's like
> watching a train wreck: it is somewhat interesting... unless you are *on*
> the train!!!

Nothing like a train wreck for most of us.

> Evolving technology has buried a lot of things that the old timers held
> dear...

Yes, some dinosaurs do pine for quite a bit of that crap.

Their problem. They are always free to run one of
the emulators if they are that much of a dinosaur.

>> When I used to be on Compuserve, it was all text. But even then, the
>> stuff you could do was cool - at least I thought so. In your face
>> advertising was practically non-existent. But it was the BBSes that

>> were the best places to find cool stuff. It was a BBS where I
>> downloaded my very first graphic - quite exhilarating actually. I
>> can't remember the exact format, but it was a vector image - that much
>> I know.

> Canbear, it *was* cool!!! It is *still* cool!!! People are so addicted to
> "instant gratification" and getting results almost *before* doing
> anything... that people have trouble appreciating the things we did 15,
> 20, 30, or 40 years ago. We were amazed that computers could do things
> that were otherwise undo-able back then. Such things are taken for
> granted now... axioms instead of theorems. We were computing things that
> average folks today just do *not* want to compute. We lived at a
> different level in the tech hierarchy. The things we computed... support
> that level of the hierarchy, but people today live at a different level.

Like that or lump it.

>> I guess the best way to describe Compuserve and Genie (which a co-worker
>> of mine subscribed), et al, is like Telnet.

>> Which is another thing. There used to be TONS of Telnet directories in
>> the early days of the internet. Now they are all gone for the most
>> part. Gopher is still going strong for those faithful of the protocol.
>> I still quite like Gopherspace and still visit Floodgap often to see
>> new Gopher sites that emerge.

> I miss Archie and all the Archie databases that used to be kept mostly at
> different universities. These were *great* for finding a particular file
> on the internet. Now I'm pretty much stuck with whatever Google will do
> for me. All the specialized file search tools seem to be gone.

Hardly the end of civilisation as we know it.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 20 Jan 2013 21:22:48 GMT
View Forum Message <> Reply to Message

On Sun, 20 Jan 2013 15:56:18 -0500
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <kdhhki$c30$1@dont-email.me>, on 01/20/2013
> at 01:47 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> Yes, properly put, the programs ran "concurrently" rather than
>> "simultaneously". In the older days, all programs shared the same
>> CPU.
>

> FSVO older; multiprocessors have been around for half a century.

True, but it's only in recent years that they've become the norm to
the extent that even phones are coming with quad core processors now.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Joe Makowiec on Sun, 20 Jan 2013 21:24:38 GMT
View Forum Message <> Reply to Message

On 20 Jan 2013 in alt.folklore.computers, Anne & Lynn Wheeler wrote:

> at the 1996 MSDC conference at Moscone there were claims of
> inflection point ... previously people would buy new versions
> because there was new features people wanted/needed ... about 1996
> 95% of the people had 95% of the feature/function they wanted/used
> ... so marketing shifted more towards new car every year model.

Adobe is following this model with Creative Suite. Long about CS4 or CS5
(current = CS6), they pretty much hit feature-complete on the major apps
(Photoshop, Dreamweaver, Illustrator) and people weren't upgrading as
often as Adobe thought they should. So they introduced what they call
'Creative Cloud', which is a monthly subscription model priced at about
what you'd pay to upgrade every major release[1]. The cloud will operate
offline, but it phones home periodically to verify your eligibility.

[1] Current upgrade price on Master Collection is US$1050, vs $50/month *
~18 months between major releases = $900.

--
Joe Makowiec
http://makowiec.org/
Email: http://makowiec.org/contact/?Joe
Usenet Improvement Project: http://twovoyagers.com/improve-usenet.org/

---

Subject: Re: New HD
Posted by Nick Spalding on Sun, 20 Jan 2013 21:24:55 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote, in <kdhhki$c30$1@dont-email.me>

on Sun, 20 Jan 2013 13:47:02 -0600:

> "Mike Spencer" <mds@bogus.nodomain.nowhere> wrote in message
> news:87ip6skcyc.fsf@nudel.nodomain.nowhere...
>>
>> In order to do anything interesting, I had to learn Z80/8080 assembler
>> and C. Starting only a bit later, with a less obsolete 80x86, I might
>> never have spent those many hours on such low-level stuff but, as I
>> did, I now have a much better grasp that I might have of what's really
>> happening inside my Linux boxen.
>
> ISTM that it's always good to have a grasp of what is *really* going on at
> the lower levels.

I came into the programming business via the hardware one. It has
always mystified me how people can write programs without at least a
basic idea of how the machine works.
--
Nick Spalding

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 20 Jan 2013 21:30:48 GMT
View Forum Message <> Reply to Message

In article <20130120200611.09b21e8c8b12ab4e631739f1@eircom.net>,
Ahem A Rivet's Shot <steveo@eircom.net> wrote:

> It's much easier to preserve information by keeping it in readable
> forms than it is to recover information from ancient and unknown forms. Of
> course if nobody bothers to keep it readable then information is going to
> get lost - just as it already has.

Mostly but amazingly some analog works survived after being
overwritten several times, like an important work by Archimedes.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sun, 20 Jan 2013 21:51:31 GMT
View Forum Message <> Reply to Message

On Sun, 2013-01-20, Christian Brunschen wrote:
....
> http://folklore.org/StoryView.py?story=Do_It.txt

....
> It turns out he wasn't noticing the space between the 'o' and the 'l' in
> 'Do It'; in the sans-serif system font we were using, a capital 'l' looked
> very much like a lower case 'l', so he was reading 'Do It' as 'Dolt' and
> was therefore kind of offended.

Seems to me that's not just the font's fault; you don't expect random words to be captitalized. Wonder why they insisted on "Do It" rather than "Do it" or "do it"?

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Anonymous on Sun, 20 Jan 2013 21:52:39 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On 20 Jan 2013 15:58:05 GMT, jmfbahciv <See.above@aol.com> wrote:

> Ibmekon wrote:
>> On 19 Jan 2013 14:42:50 GMT, jmfbahciv <See.above@aol.com> wrote:
>>
>>> Jorgen Grahn wrote:
>>>> On Fri, 2013-01-18, jmfbahciv wrote:
>>>> > Ibmekon wrote:
>>>> ...
>>>> >> Only in recent years have I begun to be impressed by modern computers.
>>>> >
>>>> > The hardware is OK; the OSes still need a lot of work. OSes should be
>>>> > seen and not heard unless asked.
>>>> >
>>>> > Every single one still needs to be wrestled with on a minutely basis.
>>>>
>>>> It's not OSes, but software in general. My hardware may be 100 or
>>>> 1000 times larger/faster/better now compare to 1993, but my software
>>>> isn't.
>>>
>>> It's the OS which influences the apps programmers. If they have never
>>> seen nor experienced a good OS, they won't know how software should
>>> behave.
>>>
>>> /BAH

>>
>> At your DEC, was there any separation between the scope OS and the
>> applications ?
>
> I don't understand the question.
>
> With TOPS-20, a user could hit $ or ? depending on what kind of
> help s/he wanted. In alll other cases, the OS stayed out of the
> way and allowed the user to whatever s/he wanted, including
> obeying commands and arranging resources so that access was
> immediate and scheduling devices and software resources was
> alsmost invisible.
>
> AFter the PDP-10 OS programmers moved in the VMS groups, VMS
> started to do similar things.
>
> Apps were able to use system calls, which were very well defined,
> if they needed any data or actions from the monitor. Apps were
> not allowed to place their trendils in the EXEC portions of the
> monitor. Monitors executed as much of their code in behalf
> of the user and not in exec mode.
>
> A huge part of MS' bugs is their corporate folklore of allowing
> this to happen. Cutler had a battle early on to prevent any
> random app from placing tendrils in the monitor (you call it
> kernel) but lost that battle. This was unfortunate.
>
> /BAH

Sorry.

When I read my own post I saw it was unreadable - it should have read
:

"At DEC, was there any intentional separation between the scope of the
functions of the OS and the applications ? "

I tried to send the new version, my Newsreader has it in the Sent box,
but it has not posted online.

Nevertheless, your reply was on target.
The question I was circling around is this - where is the imaginary
mark between OS and Apps ?

And at what point in its history did Microsoft overstep it.
Certainly the EU mandarins insisted the "Internet Explorer" browser
and "Windows Media Player" should not be bundled in an OS.
But surely it goes back to the early 1980's and the startup of MS-DOS

and WORD.
It is easy to see how MS could gain from allowing their own application access to the Monitor, but deny it for the market competition.

Since you have read this far, /BAH - what were consequences of "Cutler's last stand" ?

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sun, 20 Jan 2013 21:58:05 GMT
View Forum Message <> Reply to Message

On Sun, 2013-01-20, Shmuel Metz wrote:
> In <slrnkfn99a.28r.plan.b@ID-309335.user.uni-berlin.de>, on 01/20/2013
>  at 08:50 AM, Stan Barr <plan.b@dsl.pipex.com> said:
>
>> I think the problem is the ^N^N in the address.
>
> Which was not included in the attribution line )-:
>
> RFC 5322 allows SO, but it is designated as obsolete. Neither RFC 5322
> nor RFC 5536 makes SO or SI delimiters. I'd suggest submitting a bug
> report. I'd also suggest not using obsolete control characters in
> header fields, even if the slrn bug gets fixed.

Yes; I felt lazy and went the second route. The OP is alone in the parts of Usenet I visit to trigger the problem; he might as well stop doing it.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 20 Jan 2013 22:15:08 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Dan Espen wrote:

>
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> "Shmuel (Seymour J.) Metz" wrote:
>>>
>>>> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>>
>>>> >Hardware is still sold, a lot of the software developed in the
>>>> >last twenty years has been developed in the atmosphere of software
>>>> >should be *free*. There is little incentive for innovative software
>>>> >development.
>>>>
>>>> There's been plenty of free innovative mainframe software. For that
>>>> matter, there are free PC compilers and interpreters for a number of
>>>> languages, some quite innovative.
>>>
>>> The bulk of of the PC compilers are based on 30+ year old
>>> technology. In the PC world language design and implementation
>>> has been essentially stalled for several years.
>>
>> Any evidence to back up your assertion?
>>
>> I don't follow GCC all that closely, but it seems to me there are
>> new versions and release numbers and talk of forks. Must be something
>>
>
> There are lots of new GCC releases but the fundamental design
> has not changed. The design holes that were in GCC more than
> a decade ago remain.They still don't participate in language standards
> there overall code generation has only minimally improved in the
> last 15 years. LLVM has for the most part not really changed
> the fundamental issues in GCC although as a project it is better
> managed.
>
> Harsh words maybe but there is a lot of room for the addition of
> new technology but it will require major redesign and perhaps a
> million new lines of code.

The wikipedia page gives a different picture.

It takes bucks to participate in language standards,
besides, meetings are for losers.

--
Dan Espen

Subject: Re: New HD
Posted by Jorgen Grahn on Sun, 20 Jan 2013 22:18:22 GMT
View Forum Message <> Reply to Message

On Sun, 2013-01-20, Walter Bushell wrote:
> In article <alv8a6FptcgU1@mid.individual.net>,
> Bob Martin <bob.martin@excite.com> wrote:
....
>> The faster the CPUs, the cheaper the RAM gets, the sloppier the programmers.
>> Making a program fit in 4KB really concentrated the mind!
>
> Not to mention getting perhaps one or two turn arounds a day. One desk
> checked *well*.

That was before my time, except of course there are still situations
where you cannot *test* your software as well or often as you'd like.

> Nowadays, you can't produce at the rate you are
> expected to if you do. Submit and recompile and get your sintax[1] err
> errors in seconds. This produces a more diffuse and confused state of
> mind which is much less pleasant and also more logical errors,
> methinks.

It's a bit of both. Sometimes it makes perfect sense to hand over
work to the computer, e.g. "remove this variable declaration and then
compile-edit-compile until the resulting errors go away".

At other times you should really stop and *think* -- but thinking is
hard and it's so much easier to just hack at the code at random until
it seems to work. Unit testing often has that effect on me; if I have
a lot of passing tests, I find it hard to convince myself that I
should also study the code until I see that it's obviously correct.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 20 Jan 2013 22:18:56 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 1/19/2013 6:24 PM, Canbear wrote:
>>

>> I recently found a freeware DOS CD Player written entirely in
>> assembly. I appreciate those people who can code in low-level
>> languages. It makes knowing how the computer architecture utilizes
>> instructions so much clearer.
>
> Many of us old-times learned much of what we know of 360 assembler by
> reading the HASP source.

I learned by reading POP, Data Macros, the Language reference for the macros.

My employer at the time refused to believe me and sent me to an
IBM class anyway.

I had to be there but tried not to listen, just pass the test and
get out.

--
Dan Espen

---

Subject: Re: New HD
Posted by Elliott Roper on Sun, 20 Jan 2013 23:00:52 GMT
View Forum Message <> Reply to Message

In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
<numerist@aquaporin4.com> wrote:

> Now my new fear is... that *everything* I know will become
> obsolete and useless in a pragmatic sense.

That's everybody's fear. The half life of geekish knowledge is no more
than 4 years. I can still write PDP-8 and 11 Assembler and nobody
cares. Oh, and Teco...

Its a good thing I'm retired. I'm unemployable doing the things I used
to love doing. Nobody wants to buy my management experience either. No
one wants a wild man, and even fewer want an old one.

BAH and Lyn have another related concern. That future entrants to this
field will have to re-invent practicalities that were learned and never
written out or even discussed outside small closed environments.

I'd like to thank them both for using this newsgroup as a method of
getting some of it smeared over a wider base. However belatedly.

Of course there are many others here doing the same, but those two show
a clear sense of purpose.

--
To de-mung my e-mail address:- fsnospam$elliott$$
PGP Fingerprint: 1A96 3CF7 637F 896B C810  E199 7E5C A9E4 8E59 E248

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 21 Jan 2013 00:02:46 GMT
View Forum Message <> Reply to Message

On Fri, 18 Jan 2013 11:10:06 +0000, Ahem A Rivet's Shot
<steveo@eircom.net> wrote:

[snip]

>  Try finding a system with less than 8 megs of RAM now. I have a
> phone that qualifies and probably a dishwasher (it's fairly old) but I
> wouldn't bet on the (much newer) washing machine or the TV.

I was thinking desktop systems as I read that and thought the
figure was a bit high.  Then, I noted that it was megs, not gigs.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 21 Jan 2013 00:29:24 GMT
View Forum Message <> Reply to Message

In article <kdhid2$i2s$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

>  "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>  news:kdh6pf$roo$4@dont-email.me...
>
>>  I've got a few things around the house I'm just praying die.  I agree
>>  with you, I can't stand to throw out something that still works.
>
>  For different values of "work".  If what you have will *not* do the
>  jobs you want to do... stepping up to a newer item *might* be useful.

Unfortunately, what happens too often these days is that it's the
new device you step to (note my omission of the word "up") that
will *not* do the jobs you want to do.  Even more unfortunately,
most people don't seem to care about this - they're happy to switch
to whatever new jobs that the vendor says they're supposed to want

to do instead.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 21 Jan 2013 00:35:37 GMT
View Forum Message <> Reply to Message

In article <kdhhki$c30$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> What the  current crop of computer science students *think* is going on
>  inside the computer... is most likely far removed from reality.

Current crop?  In 1970 I found the CS curriculum to be so far up the
ivory tower that I dropped out and found a programming job in the
Real World.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 21 Jan 2013 00:39:08 GMT
View Forum Message <> Reply to Message

In article <50FC50CE.ADFEFAC9@bytecraft.com>, walter@bytecraft.com
(Walter Banks) writes:

>  MS does seem to have addressed reliability issues a decade
>  or more ago starting with nt and w2k  but the *nix guys are
>  still waving that around.

On the other hand, just the other day we had a test bed go down
because Windows 7 decided to install an update and reboot.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.

X  Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Mike Spencer on Mon, 21 Jan 2013 02:18:52 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Stan Barr" <plan.b@dsl.pipex.com> wrote in message
>
>> Historical note:
>>
>> Legend has it that the original Mac prompt said [cancel] [doit] and
>> users read doit as dolt and took offence :-)
>
> [snip] Stupidity is inifinite.

We once had an XK Jag in the shop. It was nose in, trunk lid up and no
logo or marque was immediately visible.

Then Some Guy wandered in. He gave the car close but not very
extensive scrutiny, then wandered over to us and said, "What year of
Undoh is that?" We all looked at each other. Say what?

Then we realized that this car had wire wheels, thus had knock-off
hubs that were marked with an arrow and the word "Undo". The Guy had
looked closely at the wheel hubs, of course.

--
Mike Spencer  Nova Scotia, Canada

---

Subject: Re: New HD
Posted by Mike Spencer on Mon, 21 Jan 2013 02:42:42 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Mike Spencer" <mds@bogus.nodomain.nowhere> wrote in message
> news:87ip6skcyc.fsf@nudel.nodomain.nowhere...
>>
>> Canbear <nospam@nospam.com> writes:
>>
>>> On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:
>>>

>>>> Heck, I was happy when I first got a PC and could run GW-BASIC and do
>>>> the stuff I did (and more) without paying for a Teletype and computer
>>>> service.
>>>
>>>  But also aren't you glad you were there to watch it all evolve?
>>
>>  I wrote a ca. 100-line program in Fortran in '63, then didn't touch a
>>  computer for over 20 years.
>>
>
>  Boy!!! You must have been shocked at how far things had come in "only 20
>  years"!!!

Well, I had *seen* Apple ][s, Macs and others in use and read a lot of
stuff but it was a transition from punch cards to CRT and floppies. So
not shocked but properly appreciative.

>
>>  I'm particularly glad that I got my first computer when I did: An
>>  Osborne I in '87 when the typical user had a Mac or DOS/Win-2.0.
>>  I made a hand-raised copper curry pan and swapped it even for the O1,
>>  printer & software.
>>
>>  In order to do anything interesting, I had to learn Z80/8080 assembler
>>  and C.  Starting only a bit later, with a less obsolete 80x86, I might
>>  never have spent those many hours on such low-level stuff but, as I
>>  did, I now have a much better grasp that I might have of what's really
>>  happening inside my Linux boxen.
>
>  ISTM that it's always good to have a grasp of what is *really* going on at
>  the lower levels.

I think it's a principle. A driver should know basics of bearings and
internal combustion; a mechanic should know basics if automobile
engineering; an engineer should know some metallurgy and combustion
chemistry; and so on.

>>  OTOH, I worked once, in 1993, beside a student about to graduate from
>>  a university (and presumably respectable) computer science program.
>>  He didn't understand that when a system such a Unix was doing several
>>  things "at the same time", it was in fact doing only one CPU instruction
>>  from a single program at any point in time.  Just didn't get it.
>>
>>  Huh.
>

> Yes, properly put, the programs ran "concurrently" rather than
> "simultaneously". In the older days, all programs shared the same CPU.
> Now, with multiple "cores" of CPU's and multiple execution units inside
> *one* CPU... several instructions *can* be done simultaneously.

Understood. At that date, there were no multi-CPU or multicore CPUs laying around. Concurrent vs simultaneous was the distinction the guy didn't get.

> What the current crop of computer science students *think* is going on
> inside the computer... is most likely far removed from reality.

Possibly for me, too. One's tech knowledge seems to obsolesce at warp speed. It's even happening in my own domain of art blacksmithing. I was shocked to learn that guys were making an advanced version of pattern welded steel using powder metallurgy in (essentially) the back yard. (I.e. in a blacksmith shop/studio, not in a gigabuck lab.)

--
Mike Spencer Nova Scotia, Canada

---

Subject: Re: New HD
Posted by Mike Spencer on Mon, 21 Jan 2013 02:43:03 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Mike Spencer" <mds@bogus.nodomain.nowhere> wrote in message
> news:87ip6skcyc.fsf@nudel.nodomain.nowhere...
>>
>> Canbear <nospam@nospam.com> writes:
>>
>>> On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:
>>>
>>>> Heck, I was happy when I first got a PC and could run GW-BASIC and do
>>>> the stuff I did (and more) without paying for a Teletype and computer
>>>> service.
>>>
>>> But also aren't you glad you were there to watch it all evolve?
>>
>> I wrote a ca. 100-line program in Fortran in '63, then didn't touch a
>> computer for over 20 years.
>>
>
> Boy!!! You must have been shocked at how far things had come in "only 20
> years"!!!

Well, I had *seen* Apple ][s, Macs and others in use and read a lot of stuff but it was a transition from punch cards to CRT and floppies. So not shocked but properly appreciative.

>
>> I'm particularly glad that I got my first computer when I did: An
>> Osborne I in '87 when the typical user had a Mac or DOS/Win-2.0.
>> I made a hand-raised copper curry pan and swapped it even for the O1,
>> printer & software.
>>
>> In order to do anything interesting, I had to learn Z80/8080 assembler
>> and C. Starting only a bit later, with a less obsolete 80x86, I might
>> never have spent those many hours on such low-level stuff but, as I
>> did, I now have a much better grasp that I might have of what's really
>> happening inside my Linux boxen.
>
> ISTM that it's always good to have a grasp of what is *really* going on at
> the lower levels.

I think it's a principle. A driver should know basics of bearings and internal combustion; a mechanic should know basics if automobile engineering; an engineer should know some metallurgy and combustion chemistry; and so on.

>> OTOH, I worked once, in 1993, beside a student about to graduate from
>> a university (and presumably respectable) computer science program.
>> He didn't understand that when a system such a Unix was doing several
>> things "at the same time", it was in fact doing only one CPU instruction
>> from a single program at any point in time. Just didn't get it.
>>
>> Huh.
>
> Yes, properly put, the programs ran "concurrently" rather than
> "simultaneously". In the older days, all programs shared the same CPU.
> Now, with multiple "cores" of CPU's and multiple execution units inside
> *one* CPU... several instructions *can* be done simultaneously.

Understood. At that date, there were no multi-CPU or multicore CPUs laying around. Concurrent vs simultaneous was the distinction the guy didn't get.

> What the current crop of computer science students *think* is going on
> inside the computer... is most likely far removed from reality.

Possibly for me, too. One's tech knowledge seems to obsolesce at warp

speed. It's even happening in my own domain of art blacksmithing. I was shocked to learn that guys were making an advanced version of pattern welded steel using powder metallurgy in (essentially) the back yard. (I.e. in a blacksmith shop/studio, not in a gigabuck lab.)

--
Mike Spencer Nova Scotia, Canada

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 03:48:32 GMT
View Forum Message <> Reply to Message

"Mike Spencer" <mds@bogus.nodomain.nowhere> wrote in message
news:87mww3gst9.fsf@nudel.nodomain.nowhere...
>
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>
>> "Mike Spencer" <mds@bogus.nodomain.nowhere> wrote in message
>> news:87ip6skcyc.fsf@nudel.nodomain.nowhere...
>>>
>>> Canbear <nospam@nospam.com> writes:
>>>
>>>> On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:
>>>>
>>>> >Heck, I was happy when I first got a PC and could run GW-BASIC and do
>>>> >the stuff I did (and more) without paying for a Teletype and computer
>>>> >service.
>>>>
>>>> But also aren't you glad you were there to watch it all evolve?
>>>
>>> I wrote a ca. 100-line program in Fortran in '63, then didn't touch a
>>> computer for over 20 years.
>>>
>>
>> Boy!!! You must have been shocked at how far things had come in "only 20
>> years"!!!
>
> Well, I had *seen* Apple ][s, Macs and others in use and read a lot of
> stuff but it was a transition from punch cards to CRT and floppies. So
> not shocked but properly appreciative.
>
>
>>
>>> I'm particularly glad that I got my first computer when I did: An
>>> Osborne I in '87 when the typical user had a Mac or DOS/Win-2.0.
>>> I made a hand-raised copper curry pan and swapped it even for the O1,
>>> printer & software.

>>>
>>> In order to do anything interesting, I had to learn Z80/8080 assembler
>>> and C. Starting only a bit later, with a less obsolete 80x86, I might
>>> never have spent those many hours on such low-level stuff but, as I
>>> did, I now have a much better grasp that I might have of what's really
>>> happening inside my Linux boxen.
>>
>> ISTM that it's always good to have a grasp of what is *really* going on
>> at
>> the lower levels.

> I think it's a principle.

I don’t see it as a valid principle.

> A driver should know basics of bearings and internal combustion;

That’s mad. Fuck all do and do fine without knowing anything about that.

Even more somehow manage to watch TV without understanding
a damned thing about how the TV system works too.

With the phone system in spades.

And even the postal system too.

> a mechanic should know basics if automobile engineering;

Sure.

> an engineer should know some metallurgy and combustion chemistry;

Depends entirely on what sort of engineer he is.

> and so on.

I don’t see that someone doing software has to
know anything about how the hardware works.

>>> OTOH, I worked once, in 1993, beside a student about to graduate from
>>> a university (and presumably respectable) computer science program.
>>> He didn't understand that when a system such a Unix was doing several
>>> things "at the same time", it was in fact doing only one CPU instruction
>>> from a single program at any point in time. Just didn't get it.
>>>
>>> Huh.
>>
>> Yes, properly put, the programs ran "concurrently" rather than

>> "simultaneously". In the older days, all programs shared the same CPU.
>> Now, with multiple "cores" of CPU's and multiple execution units inside
>> *one* CPU... several instructions *can* be done simultaneously.

> Understood. At that date, there were no multi-CPU or multicore CPUs
> laying around. Concurrent vs simultaneous was the distinction the guy
> didn't get.
>
>> What the current crop of computer science students *think* is going on
>> inside the computer... is most likely far removed from reality.
>
> Possibly for me, too. One's tech knowledge seems to obsolesce at warp
> speed. It's even happening in my own domain of art blacksmithing. I
> was shocked to learn that guys were making an advanced version of
> pattern welded steel using powder metallurgy in (essentially) the back
> yard. (I.e. in a blacksmith shop/studio, not in a gigabuck lab.)

---

Subject: Re: New HD
Posted by swatto on Mon, 21 Jan 2013 05:28:38 GMT
View Forum Message <> Reply to Message

On Sun, 20 Jan 2013 13:39:54 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

>> When I used to be on Compuserve, it was all text. But even then, the
>> stuff you could do was cool - at least I thought so. In your face
>> advertising was practically non-existent. But it was the BBSes that
>> were the best places to find cool stuff. It was a BBS where I
>> downloaded my very first graphic - quite exhilarating actually. I
>> can't remember the exact format, but it was a vector image - that much
>> I know.
>
> Canbear, it *was* cool!!! It is *still* cool!!! People are so addicted to
> "instant gratification" and getting results almost *before* doing
> anything... that people have trouble appreciating the things we did 15, 20,
> 30, or 40 years ago. We were amazed that computers could do things that
> were otherwise undo-able back then. Such things are taken for granted
> now... axioms instead of theorems.

In the rear view mirror it was cool. In those days a lot of stuff was
difficult to get working right. So, yeah I can admire the trophies and
plaques when milestones were reached. It's still *cool* in sentimental
appreciation I suppose. And the unsung BBS sysops of the past were the
pioneers of all we enjoy today.

> We were computing things that average
> folks today just do *not* want to compute. We lived at a different level in

> the tech hierarchy. The things we computed... support that level of the
> hierarchy, but people today live at a different level.

And it has been acknowledged on this forum with a gigabytes worth of comments that the computer is appreciated as a mere appliance by the hoi polloi, not as the powerful tool that Gauss, Einstein, Turing and all the rest of the great minds of the past would have loved to get their hands on.

Canbear

---

Subject: Re: New HD
Posted by Jorgen Grahn on Mon, 21 Jan 2013 09:21:40 GMT
View Forum Message <> Reply to Message

On Sun, 2013-01-20, Ahem A Rivet's Shot wrote:
>  On Sun, 20 Jan 2013 15:56:18 -0500
>  Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>
>>  In <kdhhki$c30$1@dont-email.me>, on 01/20/2013
>>  at 01:47 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> Yes, properly put, the programs ran "concurrently" rather than
>>> "simultaneously".  In the older days, all programs shared the same
>>> CPU.
>>
>>  FSVO older; multiprocessors have been around for half a century.
>
>  True, but it's only in recent years that they've become the norm to
>  the extent that even phones are coming with quad core processors now.

On the other hand, the story upthread happened in 1993. Already then -- or a few years later -- it was understood that if your program couldn't cope with running on an SMP system, it was plain broken.

The easiest way to avoid that was not to use threads.  The easiest way to guarantee breakage was to use threads, without having an SMP system to test on.

My first PC (a high-end AST, in 1996) had a free CPU socket on the motherboard for a second Pentium. Of course, it never made sense to add one, with hardware evolving so fast back then.

I still don't own an actual SMP or "multi-core" system.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 21 Jan 2013 09:22:34 GMT
View Forum Message <> Reply to Message

"Elliott Roper" <nospam@yrl.co.uk> wrote in message
news:200120132300522435%nospam@yrl.co.uk...
> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>> Now my new fear is... that *everything* I know will become
>> obsolete and useless in a pragmatic sense.
>
> That's everybody's fear. The half life of geekish knowledge is no more
> than 4 years. I can still write PDP-8 and 11 Assembler and nobody
> cares. Oh, and Teco...
>

That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
flying rat's ass about it anymore!!! It saddens me and it's emotionally
taxing. All those things we know how to do... those things are as *cool* as
they ever were!!! People just can *not* appreciate them anymore..... :-(

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 21 Jan 2013 09:25:20 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:614.803T420T9993641@kltpzyxm.invalid...
> In article <50FC50CE.ADFEFAC9@bytecraft.com>, walter@bytecraft.com
> (Walter Banks) writes:
>
>> MS does seem to have addressed reliability issues a decade
>> or more ago starting with nt and w2k but the *nix guys are
>> still waving that around.
>
> On the other hand, just the other day we had a test bed go down

> because Windows 7 decided to install an update and reboot.
>

If Windows 7 is anything like Vista, Charlie, you can select *not* to receive automatic updates... and just pick a time to update the system yourself. I had to do that to my wife's machine, because she got tired of the updates delaying her use of the computer.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 21 Jan 2013 09:25:20 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message news:614.803T420T9993641@kltpzyxm.invalid...
> In article <50FC50CE.ADFEFAC9@bytecraft.com>, walter@bytecraft.com
> (Walter Banks) writes:
>
>> MS does seem to have addressed reliability issues a decade
>> or more ago starting with nt and w2k but the *nix guys are
>> still waving that around.
>
> On the other hand, just the other day we had a test bed go down
> because Windows 7 decided to install an update and reboot.
>

If Windows 7 is anything like Vista, Charlie, you can select *not* to receive automatic updates... and just pick a time to update the system yourself. I had to do that to my wife's machine, because she got tired of the updates delaying her use of the computer.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 09:42:09 GMT
View Forum Message <> Reply to Message

"Canbear" <nospam@nospam.com> wrote in message news:idjpf8dt31k33dp5o62j1qnmjromnl6q0k@4ax.com...
> On Sun, 20 Jan 2013 13:39:54 -0600, "Charles Richmond"

> <numerist@aquaporin4.com> wrote:
>
>>> When I used to be on Compuserve, it was all text. But even then, the
>>> stuff you could do was cool - at least I thought so. In your face
>>> advertising was practically non-existent. But it was the BBSes that
>>> were the best places to find cool stuff. It was a BBS where I
>>> downloaded my very first graphic - quite exhilarating actually. I
>>> can't remember the exact format, but it was a vector image - that much
>>> I know.
>>
>> Canbear, it *was* cool!!! It is *still* cool!!! People are so addicted to
>> "instant gratification" and getting results almost *before* doing
>> anything... that people have trouble appreciating the things we did 15,
>> 20,
>> 30, or 40 years ago. We were amazed that computers could do things that
>> were otherwise undo-able back then. Such things are taken for granted
>> now... axioms instead of theorems.
>
> In the rear view mirror it was cool. In those days a lot of stuff was
> difficult to get working right. So, yeah I can admire the trophies and
> plaques when milestones were reached. It's still *cool* in sentimental
> appreciation I suppose. And the unsung BBS sysops of the past were the
> pioneers of all we enjoy today.

Nope, they were a separate track to usenet.

>> We were computing things that average
>> folks today just do *not* want to compute. We lived at a different level
>> in
>> the tech hierarchy. The things we computed... support that level of the
>> hierarchy, but people today live at a different level.

> And it has been acknowledged on this forum with a gigabytes worth of
> comments that the computer is appreciated as a mere appliance by the
> hoi polloi, not as the powerful tool that Gauss, Einstein, Turing and
> all the rest of the great minds of the past would have loved to get
> their hands on.

---

Subject: Re: New HD
Posted by GreyMaus on Mon, 21 Jan 2013 09:55:01 GMT
View Forum Message <> Reply to Message

On 2013-01-21, Gene Wirchenko <genew@telus.net> wrote:
> On Fri, 18 Jan 2013 11:10:06 +0000, Ahem A Rivet's Shot
> <steveo@eircom.net> wrote:
>
> [snip]

>
>> Try finding a system with less than 8 megs of RAM now. I have a
>> phone that qualifies and probably a dishwasher (it's fairly old) but I
>> wouldn't bet on the (much newer) washing machine or the TV.
>
> I was thinking desktop systems as I read that and thought the
> figure was a bit high. Then, I noted that it was megs, not gigs.
>
> Sincerely,
>
> Gene Wirchenko

AFAIK, no machine to test it, but you can use email on a C64.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by GreyMaus on Mon, 21 Jan 2013 09:55:01 GMT
View Forum Message <> Reply to Message

On 2013-01-20, Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
> On Sun, 2013-01-20, Shmuel Metz wrote:
>> In <slrnkfn99a.28r.plan.b@ID-309335.user.uni-berlin.de>, on 01/20/2013
>> at 08:50 AM, Stan Barr <plan.b@dsl.pipex.com> said:
>>
>>> I think the problem is the ^N^N in the address.
>>
>> Which was not included in the attribution line )-:
>>
>> RFC 5322 allows SO, but it is designated as obsolete. Neither RFC 5322
>> nor RFC 5536 makes SO or SI delimiters. I'd suggest submitting a bug
>> report. I'd also suggest not using obsolete control characters in
>> header fields, even if the slrn bug gets fixed.
>
> Yes; I felt lazy and went the second route. The OP is alone in the
> parts of Usenet I visit to trigger the problem; he might as well stop
> doing it.
>
> /Jorgen
>

I seem to have missed part of this thread;
my experience is that I had a little script that ran through my
slrnpull directories and detected how man software readers were
being used. First step was to open a message and read the From: line,
breaking off if this poster had been `read' before. recently this
resulted in gibberish, and I wonder if this is connected with this
discussion.

(The messages that triggered this were from Mr.Speed, but also from others)

I solved the problem with a function that deleted any
characters lower than ' ' or higher than '~'.

Never a problem with slrn itself.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 21 Jan 2013 12:34:07 GMT
View Forum Message <> Reply to Message

On 21 Jan 2013 09:21:40 GMT
Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:

> On Sun, 2013-01-20, Ahem A Rivet's Shot wrote:
>> On Sun, 20 Jan 2013 15:56:18 -0500
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>>
>>> In <kdhhki$c30$1@dont-email.me>, on 01/20/2013
>>> at 01:47 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> Yes, properly put, the programs ran "concurrently" rather than
>>>> "simultaneously". In the older days, all programs shared the same
>>>> CPU.
>>>
>>> FSVO older; multiprocessors have been around for half a century.
>>
>> True, but it's only in recent years that they've become the
>> norm to the extent that even phones are coming with quad core
>> processors now.
>
> On the other hand, the story upthread happened in 1993. Already then

> -- or a few years later -- it was understood that if your program
> couldn't cope with running on an SMP system, it was plain broken.

High end boxes had gone multi-processor quite some time before
that. In 1990 we were using quad core 88K based boxes (the kernel was
single threaded). That being said, if your code couldn't cope with SMP
it probably couldn't cope with a uniprocessor system that scheduled
differently to the box you tested on - in other words it was broken.

> The easiest way to avoid that was not to use threads. The easiest way

Actually no - the first time I saw concurrency biting bad code
there were no threads, just multiple processes and a shared memory segment.
It didn't even take SMP to expose it, just porting to a box that didn't
guarantee that the child of a fork ran before the parent got to run again.

> to guarantee breakage was to use threads, without having an SMP system
> to test on.

Anything that allows multiple processes (or execution whatsits) to
run sharing resources without locks would do. Threads just make it much
harder to tell and SMP just makes it more likely to bite.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 12:38:23 GMT
View Forum Message <> Reply to Message

In <20oof8l7fdoaod97758143cr2j7mktqgig@4ax.com>, on 01/20/2013
at 09:24 PM, Nick Spalding <spalding@iol.ie> said:

> I came into the programming business via the hardware one. It has
> always mystified me how people can write programs without at least
> a basic idea of how the machine works.

How do you learn to program a line of compatible computers where each
model has a different implementation? Your way is fine for one-off
designs in the 1950's, but breaks down for processor families.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 12:43:43 GMT
View Forum Message <> Reply to Message

In <20130120212248.c5f3b530ed6fc77ed32c6f40@eircom.net>, on 01/20/2013
at 09:22 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:

> True, but it's only in recent years that they've become the norm
> to the extent that even phones are coming with quad core
> processors now.

That may be true for small machines, but when is the last time that
you saw a mainframe with only one engine? For that matter, are
uniprocessors really the norm in server farms?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 12:56:39 GMT
View Forum Message <> Reply to Message

In <ic7gn75whb.fsf@home.home>, on 01/20/2013
at 05:18 PM, Dan Espen <despen@verizon.net> said:

> I learned by reading POP, Data Macros, the Language reference for
> the macros.

They say that the memory is the second[1] thing to go. Assuming that
you're talking OS/360, you'd need at least 5 types of manuals:

PoOps
Assembler[2]
Data Management[2]
Supervisor[2]

JCL[2]

The exact breakdown for DOS is similar; there is no one manual that
covers the assembler, the data management facilities and the
supervisor facilities.

> My employer at the time refused to believe me and sent me to an IBM
> class anyway.

There are worse things. WSU handed us a stack of 7070 manuals and told
us to read them before class. The class didn't cover anything beyond
what we learned from reading the manuals, and in some cases students
were able to answer questions that the instructor was unable to
handle.

[1] I don't remember the first.

[2] You might need the companion services and user guide manuals,
not just the references.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 21 Jan 2013 13:06:13 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> Walter Banks <walter@bytecraft.com> writes:
>
>> "Shmuel (Seymour J.) Metz" wrote:
>>
>>> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>
>>>> Hardware is still sold, a lot of the software developed in the
>>>> last twenty years has been developed in the atmosphere of software
>>>> should be *free*. There is little incentive for innovative software
>>>> development.
>>>
>>> There's been plenty of free innovative mainframe software. For that
>>> matter, there are free PC compilers and interpreters for a number of

>>>  languages, some quite innovative.
>>
>>  The bulk of of the PC compilers are based on 30+ year old
>>  technology. In the PC world language design and implementation
>>  has been essentially stalled for several years.
>
>  Any evidence to back up your assertion?
>
>  I don't follow GCC all that closely, but it seems to me there are
>  new versions and release numbers and talk of forks.  Must be something
>  going on there.
>
Morten did a write-up of what needs to be done.  IIRC, it was about 2004 or
so.  He hasn't mentioned that any of it...well, except one...has been
done to his satisfaction.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 21 Jan 2013 13:06:14 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
>  Walter Banks <walter@bytecraft.com> writes:
>
>>  Dan Espen wrote:
>>
>>>  Walter Banks <walter@bytecraft.com> writes:
>>>
>>>>  "Shmuel (Seymour J.) Metz" wrote:
>>>>
>>>> > In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >    at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >
>>>> > >Hardware is still sold, a lot of the software developed in the
>>>> > >last twenty years has been developed in the atmosphere of software
>>>> > >should be *free*. There is little incentive for innovative software
>>>> > >development.
>>>> >
>>>> > There's been plenty of free innovative mainframe software. For that
>>>> > matter, there are free PC compilers and interpreters for a number of
>>>> > languages, some quite innovative.
>>>>
>>>>  The bulk of of the PC compilers are based on 30+ year old
>>>>  technology. In the PC world language design and implementation
>>>>  has been essentially stalled for several years.
>>>

>>>  Any evidence to back up your assertion?
>>>
>>>  I don't follow GCC all that closely, but it seems to me there are
>>>  new versions and release numbers and talk of forks.  Must be something
>>>
>>
>>  There are lots of new GCC releases but the fundamental design
>>  has not changed. The design holes that were in GCC more than
>>  a decade ago remain.They still don't participate in language standards
>>  there overall code generation has only minimally improved in the
>>  last 15 years. LLVM has for the most part not really changed
>>  the fundamental issues in GCC although as a project it is better
>>  managed.
>>
>>  Harsh words maybe but there is a lot of room for the addition of
>>  new technology but it will require major redesign and perhaps a
>>  million new lines of code.
>
>  The wikipedia page gives a different picture.
>
>  It takes bucks to participate in language standards,
>  besides, meetings are for losers.

Depends on whether you can run a good meeting or not.

As much as we hated standards and their committees, we wouldn't
have been able to survive or stay sane without them.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 21 Jan 2013 13:06:15 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
>  "Elliott Roper" <nospam@yrl.co.uk> wrote in message
>  news:200120132300522435%nospam@yrl.co.uk...
>>  In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>>  <numerist@aquaporin4.com> wrote:
>>
>>>   Now my new fear is...  that *everything* I know will become
>>>  obsolete and useless in a pragmatic sense.
>>
>>  That's everybody's fear. The half life of geekish knowledge is no more
>>  than 4 years. I can still write PDP-8 and 11 Assembler and nobody
>>  cares. Oh, and Teco...
>>

>
> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
> things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
> flying rat's ass about it anymore!!! It saddens me and it's emotionally
> taxing. All those things we know how to do... those things are as *cool* as
> they ever were!!! People just can *not* appreciate them anymore..... :-(

But in this computing biz, what used to be will be done again. At some point, the underbelly of a system will be so complicated and so dependent on other complicated messes, that someone will come up with "new" bright idea of a PDP-8 or PDP-11 of the original days to do a task which is very important but doens't need all the fancy shmancy character machine language support.

We may not see it; it took 2 more decades for people to "rediscover" multi-CPUs in an SMP configuration (they're still not quite there yet) than I thought would happen. The software underbelly is in such a mess that it may take a while for that to become better before the focus reverts back to hardware improvments.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 21 Jan 2013 13:06:16 GMT
View Forum Message <> Reply to Message

Walter Bushell wrote:
> In article <kdh6m5$roo$3@dont-email.me>,
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> On 1/19/2013 7:27 PM, Walter Bushell wrote:
>>>
>>> I used Foxbase+ Mac and it was a great product for the time. When I
>>> heard that Microsoft was taking it over I knew the jig was probably
>>> up.
>>
>> Micro$oft is the CA of small computers.
>
> CA ? caca?
>
Nah, just half of a caca.

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Mon, 21 Jan 2013 13:06:17 GMT
View Forum Message <> Reply to Message

Jorgen Grahn wrote:
> On Sun, 2013-01-20, Walter Bushell wrote:
>> In article <alv8a6FptcgU1@mid.individual.net>,
>> Bob Martin <bob.martin@excite.com> wrote:
> ...
>>> The faster the CPUs, the cheaper the RAM gets, the sloppier the
programmers.
>>> Making a program fit in 4KB really concentrated the mind!
>>
>> Not to mention getting perhaps one or two turn arounds a day. One desk
>> checked *well*.
>
> That was before my time, except of course there are still situations
> where you cannot *test* your software as well or often as you'd like.
>
>> Nowadays, you can't produce at the rate you are
>> expected to if you do. Submit and recompile and get your sintax[1] err
>> errors in seconds. This produces a more diffuse and confused state of
>> mind which is much less pleasant and also more logical errors,
>> methinks.
>
> It's a bit of both. Sometimes it makes perfect sense to hand over
> work to the computer, e.g. "remove this variable declaration and then
> compile-edit-compile until the resulting errors go away".
>
> At other times you should really stop and *think* -- but thinking is
> hard and it's so much easier to just hack at the code at random until
> it seems to work. Unit testing often has that effect on me; if I have
> a lot of passing tests, I find it hard to convince myself that I
> should also study the code until I see that it's obviously correct.

I had a much different technique. If I had to think about something,
I'd play some kind of game, IIR Go, so that my fingers stayed busy
while I thought. Randomly, changing sources makes me sudder and
want to head for the backup tape :-).

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 21 Jan 2013 13:06:19 GMT
View Forum Message <> Reply to Message

Ibmekon wrote:
> On 20 Jan 2013 15:58:05 GMT, jmfbahciv <See.above@aol.com> wrote:

>
>> Ibmekon wrote:
>>>  On 19 Jan 2013 14:42:50 GMT, jmfbahciv <See.above@aol.com> wrote:
>>>
>>>> Jorgen Grahn wrote:
>>>> > On Fri, 2013-01-18, jmfbahciv wrote:
>>>> >> Ibmekon wrote:
>>>> > ...
>>>> >>> Only in recent years have I begun to be impressed by modern computers.
>>>> >>
>>>> >> The hardware is OK; the OSes still need a lot of work.  OSes should be
>>>> >> seen and not heard unless asked.
>>>> >>
>>>> >> Every single one still needs to be wrestled with on a minutely basis.
>>>> >
>>>> > It's not OSes, but software in general.  My hardware may be 100 or
>>>> > 1000 times larger/faster/better now compare to 1993, but my software
>>>> > isn't.
>>>>
>>>> It's the OS which influences the apps programmers.  If they have never
>>>> seen nor experienced a good OS, they won't know how software should
>>>> behave.
>>>>
>>>> /BAH
>>>
>>>  At your DEC, was there any separation between the scope OS and the
>>>  applications ?
>>
>> I don't understand the question.
>>
>> With TOPS-20, a user could hit $ or ? depending on what kind of
>> help s/he wanted.  In alll other cases, the OS stayed out of the
>> way and allowed the user to whatever s/he wanted, including
>> obeying commands and arranging resources so that access was
>> immediate and scheduling devices and software resources was
>> alsmost invisible.
>>
>> AFter the PDP-10 OS programmers moved in the VMS groups, VMS
>> started to do similar things.
>>
>> Apps were able to use system calls, which were very well defined,
>> if they needed any data or actions from the monitor.  Apps were
>> not allowed to place their trendils in the EXEC portions of the
>> monitor.  Monitors executed as much of their code in behalf
>> of the user and not in exec mode.
>>
>> A huge part of MS' bugs is their corporate folklore of allowing
>> this to happen.  Cutler had a battle early on to prevent any

>> random app from placing tendrils in the monitor (you call it
>> kernel) but lost that battle.  This was unfortunate.
>>
>> /BAH
>
>  Sorry.
>
>  When I read my own post I saw it was unreadable - it should have read
>  :
>
>  "At DEC, was there any intentional separation between the scope of the
>  functions of the OS and the applications ? "
>
>  I tried to send the new version, my Newsreader has it in the Sent box,
>  but it has not posted online.
>
>  Nevertheless, your reply was on target.

:-)  I guessed correctly.

>  The question I was circling around is this - where is the imaginary
>  mark between OS and Apps ?

The system call has been the traditional line and most software did not
cross it.  There were exceptions but those were rare and were used
only for the configurations which needed the extras privs.

>
>  And at what point in its history did Microsoft overstep it.

Since the programmers viewed the OS as just another app running on a
PC whcih didn't have to be secure w.r.t. another user, my guess would
be from the beginning.  You can be very sloppy about which code runs
in exec or user mode if there is only one "program" ever running on
the system and that program is the kernel.

>  Certainly the EU mandarins insisted the "Internet Explorer" browser
>  and "Windows Media Player" should not be bundled in an OS.

Tehre is a huge difference between bundling and having an app insert
its tengrils into the running monitor at runtime or later.

>  But surely it goes back to the early 1980's and the startup of MS-DOS
>  and WORD.
>  It is easy to see how MS could gain from allowing their own
>  application access to the Monitor, but deny it for the market

> competition.

Access to the monitor can be done with monitor calls and not DEC's
equivalent of POKE when they only wanted to PEEK or SPY.

>
> Since you have read this far, /BAH - what were consequences of
> "Cutler's last stand" ?

Any software developer who needed something from the monitor would
not design a system call but simply read/write what s/he needed
into the running kernal.  Design reviews would not have refused
this flavor of implementation since it was a corporate culture
thing.  If there had been questions, the developer would have
plenty of history to point at to get his own way.  Cutler tried
to establish that system call wall but nobody else in that
company knew nor wanted to understand the dangers of making that
wall holey.  They were running PCs which were single-user, single
owner and didn't need the security that multi-user systems had
to have.  I still see this attitude in any PC implementation
even though all now have to run multi-user even if there's
only one human being touching it.

Think about MS' backdoors which have to be there for the update
services.  The progammers would not wait to go through a system
call design to get into the deep dark bowels of a running system.

Bottom line to your question:  unending security problems and
bugs which, when fixed, beget 3 new ones.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 21 Jan 2013 13:06:20 GMT
View Forum Message <> Reply to Message

Elliott Roper wrote:
> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>> Now my new fear is... that *everything* I know will become
>> obsolete and useless in a pragmatic sense.
>
> That's everybody's fear. The half life of geekish knowledge is no more
> than 4 years. I can still write PDP-8 and 11 Assembler and nobody
> cares. Oh, and Teco...

>
> Its a good thing I'm retired. I'm unemployable doing the things I used
> to love doing. Nobody wants to buy my management experience either. No
> one wants a wild man, and even fewer want an old one.
>
> BAH and Lyn have another related concern. That future entrants to this
> field will have to re-invent practicalities that were learned and never
> written out or even discussed outside small closed environments.
>
> I'd like to thank them both for using this newsgroup as a method of
> getting some of it smeared over a wider base. However belatedly.
>
> Of course there are many others here doing the same, but those two show
> a clear sense of purpose.
>

Thank you, Eliott. All that typing hasn't been in vain :-).

/BAH

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 13:21:42 GMT
View Forum Message <> Reply to Message

In <87mww3gst9.fsf@nudel.nodomain.nowhere>, on 01/20/2013
at 10:42 PM, Mike Spencer <mds@bogus.nodomain.nowhere> said:

> Understood. At that date, there were no multi-CPU or multicore CPUs
> laying around.

Except for, e.g, Bendix, BULL, Burroughs, CDC, GE, IBM, UNIVAC. Then
there was Honeywell, with a virtual MP, the H800.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 13:55:07 GMT
View Forum Message <> Reply to Message

In <kdj1cs$cb4$1@dont-email.me>, on 01/21/2013
at 03:22 AM, "Charles Richmond" <numerist@aquaporin4.com> said:

> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of
> neat things like PDP-8 and PDP-11 Assembly language... and *no*
> one gives a flying rat's ass about it anymore!!!

OTOH, a knowledge of S/360 or 8088 still carries over to a
considerable extent. Yeah, there are new addressing modes,
instructions and registers, but much of what you learned is still
valid.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Mon, 21 Jan 2013 14:20:04 GMT
View Forum Message <> Reply to Message

Jorgen Grahn <grahn+nntp@snipabacken.se> writes:
> On the other hand, the story upthread happened in 1993. Already then
> -- or a few years later -- it was understood that if your program
> couldn't cope with running on an SMP system, it was plain broken.
>
> The easiest way to avoid that was not to use threads. The easiest way
> to guarantee breakage was to use threads, without having an SMP system
> to test on.
>
> My first PC (a high-end AST, in 1996) had a free CPU socket on the
> motherboard for a second Pentium. Of course, it never made sense to
> add one, with hardware evolving so fast back then.
>
> I still don't own an actual SMP or "multi-core" system.

there were system support for multiprocessors on server side going back
decades ... handling multiple different applications running
simultaneously ... and there were some number of multi-threaded system
software like dbms and transaction systems that could take advantage of
multiprocessors. although lots of the earlier implementations only
allowed processor executing in single section of code at a time ... aka
different applications running on different processors with kernel
spin-lock ... so that entry to kernel was limited to single processor at

a time.

old post
http://www.garlic.com/~lynn/2007i.html#78
referencing
http://www.theregister.co.uk/2007/05/01/mundie_mundie/

from above:

Microsoft, to its credit, has multi-threaded the calculations in Office
Excel 2007. But that's about where the credit ends.

Intel and AMD executives fail to hide their disappointment with
Microsoft well on the multi-threaded software front.

During a speech last June, Intel SVP Pat Gelsinger said the following:

"A couple of years ago, I had a discussion with Bill Gates (about the
multi-core products). He was just in disbelief. He said, 'We can't write
software to keep up with that.'"

Gates ordered the Intel executive to keep pumping out faster product.
"No, Bill, it's not going to work that way," Gelsinger informed him.

.... snip ...

Sequent had 32-way in the 80s/90s supported by their dynix version of
unix ... and in the 90-s were one of the companies doing 256-way with
sci. we did some work with sequent about their 256-way Numa-Q ... and
they mentioned that they done most of the work on NT to take it past
4-way scaleup.

i've mentioned before that charlie had invented compare-and-swap when he
was working on cp67 fine-grain multiprocessor locking (instruction named
compare-and-swap because CAS are charlie's initials) at the science
center. misc.  past posts mentioning science center
http://www.garlic.com/~lynn/subtopic.html#545tech
past posts mentioning compare-and-swap and/or multiprocessor
http://www.garlic.com/~lynn/subtopic.html#smp

effort was then made to have compare-and-swap added to the upcoming 370
.... but was initially rebuffed by the owners of 370 architecture.  they
claimed that the corporate favorite-son batch operating system people
were claiming test-and-set (multiprocessor locking) instruction (from
360s) was more than adequate for multiprocessor operation. The
"challenge" was to come up with other compare-and-swap uses (than kernel
multiprocessor locking) in order to get compare-and-swap added to 370
.... the result was the application multi-threaded examples (whether

running on multiprocessor or not) ... which still appear in principles of operation
http://publibz.boulder.ibm.com/cgi-bin/bookmgr_OS390/BOOKS/dz9zr003/A.6?DT=20040504121320

misc. past posts mentioning 256-way &/or numa-q
http://www.garlic.com/~lynn/2001.html#46 Small IBM shops
http://www.garlic.com/~lynn/2001d.html#54 VM & VSE news
http://www.garlic.com/~lynn/2001d.html#55 VM & VSE news
http://www.garlic.com/~lynn/2002i.html#83 HONE
http://www.garlic.com/~lynn/2002j.html#45 M$ SMP and old time IBM's LCMP
http://www.garlic.com/~lynn/2004d.html#6 Memory Affinity
http://www.garlic.com/~lynn/2005j.html#13 Performance and Capacity Planning
http://www.garlic.com/~lynn/2005r.html#43 Numa-Q Information
http://www.garlic.com/~lynn/2005r.html#46 Numa-Q Information
http://www.garlic.com/~lynn/2005v.html#0 DMV systems?
http://www.garlic.com/~lynn/2006c.html#40 IBM 610 workstation computer
http://www.garlic.com/~lynn/2006q.html#9 Is no one reading the article?
http://www.garlic.com/~lynn/2007g.html#3 University rank of Computer Architecture
http://www.garlic.com/~lynn/2007i.html#78 John W. Backus, 82, Fortran developer, dies
http://www.garlic.com/~lynn/2007m.html#13 Is Parallel Programming Just Too Hard?
http://www.garlic.com/~lynn/2007n.html#1 Is Parallel Programming Just Too Hard?
http://www.garlic.com/~lynn/2008i.html#2 Microsoft versus Digital Equipment Corporation
http://www.garlic.com/~lynn/2008i.html#5 Microsoft versus Digital Equipment Corporation
http://www.garlic.com/~lynn/2009.html#5 Is SUN going to become x86'ed ??
http://www.garlic.com/~lynn/2009s.html#5 While watching Biography about Bill Gates on CNBC last Night
http://www.garlic.com/~lynn/2009s.html#20 Larrabee delayed: anyone know what's happening?
http://www.garlic.com/~lynn/2009s.html#59 Problem with XP scheduler?
http://www.garlic.com/~lynn/2010.html#27 Oldest Instruction Set still in daily use?
http://www.garlic.com/~lynn/2010e.html#68 Entry point for a Mainframe?
http://www.garlic.com/~lynn/2010f.html#13 What was the historical price of a P/390?
http://www.garlic.com/~lynn/2010f.html#48 Nonlinear systems and nonlocal supercomputing
http://www.garlic.com/~lynn/2010h.html#19 How many mainframes are there?
http://www.garlic.com/~lynn/2010i.html#61 IBM to announce new MF's this year
http://www.garlic.com/~lynn/2010m.html#54 IBM Unleashes 256-core Unix Server, Its Biggest Yet
http://www.garlic.com/~lynn/2011f.html#85 SV: USS vs USS
http://www.garlic.com/~lynn/2011o.html#79 Why are organizations sticking with mainframes?
http://www.garlic.com/~lynn/2011p.html#122 Deja Cloud?
http://www.garlic.com/~lynn/2012f.html#94 Time to competency for new software language?
http://www.garlic.com/~lynn/2012i.html#15 Can anybody give me a clear idea about Cloud Computing in MAINFRAME ?

--
virtualization experience starting Jan1968, online at home since Mar1970

Subject: Re: New HD
Posted by Elliott Roper on Mon, 21 Jan 2013 14:38:52 GMT
View Forum Message <> Reply to Message

In article <kdj1cs$cb4$1@dont-email.me>, Charles Richmond
<numerist@aquaporin4.com> wrote:

> "Elliott Roper" <nospam@yrl.co.uk> wrote in message
> news:200120132300522435%nospam@yrl.co.uk...
>> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>> <numerist@aquaporin4.com> wrote:
>>
>>> Now my new fear is... that *everything* I know will become
>>> obsolete and useless in a pragmatic sense.
>>
>> That's everybody's fear. The half life of geekish knowledge is no more
>> than 4 years. I can still write PDP-8 and 11 Assembler and nobody
>> cares. Oh, and Teco...
>>
>
> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
> things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
> flying rat's ass about it anymore!!! It saddens me and it's emotionally
> taxing. All those things we know how to do... those things are as *cool* as
> they ever were!!! People just can *not* appreciate them anymore..... :-(
>
Emotionally taxing? You know, I never cared about anyone appreciating
my programming. The absolute best thing about writing and debugging
code is you don't have to wait for the critics. The machine tells you
straight away and it doesn't lie, does not flatter, and does not have a
hidden agenda.

The only critics worth having are the ones who steal your code and make
it better.

You and I have ridden the mini-computer wave. It sucked us in at the
beginning, and spat us out on the beach. Sad? Not me! It was a blast.

--
To de-mung my e-mail address:- fsnospam$elliott$$
PGP Fingerprint: 1A96 3CF7 637F 896B C810 E199 7E5C A9E4 8E59 E248

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 14:52:21 GMT
View Forum Message <> Reply to Message

On 1/20/2013 1:23 PM, Charlie Gibbs wrote:

> In article <kdf8m8$cub$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>> news:945.802T2719T8376240@kltpzyxm.invalid...
>>
>>> In article <slrnkfkonp.ah7.grahn+nntp@frailea.sa.invalid>,
>>> grahn+nntp@snipabacken.se (Jorgen Grahn) writes:
>>>
>>>> On Fri, 2013-01-18, jmfbahciv wrote:
>>>>
>>>> > Ibmekon wrote:
>>>> ...
>>>> >> Only in recent years have I begun to be impressed by modern
>>>> >> computers.
>>>> >
>>>> > The hardware is OK; the OSes still need a lot of work. OSes
>>>> > should be seen and not heard unless asked.
>>>> >
>>>> > Every single one still needs to be wrestled with on a minutely
>>>> > basis.
>>>>
>>>> It's not OSes, but software in general. My hardware may be 100 or
>>>> 1000 times larger/faster/better now compare to 1993, but my software
>>>> isn't.
>>>
>>> Your software might not be faster or better, but it _is_ larger.
>>> What the heck, two out of three ain't bad.
>>
>> Charlie... only *one* out of three has improved. The *size* has
>> increased. One out of three *is* pretty bad....
>
> Oops. I was focusing on the fact that software wasn't really
> "better", and missed the fact that it isn't faster either.
> LIke harware, though, it's definitely larger. OK, 1 for 3.
>
> But this is all irrelevant in the eyes of a company like Microsoft.
> The one relevant question is: "Does it make money?" And there,
> alas, the answer is a resounding "yes".
>

Or hopefully now, with "windoze ate", "NO!"

--
Pete

---

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 15:01:52 GMT
View Forum Message <> Reply to Message

On 1/20/2013 3:06 PM, Ahem A Rivet's Shot wrote:
> On Sun, 20 Jan 2013 18:42:30 +0000 (UTC)
> Joe Makowiec <makowiec@invalid.invalid> wrote:
>
>> On 20 Jan 2013 in alt.folklore.computers, Ahem A Rivet's Shot wrote:
>>
>>> On Sun, 20 Jan 2013 11:36:43 -0500
>>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>>
>>>> OTOH, many photos 150 years old or so are still in file condition.
>>>> Will the computer stuff still be readable? {old nit returns)
>>>
>>> It will - provided it's been copied onto more up to date media as
>>> it becomes available and before the old media is unreadable.
>>
>> It's not just the media, it's the file format. You're making the
>
> Sure, you may well have to move it into a more modern format from
> time to time.
>
>> assumption that, in the future, there will still be software capable of
>> reading the format.
>
> No I'm making the assumption that before the data is unreadable it
> will be copied to something that will be readable for longer.

All well and good to say this, and I'm sure the "archive" sites will
keep up, but what about the digital equivalent of the photo album that
sits in Grandma's attic for 100 years and is finally rediscovered when
the house is sold or torn down. You dig out a 1GB flash drive with a
bunch of JPEGs on it...

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 15:04:30 GMT
View Forum Message <> Reply to Message

On 1/20/2013 3:11 PM, Walter Bushell wrote:
> In article <kdh6m5$roo$3@dont-email.me>,
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>

>> On 1/19/2013 7:27 PM, Walter Bushell wrote:
>>>
>>> I used Foxbase+ Mac and it was a great product for the time. When I
>>> heard that Microsoft was taking it over I knew the jig was probably
>>> up.
>>
>> Micro$oft is the CA of small computers.
>
> CA ? caca?
>

Computer Associates, notorious for buying up lots of small mainframe software companies with good products and good support, then destroying them thru bad management and cheese-paring.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 15:07:08 GMT
View Forum Message <> Reply to Message

On 1/20/2013 3:17 PM, Walter Banks wrote:
>
> The wake up call for MS was a couple years ago at the rapid
> decline in desktop computers. w8 represents the first real change
> in quite a while with a screen design *borrowed* from tablets and
> finally real support for processors other than x86 based.

FSVO "real support". Apple moved Macs from POWER to Intel and provided the ability to run the old binaries.

>
> MS does seem to have addressed reliability issues a decade
> or more ago starting with nt and w2k but the *nix guys are
> still waving that around.
>

NT was certainly better than 95...

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 15:13:48 GMT

View Forum Message <> Reply to Message

On 1/20/2013 7:35 PM, Charlie Gibbs wrote:
> In article <kdhhki$c30$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> What the current crop of computer science students *think* is going on
>> inside the computer... is most likely far removed from reality.
>
> Current crop? In 1970 I found the CS curriculum to be so far up the
> ivory tower that I dropped out and found a programming job in the
> Real World.
>

Must have been the school. I went back to grad school in CS in the
early 70s, and I still use a lot of what I learned.

--
Pete

---

Subject: Re: New HD
Posted by Walter Banks on Mon, 21 Jan 2013 15:19:07 GMT
View Forum Message <> Reply to Message

jmfbahciv wrote:

> Dan Espen wrote:
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> "Shmuel (Seymour J.) Metz" wrote:
>>>
>>>> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>>
>>>> >Hardware is still sold, a lot of the software developed in the
>>>> >last twenty years has been developed in the atmosphere of software
>>>> >should be *free*. There is little incentive for innovative software
>>>> >development.
>>>>
>>>> There's been plenty of free innovative mainframe software. For that
>>>> matter, there are free PC compilers and interpreters for a number of
>>>> languages, some quite innovative.
>>>
>>> The bulk of of the PC compilers are based on 30+ year old
>>> technology. In the PC world language design and implementation
>>> has been essentially stalled for several years.
>>

>> Any evidence to back up your assertion?
>>
>> I don't follow GCC all that closely, but it seems to me there are
>> new versions and release numbers and talk of forks. Must be something
>> going on there.
>>
> Morten did a write-up of what needs to be done. IIRC, it was about 2004 or
> so. He hasn't mentioned that any of it...well, except one...has been
> done to his satisfaction.
>
> /BAH

There are really two lists, the one to keep the current GCC working and
the complete language technology update that GCC needs to support new
processors and innovation.

A better way to look at GCC is it was written when overlays and compile
to asm was need to barely get it to run on the available hardware. It has
been patched and tweaked many times but the fundamental design is
decades old.

It is like using 50's era machine shop tools when your competitors
are using NC machines and laser cutters.

w..

w..

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 15:25:47 GMT
View Forum Message <> Reply to Message

On 1/21/2013 8:06 AM, jmfbahciv wrote:
>
> I had a much different technique. If I had to think about something,
> I'd play some kind of game, IIR Go, so that my fingers stayed busy
> while I thought. Randomly, changing sources makes me sudder and
> want to head for the backup tape :-).
>

I just ran into this the other day, and with my own code, too, but from
several years ago. I kept tweaking things and couldn't figure out why I
couldn't get it to work the way I wanted. Finally I sat down and went
thru it thoroughly and it turned out I was misunderstanding what a

routine was doing, probably because the name seemed to say one thing and
the code actually did something different (originally did the first and
later changed, but kept the old name for some stupid reason -- fixed
now, plus added comments.)

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 21 Jan 2013 15:28:00 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Dan Espen wrote:
>>>
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> > "Shmuel (Seymour J.) Metz" wrote:
>>>> >
>>>> >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >>
>>>> >> >Hardware is still sold, a lot of the software developed in the
>>>> >> >last twenty years has been developed in the atmosphere of software
>>>> >> >should be *free*. There is little incentive for innovative software
>>>> >> >development.
>>>> >>
>>>> >> There's been plenty of free innovative mainframe software. For that
>>>> >> matter, there are free PC compilers and interpreters for a number of
>>>> >> languages, some quite innovative.
>>>> >
>>>> > The bulk of of the PC compilers are based on 30+ year old
>>>> > technology. In the PC world language design and implementation
>>>> > has been essentially stalled for several years.
>>>>
>>>> Any evidence to back up your assertion?
>>>>
>>>> I don't follow GCC all that closely, but it seems to me there are
>>>> new versions and release numbers and talk of forks. Must be something
>>>>
>>>
>>> There are lots of new GCC releases but the fundamental design

>>> has not changed. The design holes that were in GCC more than
>>> a decade ago remain.They still don't participate in language standards
>>> there overall code generation has only minimally improved in the
>>> last 15 years. LLVM has for the most part not really changed
>>> the fundamental issues in GCC although as a project it is better
>>> managed.
>>>
>>> Harsh words maybe but there is a lot of room for the addition of
>>> new technology but it will require major redesign and perhaps a
>>> million new lines of code.
>>
>> The wikipedia page gives a different picture.
>>
>> It takes bucks to participate in language standards,
>> besides, meetings are for losers.
>
> Depends on whether you can run a good meeting or not.

A good meeting is one that doesn't happen.

Actually, during the Y2K boom, we had "meeting training".
We got a whole bunch of rules, including one person holding a
stop watch.

Adhering to all those rules improved a meeting, but meetings
are still not my favorite thing. Too much group think.

> As much as we hated standards and their committees, we wouldn't
> have been able to survive or stay sane without them.

What's better, standards or everyone using GNUMAKE?

I know what I chose.

If I could have, I'd have made the same choice for gcc.

--
Dan Espen

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 21 Jan 2013 15:55:01 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 10:01:52 -0500
Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 1/20/2013 3:06 PM, Ahem A Rivet's Shot wrote:

>>  On Sun, 20 Jan 2013 18:42:30 +0000 (UTC)
>>  Joe Makowiec <makowiec@invalid.invalid> wrote:
>>
>>>  On 20 Jan 2013 in alt.folklore.computers, Ahem A Rivet's Shot wrote:
>>>
>>>>  On Sun, 20 Jan 2013 11:36:43 -0500
>>>>  Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>>>
>>>> > OTOH, many photos 150 years old or so are still in file condition.
>>>> > Will the computer stuff still be readable? {old nit returns)
>>>>
>>>>  It will - provided it's been copied onto more up to date media as
>>>>  it becomes available and before the old media is unreadable.
>>>
>>>  It's not just the media, it's the file format.  You're making the
>>
>>  Sure, you may well have to move it into a more modern format
>>  from time to time.
>>
>>>  assumption that, in the future, there will still be software capable of
>>>  reading the format.
>>
>>  No I'm making the assumption that before the data is unreadable
>>  it will be copied to something that will be readable for longer.
>
>  All well and good to say this, and I'm sure the "archive" sites will
>  keep up, but what about the digital equivalent of the photo album that
>  sits in Grandma's attic for 100 years and is finally rediscovered when
>  the house is sold or torn down.  You dig out a 1GB flash drive with a
>  bunch of JPEGs on it...

 Yep that's a problem. The data *can* be kept readable and usable,
but it has to be done or it becomes a data recovery problem, probably a
*very* hard one with a century old flash drive.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by D.J. on Mon, 21 Jan 2013 16:15:10 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 03:25:20 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:614.803T420T9993641@kltpzyxm.invalid...
>> In article <50FC50CE.ADFEFAC9@bytecraft.com>, walter@bytecraft.com
>> (Walter Banks) writes:
>>
>>> MS does seem to have addressed reliability issues a decade
>>> or more ago starting with nt and w2k but the *nix guys are
>>> still waving that around.
>>
>> On the other hand, just the other day we had a test bed go down
>> because Windows 7 decided to install an update and reboot.
>>
>
> If Windows 7 is anything like Vista, Charlie, you can select *not* to
> receive automatic updates... and just pick a time to update the system
> yourself. I had to do that to my wife's machine, because she got tired of
> the updates delaying her use of the computer.

I let the computer, Vista, tell me updates are available, and decide
which ones myself. All stems from an issue with a Win98Se computer
that insisted on trying to install a patch for a sound card not on the
computer. I copied my files off and formated and installed WinXP when
it became available.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Stan Barr on Mon, 21 Jan 2013 16:20:43 GMT
View Forum Message <> Reply to Message

On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
<numerist@aquaporin4.com> wrote:
> "Stan Barr" <plan.b@dsl.pipex.com> wrote in message
> news:slrnkfn8u2.28r.plan.b@ID-309335.user.uni-berlin.de...
>> On 19 Jan 2013 23:22:04 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>> wrote:
>>> On Sat, 2013-01-19, Stan Barr wrote:
>>> ...
>>>> I like Gnome2 because you can make it somewhat oldschool Mac-like.
>>>> Someone on the Gnome2 team was obviously a Mac user.
>>>
>>> Most likely the same guy who decided OK/Cancel dialogues should say

>>>  [Cancel] [OK] rather than [OK] [Cancel].  Very annoying for (as far as
>>>  I can tell) users of pretty much anything but a Mac.
>>
>>  Historical note:
>>  Legend has it that the original Mac prompt said [cancel] [doit] and users
>>  read doit as dolt and took offence :-)
>>
>
>  Sounds like an "Urban legend", Stan.  It is true that the nine-one-one
>  emergency number in the US was once calle nine-eleven.  The 9-1-1 was the
>  preferred way to say it... because the dumb folk wasted time looking for the
>  11 key on the phone!!! :-)  Stupidity is inifinite.

If they'd used the original 999 number introduced in 1937 there would
have been no problem :-)

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 21 Jan 2013 16:41:22 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

>  jmfbahciv wrote:
>
>>  Dan Espen wrote:
>>>  Walter Banks <walter@bytecraft.com> writes:
>>>
>>>>  "Shmuel (Seymour J.) Metz" wrote:
>>>>
>>>> > In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >  at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >
>>>> > >Hardware is still sold, a lot of the software developed in the
>>>> > >last twenty years has been developed in the atmosphere of software
>>>> > >should be *free*. There is little incentive for innovative software
>>>> > >development.
>>>> >
>>>> > There's been plenty of free innovative mainframe software. For that
>>>> > matter, there are free PC compilers and interpreters for a number of
>>>> > languages, some quite innovative.
>>>>

>>>> The bulk of of the PC compilers are based on 30+ year old
>>>> technology. In the PC world language design and implementation
>>>> has been essentially stalled for several years.
>>>
>>> Any evidence to back up your assertion?
>>>
>>> I don't follow GCC all that closely, but it seems to me there are
>>> new versions and release numbers and talk of forks. Must be something
>>> going on there.
>>>
>> Morten did a write-up of what needs to be done. IIRC, it was about 2004 or
>> so. He hasn't mentioned that any of it...well, except one...has been
>> done to his satisfaction.
>>
>> /BAH
>
> There are really two lists, the one to keep the current GCC working and
> the complete language technology update that GCC needs to support new
> processors and innovation.
>
> A better way to look at GCC is it was written when overlays and compile
> to asm was need to barely get it to run on the available hardware. It has
> been patched and tweaked many times but the fundamental design is
> decades old.
>
> It is like using 50's era machine shop tools when your competitors
> are using NC machines and laser cutters.

You know, you are welcome to become a gcc contributor.

Recent developments:

Link-time optimization
a transition from C to C++ as the implementation language
A switch from LALR parsers generated with Bison, to hand-written
recursive-descent parsers.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 21 Jan 2013 16:57:03 GMT
View Forum Message <> Reply to Message

In article <slrnkfq3j9.2b5.greymausg@gmaus.org>, greymausg@mail.com
(greymausg) writes:

> On 2013-01-21, Gene Wirchenko <genew@telus.net> wrote:
>
>> On Fri, 18 Jan 2013 11:10:06 +0000, Ahem A Rivet's Shot
>> <steveo@eircom.net> wrote:
>>
>> [snip]
>>
>>> Try finding a system with less than 8 megs of RAM now.
>>> I have a phone that qualifies and probably a dishwasher (it's
>>> fairly old) but I wouldn't bet on the (much newer) washing
>>> machine or the TV.
>>
>> I was thinking desktop systems as I read that and thought the
>> figure was a bit high. Then, I noted that it was megs, not gigs.
>
> AFAIK, no machine to test it, but you can use email on a C64.

"Give me a telnet long enough and an Ethernet port on which to
place it, and I shal move the mail."

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 17:24:16 GMT
View Forum Message <> Reply to Message

32

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3CBE8E91BEB@aca2fc49.ipt.aol.com...
> Charles Richmond wrote:
>> "Elliott Roper" <nospam@yrl.co.uk> wrote in message
>> news:200120132300522435%nospam@yrl.co.uk...
>>> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>>> <numerist@aquaporin4.com> wrote:
>>>
>>>> Now my new fear is... that *everything* I know will become
>>>> obsolete and useless in a pragmatic sense.
>>>
>>> That's everybody's fear. The half life of geekish knowledge is no more
>>> than 4 years. I can still write PDP-8 and 11 Assembler and nobody
>>> cares. Oh, and Teco...
>>>

>>
>> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
>> things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
>> flying rat's ass about it anymore!!! It saddens me and it's emotionally
>> taxing. All those things we know how to do... those things are as *cool*
>> as
>> they ever were!!! People just can *not* appreciate them anymore..... :-(

> But in this computing biz, what used to be will be done again.

Nope, great swags of it never will be again.

With decent optimising cross compilers like Walter's, there is absolutely
no point whatever in hand crafted assembler anymore unless it’s just a
hobby where you cant justify the cost of one of his cross compilers or you
enjoy doing it and accept that you wont be able to do as good a result.

In fact it remains to be seen whether we will see architectures that
are optimised for that sort of optimising cross compiler which are
just not suited to hand crafted assembler by humans at all.

We are already seeing that with high performance
military fighters that just cant be flown if the computer
stops working and the only viable option is to eject.
You just cant hand fly them anymore.

> At some point, the underbelly of a system will be so complicated
> and so dependent on other complicated messes, that someone
> will come up with "new" bright idea of a PDP-8 or PDP-11 of
> the original days

That happened LONG ago with single chip micros. Some of
them are quite a bit simpler than the PDP-11 and the PDP-8
is just too limited for the approach it took to be viable now
even with the most resource limited micros.

> to do a task which is very important but doens't need all
> the fancy shmancy character machine language support.

That happened LONG ago now.

> We may not see it; it took 2 more decades for people
> to "rediscover" multi-CPUs in an SMP configuration

Bullshit it did. That config never went away.

And the way google does it is NOTHING like the way DEC
used to do it, for a reason.

> (they're still not quite there yet)

Bullshit. They have in fact left it for dead, particularly with
operations like google.

> than I thought would happen. The software underbelly is
> in such a mess that it may take a while for that to become
> better before the focus reverts back to hardware improvments.

Even sillier. We see hardware improvements at a
MUCH higher rate than we ever do with software.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 17:28:26 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3CBA65B5FA9@aca2fc49.ipt.aol.com...
> Jorgen Grahn wrote:
>> On Sun, 2013-01-20, Walter Bushell wrote:
>>> In article <alv8a6FptcgU1@mid.individual.net>,
>>> Bob Martin <bob.martin@excite.com> wrote:
>> ...
>>>> The faster the CPUs, the cheaper the RAM gets, the sloppier the
> programmers.
>>>> Making a program fit in 4KB really concentrated the mind!
>>>
>>> Not to mention getting perhaps one or two turn arounds a day. One desk
>>> checked *well*.
>>
>> That was before my time, except of course there are still situations
>> where you cannot *test* your software as well or often as you'd like.
>>
>>> Nowadays, you can't produce at the rate you are
>>> expected to if you do. Submit and recompile and get your sintax[1] err
>>> errors in seconds. This produces a more diffuse and confused state of
>>> mind which is much less pleasant and also more logical errors,
>>> methinks.
>>
>> It's a bit of both. Sometimes it makes perfect sense to hand over
>> work to the computer, e.g. "remove this variable declaration and then
>> compile-edit-compile until the resulting errors go away".
>>
>> At other times you should really stop and *think* -- but thinking is
>> hard and it's so much easier to just hack at the code at random until
>> it seems to work. Unit testing often has that effect on me; if I have

>> a lot of passing tests, I find it hard to convince myself that I
>> should also study the code until I see that it's obviously correct.
>
> I had a much different technique. If I had to think about something,
> I'd play some kind of game, IIR Go, so that my fingers stayed busy
> while I thought.

Yeah, I still do that with Freecell Pro.

More for the fundamentals of how I will do something
than the fine detail of the implementation, but quite a
bit with the fine detail too.

And not just with computing either, also with DIY
stuff and building kitchens from scratch etc too.

> Randomly, changing sources makes me sudder
> and want to head for the backup tape :-).

I don’t do that so much but can start implementing
something, realise that there is a real downside with
that approach, and need to backup and head off in
a different direction when I realise that there is a
much better approach for implementing it.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 17:33:26 GMT
View Forum Message <> Reply to Message

"Elliott Roper" <nospam@yrl.co.uk> wrote in message
news:210120131438525855%nospam@yrl.co.uk...
> In article <kdj1cs$cb4$1@dont-email.me>, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>> "Elliott Roper" <nospam@yrl.co.uk> wrote in message
>> news:200120132300522435%nospam@yrl.co.uk...
>>> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>>> <numerist@aquaporin4.com> wrote:
>>>
>>>> Now my new fear is... that *everything* I know will become
>>>> obsolete and useless in a pragmatic sense.
>>>
>>> That's everybody's fear. The half life of geekish knowledge is no more
>>> than 4 years. I can still write PDP-8 and 11 Assembler and nobody
>>> cares. Oh, and Teco...
>>>
>>

>> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
>> things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
>> flying rat's ass about it anymore!!! It saddens me and it's emotionally
>> taxing. All those things we know how to do... those things are as *cool*
>> as
>> they ever were!!! People just can *not* appreciate them anymore..... :-(
>>
> Emotionally taxing? You know, I never cared about anyone appreciating
> my programming. The absolute best thing about writing and debugging
> code is you don't have to wait for the critics. The machine tells you
> straight away and it doesn't lie, does not flatter, and does not have a
> hidden agenda.
>
> The only critics worth having are the ones who steal your code and make
> it better.
>
> You and I have ridden the mini-computer wave. It sucked us in at the
> beginning, and spat us out on the beach. Sad? Not me! It was a blast.

Yep, no regrets at all.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 17:34:39 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kdjl79$s49$1@dont-email.me...
> On 1/20/2013 3:06 PM, Ahem A Rivet's Shot wrote:
>> On Sun, 20 Jan 2013 18:42:30 +0000 (UTC)
>> Joe Makowiec <makowiec@invalid.invalid> wrote:
>>
>>> On 20 Jan 2013 in alt.folklore.computers, Ahem A Rivet's Shot wrote:
>>>
>>>> On Sun, 20 Jan 2013 11:36:43 -0500
>>>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>>>
>>>> > OTOH, many photos 150 years old or so are still in file condition.
>>>> > Will the computer stuff still be readable? {old nit returns)
>>>>
>>>> It will - provided it's been copied onto more up to date media as
>>>> it becomes available and before the old media is unreadable.
>>>
>>> It's not just the media, it's the file format. You're making the
>>
>> Sure, you may well have to move it into a more modern format from
>> time to time.
>>

>>> assumption that, in the future, there will still be software capable of
>>> reading the format.
>>
>> No I'm making the assumption that before the data is unreadable it
>> will be copied to something that will be readable for longer.
>
> All well and good to say this, and I'm sure the "archive" sites will keep
> up, but what about the digital equivalent of the photo album that sits in
> Grandma's attic for 100 years and is finally rediscovered when the house
> is sold or torn down. You dig out a 1GB flash drive with a bunch of JPEGs
> on it...

Bet there will be those who specialise in recovering the data from them.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 17:40:45 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote in message
news:kdj1cs$cb4$1@dont-email.me...
> "Elliott Roper" <nospam@yrl.co.uk> wrote in message
> news:20012013230052243 5%nospam@yrl.co.uk...
>> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>> <numerist@aquaporin4.com> wrote:
>>
>>> Now my new fear is... that *everything* I know will become
>>> obsolete and useless in a pragmatic sense.
>>
>> That's everybody's fear. The half life of geekish knowledge is no more
>> than 4 years. I can still write PDP-8 and 11 Assembler and nobody
>> cares. Oh, and Teco...

> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
> things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
> flying rat's ass about it anymore!!!

> It saddens me and it's emotionally taxing.

It doesn't me, I just do it with the new stuff instead.

> All those things we know how to do... those things are as *cool* as they
> ever were!!! People just can *not* appreciate them anymore..... :-(

They do apps for the android and ios instead and those are MUCH
more useful to others than anything we ever did if they are any good.

---

Subject: Re: New HD
Posted by Stan Barr on Mon, 21 Jan 2013 17:47:59 GMT
View Forum Message <> Reply to Message

On 21 Jan 2013 09:21:40 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>
> My first PC (a high-end AST, in 1996) had a free CPU socket on the
> motherboard for a second Pentium. Of course, it never made sense to
> add one, with hardware evolving so fast back then.
>
> I still don't own an actual SMP or "multi-core" system.

I have a few - this old-ish IBM Thinkcentre, an AMD64 and an old Mac
7300 from 1997/8.
I had an argument recently with a noob who was convinced you needed
multiple cores to run more than one program simultaneously! I blame
Intel's somewhat misleading TV edvertising...

I keep eyeing up old Sun E450s with quad Ultra-Sparcs, I always wanted
a computer on wheels, but then I think of the power consumption :-(

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by scott on Mon, 21 Jan 2013 17:52:00 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:

>
> A good meeting is one that doesn't happen.
>
> Actually, during the Y2K boom, we had "meeting training".
> We got a whole bunch of rules, including one person holding a
> stop watch.

During the late 80's, our meeting training was compliments of
John Cleese's _Meetings, Bloody Meetings_.

I spent most of the 90's as an organizational representative on
the X/Open base standards committee, and contributed to the

Unix International standards as well.  We were very careful to avoid invention in X/Open - to be included in the standard an existence proof must already have been in existence, preferably by multiple vendors.  It was when the behavior of a given feature varied amongst vendors that things got tricky.

UI on the other hand, was all about invention (e.g. the DWARF standard came from UI, along with the Large File (> 2GB) support extensions.

The only standards that would have been interesting to DEC in the BAH years would have been the ANSI language standards and character set standards, I suspect.

scott

---

Subject: Re: New HD
Posted by Walter Banks on Mon, 21 Jan 2013 18:15:51 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:

> Walter Banks <walter@bytecraft.com> writes:
>
>> jmfbahciv wrote:
>>
>>> Dan Espen wrote:
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> > "Shmuel (Seymour J.) Metz" wrote:
>>>> >
>>>> >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >>  at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >>
>>>> >> >Hardware is still sold, a lot of the software developed in the
>>>> >> >last twenty years has been developed in the atmosphere of software
>>>> >> >should be *free*. There is little incentive for innovative software
>>>> >> >development.
>>>> >>
>>>> >> There's been plenty of free innovative mainframe software. For that
>>>> >> matter, there are free PC compilers and interpreters for a number of
>>>> >> languages, some quite innovative.
>>>> >
>>>> > The bulk of of the PC compilers are based on 30+ year old
>>>> > technology. In the PC world language design and implementation
>>>> > has been essentially stalled for several years.
>>>>
>>>> Any evidence to back up your assertion?
>>>>

>>>> I don't follow GCC all that closely, but it seems to me there are
>>>> new versions and release numbers and talk of forks. Must be something
>>>> going on there.
>>>>
>>> Morten did a write-up of what needs to be done. IIRC, it was about 2004 or
>>> so. He hasn't mentioned that any of it...well, except one...has been
>>> done to his satisfaction.
>>>
>>> /BAH
>>
>> There are really two lists, the one to keep the current GCC working and
>> the complete language technology update that GCC needs to support new
>> processors and innovation.
>>
>> A better way to look at GCC is it was written when overlays and compile
>> to asm was need to barely get it to run on the available hardware. It has
>> been patched and tweaked many times but the fundamental design is
>> decades old.
>>
>> It is like using 50's era machine shop tools when your competitors
>> are using NC machines and laser cutters.
>
> You know, you are welcome to become a gcc contributor.

I just did. I assume you also give away the fruits of your labor
free from mundane things like making a living.

> Recent developments:
>
> Link-time optimization
> a transition from C to C++ as the implementation language
> A switch from LALR parsers generated with Bison, to hand-written
> recursive-descent parsers.

Basically implementation tweaks. This is a serious comment. Linkers
are no longer needed. Combining link optimization with the compiler
optimizations is a fundamental start to a design change that creates
unified application optimization. .

The parser change is surprising it reflects the ineffectiveness of the
tool sets and will probably make it more difficult to make language
support changes in the future. It is even more surprising in the problem
was in the parser generator and rather than fixing that they chose to use
a non automated approach.

This isn't personal but a focus on a tool set that is now showing
its age.

w..

Subject: Re: New HD
Posted by Dan Espen on Mon, 21 Jan 2013 18:17:32 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <ic7gn75whb.fsf@home.home>, on 01/20/2013
>  at 05:18 PM, Dan Espen <despen@verizon.net> said:
>
>> I learned by reading POP, Data Macros, the Language reference for
>> the macros.
>
> They say that the memory is the second[1] thing to go. Assuming that
> you're talking OS/360, you'd need at least 5 types of manuals:
>
>  PoOps
>  Assembler[2]
>  Data Management[2]
>  Supervisor[2]
>  JCL[2]

Of course, but there was no question I knew JCL.

> The exact breakdown for DOS is similar; there is no one manual that
> covers the assembler, the data management facilities and the
> supervisor facilities.

Yep, all my early exposure was DOS.

Sort of interesting that IBM never had a manual explaining how to
use Assembler except POP which leaves most peoples heads spinning.

The class correctly focused on how to do packed arithmetic, use ED,
EDMK, TR, TRT, set a base register.

Can't remember if they taught adding 4095 to the second base register.
That one always bugs me.

>> My employer at the time refused to believe me and sent me to an IBM
>> class anyway.
>
> There are worse things. WSU handed us a stack of 7070 manuals and told
> us to read them before class. The class didn't cover anything beyond
> what we learned from reading the manuals, and in some cases students
> were able to answer questions that the instructor was unable to

> handle.
>
> [1] I don't remember the first.
>
> [2] You might need the companion services and user guide manuals,
> not just the references.

I don't remember the first either. At 67, there sure is a lot of
junk in my head.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Banks on Mon, 21 Jan 2013 18:24:58 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <slrnkfq3j9.2b5.greymausg@gmaus.org>, greymausg@mail.com
> (greymausg) writes:
>
>> On 2013-01-21, Gene Wirchenko <genew@telus.net> wrote:
>>
>>> On Fri, 18 Jan 2013 11:10:06 +0000, Ahem A Rivet's Shot
>>> <steveo@eircom.net> wrote:
>>>
>>> [snip]
>>>
>>>> Try finding a system with less than 8 megs of RAM now.
>>>> I have a phone that qualifies and probably a dishwasher (it's
>>>> fairly old) but I wouldn't bet on the (much newer) washing
>>>> machine or the TV.
>>>
>>> I was thinking desktop systems as I read that and thought the
>>> figure was a bit high. Then, I noted that it was megs, not gigs.
>>
>> AFAIK, no machine to test it, but you can use email on a C64.
>
> "Give me a telnet long enough and an Ethernet port on which to
> place it, and I shal move the mail."

For several years in the 70's the fastest average throughput at MIT
was an experimental link (run once) using an ox cart with a load of
tapes. Response time was not wonderful

:)

w..

Subject: Re: New HD
Posted by Dan Espen on Mon, 21 Jan 2013 18:28:31 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Dan Espen wrote:
>
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> jmfbahciv wrote:
>>>
>>>> Dan Espen wrote:
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> >> "Shmuel (Seymour J.) Metz" wrote:
>>>> >>
>>>> >>> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >>> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >>>
>>>> >>> >Hardware is still sold, a lot of the software developed in the
>>>> >>> >last twenty years has been developed in the atmosphere of software
>>>> >>> >should be *free*. There is little incentive for innovative software
>>>> >>> >development.
>>>> >>>
>>>> >>> There's been plenty of free innovative mainframe software. For that
>>>> >>> matter, there are free PC compilers and interpreters for a number of
>>>> >>> languages, some quite innovative.
>>>> >>
>>>> >> The bulk of of the PC compilers are based on 30+ year old
>>>> >> technology. In the PC world language design and implementation
>>>> >> has been essentially stalled for several years.
>>>> >
>>>> > Any evidence to back up your assertion?
>>>> >
>>>> > I don't follow GCC all that closely, but it seems to me there are
>>>> > new versions and release numbers and talk of forks. Must be something
>>>> > going on there.
>>>> >
>>>> Morten did a write-up of what needs to be done. IIRC, it was about 2004 or
>>>> so. He hasn't mentioned that any of it...well, except one...has been
>>>> done to his satisfaction.
>>>>
>>>> /BAH

>>>
>>> There are really two lists, the one to keep the current GCC working and
>>> the complete language technology update that GCC needs to support new
>>> processors and innovation.
>>>
>>> A better way to look at GCC is it was written when overlays and compile
>>> to asm was need to barely get it to run on the available hardware. It has
>>> been patched and tweaked many times but the fundamental design is
>>> decades old.
>>>
>>> It is like using 50's era machine shop tools when your competitors
>>> are using NC machines and laser cutters.
>>
>> You know, you are welcome to become a gcc contributor.
>
> I just did. I assume you also give away the fruits of your labor
> free from mundane things like making a living.

Yes I do.

Either that or be stuck using vendor supplied tools.

No thanks.

--
Dan Espen

---

Subject: Re: New HD
Posted by Quadibloc on Mon, 21 Jan 2013 18:53:01 GMT
View Forum Message <> Reply to Message

On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
> On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
> <numer...@aquaporin4.com> wrote:

>> Sounds like an "Urban legend", Stan. It is true that the nine-one-one
>> emergency number in the US was once calle nine-eleven. The 9-1-1 was the
>> preferred way to say it... because the dumb folk wasted time looking for the
>> 11 key on the phone!!! :-) Stupidity is inifinite.
>
> If they'd used the original 999 number introduced in 1937 there would
> have been no problem :-)

Interestingly enough, that's what they use in Britain.

But in the U.S., the digits 1 and 0 were special, and 999 would have
been an ordinary exchange number.

John Savard

---

Subject: Re: New HD
Posted by Quadibloc on Mon, 21 Jan 2013 18:55:46 GMT
View Forum Message <> Reply to Message

On Jan 21, 2:55 am, greyma...@mail.com wrote:

> AFAIK, no machine to test it, but you can use email on a C64.

It used to be trivial, as there was a dial-up service to a shell that provided Internet access using programs like pine. That is no longer available where I live; in fact, I'm not sure if you can even get dial-up Internet any longer. I am not aware of any Ethernet cards for the C-64.

John Savard

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 18:59:34 GMT
View Forum Message <> Reply to Message

In <20130121123407.c6624ed00162a2a32e29d1ae@eircom.net>, on 01/21/2013
at 12:34 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:

> Anything that allows multiple processes (or execution whatsits) to
> run sharing resources without locks would do.

Code that disables interrupts but doesn't use locking may work perfectly well in a uniprocessor and be disastrous on a multiprocessor. BTDT,GTS[1].

[1] No T shirt, just scars.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Quadibloc on Mon, 21 Jan 2013 19:01:01 GMT
View Forum Message <> Reply to Message

On Jan 21, 7:52 am, Peter Flass <Peter_Fl...@Yahoo.com> wrote:
> On 1/20/2013 1:23 PM, Charlie Gibbs wrote:

>> But this is all irrelevant in the eyes of a company like Microsoft.
>> The one relevant question is: "Does it make money?" And there,
>> alas, the answer is a resounding "yes".
>
> Or hopefully now, with "windoze ate", "NO!"

I think it's far too much to hope for that Windows 8 will fail
resoundingly enough to motivate IBM to dust off OS/2.

On the basis that a certain mentality is established in the
marketplace that will prevent the PC from just switching to Linux, and
so OS/2, with the IBM name on it, would actually make money and be a
vital element in weaning us off of Windows.

John Savard

---

Subject: Re: New HD
Posted by Dave Garland on Mon, 21 Jan 2013 19:03:10 GMT
View Forum Message <> Reply to Message

On 1/21/2013 3:42 AM, Rod Speed wrote:
>
>
> "Canbear" <nospam@nospam.com> wrote in message
> news:idjpf8dt31k33dp5o62j1qnmjromnl6q0k@4ax.com...

>> the unsung BBS sysops of the past were the
>> pioneers of all we enjoy today.
>
> Nope, they were a separate track to usenet.

Well, Canbear is overstating it a bit. Separate but similar. While
usenet predates networked BBS by 3 or 4 years, newsgroups and echos
were very similar from a user POV. BBS were the way things like that
were popularized, since most of the public didn't have access to
Bitnet, Arpanet, etc. In fact, I recall that at one point the only
way to send (internet) e-mail to Africa was via a BBS in South Africa.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 19:04:47 GMT
View Forum Message <> Reply to Message

In <PM0004D3CC25C29C73@aca2fc49.ipt.aol.com>, on 01/21/2013
at 01:06 PM, jmfbahciv <See.above@aol.com> said:

> You can be very sloppy about which code runs in exec or user mode
> if there is only one "program" ever running on the system and that
> program is the kernel.

Like most things that you *can* do, it is not free of consequences.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Quadibloc on Mon, 21 Jan 2013 19:05:32 GMT
View Forum Message <> Reply to Message

On Jan 21, 10:24 am, "Rod Speed" <rod.speed....@gmail.com> wrote:
> "jmfbahciv" <See.ab...@aol.com> wrote in message
> news:PM0004D3CBE8E91BEB@aca2fc49.ipt.aol.com...

>> At some point, the underbelly of a system will be so complicated
>> and so dependent on other complicated messes, that someone
>> will come up with "new" bright idea of a PDP-8 or PDP-11 of
>> the original days
>
> That happened LONG ago with single chip micros. Some of
> them are quite a bit simpler than the PDP-11 and the PDP-8
> is just too limited for the approach it took to be viable now
> even with the most resource limited micros.

These days, one would put a chip with pipeline and cache and advanced
multiply/divide algorithms - Pentium or 360/195 class - even in a
pocket calculator, if it was to be fancy or low-level programmable.

Maybe we have to wait for nanotechnology for there to be a reason to
go to processors with such a limited power. Or system-on-a-chip
devices made on silicon carbide for taxing environmental conditions
(not there yet - the defect density is such that not even 8-bit micros

are possible in that material at present, I think - but I could be
wrong).

John Savard

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 19:11:01 GMT
View Forum Message <> Reply to Message

In <210120131438525855%nospam@yrl.co.uk>, on 01/21/2013
at 02:38 PM, Elliott Roper <nospam@yrl.co.uk> said:

> Emotionally taxing? You know, I never cared about anyone
> appreciating my programming. The absolute best thing about writing
> and debugging code is you don't have to wait for the critics. The
> machine tells you straight away and it doesn't lie, does not
> flatter, and does not have a hidden agenda.

Would that that were true. The machine only executes your code against
the input that you give it; it neither tells you whether the output is
what you wanted nor what it will do with some other inputs. Worse,
unless you are writing a one-off program that will never need to be
updating, your code will be read by more than the computer, and you
you write it will have a major impact on how easy it is for someone
else, or even you, to quickly and correctly modify it.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 19:14:51 GMT
View Forum Message <> Reply to Message

In <kdjl79$s49$1@dont-email.me>, on 01/21/2013
at 10:01 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> All well and good to say this, and I'm sure the "archive" sites
> will keep up, but what about the digital equivalent of the photo
> album that sits in Grandma's attic for 100 years and is finally
> rediscovered when the house is sold or torn down. You dig out a

> 1GB flash drive with a  bunch of JPEGs on it...

I'm quire certain that you will be able to find definitions of archaic formats on an archeological site. I'm also quite certain that unless identifying data are on the flash drive you will have no idea which picture is of whom )-:

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the right to publicly post or ridicule any abusive E-mail.  Reply to domain Patriot dot net user shmuel+news to contact me.  Do not reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dave Garland on Mon, 21 Jan 2013 19:15:56 GMT
View Forum Message <> Reply to Message

On 1/21/2013 12:55 PM, Quadibloc wrote:
>  On Jan 21, 2:55 am, greyma...@mail.com wrote:
>
>>  AFAIK, no machine to test it, but you can use email on a C64.
>
>  It used to be trivial, as there was a dial-up service to a shell that
>  provided Internet access using programs like pine. That is no longer
>  available where I live; in fact, I'm not sure if you can even get dial-
>  up Internet any longer.

Shell is going to be harder to find than dialup.  Both are available here, there's a very nerdy ISP that takes pride in having stuff like shell and their own news servers.  Only mutt for mail, though.  I'd think any other major metro area would have someplace similar.

---

Subject: Re: New HD
Posted by Dave Garland on Mon, 21 Jan 2013 19:18:04 GMT
View Forum Message <> Reply to Message

On 1/21/2013 12:53 PM, Quadibloc wrote:
>  On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>  On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>  <numer...@aquaporin4.com> wrote:
>
>>>  Sounds like an "Urban legend", Stan.  It is true that the nine-one-one
>>>  emergency number in the US was once calle nine-eleven.  The 9-1-1 was the

>>> preferred way to say it... because the dumb folk wasted time looking for the
>>> 11 key on the phone!!! :-) Stupidity is inifinite.
>>
>> If they'd used the original 999 number introduced in 1937 there would
>> have been no problem :-)
>
> Interestingly enough, that's what they use in Britain.
>
> But in the U.S., the digits 1 and 0 were special, and 999 would have
> been an ordinary exchange number.
>

And (with rotary dials) 999 would have taken a lot longer to complete
a connection.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 19:23:07 GMT
View Forum Message <> Reply to Message

In <slrnkfqr7g.32g.plan.b@ID-309335.user.uni-berlin.de>, on 01/21/2013
at 05:47 PM, Stan Barr <plan.b@dsl.pipex.com> said:

> I had an argument recently with a noob who was convinced you needed
> multiple cores to run more than one program simultaneously!

Well, the first computer that I used with multiprogramming support had
only one processor but multiple cores, with multiple wires thread each
core. In fact there was a TV show about it; Sgt. Preston of the
Ferrite Core <g, d & r>.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 19:30:57 GMT
View Forum Message <> Reply to Message

On 1/21/2013 11:41 AM, Dan Espen wrote:
> Walter Banks <walter@bytecraft.com> writes:
>

>>  jmfbahciv wrote:
>>
>>>  Dan Espen wrote:
>>>>  Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> > "Shmuel (Seymour J.) Metz" wrote:
>>>> >
>>>> >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >>     at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >>
>>>> >>> Hardware is still sold, a lot of the software developed in the
>>>> >>> last twenty years has been developed in the atmosphere of software
>>>> >>> should be *free*. There is little incentive for innovative software
>>>> >>> development.
>>>> >>
>>>> >> There's been plenty of free innovative mainframe software. For that
>>>> >> matter, there are free PC compilers and interpreters for a number of
>>>> >> languages, some quite innovative.
>>>> >
>>>> > The bulk of of the PC compilers are based on 30+ year old
>>>> > technology. In the PC world language design and implementation
>>>> > has been essentially stalled for several years.
>>>>
>>>>  Any evidence to back up your assertion?
>>>>
>>>>  I don't follow GCC all that closely, but it seems to me there are
>>>>  new versions and release numbers and talk of forks.  Must be something
>>>>  going on there.
>>>>
>>>  Morten did a write-up of what needs to be done.  IIRC, it was about 2004 or
>>>  so.  He hasn't mentioned that any of it...well, except one...has been
>>>  done to his satisfaction.
>>>
>>>  /BAH
>>
>>  There are really two lists, the one to keep the current GCC working and
>>  the complete language technology update that GCC needs to support new
>>  processors and innovation.
>>
>>  A better way to look at GCC is it was written when overlays and compile
>>  to asm was need to barely get it to run on the available hardware. It has
>>  been patched and tweaked many times but the fundamental design is
>>  decades old.
>>
>>  It is like using 50's era machine shop tools when your competitors
>>  are using NC machines and laser cutters.
>
>  You know, you are welcome to become a gcc contributor.

>
> Recent developments:
>
> Link-time optimization
> a transition from C to C++ as the implementation language
> A switch from LALR parsers generated with Bison, to hand-written
> recursive-descent parsers.
>

Going to recursive descent sounds like a giant step forward in the backwards direction. There's lots that can't be parsed with recursive descent, and GCC isn't only for C/C++.

--
Pete

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 21 Jan 2013 19:32:18 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 13:59:34 -0500
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <20130121123407.c6624ed00162a2a32e29d1ae@eircom.net>, on 01/21/2013
> at 12:34 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>
>> Anything that allows multiple processes (or execution whatsits) to
>> run sharing resources without locks would do.
>
> Code that disables interrupts but doesn't use locking may work
> perfectly well in a uniprocessor and be disastrous on a
> multiprocessor. BTDT,GTS[1].

Ouch, that's a nice variant.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 21 Jan 2013 19:33:52 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 11:05:32 -0800 (PST)
Quadibloc <jsavard@ecn.ab.ca> wrote:

> Maybe we have to wait for nanotechnology for there to be a reason to
> go to processors with such a limited power. Or system-on-a-chip
> devices made on silicon carbide for taxing environmental conditions
> (not there yet - the defect density is such that not even 8-bit micros
> are possible in that material at present, I think - but I could be
> wrong).

Time to dust of the 4004 and 4040 masks perhaps.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Alfred Falk on Mon, 21 Jan 2013 19:34:43 GMT
View Forum Message <> Reply to Message

Dave Garland <dave.garland@wizinfo.com> wrote in
news:kdk49h$15v$2@dont-email.me:

> On 1/21/2013 12:53 PM, Quadibloc wrote:
>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>> On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>> <numer...@aquaporin4.com> wrote:
>>
>>>> Sounds like an "Urban legend", Stan. It is true that the
>>>> nine-one-one emergency number in the US was once calle nine-eleven.
>>>> The 9-1-1 was the preferred way to say it... because the dumb folk
>>>> wasted time looking for the 11 key on the phone!!! :-) Stupidity
>>>> is inifinite.
>>>
>>> If they'd used the original 999 number introduced in 1937 there
>>> would have been no problem :-)
>>
>> Interestingly enough, that's what they use in Britain.
>>
>> But in the U.S., the digits 1 and 0 were special, and 999 would have
>> been an ordinary exchange number.
>>
>
> And (with rotary dials) 999 would have taken a lot longer to complete
> a connection.

The central emergency number was introduced to North America in 1959 in Winnipeg, following the British model as 999. It was always my understanding that 911 won out because it was faster on rotary dials.

---

Subject: Re: New HD
Posted by hda on Mon, 21 Jan 2013 19:37:43 GMT
View Forum Message <> Reply to Message

On 21 Jan 2013 17:47:59 GMT, Stan Barr <plan.b@dsl.pipex.com> wrote:

> On 21 Jan 2013 09:21:40 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>
>> My first PC (a high-end AST, in 1996) had a free CPU socket on the
>> motherboard for a second Pentium. Of course, it never made sense to
>> add one, with hardware evolving so fast back then.
>>
>> I still don't own an actual SMP or "multi-core" system.
>
> I have a few - this old-ish IBM Thinkcentre, an AMD64 and an old Mac
> 7300 from 1997/8.
> I had an argument recently with a noob who was convinced you needed
> multiple cores to run more than one program simultaneously! I blame
> Intel's somewhat misleading TV edvertising...
>
> I keep eyeing up old Sun E450s with quad Ultra-Sparcs, I always wanted
> a computer on wheels, but then I think of the power consumption :-(

3 Watt: http://trimslice.com/web/trim-slice ;-)

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 21 Jan 2013 19:42:40 GMT
View Forum Message <> Reply to Message

In <icd2wy4czn.fsf@home.home>, on 01/21/2013
at 01:17 PM, Dan Espen <despen@verizon.net> said:

> Sort of interesting that IBM never had a manual explaining how to use
> Assembler except POP which leaves most peoples heads spinning.

What is C24-3414 IBM System/360 Disk and Tape Operating Systems
Assembler Language, chopped liver?

BTW, if you didn't like the S/360 OoOps, you'll really hate
SA22-7832-09, z/Architecture Principles of Operation, which weighs in

at well over a thousand pages.

> Can't remember if they taught adding 4095 to the second base
> register.

I hope not; I always found that adding 4096 made it easier to debug.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by swatto on Mon, 21 Jan 2013 20:05:43 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 13:03:10 -0600, Dave Garland
<dave.garland@wizinfo.com> wrote:

> On 1/21/2013 3:42 AM, Rod Speed wrote:
>>
>>
>>  "Canbear" <nospam@nospam.com> wrote in message
>>  news:idjpf8dt31k33dp5o62j1qnmjromnl6q0k@4ax.com...
>
>>>  the unsung BBS sysops of the past were the
>>>  pioneers of all we enjoy today.
>>
>>  Nope, they were a separate track to usenet.
>
> Well, Canbear is overstating it a bit.  Separate but similar.  While
> usenet predates networked BBS by 3 or 4 years, newsgroups and echos
> were very similar from a user POV.  BBS were the way things like that
> were popularized, since most of the public didn't have access to
> Bitnet, Arpanet, etc.  In fact, I recall that at one point the only
> way to send (internet) e-mail to Africa was via a BBS in South Africa.

Ok. A bit of oversized rhetorical audacity on my part. But the
importance of the BBS in my own experience was significant.

The days of dial-up lasted a long time. Those sysops were very helpful
about understanding flow control settings, stop bits, data bits
parity, Kermit, etc.

Subject: Re: New HD
Posted by Dan Espen on Mon, 21 Jan 2013 20:29:03 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 1/21/2013 11:41 AM, Dan Espen wrote:
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> jmfbahciv wrote:
>>>
>>>> Dan Espen wrote:
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> >> "Shmuel (Seymour J.) Metz" wrote:
>>>> >>
>>>> >>> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >>> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >>>
>>>> >>>> Hardware is still sold, a lot of the software developed in the
>>>> >>>> last twenty years has been developed in the atmosphere of software
>>>> >>>> should be *free*. There is little incentive for innovative software
>>>> >>>> development.
>>>> >>>
>>>> >>> There's been plenty of free innovative mainframe software. For that
>>>> >>> matter, there are free PC compilers and interpreters for a number of
>>>> >>> languages, some quite innovative.
>>>> >>
>>>> >> The bulk of of the PC compilers are based on 30+ year old
>>>> >> technology. In the PC world language design and implementation
>>>> >> has been essentially stalled for several years.
>>>> >
>>>> > Any evidence to back up your assertion?
>>>> >
>>>> > I don't follow GCC all that closely, but it seems to me there are
>>>> > new versions and release numbers and talk of forks. Must be something
>>>> > going on there.
>>>> >
>>>> Morten did a write-up of what needs to be done. IIRC, it was about 2004 or
>>>> so. He hasn't mentioned that any of it...well, except one...has been
>>>> done to his satisfaction.
>>>
>>> There are really two lists, the one to keep the current GCC working and
>>> the complete language technology update that GCC needs to support new
>>> processors and innovation.

>>>
>>> A better way to look at GCC is it was written when overlays and compile
>>> to asm was need to barely get it to run on the available hardware. It has
>>> been patched and tweaked many times but the fundamental design is
>>> decades old.
>>>
>>> It is like using 50's era machine shop tools when your competitors
>>> are using NC machines and laser cutters.
>>
>> You know, you are welcome to become a gcc contributor.
>>
>> Recent developments:
>>
>> Link-time optimization
>> a transition from C to C++ as the implementation language
>> A switch from LALR parsers generated with Bison, to hand-written
>> recursive-descent parsers.
>>
>
> Going to recursive descent sounds like a giant step forward in the
> backwards direction. There's lots that can't be parsed with recursive
> descent, and GCC isn't only for C/C++.

If you say so.
They did say "hand-written".
I would not expect something generated to be better in any sense than
something hand written.

I don't know who the more expert is, the commentators on this board,
or the horde of developers that have contributed to gcc.

But I have my suspicions that theory and practice are 2 different
things.

Of all the C compilers I've had to use, I'm sure gcc produces, by
far, the better diagnostics.

--
Dan Espen

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 20:29:54 GMT
View Forum Message <> Reply to Message

On 1/21/2013 1:17 PM, Dan Espen wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>

>> In <ic7gn75whb.fsf@home.home>, on 01/20/2013
>> at 05:18 PM, Dan Espen <despen@verizon.net> said:
>>
>>> I learned by reading POP, Data Macros, the Language reference for
>>> the macros.
>>
>> They say that the memory is the second[1] thing to go. Assuming that
>> you're talking OS/360, you'd need at least 5 types of manuals:
>>
>> PoOps
>> Assembler[2]
>> Data Management[2]
>> Supervisor[2]
>> JCL[2]
>
> Of course, but there was no question I knew JCL.
>
>> The exact breakdown for DOS is similar; there is no one manual that
>> covers the assembler, the data management facilities and the
>> supervisor facilities.
>
> Yep, all my early exposure was DOS.
>
> Sort of interesting that IBM never had a manual explaining how to
> use Assembler except POP which leaves most peoples heads spinning.

Except they did. The "Programmers' Guide was a "how to use" manual in
the "here's how to run it" sense. They also had a "student text", which
(IIRC) is now on Bitsavers'

--
Pete

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 21 Jan 2013 20:30:21 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3CBE8E91BEB@aca2fc49.ipt.aol.com...
> Charles Richmond wrote:
>> "Elliott Roper" <nospam@yrl.co.uk> wrote in message
>> news:200120132300522435%nospam@yrl.co.uk...
>>> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>>> <numerist@aquaporin4.com> wrote:
>>>
>>>> Now my new fear is... that *everything* I know will become
>>>> obsolete and useless in a pragmatic sense.

>>>
>>> That's everybody's fear. The half life of geekish knowledge is no more
>>> than 4 years. I can still write PDP-8 and 11 Assembler and nobody
>>> cares. Oh, and Teco...
>>>
>>
>> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
>> things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
>> flying rat's ass about it anymore!!! It saddens me and it's emotionally
>> taxing. All those things we know how to do... those things are as *cool*
>> as
>> they ever were!!! People just can *not* appreciate them anymore..... :-(
>
> But in this computing biz, what used to be will be done again. At some
> point, the underbelly of a system will be so complicated and so dependent
> on other complicated messes, that someone will come up with "new" bright
> idea of a PDP-8 or PDP-11 of the original days to do a task which is very
> important but doens't need all the fancy shmancy character machine
> language
> support.
>
> We may not see it; it took 2 more decades for people to "rediscover"
> multi-CPUs in an SMP configuration (they're still not quite there yet)
> than I thought would happen. The software underbelly is in such a mess
> that it may take a while for that to become better before the focus
> reverts back to hardware improvments.
>

BAH, knowing that *someday* things may be better... after I have gone to my
eternal reward... may be a little comforting. But while I'm here, I can
*not* "feel the love"!!! :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 21 Jan 2013 20:31:18 GMT
View Forum Message <> Reply to Message

On 1/21/2013 1:24 PM, Walter Banks wrote:
>
> For several years in the 70's the fastest average throughput at MIT
> was an experimental link (run once) using an ox cart with a load of
> tapes. Response time was not wonderful
>

That's great!  I always heard "van with a load of tapes", but the oxcart
is a great touch.

--
Pete

---

Subject: Re: New HD
Posted by Mike Spencer on Mon, 21 Jan 2013 20:35:59 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <87mww3gst9.fsf@nudel.nodomain.nowhere>, on 01/20/2013
>  at 10:42 PM, Mike Spencer <mds@bogus.nodomain.nowhere> said:
>
>> Understood. At that date, there were no multi-CPU or multicore CPUs
>> laying around.
>
> Except for, e.g, Bendix, BULL, Burroughs, CDC, GE, IBM, UNIVAC. Then
> there was Honeywell, with a virtual MP, the H800.

At the university in question, there were a few Vaxen running VMS, a
few DEC workstations with Unix (Ultrix?) and a slough of Intel XT and
80{234}86s.  I happened to have seen an (early?) version of Danny
Hillis' Connection Machine in MIT's Media Lab in '85 so very-multi-CPU
machines certainly existed.  I don't think that or the existence of
examples you cite excused the new CS grad from thinking that a Unix
box did simultaneous processes.

For my part, I confess imprecision.  I omitted detail from my original
post in the interest of brevity and to avoid picky controversy.  Ho
hum.  That's okay, though.

--
Mike Spencer  Nova Scotia, Canada

---

Subject: Re: New HD
Posted by cb on Mon, 21 Jan 2013 20:37:23 GMT
View Forum Message <> Reply to Message

In article <d6a72566-ed5c-4ffe-926d-717e8a63ff9c@s8g2000pbw.googlegroups.com>,
Quadibloc  <jsavard@ecn.ab.ca> wrote:

>
>>  AFAIK, no machine to test it, but you can use email on a C64.

>
> It used to be trivial, as there was a dial-up service to a shell that
> provided Internet access using programs like pine. That is no longer
> available where I live; in fact, I'm not sure if you can even get dial-
> up Internet any longer.

In the UK, it's actually quite trivial to get dial-up internet that is
simply paid by the minute; One example is http://www.free-dialup.net/ .
That gives you a PPP connection, so you need network and PPP support on
the computer with which you connect to the internet.

Finding shell accounts on the net is still possible as well: there's SDF,
<http://sdf.lonestar.org/>, and there seems to be a more general list at
<http://shells.red-pill.eu/> .

> I am not aware of any Ethernet cards for the
> C-64.

Well, there's the "Contiki" OS which includes networking support for
various low-performance / low-power platforms, including the C64:
<http://www.contiki-os.org/> .

with prebuilt/preconfigured binaries for the C64 with various ethernet
cards available from <http://contiki.cbm8bit.com/> . One of the supported
ethernet cards is the RR-Net,
<http://www.jschoenfeld.com/products/rrnet_e.htm> , which was apparently
originally developed speocofically for Contiki.

> John Savard

Best wishes,

// Christian Brunschen

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 21 Jan 2013 20:54:40 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <icd2wy4czn.fsf@home.home>, on 01/21/2013
>  at 01:17 PM, Dan Espen <despen@verizon.net> said:
>
>> Sort of interesting that IBM never had a manual explaining how to use
>> Assembler except POP which leaves most peoples heads spinning.
>
> What is C24-3414 IBM System/360 Disk and Tape Operating Systems

> Assembler Language, chopped liver?

Wow, does that bring back memories.
I remember trying to complete the picture,
going from the hints in that manual, to POPs to data management
to supervisor services trying to fill in the blanks.
I managed but didn't find it easy.

> BTW, if you didn't like the S/360 OoOps, you'll really hate
> SA22-7832-09, z/Architecture Principles of Operation, which weighs in
> at well over a thousand pages.

Never seen it in paper form but certainly have used it.
My -06 version says 1292 pages.

>> Can't remember if they taught adding 4095 to the second base
>> register.
>
> I hope not; I always found that adding 4096 made it easier to debug.

Yep.

--
Dan Espen

---

Subject: Re: New HD
Posted by Anonymous on Mon, 21 Jan 2013 21:16:26 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On 20 Jan 2013 22:18:22 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
wrote:

> On Sun, 2013-01-20, Walter Bushell wrote:
>> In article <alv8a6FptcgU1@mid.individual.net>,
>> Bob Martin <bob.martin@excite.com> wrote:
> ...
>>> The faster the CPUs, the cheaper the RAM gets, the sloppier the programmers.
>>> Making a program fit in 4KB really concentrated the mind!
>>
>> Not to mention getting perhaps one or two turn arounds a day. One desk
>> checked *well*.
>
> That was before my time, except of course there are still situations
> where you cannot *test* your software as well or often as you'd like.
>

>> Nowadays, you can't produce at the rate you are
>> expected to if you do. Submit and recompile and get your sintax[1] err
>> errors in seconds. This produces a more diffuse and confused state of
>> mind which is much less pleasant and also more logical errors,
>> methinks.
>
> It's a bit of both. Sometimes it makes perfect sense to hand over
> work to the computer, e.g. "remove this variable declaration and then
> compile-edit-compile until the resulting errors go away".
>
> At other times you should really stop and *think* -- but thinking is
> hard and it's so much easier to just hack at the code at random until
> it seems to work. Unit testing often has that effect on me; if I have
> a lot of passing tests, I find it hard to convince myself that I
> should also study the code until I see that it's obviously correct.
>
> /Jorgen

So there is still something to be said for designing a program before
writing the code :)

Recently I beat the computer to within a mip of its life, to get the
result I wanted. And it worked !
Of course I then had to spend an equal amount of time simplifying the
code, so I could maintain and develop it.

I call it the "necessary and sufficient" development cycle.
First, make the computer do whatever is necessary to get the job done.
Second, you simplify to leave what is sufficient.

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 21:21:46 GMT
View Forum Message <> Reply to Message

"Quadibloc" <jsavard@ecn.ab.ca> wrote in message
news:1ed43ec3-5b80-4b87-906a-08da5b73ed32@s8g2000pbw.googlegroups.com...
> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>> On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>> <numer...@aquaporin4.com> wrote:
>
>>> Sounds like an "Urban legend", Stan. It is true that the nine-one-one
>>> emergency number in the US was once calle nine-eleven. The 9-1-1 was
>>> the
>>> preferred way to say it... because the dumb folk wasted time looking
>>> for the

>>>  11 key on the phone!!! :-)  Stupidity is inifinite.
>>
>>  If they'd used the original 999 number introduced in 1937 there would
>>  have been no problem :-)
>
>  Interestingly enough, that's what they use in Britain.

>  But in the U.S., the digits 1 and 0 were special, and 999 would have
>  been an ordinary exchange number.

Its rather more complicated than that.
http://en.wikipedia.org/wiki/9-1-1

---

Subject: Re: New HD
Posted by Andrew Swallow on Mon, 21 Jan 2013 21:24:10 GMT
View Forum Message <> Reply to Message

On 21/01/2013 13:55, Shmuel (Seymour J.) Metz wrote:
>  In <kdj1cs$cb4$1@dont-email.me>, on 01/21/2013
>      at 03:22 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>>  That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of
>>  neat  things like PDP-8 and PDP-11 Assembly language... and *no*
>>  one gives a flying rat's ass about it anymore!!!
>
>  OTOH, a knowledge of S/360 or 8088 still carries over to a
>  considerable extent. Yeah, there are new addressing modes,
>  instructions and registers, but much of what you learned is still
>  valid.
>

Add the ARM instruction set.

PDP-11 can be used on FPGA based processors.

Andrew Swallow

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 21:27:28 GMT
View Forum Message <> Reply to Message

Quadibloc <jsavard@ecn.ab.ca> wrote
>  Peter Flass <Peter_Fl...@Yahoo.com> wrote
>>  Charlie Gibbs wrote

>>> But this is all irrelevant in the eyes of a company like Microsoft.
>>> The one relevant question is: "Does it make money?" And there,
>>> alas, the answer is a resounding "yes".

>> Or hopefully now, with "windoze ate", "NO!"

> I think it's far too much to hope for that Windows 8 will fail
> resoundingly enough to motivate IBM to dust off OS/2.

Wouldn't fly even if Win8 did flop very badly indeed.

Everyone would just stick with Win7.

> On the basis that a certain mentality is established in the
> marketplace that will prevent the PC from just switching to Linux,

It isnt the mentality that stops that. Its worked fine with androids.

> and so OS/2, with the IBM name on it, would actually make money

Not a hope in hell. They'd just keep using Win7.

> and be a vital element in weaning us off of Windows.

Not a chance.

What might do it is the move to tablets, but whatever Morten
claims, I just don't believe they will wipe out desktops and
laptops and even if they did, I just don't believe that would
see the demise of Win either.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 21:35:12 GMT
View Forum Message <> Reply to Message

Dave Garland <dave.garland@wizinfo.com> wrote
> Rod Speed wrote
>> Canbear <nospam@nospam.com> wrote

>>> the unsung BBS sysops of the past were
>>> the pioneers of all we enjoy today.

>> Nope, they were a separate track to usenet.

> Well, Canbear is overstating it a bit.

He was just plain wrong.

> Separate but similar.

Not with the very different group of people that used them.

> While usenet predates networked BBS by 3 or 4 years,
> newsgroups and echos were very similar from a user POV.

Yes, but very different with the sort of people that used them.

> BBS were the way things like that were popularized,

That was only true of those who weren't using the net at that time.

> since most of the public didn't have access to Bitnet, Arpanet, etc.

But they did have access to other stuff like Compuserve and AOL.

> In fact, I recall that at one point the only way to send
> (internet) e-mail to Africa was via a BBS in South Africa.

And we also saw the massive controversy about the net
being used to move stuff between BBSs instead of them
dialling world wide directly. But that's got nothing to do
with his claim that BBSs had anything to do with getting
usenet started. It never had anything to do with that at all.

The real pioneers were elsewhere, with Bitnet, Arpanet,
CompuServe, AOL etc.

BBSs basically died in the arse once the general public had access
to the net and that's what killed Compuserve and AOL too.

---

Subject: Re: New HD
Posted by Anonymous on Mon, 21 Jan 2013 21:47:38 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On 21 Jan 2013 13:06:19 GMT, jmfbahciv <See.above@aol.com> wrote:

<All gone>

> Any software developer who needed something from the monitor would
> not design a system call but simply read/write what s/he needed
> into the running kernal.  Design reviews would not have refused
> this flavor of implementation since it was a corporate culture

> thing.  If there had been questions, the developer would have
> plenty of history to point at to get his own way.  Cutler tried
> to establish that system call wall but nobody else in that
> company knew nor wanted to understand the dangers of making that
> wall holey.  They were running PCs which were single-user, single
> owner and didn't need the security that multi-user systems had
> to have.  I still see this attitude in any PC implementation
> even though all now have to run multi-user even if there's
> only one human being touching it.
>
> Think about MS' backdoors which have to be there for the update
> services.  The progammers would not wait to go through a system
> call design to get into the deep dark bowels of a running system.
>
> Bottom line to your question:  unending security problems and
> bugs which, when fixed, beget 3 new ones.
>
>
> /BAH

That confirms my belief - good fences make good neighbours.

That if security is not built in from the ground up of a computer
system - managers will not allow you to "retake the ground" later.

MS Windows leave the front door open - a REGEDIT program allows access
to internal configuration parameters of Windows.

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 21:51:25 GMT
View Forum Message <> Reply to Message

Quadibloc <jsavard@ecn.ab.ca> wrote
>  Rod Speed <rod.speed....@gmail.com> wrote
>>  jmfbahciv <See.ab...@aol.com> wrote

>>>  At some point, the underbelly of a system will be so complicated
>>>  and so dependent on other complicated messes, that someone
>>>  will come up with "new" bright idea of a PDP-8 or PDP-11 of
>>>  the original days

>>  That happened LONG ago with single chip micros. Some of
>>  them are quite a bit simpler than the PDP-11 and the PDP-8
>>  is just too limited for the approach it took to be viable now

>> even with the most resource limited micros.

> These days, one would put a chip with pipeline and cache and
> advanced multiply/divide algorithms - Pentium or 360/195 class

Not with the simplest chips that control a toaster etc.
You don't need anything like that for that so there is
no point in the extra capability and it makes a lot
more sense to have a lot less on the chip, particularly
for the even simpler stuff like a battery powered
temperature sensor where you want to maximise
the time on battery with very small coin cells etc.

> - even in a pocket calculator, if it was
> to be fancy or low-level programmable.

But there is a vast raft of stuff like toasters, jugs,
doorbells etc where that's of absolutely no use
whatever and just burns up the batterys much faster.

> Maybe we have to wait for nanotechnology for there to
> be a reason to go to processors with such a limited power.

Nope, we already use them in everything
from toasters to jugs to doorbells etc etc etc.

> Or system-on-a-chip devices made on silicon
> carbide for taxing environmental conditions

We already have those for everything from temperature
loggers to credit cards and RFID chips etc etc etc.

> (not there yet - the defect density is such that not even 8-bit micros
> are possible in that material at present, I think - but I could be wrong).

You are with the very low end micros used in all sorts of trivial devices.
You don't need anything like what even the PDP8 could do, let alone the 11.

And we will never see a return to manual assembler optimising
for those minimal resources systems, stuff like Walter's optimising
cross compilers leave doing it manually for dead and I cant see
that its likely those will be used by hobbyist who cant justify the
cost of one of Walter's cross compilers either. They are more likely
to spend a few more cents on a single chip micro that has more
resources so they don't need the optimising.

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 21:53:59 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.)Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:50fd92c5$18$fuzhry+tra$mr2ice@news.patriot.net...
> In <210120131438525855%nospam@yrl.co.uk>, on 01/21/2013
> at 02:38 PM, Elliott Roper <nospam@yrl.co.uk> said:
>
>> Emotionally taxing? You know, I never cared about anyone
>> appreciating my programming. The absolute best thing about writing
>> and debugging code is you don't have to wait for the critics. The
>> machine tells you straight away and it doesn't lie, does not
>> flatter, and does not have a hidden agenda.

> Would that that were true. The machine only executes your code against
> the input that you give it; it neither tells you whether the output is
> what you wanted nor what it will do with some other inputs. Worse,
> unless you are writing a one-off program that will never need to be
> updating, your code will be read by more than the computer, and you
> you write it will have a major impact on how easy it is for someone
> else, or even you, to quickly and correctly modify it.

Yes, but that last has nothing to do with any critics,
anyone who is any good knows when he has written
decent code that is easy to maintain in the future.

---

Subject: Re: New HD
Posted by Elliott Roper on Mon, 21 Jan 2013 21:54:54 GMT
View Forum Message <> Reply to Message

In article <50fd92c5$18$fuzhry+tra$mr2ice@news.patriot.net>, Seymour J.
<spamtrap@library.lspace.org.invalid> wrote:

> In <210120131438525855%nospam@yrl.co.uk>, on 01/21/2013
> at 02:38 PM, Elliott Roper <nospam@yrl.co.uk> said:
>
>> Emotionally taxing? You know, I never cared about anyone
>> appreciating my programming. The absolute best thing about writing
>> and debugging code is you don't have to wait for the critics. The
>> machine tells you straight away and it doesn't lie, does not
>> flatter, and does not have a hidden agenda.
>
> Would that that were true. The machine only executes your code against
> the input that you give it; it neither tells you whether the output is
> what you wanted nor what it will do with some other inputs. Worse,
> unless you are writing a one-off program that will never need to be

> updating, your code will be read by more than the computer, and you
> you write it will have a major impact on how easy it is for someone
> else, or even you, to quickly and correctly modify it.

What you say is true but at an angle to the point I was making. The point was the machine is a fine way of keeping score.

Debugging, testing and documenting are important parts of the joy of programming. Having other people nick bits of it is the sincerest praise you will get from humans, as I said in the part you snipped.

Except for nicking bit, coding is, more than most jobs, just you and the machine. Instant gratification - what's not to like?

So getting to the end of your career and having nobody left who can understand what a star you were in your prime is not that emotionally taxing.

--
To de-mung my e-mail address:- fsnospam$elliott$$
PGP Fingerprint: 1A96 3CF7 637F 896B C810  E199 7E5C A9E4 8E59 E248

---

Subject: Re: New HD
Posted by GreyMaus on Mon, 21 Jan 2013 21:55:01 GMT
View Forum Message <> Reply to Message

On 2013-01-21, Quadibloc <jsavard@ecn.ab.ca> wrote:
> On Jan 21, 2:55 am, greyma...@mail.com wrote:
>
>> AFAIK, no machine to test it, but you can use email on a C64.
>
> It used to be trivial, as there was a dial-up service to a shell that
> provided Internet access using programs like pine. That is no longer
> available where I live; in fact, I'm not sure if you can even get dial-
> up Internet any longer. I am not aware of any Ethernet cards for the
> C-64.
>
> John Savard

Something I read on surfing the Commodore meetings that are announced on the group periodically. Will research and get back.

--
maus
.
.

....

Subject: Re: New HD
Posted by GreyMaus on Mon, 21 Jan 2013 21:55:01 GMT
View Forum Message <> Reply to Message

On 2013-01-21, Dave Garland <dave.garland@wizinfo.com> wrote:
> On 1/21/2013 3:42 AM, Rod Speed wrote:
>>
>>
>> "Canbear" <nospam@nospam.com> wrote in message
>> news:idjpf8dt31k33dp5o62j1qnmjromnl6q0k@4ax.com...
>
>>> the unsung BBS sysops of the past were the
>>> pioneers of all we enjoy today.
>>
>> Nope, they were a separate track to usenet.
>
> Well, Canbear is overstating it a bit. Separate but similar. While
> usenet predates networked BBS by 3 or 4 years, newsgroups and echos
> were very similar from a user POV. BBS were the way things like that
> were popularized, since most of the public didn't have access to
> Bitnet, Arpanet, etc. In fact, I recall that at one point the only
> way to send (internet) e-mail to Africa was via a BBS in South Africa.

fido, kinda like the uuc*s, still in use.

--
maus
.
.
....

Subject: Re: New HD
Posted by GreyMaus on Mon, 21 Jan 2013 21:55:01 GMT
View Forum Message <> Reply to Message

On 2013-01-21, Christian Brunschen <cb@mer.df.lth.se> wrote:
> In article <d6a72566-ed5c-4ffe-926d-717e8a63ff9c@s8g2000pbw.googlegroups.com>,
> Quadibloc <jsavard@ecn.ab.ca> wrote:
>> On Jan 21, 2:55 am, greyma...@mail.com wrote:
>>
>>> AFAIK, no machine to test it, but you can use email on a C64.
>>

>> It used to be trivial, as there was a dial-up service to a shell that
>> provided Internet access using programs like pine. That is no longer
>> available where I live; in fact, I'm not sure if you can even get dial-
>> up Internet any longer.
>
> In the UK, it's actually quite trivial to get dial-up internet that is
> simply paid by the minute; One example is http://www.free-dialup.net/ .
> That gives you a PPP connection, so you need network and PPP support on
> the computer with which you connect to the internet.
>
> Finding shell accounts on the net is still possible as well: there's SDF,
> <http://sdf.lonestar.org/>, and there seems to be a more general list at
> <http://shells.red-pill.eu/> .
>
>> I am not aware of any Ethernet cards for the
>> C-64.
>
> Well, there's the "Contiki" OS which includes networking support for
> various low-performance / low-power platforms, including the C64:
> <http://www.contiki-os.org/> .
>
> with prebuilt/preconfigured binaries for the C64 with various ethernet
> cards available from <http://contiki.cbm8bit.com/> . One of the supported
> ethernet cards is the RR-Net,
> <http://www.jschoenfeld.com/products/rrnet_e.htm> , which was apparently
> originally developed speocofically for Contiki.
>
>> John Savard
>
> Best wishes,
>
> // Christian Brunschen

This is probably what I remember.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 21:56:43 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.)Metz" <spamtrap@library.lspace.org.invalid> wrote in

message news:50fd93ab$19$fuzhry+tra$mr2ice@news.patriot.net...
> In <kdjl79$s49$1@dont-email.me>, on 01/21/2013
>  at 10:01 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> All well and good to say this, and I'm sure the "archive" sites
>> will keep up, but what about the digital equivalent of the photo
>> album that sits in Grandma's attic for 100 years and is finally
>> rediscovered when the house is sold or torn down. You dig out a
>> 1GB flash drive with a bunch of JPEGs on it...
>
> I'm quire certain that you will be able to find definitions of archaic
> formats on an archeological site. I'm also quite certain that unless
> identifying data are on the flash drive you will have no idea which
> picture is of whom )-:

Dunno, we now have very decent systems for working out who
the photo of someone is of with stuff that ended up on the net.

It’s a tad unlikely that there will be too much stuff that ends up
on a flash drive in someone's attic that never have other photos
of that individual show up on the net at some time.

It remains to be seen how long all that shit will be kept for on the net
tho.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 21:58:55 GMT
View Forum Message <> Reply to Message

"Dave Garland" <dave.garland@wizinfo.com> wrote in message
news:kdk49h$15v$2@dont-email.me...
> On 1/21/2013 12:53 PM, Quadibloc wrote:
>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>> On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>> <numer...@aquaporin4.com> wrote:
>>
>>>> Sounds like an "Urban legend", Stan. It is true that the nine-one-one
>>>> emergency number in the US was once calle nine-eleven. The 9-1-1 was
>>>> the
>>>> preferred way to say it... because the dumb folk wasted time looking
>>>> for the
>>>> 11 key on the phone!!! :-) Stupidity is inifinite.
>>>
>>> If they'd used the original 999 number introduced in 1937 there would
>>> have been no problem :-)
>>
>> Interestingly enough, that's what they use in Britain.

>>
>> But in the U.S., the digits 1 and 0 were special, and 999 would have
>> been an ordinary exchange number.
>>
>
> And (with rotary dials) 999 would have taken a lot longer to complete a
> connection.

But most other countrys do use the 999 or 000 style and NZ
who has the system reversed uses 111 which has the same
longer time to dial, deliberately. Basically to minimise the
chance of getting emergency accidentally.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 22:00:39 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130121193352.bddfcc2f3457e884407bf778@eircom.net...
> On Mon, 21 Jan 2013 11:05:32 -0800 (PST)
> Quadibloc <jsavard@ecn.ab.ca> wrote:
>
>> Maybe we have to wait for nanotechnology for there to be a reason to
>> go to processors with such a limited power. Or system-on-a-chip
>> devices made on silicon carbide for taxing environmental conditions
>> (not there yet - the defect density is such that not even 8-bit micros
>> are possible in that material at present, I think - but I could be
>> wrong).
>
> Time to dust of the 4004 and 4040 masks perhaps.

Nope, the minimal single chip micros have much more appropriate instruction
sets.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 22:03:17 GMT
View Forum Message <> Reply to Message

"Alfred Falk" <falk@arc.REMOVE.ab.ca> wrote in message
news:XnsA14F7FF502883falkarcabca@88.198.244.100...
> Dave Garland <dave.garland@wizinfo.com> wrote in
> news:kdk49h$15v$2@dont-email.me:
>
>> On 1/21/2013 12:53 PM, Quadibloc wrote:
>>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:

>>>> On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>>> <numer...@aquaporin4.com> wrote:
>>>
>>>> > Sounds like an "Urban legend", Stan. It is true that the
>>>> > nine-one-one emergency number in the US was once calle nine-eleven.
>>>> > The 9-1-1 was the preferred way to say it... because the dumb folk
>>>> > wasted time looking for the 11 key on the phone!!! :-) Stupidity
>>>> > is inifinite.
>>>>
>>>> If they'd used the original 999 number introduced in 1937 there
>>>> would have been no problem :-)
>>>
>>> Interestingly enough, that's what they use in Britain.
>>>
>>> But in the U.S., the digits 1 and 0 were special, and 999 would have
>>> been an ordinary exchange number.
>>>
>>
>> And (with rotary dials) 999 would have taken a lot longer to complete
>> a connection.
>
> The central emergency number was introduced to North America in 1959 in
> Winnipeg, following the British model as 999. It was always my
> understanding that 911 won out because it was faster on rotary dials.

Nope, it turns out to be surprisingly complicated why that won out over 999.
http://en.wikipedia.org/wiki/9-1-1

And virtually everyone else used 999, 000 which is the slowest to rotary
dial.

NZ has a system which reverses the pulse count per digit and deliberately
chose to use 111 which is also the slowest to rotary dial too.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 21 Jan 2013 22:11:45 GMT
View Forum Message <> Reply to Message

<greymausg@mail.com> wrote in message
news:slrnkfrc07.5ac.greymausg@gmaus.org...
> On 2013-01-21, Dave Garland <dave.garland@wizinfo.com> wrote:
>> On 1/21/2013 3:42 AM, Rod Speed wrote:
>>>
>>>
>>> "Canbear" <nospam@nospam.com> wrote in message
>>> news:idjpf8dt31k33dp5o62j1qnmjromnl6q0k@4ax.com...
>>

>>>> the unsung BBS sysops of the past were the
>>>> pioneers of all we enjoy today.
>>>
>>> Nope, they were a separate track to usenet.
>>
>> Well, Canbear is overstating it a bit. Separate but similar. While
>> usenet predates networked BBS by 3 or 4 years, newsgroups and echos
>> were very similar from a user POV. BBS were the way things like that
>> were popularized, since most of the public didn't have access to
>> Bitnet, Arpanet, etc. In fact, I recall that at one point the only
>> way to send (internet) e-mail to Africa was via a BBS in South Africa.
>
>
> fido, kinda like the uuc*s, still in use.

By fuck all compared with who used to use it.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 21 Jan 2013 22:42:22 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 20:37:43 +0100
hda <agent700@xs4all.nl.invalid> wrote:

> 3 Watt: http://trimslice.com/web/trim-slice ;-)

Pricy though.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Walter Bushell on Mon, 21 Jan 2013 22:48:05 GMT
View Forum Message <> Reply to Message

In article <kdk8i6$s3i$2@dont-email.me>,
Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 1/21/2013 1:24 PM, Walter Banks wrote:
>>
>> For several years in the 70's the fastest average throughput at MIT
>> was an experimental link (run once) using an ox cart with a load of

>> tapes. Response time was not wonderful
>>
>
> That's great! I always heard "van with a load of tapes", but the oxcart
> is a great touch.

Van with a load of SD cards would still have a great throughput. Or
for worldwide distribution, perhaps a jumbo jet full of SD card.

Using SD cards or micro SD cards might make a worthwhile update to RFC
1149 and 2549.

See also

<http://en.wikipedia.org/wiki/IP_over_Avian_Carriers>

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Mon, 21 Jan 2013 23:21:34 GMT
View Forum Message <> Reply to Message

In article <kdk8v6$126$1@dont-email.me>,
cb@mer.df.lth.se (Christian Brunschen) wrote:

> In the UK, it's actually quite trivial to get dial-up internet that is
> simply paid by the minute; One example is http://www.free-dialup.net/ .
> That gives you a PPP connection, so you need network and PPP support on
> the computer with which you connect to the internet.
>
> Finding shell accounts on the net is still possible as well: there's SDF,
> <http://sdf.lonestar.org/>, and there seems to be a more general list at
> <http://shells.red-pill.eu/> .

panix.com apparently still supports nation wide dial up with telnet
etcetera in the US (some restrictions as to local numbers) and shell
access over the internet. The support staff has plenty of clueons.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Dave Garland on Mon, 21 Jan 2013 23:23:54 GMT
View Forum Message <> Reply to Message

On 1/21/2013 3:58 PM, Rod Speed wrote:
>
>
> "Dave Garland" <dave.garland@wizinfo.com> wrote in message
> news:kdk49h$15v$2@dont-email.me...
>> On 1/21/2013 12:53 PM, Quadibloc wrote:
>>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>>> On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>>> <numer...@aquaporin4.com> wrote:
>>>
>>>> > Sounds like an "Urban legend", Stan. It is true that the
>>>> > nine-one-one
>>>> > emergency number in the US was once calle nine-eleven. The 9-1-1
>>>> > was the
>>>> > preferred way to say it... because the dumb folk wasted time
>>>> > looking for the
>>>> > 11 key on the phone!!! :-) Stupidity is inifinite.
>>>>
>>>> If they'd used the original 999 number introduced in 1937 there would
>>>> have been no problem :-)
>>>
>>> Interestingly enough, that's what they use in Britain.
>>>
>>> But in the U.S., the digits 1 and 0 were special, and 999 would have
>>> been an ordinary exchange number.
>>>
>>
>> And (with rotary dials) 999 would have taken a lot longer to
>> complete a connection.
>
> But most other countrys do use the 999 or 000 style and NZ
> who has the system reversed uses 111 which has the same
> longer time to dial, deliberately. Basically to minimise the
> chance of getting emergency accidentally.

Well, given the number of ways a single pulse can be generated
(tapping on the hookswitch, wires swing in the wind, etc.), using
three sequential single pulses (US 111, NZ 999) would be asking for
trouble.

It probably isn't much of an issue on an exchange that no longer
accepts pulse dialing, but many exchanges do, and in any case by now
the weight of history is behind it.

---

Subject: Re: New HD
Posted by Walter Banks on Tue, 22 Jan 2013 01:11:38 GMT

View Forum Message <> Reply to Message

Peter Flass wrote:

> On 1/21/2013 1:24 PM, Walter Banks wrote:
>>
>> For several years in the 70's the fastest average throughput at MIT
>> was an experimental link (run once) using an ox cart with a load of
>> tapes. Response time was not wonderful
>>
>
> That's great! I always heard "van with a load of tapes", but the oxcart
> is a great touch.
>

In the early days of computer networking the inside joke was
*sneaker net* referring to a student employed at the lab for a
workterm sent to deliver a tape or disk. Bandwidth was pretty
good response time varied.

:)

---

Subject: Re: New HD
Posted by jgk on Tue, 22 Jan 2013 01:17:13 GMT
View Forum Message <> Reply to Message

In article <20oof8l7fdoaod97758143cr2j7mktqgig@4ax.com>,
Nick Spalding <spalding@iol.ie> wrote:

> It has always mystified me how people can write programs without at
> least a basic idea of how the machine works.

Maybe their programs don't work all that great either.

I think there are lots of people who are employed in programming, who
make their employers reasonably pleased with their work, who wouldn't
really have much clue of how to write something in assembler.

But out of those who are -really- good programmers [as in 'we had twenty
guys look at it, and no one could find the f---ing problem, i guess we
should call <person name>'], i find they always can tell you more than
you want to know about more machines than you want to care about.

You can imagine otherwise, but i haven't seen it.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 22 Jan 2013 01:33:21 GMT
View Forum Message <> Reply to Message

"Dave Garland" <dave.garland@wizinfo.com> wrote in message
news:kdkimh$u7q$1@dont-email.me...
> On 1/21/2013 3:58 PM, Rod Speed wrote:
>>
>>
>> "Dave Garland" <dave.garland@wizinfo.com> wrote in message
>> news:kdk49h$15v$2@dont-email.me...
>>> On 1/21/2013 12:53 PM, Quadibloc wrote:
>>>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>>> > On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>>> > <numer...@aquaporin4.com> wrote:
>>>>
>>>> >> Sounds like an "Urban legend", Stan. It is true that the
>>>> >> nine-one-one
>>>> >> emergency number in the US was once calle nine-eleven. The 9-1-1
>>>> >> was the
>>>> >> preferred way to say it... because the dumb folk wasted time
>>>> >> looking for the
>>>> >> 11 key on the phone!!! :-) Stupidity is inifinite.
>>>> >
>>>> > If they'd used the original 999 number introduced in 1937 there would
>>>> > have been no problem :-)
>>>>
>>>> Interestingly enough, that's what they use in Britain.
>>>>
>>>> But in the U.S., the digits 1 and 0 were special, and 999 would have
>>>> been an ordinary exchange number.
>>>>
>>>
>>> And (with rotary dials) 999 would have taken a lot longer to
>>> complete a connection.
>>
>> But most other countrys do use the 999 or 000 style and NZ
>> who has the system reversed uses 111 which has the same
>> longer time to dial, deliberately. Basically to minimise the
>> chance of getting emergency accidentally.
>
> Well, given the number of ways a single pulse can be generated (tapping on
> the hookswitch, wires swing in the wind, etc.), using three sequential
> single pulses (US 111, NZ 999) would be asking for trouble.

Yes, but the rest didn't bother to have single pulse second and third
digits.

> It probably isn't much of an issue on an exchange that no longer accepts

> pulse dialing, but many exchanges do,

They all do here.

> and in any case by now the weight of history is behind it.

Sure. Tho we have started supporting 911 here too,
basically because so many just assume it will work here.

I actually did that myself the first time I used it, called 999 when ours is
000.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 22 Jan 2013 01:36:20 GMT
View Forum Message <> Reply to Message

Joe keane <jgk@panix.com> wrote
> Nick Spalding <spalding@iol.ie> wrote

>> It has always mystified me how people can write programs
>> without at least a basic idea of how the machine works.

> Maybe their programs don't work all that great either.

Hordes of them do, most obviously with IOS apps.

> I think there are lots of people who are employed in programming,
> who make their employers reasonably pleased with their work, who
> wouldn't really have much clue of how to write something in assembler.

And there is no point in doing that now unless the operation
is desperately short of money and has to use whats free.

> But out of those who are -really- good programmers [as in 'we had twenty
> guys look at it, and no one could find the f---ing problem, i guess we
> should call <person name>'], i find they always can tell you more than
> you want to know about more machines than you want to care about.

True, but that’s likely more a mindset thing rather than because
they actually need that knowledge to be able to do that.

> You can imagine otherwise, but i haven't seen it.

---

Subject: Re: New HD
Posted by Daiyu Hurst on Tue, 22 Jan 2013 01:38:46 GMT

View Forum Message <> Reply to Message

On Jan 20, 8:37 am, Walter Banks <wal...@bytecraft.com> wrote:
> "Shmuel (Seymour J.) Metz" wrote:
>> In <50FAA334.9214F...@bytecraft.com>, on 01/19/2013
>> at 08:44 AM, Walter Banks <wal...@bytecraft.com> said:
>>> Hardware is still sold, a lot of the software developed in the
>>> last twenty years has been developed in the atmosphere of software
>>> should be *free*. There is little incentive for innovative software
>>> development.
>> There's been plenty of free innovative mainframe software. For that
>> matter, there are free PC compilers and interpreters for a number of
>> languages, some quite innovative.
>
> The bulk of of the PC compilers are based on 30+ year old
> technology. In the PC world language design and implementation
> has been essentially stalled for several years.
>
> IDE's have been the biggest innovation in language tools
> for PC's.
>
> There has been quite a bit of innovation in interpreters.

LLVM looks to be an interesting successor to the GCC family, but it's
a dozen years old at this point.

---

Subject: Re: New HD
Posted by Daiyu Hurst on Tue, 22 Jan 2013 01:51:21 GMT
View Forum Message <> Reply to Message

On Jan 21, 8:06 am, jmfbahciv <See.ab...@aol.com> wrote:
> Walter Bushell wrote:
>> In article <kdh6m5$ro...@dont-email.me>,
>> Peter Flass <Peter_Fl...@Yahoo.com> wrote:
>
>>> On 1/19/2013 7:27 PM, Walter Bushell wrote:
>
>>>> I used Foxbase+ Mac and it was a great product for the time. When I
>>>> heard that Microsoft was taking it over I knew the jig was probably
>>>> up.
>
>>> Micro$oft is the CA of small computers.
>
>> CA ? caca?
>
> Nah, just half of a caca.

LoL, I'm pretty sure this is supposed to be Computer Associates.
Different
is CA was under a consent decree for a while for its business
practices,
something that Micro$oft has managed to avoid.

---

Subject: Re: New HD
Posted by Daiyu Hurst on Tue, 22 Jan 2013 01:53:43 GMT
View Forum Message <> Reply to Message

On Jan 21, 10:01 am, Peter Flass <Peter_Fl...@Yahoo.com> wrote:
> On 1/20/2013 3:06 PM, Ahem A Rivet's Shot wrote:
>
>
>
>
>
>
>
>
>
>> On Sun, 20 Jan 2013 18:42:30 +0000 (UTC)
>> Joe Makowiec <makow...@invalid.invalid> wrote:
>
>>> On 20 Jan 2013 in alt.folklore.computers, Ahem A Rivet's Shot wrote:
>
>>>> On Sun, 20 Jan 2013 11:36:43 -0500
>>>> Peter Flass <Peter_Fl...@Yahoo.com> wrote:
>
>>>> > OTOH, many photos 150 years old or so are still in file condition.
>>>> > Will the computer stuff still be readable? {old nit returns)
>
>>>> It will - provided it's been copied onto more up to date media as
>>>> it becomes available and before the old media is unreadable.
>
>>> It's not just the media, it's the file format. You're making the
>
>> Sure, you may well have to move it into a more modern format from
>> time to time.
>
>>> assumption that, in the future, there will still be software capable of
>>> reading the format.
>
>> No I'm making the assumption that before the data is unreadable it
>> will be copied to something that will be readable for longer.
>
> All well and good to say this, and I'm sure the "archive" sites will

> keep up, but what about the digital equivalent of the photo album that
> sits in Grandma's attic for 100 years and is finally rediscovered when
> the house is sold or torn down. You dig out a 1GB flash drive with a
> bunch of JPEGs on it...

I'm uploading family pictures from the 1880s to today, to the cloud.

That way someone else can worry about how they are stored.

---

Subject: Re: New HD
Posted by Patrick Scheible on Tue, 22 Jan 2013 03:32:11 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

> In article <proto-23DDEF.19290919012013@news.panix.com>, proto@panix.com
> (Walter Bushell) writes:
>
>> In article <hqblf8pacej02i360jh5qjqh0b5ukpsbpl@4ax.com>,
>> JimP. <pongbill127@cableone.net> wrote:
>>
>>> On Sat, 19 Jan 2013 13:12:31 +0000, Ibmekon wrote:
>>>
>>>> I read more about the Fox Software company. They said they regarded
>>>> programming as an engineering activity - not an art form.
>>>> They introduced Mac style windowing in their product under DOS.
>>>>
>>>> When a new version was released they challenged users to find any
>>>> bug whatsoever. I never did.
>>>>
>>>> In 1992 Microsoft took them over - pity they did not adopt their
>>>> attitude.
>>>
>>> Microsoft's ignorance isn't anyone's bliss.
>>
>> In the apparent opinion of the M$ management it was to the advantage
>> of M$ advantage.
>
> This seemingly paradoxical behaviour comes clear when you realize
> that Microsoft's goal is not to write quality software. It is to
> make money. History tells us that these two goals are not necessarily
> in alignment; there's more money to be made writing cheap shit.

If you write perfect software, you'll never sell an upgrade. If you
write awful software, you'll never sell an upgrade either. Microsoft's
goal is to be just barely good enough to keep you from switching.

-- Patrick

---

Subject: Re: New HD
Posted by Patrick Scheible on Tue, 22 Jan 2013 03:38:25 GMT
View Forum Message <> Reply to Message

Quadibloc <jsavard@ecn.ab.ca> writes:

> On Jan 21, 7:52 am, Peter Flass <Peter_Fl...@Yahoo.com> wrote:
>> On 1/20/2013 1:23 PM, Charlie Gibbs wrote:
>
>>> But this is all irrelevant in the eyes of a company like Microsoft.
>>> The one relevant question is: "Does it make money?" And there,
>>> alas, the answer is a resounding "yes".
>>
>> Or hopefully now, with "windoze ate", "NO!"
>
> I think it's far too much to hope for that Windows 8 will fail
> resoundingly enough to motivate IBM to dust off OS/2.
>
> On the basis that a certain mentality is established in the
> marketplace that will prevent the PC from just switching to Linux, and
> so OS/2, with the IBM name on it, would actually make money and be a
> vital element in weaning us off of Windows.

It's been, what, a decade since OS/2 had any development? Maybe more?
I think it's unlikely to be an adequate replacement for Windows at this
point.

I wonder if Apple could make a version of MacOS X for PCs that would run
on most PCs and run the most important Windows apps reasonably well.

-- Patrick

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 22 Jan 2013 05:21:48 GMT
View Forum Message <> Reply to Message

On Sun, 20 Jan 2013 16:30:48 -0500, Walter Bushell <proto@panix.com>
wrote:

> In article <20130120200611.09b21e8c8b12ab4e631739f1@eircom.net>,
> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>
>> It's much easier to preserve information by keeping it in readable

>> forms than it is to recover information from ancient and unknown forms. Of
>> course if nobody bothers to keep it readable then information is going to
>> get lost - just as it already has.
>
> Mostly but amazingly some analog works survived after being
> overwritten several times, like an important work by Archimedes.

And there is even a word for this: palimpsest.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 22 Jan 2013 05:23:22 GMT
View Forum Message <> Reply to Message

In article
<1486fd6d-a8eb-45d3-a9d1-ffe1b877febf@b11g2000yqh.googlegroups.com>,
daiyu.hurst@gmail.com (Daiyu Hurst) writes:

>
>> On 1/20/2013 3:06 PM, Ahem A Rivet's Shot wrote:
>>

>>> it will be copied to something that will be readable for longer.
>>
>> All well and good to say this, and I'm sure the "archive" sites
>> will keep up, but what about the digital equivalent of the photo
>> album that sits in Grandma's attic for 100 years and is finally

>> a 1GB flash drive with a bunch of JPEGs on it...
>
> I'm uploading family pictures from the 1880s to today, to the cloud.
>
> That way someone else can worry about how they are stored.

Yes, all you have to worry about is whether that someone else will
let you have it back in a format you can read - or if you have to
pay ransom to get it - or if it is to be withheld in the name of
National Security [tm US Gov].

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.

/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 22 Jan 2013 05:29:07 GMT
View Forum Message <> Reply to Message

On 20 Jan 2013 21:51:31 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
wrote:

> On Sun, 2013-01-20, Christian Brunschen wrote:
> ...
>>  http://folklore.org/StoryView.py?story=Do_It.txt
> ...
>>  It turns out he wasn't noticing the space between the 'o' and the 'I' in
>>  'Do It'; in the sans-serif system font we were using, a capital 'I' looked
>>  very much like a lower case 'l', so he was reading 'Do It' as 'Dolt' and
>>  was therefore kind of offended.
>
> Seems to me that's not just the font's fault; you don't expect random
> words to be captitalized.  Wonder why they insisted on "Do It" rather
> than "Do it" or "do it"?

It was not random.  It was a title which tend to have initial
caps on words.

Sincerely,

Gene Wirhcenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 22 Jan 2013 05:31:19 GMT
View Forum Message <> Reply to Message

On Sat, 19 Jan 2013 09:45:42 GMT, Bob Martin <bob.martin@excite.com>
wrote:

[snip]

> The faster the CPUs, the cheaper the RAM gets, the sloppier the programmers.
> Making a program fit in 4KB really concentrated the mind!

No, it is being economical with one's time.  Why spend lots of
effort on something that does not need it?

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 22 Jan 2013 05:35:42 GMT
View Forum Message <> Reply to Message

On Sat, 19 Jan 2013 13:12:31 +0000, Ibmekon wrote:

[snip]

> I read more about the Fox Software company. They said they regarded
> programming as an engineering activity - not an art form.
> They introduced Mac style windowing in their product under DOS.
>
> When a new version was released they challenged users to find any bug
> whatsoever. I never did.

I found what could be considered a design bug in the language spec. Mind you, that was Ashton-Tate's fault.

> In 1992 Microsoft took them over - pity they did not adopt their
> attitude.

A pity they did not actually support the product the way it deserved. After years of deliberate neglect, they stopped at version 9.0. I still support an app written in Microsoft Visual FoxPro (what FoxBASE evolved into).

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 22 Jan 2013 05:53:02 GMT
View Forum Message <> Reply to Message

On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:

[snip]

> Heck, I was happy when I first got a PC and could run GW-BASIC and do
> the stuff I did (and more) without paying for a Teletype and computer
> service.

I still use GW-BASIC for some simple or one-off programs. I did so earlier today.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 05:54:03 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 19:38:25 -0800
Patrick Scheible <kkt@zipcon.net> wrote:

> I wonder if Apple could make a version of MacOS X for PCs that would run
> on most PCs and run the most important Windows apps reasonably well.

MacOS X can be installed on many PCs - look up hackintosh.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 22 Jan 2013 05:57:44 GMT
View Forum Message <> Reply to Message

"Patrick Scheible" <kkt@zipcon.net> wrote in message
news:864ni9khu6.fsf@chai.my.domain...
> Quadibloc <jsavard@ecn.ab.ca> writes:
>
>> On Jan 21, 7:52 am, Peter Flass <Peter_Fl...@Yahoo.com> wrote:
>>> On 1/20/2013 1:23 PM, Charlie Gibbs wrote:
>>
>>>> But this is all irrelevant in the eyes of a company like Microsoft.
>>>> The one relevant question is: "Does it make money?" And there,
>>>> alas, the answer is a resounding "yes".
>>>
>>> Or hopefully now, with "windoze ate", "NO!"
>>
>> I think it's far too much to hope for that Windows 8 will fail
>> resoundingly enough to motivate IBM to dust off OS/2.
>>

>> On the basis that a certain mentality is established in the
>> marketplace that will prevent the PC from just switching to Linux, and
>> so OS/2, with the IBM name on it, would actually make money and be a
>> vital element in weaning us off of Windows.
>
> It's been, what, a decade since OS/2 had any development? Maybe more?
> I think it's unlikely to be an adequate replacement for Windows at this
> point.
>
> I wonder if Apple could make a version of MacOS X for PCs that would run
> on most PCs and run the most important Windows apps reasonably well.

Likely, but I doubt they would sell many even if they did.

---

Subject: Re: New HD
Posted by James O. Brown on Tue, 22 Jan 2013 06:00:00 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1325.804T1140T12834133@kltpzyxm.invalid...
> In article
> <1486fd6d-a8eb-45d3-a9d1-ffe1b877febf@b11g2000yqh.googlegroups.com>,
> daiyu.hurst@gmail.com (Daiyu Hurst) writes:
>
>> On Jan 21, 10:01 am, Peter Flass <Peter_Fl...@Yahoo.com> wrote:
>>
>>> On 1/20/2013 3:06 PM, Ahem A Rivet's Shot wrote:
>>>
>>>>  No I'm making the assumption that before the data is unreadable
>>>> it will be copied to something that will be readable for longer.
>>>
>>> All well and good to say this, and I'm sure the "archive" sites
>>> will keep up, but what about the digital equivalent of the photo
>>> album that sits in Grandma's attic for 100 years and is finally
>>> rediscovered when the house is sold or torn down. You dig out
>>> a 1GB flash drive with a bunch of JPEGs on it...
>>
>> I'm uploading family pictures from the 1880s to today, to the cloud.
>>
>> That way someone else can worry about how they are stored.

> Yes, all you have to worry about is whether that someone
> else will let you have it back in a format you can read

Don’t have to worry about that if you have enough of a clue to keep a copy.

> - or if you have to pay ransom to get it

Don’t have to worry about that if you have enough of a clue to keep a copy.

>  - or if it is to be withheld in the name of National Security [tm US Gov].

Don’t have to worry about that if you have enough of a clue to keep a copy.

---

Subject: Re: New HD
Posted by swatto on Tue, 22 Jan 2013 07:44:15 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 19:38:25 -0800, Patrick Scheible <kkt@zipcon.net>
wrote:

> It's been, what, a decade since OS/2 had any development?  Maybe more?
> I think it's unlikely to be an adequate replacement for Windows at this
> point.

If you count EcomStation, it is still going. There are not many left
who still remain devoted to OS/2. Same goes for BeOS.

The way IBM left OS/2 out in the cold remains one of the pet hates
former users have against IBM. The former editor of OS/2 Magazine had
some scathing words about it.

I have OS/2 Warp 4 set up on an old machine with broadband. Even with
FixPack no.15, the TCP/IP still acts a bit wonky. It will still work
though, albeit unreliably. Even the Win 3.x shell can run some
internet related programs. Outside of connectivity, there are a lot of
interesting programs for OS/2. I am particularly impressed with an
OS/2 program installer/de-installer I found on Hobbes.

Canbear

---

Subject: Re: New HD
Posted by Morten Reistad on Tue, 22 Jan 2013 08:10:43 GMT
View Forum Message <> Reply to Message

In article <am5q7uFb0bjU1@mid.individual.net>,
Rod Speed <rod.speed.aaa@gmail.com> wrote:
> Quadibloc <jsavard@ecn.ab.ca> wrote
>>  Peter Flass <Peter_Fl...@Yahoo.com> wrote
>>>  Charlie Gibbs wrote
[snip]
> Not a hope in hell. They'd just keep using Win7.

>
>> and be a vital element in weaning us off of Windows.
>
> Not a chance.
>
> What might do it is the move to tablets, but whatever Morten
> claims, I just don't believe they will wipe out desktops and
> laptops and even if they did, I just don't believe that would
> see the demise of Win either.

I never claimed the gadgets would wipe out the desktops and laptops. The claim was (and is) that the gadgets wipe out the _growth_ of desktops and laptops. So far that seems to be a correct observation, with a ~20% drop in sales volumes from the record year (2009); probably hovering at just the replacement rate for laptops and/or desktops. It seems to have stabilized at just below 200m yearly units, down from 240m worldwide.

It is difficult to get a firm grip on the numbers of laptops/ desktops in use, but it is probably below a billion, in the 800-900 millions somewhere. Yearly worldwide sales are at slightly below 200m, and that includes Macs etc, and average lifetimes are not above 5 years. (the stats from the members of this group does not count here)

Windows sales are below 600M for the lifetimes of the generations. (And MS' reporting seems to inflate the numbers somewhat). Some generations like Vista have significatnly lower lifetime sales.

The numbers of MMUs sold (which is a better indicator of a "real computer" than the CPUs) is at roughly 15x the sales of laptops/desktops, at ~3 billion. CPUs are probably reaching 10B this year.

400m each in iPhones and android phones, selling sufficiently _every year_ to rival all the laptops and desktops. Add the PCs, and we are at a billion. This leaves two billion devices for the alarms, mpeg players, tivos, car control, pads, game stations etc. Every year.

-- mrr

---

Subject: Re: New HD
Posted by Morten Reistad on Tue, 22 Jan 2013 08:43:45 GMT
View Forum Message <> Reply to Message

In article <am5sb3Fbfu3U1@mid.individual.net>,
Rod Speed <rod.speed.aaa@gmail.com> wrote:
>
>
> "Alfred Falk" <falk@arc.REMOVE.ab.ca> wrote in message
> news:XnsA14F7FF502883falkarcabca@88.198.244.100...
>> Dave Garland <dave.garland@wizinfo.com> wrote in
>> news:kdk49h$15v$2@dont-email.me:
>>
>>> On 1/21/2013 12:53 PM, Quadibloc wrote:
>>>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>>> > On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>>> > <numer...@aquaporin4.com> wrote:
>>>>
>>>> >> Sounds like an "Urban legend", Stan. It is true that the
>>>> >> nine-one-one emergency number in the US was once calle nine-eleven.
>>>> >> The 9-1-1 was the preferred way to say it... because the dumb folk
>>>> >> wasted time looking for the 11 key on the phone!!! :-) Stupidity
>>>> >> is inifinite.
>>>> >
>>>> > If they'd used the original 999 number introduced in 1937 there
>>>> > would have been no problem :-)
>>>>
>>>> Interestingly enough, that's what they use in Britain.
>>>>
>>>> But in the U.S., the digits 1 and 0 were special, and 999 would have
>>>> been an ordinary exchange number.
>>>>
>>>
>>> And (with rotary dials) 999 would have taken a lot longer to complete
>>> a connection.
>>
>> The central emergency number was introduced to North America in 1959 in
>> Winnipeg, following the British model as 999. It was always my
>> understanding that 911 won out because it was faster on rotary dials.
>
> Nope, it turns out to be surprisingly complicated why that won out over 999.
> http://en.wikipedia.org/wiki/9-1-1
>
> And virtually everyone else used 999, 000 which is the slowest to rotary
> dial.
>
> NZ has a system which reverses the pulse count per digit and deliberately
> chose to use 111 which is also the slowest to rotary dial too.

The US(+CA and 12 other smaller nations that form the NANP) has (had) the
second digit as a "tiebreaker" between long distance and local calls.
0 and 1 are for long distance, 2-9 are for local calls.

In the electromechanical swithces of the 1960s the long distance calling invoked "escape logic", the call broke out of the normal routine and went for special handling. Adding "opcodes" would want to use this feature.

Now, the third digit also had a special handling escape, for a sequence of two ones. So, hardware-wise, they were constructed as

XNX XXXX local call (X=0-9,N=2-9,Z=0-1)
XZN XNX XXXX long distance (really everything but X11)
011 International pefix
N11 local escape

011,311,411,511,611 and 811 were taken in various places on the network. 111 and 211 should be avoided because of accidental dialling. Which leaves 711 and 911.

Rather simple, really.

-- mrr

---

Subject: Re: New HD
Posted by GreyMaus on Tue, 22 Jan 2013 10:55:35 GMT
View Forum Message <> Reply to Message

On 2013-01-22, James O. Brown <job654@ax.com> wrote:
>
>
>
>> Yes, all you have to worry about is whether that someone
>> else will let you have it back in a format you can read
>
> Don’t have to worry about that if you have enough of a clue to keep a copy.
>
>> - or if you have to pay ransom to get it
>
> Don’t have to worry about that if you have enough of a clue to keep a copy.
>
>> - or if it is to be withheld in the name of National Security [tm US Gov].
>
> Don’t have to worry about that if you have enough of a clue to keep a copy.
>
>

Cleaning out a friends house some years ago, and found a box of photographs, nobody had a clue of who, except they were taken by someone who, in my time,

had no interest in such things.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by kenney on Tue, 22 Jan 2013 10:55:42 GMT
View Forum Message <> Reply to Message

In article
<5b2d2c54-27ba-405a-8231-ac507ed92ab1@th3g2000pbc.googlegroups.com>,
jsavard@ecn.ab.ca (Quadibloc) wrote:

> I think it's far too much to hope for that Windows 8 will fail
> resoundingly enough to motivate IBM to dust off OS/2.

Vista was a problem for Microsoft with little or no corporate uptake
resulting in a life extension for XT support. Microsoft still made money
on it. Linux may be more secure than Windows though since it was written
in C I doubt that but it is not in the foreseeable future going to push
Microsoft out of the OS market. The biggest threat to MS is the decline
in the desktop market and Windows 8 as a result is aimed at the mobile
market as well as desktops. As for OS2 it would have got a lot more
uptake with better marketing and an installation program that worked.

By the way I have 32 bit XT on this computer and can still play DOS
games though it would help to change screen resolution. The one thing MS
can not be criticised for is backwards capability which is more than can
be said for Linux.

Ken Young

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 11:13:09 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 17:00:00 +1100
"James O. Brown" <job654@ax.com> wrote:

>

>
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1325.804T1140T12834133@kltpzyxm.invalid...
>> In article
>> <1486fd6d-a8eb-45d3-a9d1-ffe1b877febf@b11g2000yqh.googlegroups.com>,
>> daiyu.hurst@gmail.com (Daiyu Hurst) writes:
>>
>>> I'm uploading family pictures from the 1880s to today, to the cloud.
>>>
>>> That way someone else can worry about how they are stored.
>
>> Yes, all you have to worry about is whether that someone
>> else will let you have it back in a format you can read
>
> Don't have to worry about that if you have enough of a clue to keep a
> copy.

Hi Rod - you also have to have enough of a clue to keep copying it
to newer storage media and perhaps formats - as discussed elsethread.
DKUATB.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 11:22:02 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 04:55:42 -0600
kenney@cix.compulink.co.uk wrote:

> By the way I have 32 bit XT on this computer and can still play DOS
> games though it would help to change screen resolution. The one thing MS
> can not be criticised for is backwards capability which is more than can
> be said for Linux.

Splort! Try opening a decade old Word document in the latest
version of Word and see if all the formatting is correct - then try editing
it.

Now do the same for a 30 year old troff or TeX document.

--
Steve O'Hara-Smith | Directable Mirror Arrays

C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Anonymous on Tue, 22 Jan 2013 12:13:08 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Mon, 21 Jan 2013 21:35:42 -0800, Gene Wirchenko <genew@telus.net>
wrote:

> On Sat, 19 Jan 2013 13:12:31 +0000, Ibmekon wrote:
>
> [snip]
>
>> I read more about the Fox Software company. They said they regarded
>> programming as an engineering activity - not an art form.
>> They introduced Mac style windowing in their product under DOS.
>>
>> When a new version was released they challenged users to find any bug
>> whatsoever. I never did.
>
> I found what could be considered a design bug in the language
> spec. Mind you, that was Ashton-Tate's fault.
>
>> In 1992 Microsoft took them over - pity they did not adopt their
>> attitude.
>
> A pity they did not actually support the product the way it
> deserved. After years of deliberate neglect, they stopped at version
> 9.0. I still support an app written in Microsoft Visual FoxPro (what
> FoxBASE evolved into).
>
> Sincerely,
>
> Gene Wirchenko
`

MS were always going to support their flagship ACCESS database system
first.
When they announced a project to have their VISUAL BASIC, C , FOxPRO
produce intermediary code, it was clear VFP was a goner.
I still use VFP 5.0 at home though.
BTW, what was the design bug you observed ?

Carl Goldsworthy

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 12:57:54 GMT
View Forum Message <> Reply to Message

In <kdk45i$15v$1@dont-email.me>, on 01/21/2013
at 01:15 PM, Dave Garland <dave.garland@wizinfo.com> said:

> Shell is going to be harder to find than dialup.

I have both, although I rarely use my shell account.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 13:00:02 GMT
View Forum Message <> Reply to Message

In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
at 03:54 PM, Dan Espen <despen@verizon.net> said:

> Never seen it in paper form

AFAIK IBM has stopped selling dead tree versions of new PoOps
editions.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 13:03:51 GMT

View Forum Message <> Reply to Message

In <87libmp93k.fsf@nudel.nodomain.nowhere>, on 01/21/2013
at 04:35 PM, Mike Spencer <mds@bogus.nodomain.nowhere> said:

> I don't think that or the existence of examples you cite excused
> the new CS grad from thinking that a Unix box did simultaneous
> processes.

Especially given that a Unix kernel that supported an MP would run
quite happily on a single processor and still support
multiprogramming.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 13:05:40 GMT
View Forum Message <> Reply to Message

In <proto-06E56A.17480521012013@news.panix.com>, on 01/21/2013
at 05:48 PM, Walter Bushell <proto@panix.com> said:

> Van with a load of SD cards would still have a great throughput.

What's the densest; SD, thumb dives or the current generation of tape?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 13:12:41 GMT
View Forum Message <> Reply to Message

In <864ni9khu6.fsf@chai.my.domain>, on 01/21/2013
at 07:38 PM, Patrick Scheible <kkt@zipcon.net> said:

> It's been, what, a decade since OS/2 had any development?

A company named Serenity has a license to sell a rebranded OS/2[1] as eComStation, and there's a fair amount of ongoing development. Convincing IBM that there's a business case to throwing its weight behind it and in supporting additional processors, however, is another matter. I'd settle for some OS/2-like facilities on Linux, e.g., WPS.

[1] Limited to the 80386 et al. AFAIK the pertable version is dead.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 13:19:54 GMT
View Forum Message <> Reply to Message

In <kdkpap$j8r$1@reader1.panix.com>, on 01/22/2013
at 01:17 AM, jgk@panix.com (Joe keane) said:

> But out of those who are -really- good programmers [as in 'we had
> twenty guys look at it, and no one could find the f---ing problem,
> i guess we should call <person name>'], i find they always can
> tell you more than you want to know about more machines than you
> want to care about.

And who would cheerfully pay you for a way top forget some of them.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 13:24:47 GMT
View Forum Message <> Reply to Message

In <xuCdnYwa3Muz7WPNnZ2dnUVZ8tqdnZ2d@giganews.com>, on 01/22/2013
at 04:55 AM, kenney@cix.compulink.co.uk said:

> Vista was a problem for Microsoft with little or no corporate uptake
> resulting in a life extension for XT support.

I hope you mean XP.

> As for OS2 it would have got a lot more
> uptake with better marketing

If IBM bought KFC they'd rename it "Cold Dead Chicken".

> and an installation program that worked.

Woked fine for me.

> The one thing MS can not be criticised for is backwards capability

Try opening some old excell and word files. I've read of people having
bettoer luck doing so with OpenOffice than with current m$ office.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 22 Jan 2013 14:45:57 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:iczk022sc0.fsf@home.home...
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 1/21/2013 11:41 AM, Dan Espen wrote:
>>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>> [snip...] [snip...]
>>> [snip...]
>>>
>>> Link-time optimization
>>> a transition from C to C++ as the implementation language

>>>  A switch from LALR parsers generated with Bison, to hand-written
>>>  recursive-descent parsers.
>>>
>>
>>  Going to recursive descent sounds like a giant step forward in the
>>  backwards direction.  There's lots that can't be parsed with recursive
>>  descent, and GCC isn't only for C/C++.
>
>  If you say so.
>  They did say "hand-written".
>  I would not expect something generated to be better in any sense than
>  something hand written.
>
>  I don't know who the more expert is, the commentators on this board,
>  or the horde of developers that have contributed to gcc.
>
>  But I have my suspicions that theory and practice are 2 different
>  things.
>
>  Of all the C compilers I've had to use, I'm sure gcc produces, by
>  far, the better diagnostics.
>

Strictly speaking, ISTM that the C language does *not* belong to the class
of language that is considered to have a context free grammar.  However, if
certain "fix ups" are taken, a recursive descent parser can be used. Also
ISTM that the *first* C compiler (written by Dennis Ritchie) used a
recursive descent parser.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Jorgen Grahn on Tue, 22 Jan 2013 14:49:54 GMT
View Forum Message <> Reply to Message

On Sun, 2013-01-20, Charles Richmond wrote:
....
>  I feared that when I got out of the university, I would lose access to
>  machines that could compile HLL's like PL/I, Pascal, or FORTRAN.  (I did
>  *not* yet use C back then.)  Of course, at a place of employment, I would
>  have such access... but I was interested in programming my own personal
>  projects.  Or access to machines that could run "powerful" languages like
>  SNOBOL4 or APL. With the progress of the technology, that fear was
>  unfounded.

"I knew then (in 1970) that a 4-kbyte minicomputer would cost as much as
a house. So I reasoned that after college, I'd have to live cheaply in
an apartment and put all my money into owning a computer."
-- Apple co-founder Steve Wozniak,
EE Times, June 6, 1988, pg 45

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 22 Jan 2013 14:55:04 GMT
View Forum Message <> Reply to Message

"Ibmekon" wrote in message
news:bjarf85ol9lojqj7tnreghf8s1g2s3meb5@4ax.com...
>
> [snip...] [snip...]
> [snip...]
>
> So there is still something to be said for designing a program before
> writing the code :)
>
> Recently I beat the computer to within a mip of its life, to get the
> result I wanted. And it worked !
> Of course I then had to spend an equal amount of time simplifying the
> code, so I could maintain and develop it.
>
> I call it the "necessary and sufficient" development cycle.
> First, make the computer do whatever is necessary to get the job done.
> Second, you simplify to leave what is sufficient.
>

First, the pointy-haired bosses want the results "Right Now!!!" and force
you to do a quick and dirty job to get it done quickly! Then they come back
and say: "Hey, that was great!!! Give us one of those *every* week!" Now
you have to go back and re-do the program to make it supportable. ISTM
that's the genesis of your "necessary and sufficient" development cycle,
sir.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 14:58:30 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 08:05:40 -0500
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <proto-06E56A.17480521012013@news.panix.com>, on 01/21/2013
>  at 05:48 PM, Walter Bushell <proto@panix.com> said:
>
>> Van with a load of SD cards would still have a great throughput.
>
> What's the densest; SD, thumb dives or the current generation of tape?

Micro SD gets to 64GB in something the size of a fingernail and
about 1/2mm thick, thumb drives get to 512GB (much lower density than micro
SD because they're way more than 8 times the volume). Tapes I'm out of touch
with but I see a StorageTek 5TB drive that claims to be the highest
capacity on the market, looks like DAT tape sized tapes which would make it
a little denser than USB sticks but nowhere near as dense as micro SD.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 22 Jan 2013 15:01:29 GMT
View Forum Message <> Reply to Message

"Joe keane" <jgk@panix.com> wrote in message
news:kdkpap$j8r$1@reader1.panix.com...
> In article <20oof8l7fdoaod97758143cr2j7mktqgig@4ax.com>,
> Nick Spalding <spalding@iol.ie> wrote:
>
>> It has always mystified me how people can write programs without at
>> least a basic idea of how the machine works.
>
> Maybe their programs don't work all that great either.
>
> I think there are lots of people who are employed in programming, who
> make their employers reasonably pleased with their work, who wouldn't
> really have much clue of how to write something in assembler.
>
> But out of those who are -really- good programmers [as in 'we had twenty
> guys look at it, and no one could find the f---ing problem, i guess we

> should call <person name>'], i find they always can tell you more than
> you want to know about more machines than you want to care about.
>

And I'm here to tell you... that telling people "more than they wanted to know" is *not* appreciated in general. As a programmer, I've had other programmers come to me with questions about some aspect of C. I'd tell them and *try* to explain enough so they could figure things out for themselves next time. (And there *will* be a "next time".) But these programmers only wanted to know enough to get their present function done... any extra information was unappreciated.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 15:04:55 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 08:24:47 -0500
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <xuCdnYwa3Muz7WPNnZ2dnUVZ8tqdnZ2d@giganews.com>, on 01/22/2013
> at 04:55 AM, kenney@cix.compulink.co.uk said:

>> The one thing MS can not be criticised for is backwards capability
>
> Try opening some old excell and word files. I've read of people having
> bettoer luck doing so with OpenOffice than with current m$ office.

I have direct experience of this taking word documents from many uncontrolled sources and making PDFs. OpenOffice was more reliable than Word for the purpose, provided there were enough fonts installed.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 22 Jan 2013 15:12:06 GMT
View Forum Message <> Reply to Message

"Gene Wirchenko" <genew@telus.net> wrote in message
news:pe8sf8hvplt1tdjjp26f7mvtqj9h1qpi8l@4ax.com...
> On Sun, 20 Jan 2013 16:30:48 -0500, Walter Bushell <proto@panix.com>
> wrote:
>
>> In article <20130120200611.09b21e8c8b12ab4e631739f1@eircom.net>,
>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>
>>> It's much easier to preserve information by keeping it in readable
>>> forms than it is to recover information from ancient and unknown forms.
>>> Of
>>> course if nobody bothers to keep it readable then information is going
>>> to
>>> get lost - just as it already has.
>>
>> Mostly but amazingly some analog works survived after being
>> overwritten several times, like an important work by Archimedes.
>
> And there is even a word for this: palimpsest.
>

Yes, but... the Archimedes palimpsest was really only "written over" once.
True, there were some pictures and such painted on certain pages. But the
"write over" was only with the medieval prayer book.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 22 Jan 2013 15:13:38 GMT
View Forum Message <> Reply to Message

"Gene Wirchenko" <genew@telus.net> wrote in message
news:gv8sf85viiooij5afflu0nr6hgl8habpe9@4ax.com...
> On Sat, 19 Jan 2013 09:45:42 GMT, Bob Martin <bob.martin@excite.com>
> wrote:
>
> [snip]
>
>> The faster the CPUs, the cheaper the RAM gets, the sloppier the
>> programmers.
>> Making a program fit in 4KB really concentrated the mind!
>
> No, it is being economical with one's time. Why spend lots of
> effort on something that does not need it?
>

It's a craftsmanship and pride in work issue, Gene.  Many artists continue
to work on their paintings and programs... after others might consider them
finished.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Anonymous on Tue, 22 Jan 2013 15:47:00 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

> "Ibmekon" wrote in message
> news:bjarf85ol9lojqj7tnreghf8s1g2s3meb5@4ax.com...
>>
>>  [snip...]  [snip...]
>>  [snip...]
>>
>>  So there is still something to be said for designing a program before
>>  writing the code  :)
>>
>>  Recently I beat the computer to within a mip of its life, to get the
>>  result I wanted. And it worked !
>>  Of course I then had to spend an equal amount of time simplifying the
>>  code, so I could maintain and develop it.
>>
>>  I call it the "necessary and sufficient" development cycle.
>>  First, make the computer do whatever is necessary to get the job done.
>>  Second, you simplify to leave what is sufficient.
>>
>
> First, the pointy-haired bosses want the results "Right Now!!!" and force
> you to do a quick and dirty job to get it done quickly!  Then they come back
> and say:  "Hey, that was great!!! Give us one of those *every* week!"  Now
> you have to go back and re-do the program to make it supportable.  ISTM
> that's the genesis of your "necessary and sufficient" development cycle,
> sir.

That is one scenario.

Another I was alluding to is the scenario of coding without a

flowchart.
After going down a few dark alleys, you see the light of a solution and go for it.
Having achieved the goal, you retrace your steps and tidy up the route.

Sort of like building a tower of playing cards, then removing some. That way you can achieve a structure you could not have built from scratch.

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Walter Banks on Tue, 22 Jan 2013 15:52:29 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:

> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 1/21/2013 11:41 AM, Dan Espen wrote:
>>
>> Going to recursive descent sounds like a giant step forward in the
>> backwards direction. There's lots that can't be parsed with recursive
>> descent, and GCC isn't only for C/C++.
>
> If you say so.
> They did say "hand-written".
> I would not expect something generated to be better in any sense than
> something hand written.
>

The threshold of of hand written vs machine generated in commercial compilers was passed about 20 years ago. Compiler generated code in anything other than trivial applications is by any measure better. (real commercial compilers and not gcc rip offs) Specialized tools like parsers have an advantage because they a knowledge base embedded in them of a parser design that generates a consistent predictable result.

My surprise on this is the same as other comments it is a backward step. I can see making changes to parsing tools and using the new tools. It is far more difficult to make changes to an application when the implement needs to concentrate on implementation details and the application requirements.

w..

---

Subject: Re: New HD
Posted by Jorgen Grahn on Tue, 22 Jan 2013 15:53:19 GMT
View Forum Message <> Reply to Message

On Sun, 2013-01-20, Elliott Roper wrote:
> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>> Now my new fear is... that *everything* I know will become
>> obsolete and useless in a pragmatic sense.
>
> That's everybody's fear. The half life of geekish knowledge is no more
> than 4 years.

That's what they want us to believe, and it might be true in some areas.
I have yet to see it though. All I see is 1970s techniques and tools,
applied on better hardware by more, less talented, people.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 16:03:49 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 09:01:29 -0600
"Charles Richmond" <numerist@aquaporin4.com> wrote:

> And I'm here to tell you... that telling people "more than they wanted to
> know" is *not* appreciated in general. As a programmer, I've had other
> programmers come to me with questions about some aspect of C. I'd tell
> them and *try* to explain enough so they could figure things out for
> themselves next time. (And there *will* be a "next time".) But these
> programmers only wanted to know enough to get their present function
> done... any extra information was unappreciated.

Sad, very sad. But you may have hit on an effective way of
distinguishing good programmers from poor ones who nonetheless get the job
done.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Stan Barr on Tue, 22 Jan 2013 16:24:18 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 20:37:43 +0100, hda <agent700@xs4all.nl.invalid> wrote:
> On 21 Jan 2013 17:47:59 GMT, Stan Barr <plan.b@dsl.pipex.com> wrote:
>
>> On 21 Jan 2013 09:21:40 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>>
>>> My first PC (a high-end AST, in 1996) had a free CPU socket on the
>>> motherboard for a second Pentium. Of course, it never made sense to
>>> add one, with hardware evolving so fast back then.
>>>
>>> I still don't own an actual SMP or "multi-core" system.
>>
>> I have a few - this old-ish IBM Thinkcentre, an AMD64 and an old Mac
>> 7300 from 1997/8.
>> I had an argument recently with a noob who was convinced you needed
>> multiple cores to run more than one program simultaneously! I blame
>> Intel's somewhat misleading TV edvertising...
>>
>> I keep eyeing up old Sun E450s with quad Ultra-Sparcs, I always wanted
>> a computer on wheels, but then I think of the power consumption :-(
>
> 3 Watt: http://trimslice.com/web/trim-slice ;-)

Very nice, but it doesn't have wheels :-)

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Stan Barr on Tue, 22 Jan 2013 16:24:18 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 13:18:04 -0600, Dave Garland

<dave.garland@wizinfo.com> wrote:
> On 1/21/2013 12:53 PM, Quadibloc wrote:
>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>> On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>> <numer...@aquaporin4.com> wrote:
>>
>>>> Sounds like an "Urban legend", Stan. It is true that the nine-one-one
>>>> emergency number in the US was once calle nine-eleven. The 9-1-1 was the
>>>> preferred way to say it... because the dumb folk wasted time looking for
>>>> the
>>>> 11 key on the phone!!! :-) Stupidity is inifinite.
>>>
>>> If they'd used the original 999 number introduced in 1937 there would
>>> have been no problem :-)
>>
>> Interestingly enough, that's what they use in Britain.
>>
>> But in the U.S., the digits 1 and 0 were special, and 999 would have
>> been an ordinary exchange number.
>>
>
> And (with rotary dials) 999 would have taken a lot longer to complete
> a connection.
>

But 999 was chosen because on a rotary dial you could keep your finger
in the hole while the dial returned, and not have to find another
number, Useful when your vision was obscured by dark, smoke etc.

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by cmadams on Tue, 22 Jan 2013 16:37:39 GMT
View Forum Message <> Reply to Message

Once upon a time, Quadibloc <jsavard@ecn.ab.ca> said:

>> If they'd used the original 999 number introduced in 1937 there would
>> have been no problem :-)
>
> Interestingly enough, that's what they use in Britain.

And here I thought the UK used 0118 999 881 999 119 7253.

http://theitcrowd.wikia.com/wiki/New_Emergency_Services
--
Chris Adams <cmadams@hiwaay.net>
Systems and Network Administrator - HiWAAY Internet Services
I don't speak for anybody but myself - that's enough trouble.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 16:46:31 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 15:47:00 +0000
Ibmekon wrote:

> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
> <numerist@aquaporin4.com> wrote:
>
>> First, the pointy-haired bosses want the results "Right Now!!!" and
>> force you to do a quick and dirty job to get it done quickly! Then they
>> come back and say: "Hey, that was great!!! Give us one of those *every*
>> week!" Now you have to go back and re-do the program to make it
>> supportable. ISTM that's the genesis of your "necessary and sufficient"
>> development cycle, sir.
>
> That is one scenario.
>
> Another I was alluding to is the scenario of coding without a
> flowchart.

Hmm - I haven't drawn a flowchart in decades.

> After going down a few dark alleys, you see the light of a solution
> and go for it.

I don't start coding until I know how the solution is going to
work. If I really don't know then I write isolated experimental code and
then write the real thing. The experimental code never gets into version
control.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 22 Jan 2013 16:53:02 GMT
View Forum Message <> Reply to Message

In article <am6o8vFgvlpU1@mid.individual.net>, job654@ax.com
(James O. Brown) writes:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1325.804T1140T12834133@kltpzyxm.invalid...
>
>> In article
>> <1486fd6d-a8eb-45d3-a9d1-ffe1b877febf@b11g2000yqh.googlegroups.com>,
>> daiyu.hurst@gmail.com (Daiyu Hurst) writes:
>>
>>> I'm uploading family pictures from the 1880s to today, to the cloud.
>>>
>>> That way someone else can worry about how they are stored.
>>
>> Yes, all you have to worry about is whether that someone
>> else will let you have it back in a format you can read
>

> a copy.
>
>> - or if you have to pay ransom to get it
>

> a copy.
>
>> - or if it is to be withheld in the name of National Security
>> [tm US Gov].
>

> a copy.

I keep an offsite backup. I don't need no stinking' cloud.

<educated_guess>
Hi Rod!
</educated_guess>

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 22 Jan 2013 16:56:32 GMT
View Forum Message <> Reply to Message

In article <88asf8ta77uin3n1pf9c1ic8appja1hthh@4ax.com>, genew@telus.net
(Gene Wirchenko) writes:

> On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:
>
> [snip]
>
>> Heck, I was happy when I first got a PC and could run GW-BASIC and do
>> the stuff I did (and more) without paying for a Teletype and computer
>> service.
>
> I still use GW-BASIC for some simple or one-off programs. I did
> so earlier today.

<aol>
Me too.
</aol>

In fact, I even patched GWBASIC.EXE to correct the spelling of
"OK" instead of that bastardized "Ok" which has since gone viral.
(I like to prounounce it "awk" just to piss people off.)

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Anonymous on Tue, 22 Jan 2013 17:07:42 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Tue, 22 Jan 2013 16:46:31 +0000, Ahem A Rivet's Shot
<steveo@eircom.net> wrote:

> On Tue, 22 Jan 2013 15:47:00 +0000
> Ibmekon wrote:
>
>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>> <numerist@aquaporin4.com> wrote:
>>

>>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>> force you to do a quick and dirty job to get it done quickly!  Then they
>>> come back and say:  "Hey, that was great!!! Give us one of those *every*
>>> week!"  Now you have to go back and re-do the program to make it
>>> supportable.  ISTM that's the genesis of your "necessary and sufficient"
>>> development cycle, sir.
>>
>>  That is one scenario.
>>
>>  Another I was alluding to is the scenario of coding without a
>>  flowchart.
>
>  Hmm - I haven't drawn a flowchart in decades.

I wrote "mental flowchart" first - but it had an odd ring to it  :-)
When I started programming late 70's, they were flavour of the month.

>
>>  After going down a few dark alleys, you see the light of a solution
>>  and go for it.
>
>  I don't start coding until I know how the solution is going to
> work. If I really don't know then I write isolated experimental code and
> then write the real thing. The experimental code never gets into version
> control.

Ah now, maybe a little bit of the code gets copy, pasted  :->

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 22 Jan 2013 17:08:36 GMT
View Forum Message <> Reply to Message

In article <50fe931f$28$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

>  If IBM bought KFC they'd rename it "Cold Dead Chicken".

Ah, you're thinking about the way Commodore marketed the Amiga.
Someone commented at the time that if Commodore sold sushi they'd
advertise it as "cold dead fish".

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.

Subject: Re: New HD
Posted by Rod Speed on Tue, 22 Jan 2013 17:18:05 GMT
View Forum Message <> Reply to Message

"Morten Reistad" <first@last.name> wrote in message
news:1302t9-rmg.ln1@wair.reistad.name...
>  In article <am5sb3Fbfu3U1@mid.individual.net>,
>  Rod Speed <rod.speed.aaa@gmail.com> wrote:
>>
>>
>> "Alfred Falk" <falk@arc.REMOVE.ab.ca> wrote in message
>> news:XnsA14F7FF502883falkarcabca@88.198.244.100...
>>>  Dave Garland <dave.garland@wizinfo.com> wrote in
>>>  news:kdk49h$15v$2@dont-email.me:
>>>
>>>>  On 1/21/2013 12:53 PM, Quadibloc wrote:
>>>> > On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>>> >> On Sun, 20 Jan 2013 14:07:53 -0600, Charles Richmond
>>>> >> <numer...@aquaporin4.com> wrote:
>>>> >
>>>> >>> Sounds like an "Urban legend", Stan.  It is true that the
>>>> >>> nine-one-one emergency number in the US was once calle nine-eleven.
>>>> >>>  The 9-1-1 was the preferred way to say it... because the dumb folk
>>>> >>> wasted time looking for the 11 key on the phone!!! :-)  Stupidity
>>>> >>> is inifinite.
>>>> >>
>>>> >> If they'd used the original 999 number introduced in 1937 there
>>>> >> would have been no problem :-)
>>>> >
>>>> > Interestingly enough, that's what they use in Britain.
>>>> >
>>>> > But in the U.S., the digits 1 and 0 were special, and 999 would have
>>>> > been an ordinary exchange number.
>>>> >
>>>>
>>>>  And (with rotary dials) 999 would have taken a lot longer to complete
>>>>  a connection.
>>>
>>>  The central emergency number was introduced to North America in 1959 in
>>>  Winnipeg, following the British model as 999.  It was always my
>>>  understanding that 911 won out because it was faster on rotary dials.
>>
>> Nope, it turns out to be surprisingly complicated why that won out over
>> 999.
>> http://en.wikipedia.org/wiki/9-1-1

>>
>> And virtually everyone else used 999, 000 which is the slowest to rotary
>> dial.
>>
>> NZ has a system which reverses the pulse count per digit and deliberately
>> chose to use 111 which is also the slowest to rotary dial too.
>
> The US(+CA and 12 other smaller nations that form the NANP) has (had) the
> second digit as a "tiebreaker" between long distance and local calls.
> 0 and 1 are for long distance, 2-9 are for local calls.
>
> In the electromechanical swithces of the 1960s the long distance
> calling invoked "escape logic", the call broke out of the normal
> routine and went for special handling. Adding "opcodes" would want
> to use this feature.
>
> Now, the third digit also had a special handling escape, for a
> sequence of two ones. So, hardware-wise, they were constructed as
>
> XNX XXXX local call (X=0-9,N=2-9,Z=0-1)
> XZN XNX XXXX long distance (really everything but X11)
> 011 International pefix
> N11 local escape
>
> 011,311,411,511,611 and 811 were taken in various places on the
> network. 111 and 211 should be avoided because of accidental dialling.
> Which leaves 711 and 911.

Yes, like I said, it had nothing to do with how quick it is to dial the
number.

> Rather simple, really.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 22 Jan 2013 17:18:52 GMT
View Forum Message <> Reply to Message

In article <o9ctf8tpd0bkvtu82hbp1289ev9o5nkem0@4ax.com>, Ibmekon
(Ibmekon) writes:

> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
> <numerist@aquaporin4.com> wrote:
>
>> First, the pointy-haired bosses want the results "Right Now!!!" and
>> force you to do a quick and dirty job to get it done quickly! Then
>> they come back and say: "Hey, that was great!!! Give us one of those
>> *every* week!" Now you have to go back and re-do the program to make

>> it supportable. ISTM that's the genesis of your "necessary and
>> sufficient" development cycle, sir.

That's why I learned to do it right the first time. It's actually
quicker in the long run (although I sometimes had to go underground
to do it).

> That is one scenario.
>
> Another I was alluding to is the scenario of coding without a
> flowchart.

Or having the specs change halfway through.

> After going down a few dark alleys, you see the light of a solution
> and go for it.
> Having achieved the goal, you retrace your steps and tidy up the
> route.

BTDT. I also do cleanup passes occasionally after ongoing
maintenance starts making things crufty.

> Sort of like building a tower of playing cards, then removing some.
> That way you can achieve a structure you could not have built from
> scratch.

"Perfection is achieved, not when there is nothing more to add,
but when there is nothing left to take away."
-- Antoine de Saint-Exupery

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 22 Jan 2013 17:22:46 GMT
View Forum Message <> Reply to Message

In article <kdmab5$rai$2@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Gene Wirchenko" <genew@telus.net> wrote in message
> news:gv8sf85viiooij5afflu0nr6hgl8habpe9@4ax.com...
>
>> On Sat, 19 Jan 2013 09:45:42 GMT, Bob Martin <bob.martin@excite.com>

>> wrote:
>>
>> [snip]
>>
>>> The faster the CPUs, the cheaper the RAM gets, the sloppier the
>>> programmers.
>>> Making a program fit in 4KB really concentrated the mind!
>>
>> No, it is being economical with one's time. Why spend lots of
>> effort on something that does not need it?
>
> It's a craftsmanship and pride in work issue, Gene. Many artists
> continue to work on their paintings and programs... after others
> might consider them finished.

An elegant design not only works better, but is often more compact
than quick-and-dirty bloatware.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 22 Jan 2013 17:28:34 GMT
View Forum Message <> Reply to Message

Morten Reistad <first@last.name> wrote
> Rod Speed <rod.speed.aaa@gmail.com> wrote
>> Quadibloc <jsavard@ecn.ab.ca> wrote
>>> Peter Flass <Peter_Fl...@Yahoo.com> wrote
>>>> Charlie Gibbs wrote

>> Not a hope in hell. They'd just keep using Win7.

>>> and be a vital element in weaning us off of Windows.

>> Not a chance.

>> What might do it is the move to tablets, but whatever
>> Morten claims, I just don't believe they will wipe out
>> desktops and laptops and even if they did, I just don't
>> believe that would see the demise of Win either.

> I never claimed the gadgets would wipe out the desktops
> and laptops. The claim was (and is) that the gadgets wipe

> out the _growth_ of desktops and laptops.

Then you arent in fact saying anything at all surprising
given that tablets are the latest in that group of computers.

> So far that seems to be a correct observation,

I doubt it with what google and the like alone are doing.

> with a ~20% drop in sales volumes from the record year
> (2009); probably hovering at just the replacement rate for
> laptops and/or desktops. It seems to have stabilized at just
> below 200m yearly units, down from 240m worldwide.

I'm not convinced that its actually possible to say
with India and China which must still be dominating
where more than replacement happens.

> It is difficult to get a firm grip on the
> numbers of laptops/desktops in use,

Impossible, actually.

> but it is probably below a billion,
> in the 800-900 millions somewhere.

We'll likely never know.

> Yearly worldwide sales are at slightly below 200m,

I'm not convinced that we know that either.

> and that includes Macs etc, and average
> lifetimes are not above 5 years. (the stats from
> the members of this group does not count here)

> Windows sales are below 600M for the lifetimes of the generations.

But sales arent what matters when piracy is so utterly endemic.

> (And MS' reporting seems to inflate the numbers somewhat).
> Some generations like Vista have significatnly lower lifetime sales.

> The numbers of MMUs sold (which is a better
> indicator of a "real computer" than the CPUs)

But still a very crude measure when they are used a lot in what
arent anything like the personal computers being discussed.

> is at roughly 15x the sales of laptops/desktops, at ~3 billion.

And nothing like the sales of tablets, so it's a very poor
measure of anything much with respect to the personal
computers being discussed.

> CPUs are probably reaching 10B this year.

All that shows is the number that need a MMU.

> 400m each in iPhones and android phones, selling sufficiently
> _every year_ to rival all the laptops and desktops.

Irrelevant to the question being discussed, OSs in personal computers.

> Add the PCs, and we are at a billion. This leaves two
> billion devices for the alarms, mpeg players, tivos,
> car control, pads, game stations etc. Every year.

Irrelevant to the question being discussed, OSs in personal computers.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 22 Jan 2013 17:32:05 GMT
View Forum Message <> Reply to Message

<kenney@cix.compulink.co.uk> wrote
> jsavard@ecn.ab.ca (Quadibloc) wrote

>> I think it's far too much to hope for that Windows 8 will fail
>> resoundingly enough to motivate IBM to dust off OS/2.

> Vista was a problem for Microsoft with little or no corporate uptake
> resulting in a life extension for XT support. Microsoft still made money
> on it. Linux may be more secure than Windows though since it was written
> in C I doubt that but it is not in the foreseeable future going to push
> Microsoft out of the OS market. The biggest threat to MS is the decline
> in the desktop market and Windows 8 as a result is aimed at the mobile
> market as well as desktops. As for OS2 it would have got a lot more
> uptake with better marketing and an installation program that worked.

Nope, it was never going to fly in that market.

> By the way I have 32 bit XT on this computer and can still play
> DOS games though it would help to change screen resolution.
> The one thing MS can not be criticised for is backwards
> capability which is more than can be said for Linux.

They also cant be criticised for their capacity to come from
behind and end up dominating in that particular area too.

---

Subject: Re: New HD
Posted by James O. Brown on Tue, 22 Jan 2013 17:34:28 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130122111309.f9d83c8e126d1fdd61a65d05@eircom.net...
> On Tue, 22 Jan 2013 17:00:00 +1100
> "James O. Brown" <job654@ax.com> wrote:
>
>>
>>
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>> news:1325.804T1140T12834133@kltpzyxm.invalid...
>>> In article
>>> <1486fd6d-a8eb-45d3-a9d1-ffe1b877febf@b11g2000yqh.googlegroups.com>,
>>> daiyu.hurst@gmail.com (Daiyu Hurst) writes:
>>>
>>>> I'm uploading family pictures from the 1880s to today, to the cloud.
>>>>
>>>> That way someone else can worry about how they are stored.
>>
>>> Yes, all you have to worry about is whether that someone
>>> else will let you have it back in a format you can read
>>
>> Don’t have to worry about that if you have enough of a clue to keep a
>> copy.

> Hi Rod - you also have to have enough of a clue to keep
> copying it to newer storage media and perhaps formats
> - as discussed elsethread.

Only with the more important steps with the media and
just start with a commonly used format with the format.

> DKUATB.

JKUHYG.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 22 Jan 2013 17:44:08 GMT
View Forum Message <> Reply to Message

"Jorgen Grahn" <grahn+nntp@snipabacken.se> wrote in message
news:slrnkftdfe.ah7.grahn+nntp@frailea.sa.invalid...
> On Sun, 2013-01-20, Elliott Roper wrote:
>> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>> <numerist@aquaporin4.com> wrote:
>>
>>> Now my new fear is... that *everything* I know will become
>>> obsolete and useless in a pragmatic sense.
>>
>> That's everybody's fear. The half life of geekish knowledge is no more
>> than 4 years.
>
> That's what they want us to believe, and it might be true in some areas.
> I have yet to see it though. All I see is 1970s techniques and tools,
> applied on better hardware by more, less talented, people.

That’s not true of hand coding in assembler.

---

Subject: Re: New HD
Posted by James O. Brown on Tue, 22 Jan 2013 17:48:07 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
> On Tue, 22 Jan 2013 15:47:00 +0000
> Ibmekon wrote:
>
>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>> <numerist@aquaporin4.com> wrote:
>>
>>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>> force you to do a quick and dirty job to get it done quickly! Then they
>>> come back and say: "Hey, that was great!!! Give us one of those *every*
>>> week!" Now you have to go back and re-do the program to make it
>>> supportable. ISTM that's the genesis of your "necessary and sufficient"
>>> development cycle, sir.
>>
>> That is one scenario.
>>
>> Another I was alluding to is the scenario of coding without a
>> flowchart.
>
> Hmm - I haven't drawn a flowchart in decades.

Me neither.

>> After going down a few dark alleys, you see the light of a solution

>>  and go for it.
>
>  I don't start coding until I know how the solution is going to work.

Knowing its going to work isnt the same thing as the best way to do it tho.

>  If I really don't know then I write isolated experimental code and
>  then write the real thing. The experimental code never gets into version
>  control.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 18:08:07 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 17:07:42 +0000
Ibmekon wrote:

>  On Tue, 22 Jan 2013 16:46:31 +0000, Ahem A Rivet's Shot
>  <steveo@eircom.net> wrote:
>
>> On Tue, 22 Jan 2013 15:47:00 +0000
>> Ibmekon wrote:
>>
>>>  On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>  <numerist@aquaporin4.com> wrote:
>>>
>>>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>>> force you to do a quick and dirty job to get it done quickly!  Then
>>>> they come back and say:  "Hey, that was great!!! Give us one of those
>>>> *every* week!"  Now you have to go back and re-do the program to make
>>>> it supportable.  ISTM that's the genesis of your "necessary and
>>>> sufficient" development cycle, sir.
>>>
>>>  That is one scenario.
>>>
>>>  Another I was alluding to is the scenario of coding without a
>>>  flowchart.
>>
>>  Hmm - I haven't drawn a flowchart in decades.
>
>  I wrote "mental flowchart" first - but it had an odd ring to it  :-)
>  When I started programming late 70's, they were flavour of the month.
>
>>
>>>  After going down a few dark alleys, you see the light of a solution
>>>  and go for it.
>>

>> I don't start coding until I know how the solution is going to
>> work. If I really don't know then I write isolated experimental code and
>> then write the real thing. The experimental code never gets into version
>> control.
>
> Ah now, maybe a little bit of the code gets copy, pasted :->

Shhh, don't tell the managers.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 18:09:18 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 04:48:07 +1100
"James O. Brown" <job654@ax.com> wrote:

>
>
> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
> news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
>> On Tue, 22 Jan 2013 15:47:00 +0000
>> Ibmekon wrote:
>>
>>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>> <numerist@aquaporin4.com> wrote:
>>>
>>>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>>> force you to do a quick and dirty job to get it done quickly! Then
>>>> they come back and say: "Hey, that was great!!! Give us one of those
>>>> *every* week!" Now you have to go back and re-do the program to make
>>>> it supportable. ISTM that's the genesis of your "necessary and
>>>> sufficient" development cycle, sir.
>>>
>>> That is one scenario.
>>>
>>> Another I was alluding to is the scenario of coding without a
>>> flowchart.
>>
>> Hmm - I haven't drawn a flowchart in decades.
>
> Me neither.

>
>>> After going down a few dark alleys, you see the light of a solution
>>> and go for it.
>>
>> I don't start coding until I know how the solution is going to work.
>
> Knowing its going to work isnt the same thing as the best way to do it
> tho.

Very true, although usually the best way isn't required only a way
that's good enough.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Mike Spencer on Tue, 22 Jan 2013 19:29:33 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On Tue, 22 Jan 2013 09:01:29 -0600
> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>> And I'm here to tell you... that telling people "more than they wanted to
>> know" is *not* appreciated in general. As a programmer, I've had other
>> programmers come to me with questions about some aspect of C. I'd tell
>> them and *try* to explain enough so they could figure things out for
>> themselves next time. (And there *will* be a "next time".) But these
>> programmers only wanted to know enough to get their present function
>> done... any extra information was unappreciated.

Such a person does not have the hacker nature. :-)

> Sad, very sad. But you may have hit on an effective way of
> distinguishing good programmers from poor ones who nonetheless get the job
> done.

I have a neighbor who has complained bitterly abour her father. When
she, as a girl, would ask him a question, he would *explain* it. This
vexed her mightily as she "just wanted a simple answer". Well, she's
a nice person, kind, generous, bright and highly literate buit she's
not a hacker.

--
Mike Spencer Nova Scotia, Canada

---

Subject: Re: New HD
Posted by James O. Brown on Tue, 22 Jan 2013 20:02:38 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130122180918.d0069377362deb40089106f4@eircom.net...
> On Wed, 23 Jan 2013 04:48:07 +1100
> "James O. Brown" <job654@ax.com> wrote:
>
>>
>>
>> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>> news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
>>> On Tue, 22 Jan 2013 15:47:00 +0000
>>> Ibmekon wrote:
>>>
>>>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>> <numerist@aquaporin4.com> wrote:
>>>>
>>>> >First, the pointy-haired bosses want the results "Right Now!!!" and
>>>> >force you to do a quick and dirty job to get it done quickly! Then
>>>> >they come back and say: "Hey, that was great!!! Give us one of those
>>>> >*every* week!" Now you have to go back and re-do the program to make
>>>> >it supportable. ISTM that's the genesis of your "necessary and
>>>> >sufficient" development cycle, sir.
>>>>
>>>> That is one scenario.
>>>>
>>>> Another I was alluding to is the scenario of coding without a
>>>> flowchart.
>>>
>>> Hmm - I haven't drawn a flowchart in decades.
>>
>> Me neither.
>>
>>>> After going down a few dark alleys, you see the light of a solution
>>>> and go for it.
>>>
>>> I don't start coding until I know how the solution is going to work.
>>
>> Knowing its going to work isnt the same thing as the best way to do it
>> tho.
>
> Very true, although usually the best way isn't required only a way

> that's good enough.

It may not be required, but is often worth doing it the better way
even if the other way has been partly coded, particularly when the
better way has much more future.

---

Subject: Re: New HD
Posted by Andrew Swallow on Tue, 22 Jan 2013 20:19:42 GMT
View Forum Message <> Reply to Message

On 22/01/2013 16:37, Chris Adams wrote:
> Once upon a time, Quadibloc <jsavard@ecn.ab.ca> said:
>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>> If they'd used the original 999 number introduced in 1937 there would
>>> have been no problem :-)
>>
>> Interestingly enough, that's what they use in Britain.
>
> And here I thought the UK used 0118 999 881 999 119 7253.
>
> http://theitcrowd.wikia.com/wiki/New_Emergency_Services
>

999 still works. Some mobile networks will also accept 911.

Andrew Swallow

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 20:32:19 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 07:02:38 +1100
"James O. Brown" <job654@ax.com> wrote:

>
>
> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
> news:20130122180918.d0069377362deb40089106f4@eircom.net...
>> On Wed, 23 Jan 2013 04:48:07 +1100
>> "James O. Brown" <job654@ax.com> wrote:
>>
>>>
>>>
>>> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>> news:20130122164631.bc00565c3401ede1520e1533@eircom.net...

>>>>  On Tue, 22 Jan 2013 15:47:00 +0000
>>>>  Ibmekon wrote:
>>>>
>>>> > On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>> > <numerist@aquaporin4.com> wrote:
>>>> >
>>>> > >First, the pointy-haired bosses want the results "Right Now!!!" and
>>>> > >force you to do a quick and dirty job to get it done quickly!  Then
>>>> > >they come back and say:  "Hey, that was great!!! Give us one of
>>>> > >those *every* week!"  Now you have to go back and re-do the
>>>> > >program to make it supportable.  ISTM that's the genesis of your
>>>> > >"necessary and sufficient" development cycle, sir.
>>>> >
>>>> > That is one scenario.
>>>> >
>>>> > Another I was alluding to is the scenario of coding without a
>>>> > flowchart.
>>>>
>>>>  Hmm - I haven't drawn a flowchart in decades.
>>>
>>>  Me neither.
>>>
>>>> > After going down a few dark alleys, you see the light of a solution
>>>> > and go for it.
>>>>
>>>>  I don't start coding until I know how the solution is going to work.
>>>
>>>  Knowing its going to work isnt the same thing as the best way to do it
>>>  tho.
>>
>>  Very true, although usually the best way isn't required only a way
>>  that's good enough.
>
>  It may not be required, but is often worth doing it the better way
>  even if the other way has been partly coded, particularly when the
>  better way has much more future.

 That depends entirely on how much future the code has in the first
place.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

Subject: Re: New HD
Posted by cb on Tue, 22 Jan 2013 21:17:33 GMT
View Forum Message <> Reply to Message

In article <ItCdnUJWjKrPaWPNnZ2dnUVZ8hmdnZ2d@bt.com>,
Andrew Swallow <am.swallow@btinternet.com> wrote:
> On 22/01/2013 16:37, Chris Adams wrote:
>> Once upon a time, Quadibloc <jsavard@ecn.ab.ca> said:
>>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>>> If they'd used the original 999 number introduced in 1937 there would
>>>> have been no problem :-)
>>>
>>> Interestingly enough, that's what they use in Britain.
>>
>> And here I thought the UK used 0118 999 881 999 119 7253.
>>
>> http://theitcrowd.wikia.com/wiki/New_Emergency_Services
>>
>
> 999 still works. Some mobile networks will also accept 911.

All of Europe, and all GSM networks, accept 112 :

http://en.wikipedia.org/wiki/112_(emergency_telephone_number)

So that may be an even better bet in many places.

> Andrew Swallow

// Christian

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 22 Jan 2013 21:22:57 GMT
View Forum Message <> Reply to Message

On 1/21/2013 10:38 PM, Patrick Scheible wrote:
> Quadibloc <jsavard@ecn.ab.ca> writes:
>
>> On Jan 21, 7:52 am, Peter Flass <Peter_Fl...@Yahoo.com> wrote:
>>> On 1/20/2013 1:23 PM, Charlie Gibbs wrote:
>>
>>>> But this is all irrelevant in the eyes of a company like Microsoft.
>>>> The one relevant question is: "Does it make money?" And there,
>>>> alas, the answer is a resounding "yes".
>>>
>>> Or hopefully now, with "windoze ate", "NO!"
>>

>> I think it's far too much to hope for that Windows 8 will fail
>> resoundingly enough to motivate IBM to dust off OS/2.
>>
>> On the basis that a certain mentality is established in the
>> marketplace that will prevent the PC from just switching to Linux, and
>> so OS/2, with the IBM name on it, would actually make money and be a
>> vital element in weaning us off of Windows.
>
> It's been, what, a decade since OS/2 had any development? Maybe more?
> I think it's unlikely to be an adequate replacement for Windows at this
> point.

I could see IBM putting the Presentation Manager, SOM, and an updated
OS/2 API on the base of a Linux kernel the same way Apple put MacOS on
top of Darwin. I believe it would be a viable alternative, keeping the
best of both OS/2 and Linux, and eliminating the rough edges.

>
> I wonder if Apple could make a version of MacOS X for PCs that would run
> on most PCs and run the most important Windows apps reasonably well.
>

The question is not "could they?" since MacOS has been tweaked to run on
non-Apple hardware. The questions is "would they?" since the Mac
hardware is very profitable. I don't know about the running windoze
part - I assume it's possible (Wine, does it run on Mac?)

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 22 Jan 2013 21:29:31 GMT
View Forum Message <> Reply to Message

On 1/22/2013 5:55 AM, greymaus wrote:
> On 2013-01-22, James O. Brown <job654@ax.com> wrote:
>>
>>
>>
>>> Yes, all you have to worry about is whether that someone
>>> else will let you have it back in a format you can read
>>
>> Don’t have to worry about that if you have enough of a clue to keep a copy.
>>
>>> - or if you have to pay ransom to get it
>>

>> Don’t have to worry about that if you have enough of a clue to keep a copy.
>>
>>> - or if it is to be withheld in the name of National Security [tm US Gov].
>>
>> Don’t have to worry about that if you have enough of a clue to keep a copy.
>>
>>
>
> Cleaning out a friends house some years ago, and found a box of photographs,
> nobody had a clue of who, except they were taken by someone who, in my time,
> had no interest in such things.
>
>

Major problem. I routinely run anything I want to keep thru Photoshop
and add metadata to them with a description and date. My wife's
Grandparents, now deceased, left us a bunch of photos with no names or
dates. I went so far as to call Motor Vehicles to see if I could get
registration information from a 1928 license plate, but no luck.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 22 Jan 2013 21:32:56 GMT
View Forum Message <> Reply to Message

On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
> at 03:54 PM, Dan Espen <despen@verizon.net> said:
>
>> Never seen it in paper form
>
> AFAIK IBM has stopped selling dead tree versions of new PoOps
> editions.
>

Good thing. The last one I got was HUGE, maybe four inches or more
using professional-grade paper (thinner than standard Xerox paper).

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 22 Jan 2013 21:35:32 GMT

View Forum Message <> Reply to Message

On 1/22/2013 8:12 AM, Shmuel (Seymour J.) Metz wrote:
> In <864ni9khu6.fsf@chai.my.domain>, on 01/21/2013
>  at 07:38 PM, Patrick Scheible <kkt@zipcon.net> said:
>
>> It's been, what, a decade since OS/2 had any development?
>
> A company named Serenity has a license to sell a rebranded OS/2[1] as
> eComStation, and there's a fair amount of ongoing development.
> Convincing IBM that there's a business case to throwing its weight
> behind it and in supporting additional processors, however, is another
> matter. I'd settle for some OS/2-like facilities on Linux, e.g., WPS.
>
> [1] Limited to the 80386 et al. AFAIK the pertable version is dead.
>

The development is all drivers and support software. I don't think
they've touched the kernel, though I think the contract would get them
IBM OEM support. The kernel is still stuck at 4.5 (32 bit), with the
SIQ bug still intact.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 22 Jan 2013 21:44:43 GMT
View Forum Message <> Reply to Message

On 1/22/2013 12:22 PM, Charlie Gibbs wrote:
> In article <kdmab5$rai$2@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "Gene Wirchenko" <genew@telus.net> wrote in message
>> news:gv8sf85viiooij5afflu0nr6hgl8habpe9@4ax.com...
>>
>>> On Sat, 19 Jan 2013 09:45:42 GMT, Bob Martin <bob.martin@excite.com>
>>> wrote:
>>>
>>> [snip]
>>>
>>>> The faster the CPUs, the cheaper the RAM gets, the sloppier the
>>>> programmers.
>>>> Making a program fit in 4KB really concentrated the mind!
>>>
>>>  No, it is being economical with one's time. Why spend lots of
>>> effort on something that does not need it?

>>
>> It's a craftsmanship and pride in work issue, Gene. Many artists
>> continue to work on their paintings and programs... after others
>> might consider them finished.
>
> An elegant design not only works better, but is often more compact
> than quick-and-dirty bloatware.
>

And is certainly easier to change later, at least if you don't define
"elegant" as "full of obscure programming tricks."

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 22 Jan 2013 21:48:34 GMT
View Forum Message <> Reply to Message

On 1/22/2013 2:29 PM, Mike Spencer wrote:
> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>
>> On Tue, 22 Jan 2013 09:01:29 -0600
>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>> And I'm here to tell you... that telling people "more than they wanted to
>>> know" is *not* appreciated in general. As a programmer, I've had other
>>> programmers come to me with questions about some aspect of C. I'd tell
>>> them and *try* to explain enough so they could figure things out for
>>> themselves next time. (And there *will* be a "next time".) But these
>>> programmers only wanted to know enough to get their present function
>>> done... any extra information was unappreciated.
>
> Such a person does not have the hacker nature. :-)
>
>> Sad, very sad. But you may have hit on an effective way of
>> distinguishing good programmers from poor ones who nonetheless get the job
>> done.
>
> I have a neighbor who has complained bitterly abour her father. When
> she, as a girl, would ask him a question, he would *explain* it. This
> vexed her mightily as she "just wanted a simple answer". Well, she's
> a nice person, kind, generous, bright and highly literate buit she's
> not a hacker.
>

That's my wife, too. Whenever she asks me for computer help it usually

ends up in an argument because she just wants a simple answer and I usually try to giver her a full explanation.  Either that or she complains I don't show her how to do something, only sit down at the keyboard and type stuff, when I try to explain that I'm trying to figure it out myself.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 22 Jan 2013 21:50:49 GMT
View Forum Message <> Reply to Message

On 1/22/2013 3:32 PM, Ahem A Rivet's Shot wrote:
>  On Wed, 23 Jan 2013 07:02:38 +1100
>  "James O. Brown" <job654@ax.com> wrote:
>
>>
>>
>>  "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>  news:20130122180918.d0069377362deb40089106f4@eircom.net...
>>>  On Wed, 23 Jan 2013 04:48:07 +1100
>>>  "James O. Brown" <job654@ax.com> wrote:
>>>
>>>>
>>>>
>>>>  "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>>>  news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
>>>> > On Tue, 22 Jan 2013 15:47:00 +0000
>>>> > Ibmekon wrote:
>>>> >
>>>> >> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>> >> <numerist@aquaporin4.com> wrote:
>>>> >>
>>>> >>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>>> >>> force you to do a quick and dirty job to get it done quickly!  Then
>>>> >>> they come back and say:  "Hey, that was great!!! Give us one of
>>>> >>> those *every* week!"  Now you have to go back and re-do the
>>>> >>> program to make it supportable.  ISTM that's the genesis of your
>>>> >>> "necessary and sufficient" development cycle, sir.
>>>> >>
>>>> >> That is one scenario.
>>>> >>
>>>> >> Another I was alluding to is the scenario of coding without a
>>>> >> flowchart.
>>>> >
>>>> > Hmm - I haven't drawn a flowchart in decades.

>>>>
>>>> Me neither.
>>>>
>>>> >> After going down a few dark alleys, you see the light of a solution
>>>> >> and go for it.
>>>> >
>>>> > I don't start coding until I know how the solution is going to work.
>>>>
>>>> Knowing its going to work isnt the same thing as the best way to do it
>>>> tho.
>>>
>>> Very true, although usually the best way isn't required only a way
>>> that's good enough.
>>
>> It may not be required, but is often worth doing it the better way
>> even if the other way has been partly coded, particularly when the
>> better way has much more future.
>
> That depends entirely on how much future the code has in the first
> place.
>

The definition of a "one shot" is a program that's going to be run only
once - a week (or month).

--
Pete

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 22:15:51 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 16:50:49 -0500
Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 1/22/2013 3:32 PM, Ahem A Rivet's Shot wrote:
>> On Wed, 23 Jan 2013 07:02:38 +1100
>> "James O. Brown" <job654@ax.com> wrote:
>>
>>>
>>>
>>> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>> news:20130122180918.d0069377362deb40089106f4@eircom.net...
>>>> On Wed, 23 Jan 2013 04:48:07 +1100
>>>> "James O. Brown" <job654@ax.com> wrote:
>>>>
>>>> >

>>>> >
>>>> > "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>>> > news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
>>>> >> On Tue, 22 Jan 2013 15:47:00 +0000
>>>> >> Ibmekon wrote:
>>>> >>
>>>> >>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>> >>> <numerist@aquaporin4.com> wrote:
>>>> >>>
>>>> >>>> First, the pointy-haired bosses want the results "Right Now!!!"
>>>> >>>> and force you to do a quick and dirty job to get it done
>>>> >>>> quickly!  Then they come back and say:  "Hey, that was great!!!
>>>> >>>> Give us one of those *every* week!"  Now you have to go back and
>>>> >>>> re-do the program to make it supportable.  ISTM that's the
>>>> >>>> genesis of your "necessary and sufficient" development cycle, sir.
>>>> >>>
>>>> >>> That is one scenario.
>>>> >>>
>>>> >>> Another I was alluding to is the scenario of coding without a
>>>> >>> flowchart.
>>>> >>
>>>> >> Hmm - I haven't drawn a flowchart in decades.
>>>> >
>>>> > Me neither.
>>>> >
>>>> >>> After going down a few dark alleys, you see the light of a solution
>>>> >>> and go for it.
>>>> >>
>>>> >> I don't start coding until I know how the solution is going to work.
>>>> >
>>>> > Knowing its going to work isnt the same thing as the best way to do
>>>> > it tho.
>>>>
>>>>  Very true, although usually the best way isn't required only a way
>>>>  that's good enough.
>>>
>>>  It may not be required, but is often worth doing it the better way
>>>  even if the other way has been partly coded, particularly when the
>>>  better way has much more future.
>>
>>  That depends entirely on how much future the code has in the
>>  first place.
>>
>
>  The definition of a "one shot" is a program that's going to be run only
>  once  - a week (or month).

I was thinking more in terms of a program being used for no more

than a few years, something which is not uncommon. I've known a good many
pieces of code from their design to final deletion.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 22 Jan 2013 22:18:22 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 16:22:57 -0500
Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 1/21/2013 10:38 PM, Patrick Scheible wrote:
>>
>>
>> I wonder if Apple could make a version of MacOS X for PCs that would run
>> on most PCs and run the most important Windows apps reasonably well.
>>
>
> The question is not "could they?" since MacOS has been tweaked to run on
> non-Apple hardware. The questions is "would they?" since the Mac
> hardware is very profitable. I don't know about the running windoze
> part - I assume it's possible (Wine, does it run on Mac?)

MS Office is available for MacOS X.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 22:32:00 GMT
View Forum Message <> Reply to Message

In <kdm9kd$mg5$2@dont-email.me>, on 01/22/2013
at 09:01 AM, "Charles Richmond" <numerist@aquaporin4.com> said:

> And I'm here to tell you... that telling people "more than they
> wanted to know" is *not* appreciated in general.

While some don't appreciate having to maintain code written by people
with that attitude )-:

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 22:36:51 GMT
View Forum Message <> Reply to Message

In <o9ctf8tpd0bkvtu82hbp1289ev9o5nkem0@4ax.com>, on 01/22/2013
  at 03:47 PM, Ibmekon said:

> Another I was alluding to is the scenario of coding without a
> flowchart.

I haven't used a flowchart in decades. I've found that at best I get a
choice of one of documentation or flowchart, and I prefer
documentation.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 22 Jan 2013 22:41:31 GMT
View Forum Message <> Reply to Message

On 22/01/2013 21:22, in article kdmvv8$mak$1@dont-email.me, "Peter Flass"
<Peter_Flass@Yahoo.com> wrote:

>  The question is not "could they?" since MacOS has been tweaked to run on
>  non-Apple hardware.  The questions is "would they?" since the Mac
>  hardware is very profitable.  I don't know about the running windoze
>  part - I assume it's possible (Wine, does it run on Mac?)

No need for Wine.

Apple support running Windows natively on Macs, and it is also possible to
run Windows under OS X in a virtual machine.

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 22 Jan 2013 22:55:08 GMT
View Forum Message <> Reply to Message

In <20130122221822.3df34a34c053ca0734759af4@eircom.net>, on 01/22/2013
at 10:18 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:

> MS Office is available for MacOS X.

ITYM "A program called 'MS Office', but without the feature set of MS
Office on windoze, is available for MacOS X."

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Jorgen Grahn on Tue, 22 Jan 2013 23:15:02 GMT
View Forum Message <> Reply to Message

On Mon, 2013-01-21, Ahem A Rivet's Shot wrote:
> On 21 Jan 2013 09:21:40 GMT
> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
....
>> On the other hand, the story upthread happened in 1993. Already then
>> -- or a few years later -- it was understood that if your program
>> couldn't cope with running on an SMP system, it was plain broken.
>
> High end boxes had gone multi-processor quite some time before
> that. In 1990 we were using quad core 88K based boxes (the kernel was

> single threaded). That being said, if your code couldn't cope with SMP
> it probably couldn't cope with a uniprocessor system that scheduled
> differently to the box you tested on - in other words it was broken.

Not in the context I was thinking of back then -- Unix, and
specifically Solaris. As I remember the 1990s, Sun drove my part of
the world and the future was threads, threads, and more threads[1].

Plain Unix C applications with didn't do any funky stuff with shared
memory would have no problems, until you rewrote them to be heavily
threaded (without having a firm idea of how to do that safely[2]).

>> The easiest way to avoid that was not to use threads. The easiest way
>
> Actually no - the first time I saw concurrency biting bad code
> there were no threads, just multiple processes and a shared memory segment.

OK, but I'd argue such applications were and are not the norm.
If you're going to drop your process's memory protection anyway, why
not use threads? (Assuming processes and threads were available in
your environment.)

/Jorgen

[1] Slightly before the Java craze.
[2] I still haven't met anyone who has, except maybe one guy over
in comp.unix.programmer.

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Jorgen Grahn on Tue, 22 Jan 2013 23:44:29 GMT
View Forum Message <> Reply to Message

On Tue, 2013-01-22, Gene Wirchenko wrote:
> On 20 Jan 2013 21:51:31 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
> wrote:
>
>> On Sun, 2013-01-20, Christian Brunschen wrote:
>> ...
>>> http://folklore.org/StoryView.py?story=Do_It.txt
>> ...
>>> It turns out he wasn't noticing the space between the 'o' and the 'I' in
>>> 'Do It'; in the sans-serif system font we were using, a capital 'I' looked
>>> very much like a lower case 'l', so he was reading 'Do It' as 'Dolt' and

>>>  was therefore kind of offended.
>>
>> Seems to me that's not just the font's fault; you don't expect random
>> words to be captitalized.  Wonder why they insisted on "Do It" rather
>> than "Do it" or "do it"?
>
>  It was not random.  It was a title which tend to have initial
>  caps on words.

I'm not sure I understand.  Are you saying the texts on GUI buttons
are to be seen as titles, like the titles of movies or songs?  I don't
seem to see that much in modern GUIs.

Uh, wait, I /do/ see it.  Both browsers I use (Opera, Firefox) Do It
That Way, in menus and buttons.  Now that I see it, it looks weird and
pompous, but I didn't notice before.

Perhaps it's because I'm swedish and a Unix users.  Both are
lower-case cultures.  Too Much Capitalization and a text looks either
like a song title by The Smiths, or like it was written in 1724.

/Jorgen

--
  // Jorgen Grahn <grahn@  Oo  o.  .  .
\X/  snipabacken.se>  O  o  .

---

Subject: Re: New HD
Posted by James O. Brown on Tue, 22 Jan 2013 23:45:32 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130122203219.bb7a8043a57c9c76865db82f@eircom.net...
>  On Wed, 23 Jan 2013 07:02:38 +1100
>  "James O. Brown" <job654@ax.com> wrote:
>
>>
>>
>>  "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>  news:20130122180918.d0069377362deb40089106f4@eircom.net...
>>>  On Wed, 23 Jan 2013 04:48:07 +1100
>>>  "James O. Brown" <job654@ax.com> wrote:
>>>
>>>>
>>>>
>>>>  "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>>>  news:20130122164631.bc00565c3401ede1520e1533@eircom.net...

>>>> > On Tue, 22 Jan 2013 15:47:00 +0000
>>>> > Ibmekon wrote:
>>>> >
>>>> >> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>> >> <numerist@aquaporin4.com> wrote:
>>>> >>
>>>> >> >First, the pointy-haired bosses want the results "Right Now!!!"
>>>> >> >and
>>>> >> >force you to do a quick and dirty job to get it done quickly!
>>>> >> >Then
>>>> >> >they come back and say: "Hey, that was great!!! Give us one of
>>>> >> >those *every* week!" Now you have to go back and re-do the
>>>> >> >program to make it supportable. ISTM that's the genesis of your
>>>> >> >"necessary and sufficient" development cycle, sir.
>>>> >>
>>>> >> That is one scenario.
>>>> >>
>>>> >> Another I was alluding to is the scenario of coding without a
>>>> >> flowchart.
>>>> >
>>>> > Hmm - I haven't drawn a flowchart in decades.
>>>>
>>>> Me neither.
>>>>
>>>> >> After going down a few dark alleys, you see the light of a solution
>>>> >> and go for it.
>>>> >
>>>> > I don't start coding until I know how the solution is going to work.
>>>>
>>>> Knowing its going to work isnt the same thing as the best way to do it
>>>> tho.
>>>
>>> Very true, although usually the best way isn't required only a way
>>> that's good enough.
>>
>> It may not be required, but is often worth doing it the better way
>> even if the other way has been partly coded, particularly when the
>> better way has much more future.
>
> That depends entirely on how much future the code has in the first
> place.

Sure, but only the most trivial code has no future.

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 22 Jan 2013 23:53:40 GMT

View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 20:19:42 +0000, Andrew Swallow
<am.swallow@btinternet.com> wrote:

> On 22/01/2013 16:37, Chris Adams wrote:
>> Once upon a time, Quadibloc <jsavard@ecn.ab.ca> said:
>>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>>> If they'd used the original 999 number introduced in 1937 there would
>>>> have been no problem :-)
>>>
>>> Interestingly enough, that's what they use in Britain.
>>
>> And here I thought the UK used 0118 999 881 999 119 7253.
>>
>> http://theitcrowd.wikia.com/wiki/New_Emergency_Services

> 999 still works. Some mobile networks will also accept 911.

Chris was mean and did not include a joke tag.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Tue, 22 Jan 2013 23:54:46 GMT
View Forum Message <> Reply to Message

Jorgen Grahn <grahn+nntp@snipabacken.se> writes:
> OK, but I'd argue such applications were and are not the norm.
> If you're going to drop your process's memory protection anyway, why
> not use threads? (Assuming processes and threads were available in
> your environment.)

re:
http://www.garlic.com/~lynn/2013.html#45 New HD
http://www.garlic.com/~lynn/2013.html#48 New HD

while the number of different applications may not have been heavily
threaded ... large critical applications that were major server use were
.... like all the major RDBMS.

Earlier in this thread, I mentioned Charlie having invented
compare-and-swap while doing fine-grain multi-processor locking work on
cp67 at the science center. By the mid-80s most of major server
platforms had support for compare-and-swap ... or instructions with

similar semantics ... that were used for large multi-threaded
applications (regardless of running on single processor or
multi-processor machine).

some past posts about original RDBMS/SQL implementation
http://www.garlic.com/~lynn/submain.html#systemr
also referenced here
http://www.mcjones.org/System_R/
and the '95 SQL Reunion
http://www.mcjones.org/System_R/SQL_Reunion_95/index.html
discussion that incorrectly attributes compare-and-swap to Dick Case
(some amount of memory fade by the participants between the work in the
70s and the reunion in '95)
http://www.mcjones.org/System_R/SQL_Reunion_95/sqlr95-Shoot- ou.html#Index311

past posts mentioning compare-and-swap and/or multiprocessor
http://www.garlic.com/~lynn/subtopic.html#smp

rs/6000 (rios chipset) was risc single processor only and didn't have
support for compare-and-swap semantics. in the unix world, large
multi-threaded DBMS when running on hardware platforms w/o
compare-and-swap semantics ... would fall back to kernel calls for
appropriate serializations. the rs/6000 DBMS benchmarks suffered greatly
(in comparison with platforms with support for compare-and-swap
semantics). Finally AIXV3 was modified to provied a supervisor-call
simulation for compare-and-swap (only works on single processor machine)
which supported compare-and-swap semantics in the supervisor-call
interrupt routine ... with very short pathlength and return to
application. past posts mentioning risc, 801, romp, rios, pc/rt,
rs/6000, somerset, power, power/pc, etc
http://www.garlic.com/~lynn/subtopic.html#801

for other drift ... since rios chipset was single-processor only ...
the only other available path for scale-up was cluster/loosely-coupled
.... which we started doing in our ha/cmp product ... some past
posts
http://www.garlic.com/~lynn/subtopic.html#hacmp

there were lots of activity working with national labs and other
institutions on scientific and numerical intensive workloads ... but the
primary straight-forward commercial was the large RDBMS that had both
vax/vms cluster support and portable versions to unix platforms. the
deal in ha/cmp was to provide vax/vms cluster global lock manager
semantics to aid in port of unix platform. Some number of the RDBMS
vendors had list of things that had been done wrong in the vax/vms
cluster global lock manager ... and since I was started from scratch, I
could implement the same API semantics ... while avoiding doing the
"wrong" things ... including some fixing some performance bottlenecks

blocking some of the higher scaleup levels. old post about early jan92
meeting in ellison's conference room on cluster scaleup
http://www.garlic.com/~lynn/95.html#13

and some old email about cluster scaleup
http://www.garlic.com/~lynn/lhwemail.html#medusa

as periodically mentioned ... possibly within hrs of the last email
referenced ... end of jan92 ... the scaleup stuff was transferred and we
were told we couldn't work on anything with more than four processors.

then a couple weeks later ... rs/6000 scaleup is announced as
supercomputer for scientific and numerical intensive only; 17Feb1992
press reference:
http://www.garlic.com/~lynn/2001n.html#6000clusters1
later press reference 11May1992 about having been caught totally by
surprise by the interest in cluster (i made lots of snide comments at
the time)
http://www.garlic.com/~lynn/2001n.html#6000clusters2

in any case it significantly contributed to motivation for leaving later
that summer.

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 22 Jan 2013 23:57:40 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 09:13:38 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

> "Gene Wirchenko" <genew@telus.net> wrote in message
> news:gv8sf85viiooij5afflu0nr6hgl8habpe9@4ax.com...
>> On Sat, 19 Jan 2013 09:45:42 GMT, Bob Martin <bob.martin@excite.com>
>> wrote:
>>
>> [snip]
>>
>>> The faster the CPUs, the cheaper the RAM gets, the sloppier the
>>> programmers.
>>> Making a program fit in 4KB really concentrated the mind!
>>
>> No, it is being economical with one's time. Why spend lots of
>> effort on something that does not need it?

> It's a craftsmanship and pride in work issue, Gene.  Many artists continue

I pride myself on completing things.

> to work on their paintings and programs... after others might consider them
> finished.

Yes, and it can lose its freshness as a result.

I do not deliberately write bad code, but there is enough work to
do that one need not keep polishing the same thing over and over.

If a program meets requirements, I do not try to optimise it.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Wed, 23 Jan 2013 00:01:00 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 12:13:08 +0000, Ibmekon wrote:

[snip]

> MS were always going to support their flagship ACCESS database system
> first.
> When they announced a project to have their VISUAL BASIC, C , FOxPRO
> produce intermediary code, it was clear VFP was a goner.
> I still use VFP 5.0 at home though.
> BTW, what was the design bug you observed ?

Back in the .ndx days:

use table index index1,index2
    Both indexes will be updated on changes.
set order to 2
    Both indexes will be updated on changes.
set order to 0
    The indexes will not be updated on changes even though the
index files are still open.

I had an app where I needed an indexed order and the physical
record order.  I ended up creating an index on recno()!

Sincerely,

Gene Wirchenko

Subject: Re: New HD
Posted by Dan Espen on Wed, 23 Jan 2013 00:50:49 GMT
View Forum Message <> Reply to Message

Jorgen Grahn <grahn+nntp@snipabacken.se> writes:

> On Mon, 2013-01-21, Ahem A Rivet's Shot wrote:
>> On 21 Jan 2013 09:21:40 GMT
>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
> ...
>>> On the other hand, the story upthread happened in 1993. Already then
>>> -- or a few years later -- it was understood that if your program
>>> couldn't cope with running on an SMP system, it was plain broken.
>>
>> High end boxes had gone multi-processor quite some time before
>> that. In 1990 we were using quad core 88K based boxes (the kernel was
>> single threaded). That being said, if your code couldn't cope with SMP
>> it probably couldn't cope with a uniprocessor system that scheduled
>> differently to the box you tested on - in other words it was broken.
>
> Not in the context I was thinking of back then -- Unix, and
> specifically Solaris. As I remember the 1990s, Sun drove my part of
> the world and the future was threads, threads, and more threads[1].
>
> Plain Unix C applications with didn't do any funky stuff with shared
> memory would have no problems, until you rewrote them to be heavily
> threaded (without having a firm idea of how to do that safely[2]).

During this same period I worked on a project to develop middle ware
that used shared memory for interprocess communications. It ran on
4 or 5 flavors of Unix including Solaris, Linux, and z/OS.

On z/OS running in z/OS Unix wasn't an option so we used multitasking.
Fortunately, most of the code was portable so we didn't have to debug
without memory protection.

Different places, different approaches.

>>> The easiest way to avoid that was not to use threads. The easiest way
>>
>> Actually no - the first time I saw concurrency biting bad code
>> there were no threads, just multiple processes and a shared memory segment.
>
> OK, but I'd argue such applications were and are not the norm.

> If you're going to drop your process's memory protection anyway, why
> not use threads? (Assuming processes and threads were available in
> your environment.)

The real question is do you really want to drop memory protection?
It's not a good thing.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 23 Jan 2013 00:55:16 GMT
View Forum Message <> Reply to Message

Jorgen Grahn <grahn+nntp@snipabacken.se> writes:

> On Tue, 2013-01-22, Gene Wirchenko wrote:
>> On 20 Jan 2013 21:51:31 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>> wrote:
>>
>>> On Sun, 2013-01-20, Christian Brunschen wrote:
>>> ...
>>>>  http://folklore.org/StoryView.py?story=Do_It.txt
>>> ...
>>>> It turns out he wasn't noticing the space between the 'o' and the 'I' in
>>>> 'Do It'; in the sans-serif system font we were using, a capital 'I' looked
>>>> very much like a lower case 'l', so he was reading 'Do It' as 'Dolt' and
>>>> was therefore kind of offended.
>>>
>>> Seems to me that's not just the font's fault; you don't expect random
>>> words to be captitalized. Wonder why they insisted on "Do It" rather
>>> than "Do it" or "do it"?
>>
>>  It was not random. It was a title which tend to have initial
>> caps on words.
>
> I'm not sure I understand. Are you saying the texts on GUI buttons
> are to be seen as titles, like the titles of movies or songs? I don't
> seem to see that much in modern GUIs.
>
> Uh, wait, I /do/ see it. Both browsers I use (Opera, Firefox) Do It
> That Way, in menus and buttons. Now that I see it, it looks weird and
> pompous, but I didn't notice before.
>
> Perhaps it's because I'm swedish and a Unix users. Both are
> lower-case cultures. Too Much Capitalization and a text looks either
> like a song title by The Smiths, or like it was written in 1724.

Big letters, quicker recognition.

At least I think that's the idea.

At least they stopped short of ALL CAPS.

--
Dan Espen

---

Subject: Re: New HD
Posted by Joy Beeson on Wed, 23 Jan 2013 04:08:22 GMT
View Forum Message <> Reply to Message

On Mon, 21 Jan 2013 20:11:38 -0500, Walter Banks
<walter@bytecraft.com> wrote:

> In the early days of computer networking the inside joke was
> *sneaker net* referring to a student employed at the lab for a
> workterm sent to deliver a tape or disk.

Which makes me realize that our home network has mostly quit using
sneakernet -- not too long ago, I sent an e-mail, then rotated my
chair ninety degrees to receive it.

--
Joy Beeson
joy beeson at comcast dot net
http://roughsewing.home.comcast.net/
The above message is a Usenet post.
I don't recall having given anyone permission to use it on a Web site.

---

Subject: Re: New HD
Posted by Morten Reistad on Wed, 23 Jan 2013 07:04:59 GMT
View Forum Message <> Reply to Message

In article <kdmvld$ice$1@dont-email.me>,
Christian Brunschen <cb@mer.df.lth.se> wrote:
> In article <ItCdnUJWjKrPaWPNnZ2dnUVZ8hmdnZ2d@bt.com>,
> Andrew Swallow <am.swallow@btinternet.com> wrote:
>> On 22/01/2013 16:37, Chris Adams wrote:
>>> Once upon a time, Quadibloc <jsavard@ecn.ab.ca> said:
>>>> On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>>> > If they'd used the original 999 number introduced in 1937 there would
>>>> > have been no problem :-)

>>>>
>>>>  Interestingly enough, that's what they use in Britain.
>>>
>>>  And here I thought the UK used 0118 999 881 999 119 7253.
>>>
>>>  http://theitcrowd.wikia.com/wiki/New_Emergency_Services
>>>
>>
>> 999 still works.  Some mobile networks will also accept 911.
>
> All of Europe, and all GSM networks, accept 112 :
>
>   http://en.wikipedia.org/wiki/112_(emergency_telephone_number)
>
> So that may be an even better bet in many places.

Not quite all of Europe. Airport local phones always use 911.

-- mrr

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 23 Jan 2013 07:11:08 GMT
View Forum Message <> Reply to Message

On 22 Jan 2013 23:15:02 GMT
Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:

>  On Mon, 2013-01-21, Ahem A Rivet's Shot wrote:
>>  On 21 Jan 2013 09:21:40 GMT

>>   Actually no - the first time I saw concurrency biting bad code
>>  there were no threads, just multiple processes and a shared memory
>>  segment.
>
>  OK, but I'd argue such applications were and are not the norm.

 I wrote quite a lot of code that used shared memory before threads
became popular. Given my druthers I'd still do things that way.

>  If you're going to drop your process's memory protection anyway, why
>  not use threads?  (Assuming processes and threads were available in
>  your environment.)

 In a word control. With shared memory it's easy to know exactly
where the danger points are, with threads it's not so easy.

--

Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Anonymous on Wed, 23 Jan 2013 10:52:38 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Tue, 22 Jan 2013 16:01:00 -0800, Gene Wirchenko <genew@telus.net>
wrote:

> On Tue, 22 Jan 2013 12:13:08 +0000, Ibmekon wrote:
>
> [snip]
>
>> MS were always going to support their flagship ACCESS database system
>> first.
>> When they announced a project to have their VISUAL BASIC, C , FOxPRO
>> produce intermediary code, it was clear VFP was a goner.
>> I still use VFP 5.0 at home though.
>> BTW, what was the design bug you observed ?
>
> Back in the .ndx days:
>
> use table index index1,index2
> Both indexes will be updated on changes.
> set order to 2
> Both indexes will be updated on changes.
> set order to 0
> The indexes will not be updated on changes even though the
> index files are still open.
>
> I had an app where I needed an indexed order and the physical
> record order. I ended up creating an index on recno()!
>
> Sincerely,
>
> Gene Wirchenko

Oh yes !

The CDX was bought in to standardise key index updating.
That would have suited your app.

But why the need for recno() index ?
Maybe random access by ;

SET RELATION TO RECNO() INTO Not_Indexed

was not available at that point.

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 23 Jan 2013 12:33:00 GMT
View Forum Message <> Reply to Message

On 1/22/2013 5:36 PM, Shmuel (Seymour J.) Metz wrote:
> In <o9ctf8tpd0bkvtu82hbp1289ev9o5nkem0@4ax.com>, on 01/22/2013
> at 03:47 PM, Ibmekon said:
>
>> Another I was alluding to is the scenario of coding without a
>> flowchart.
>
> I haven't used a flowchart in decades. I've found that at best I get a
> choice of one of documentation or flowchart, and I prefer
> documentation.
>

Sometimes I'll flowchart a small piece of code if it's particularly
tricky, or if I want to "optimize" it, but very rarely.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 23 Jan 2013 12:41:22 GMT
View Forum Message <> Reply to Message

On 1/22/2013 6:54 PM, Anne & Lynn Wheeler wrote:
>
> Jorgen Grahn <grahn+nntp@snipabacken.se> writes:
>> OK, but I'd argue such applications were and are not the norm.
>> If you're going to drop your process's memory protection anyway, why
>> not use threads? (Assuming processes and threads were available in
>> your environment.)
>
> re:

> http://www.garlic.com/~lynn/2013.html#45 New HD
> http://www.garlic.com/~lynn/2013.html#48 New HD
>
> while the number of different applications may not have been heavily
> threaded ... large critical applications that were major server use were
> ... like all the major RDBMS.

OS/360 had "threads," in the form of "tasks," almost from the beginning (196x). IME they weren't heavily used to run multiple threads at a time, but usually to spin off a program and wait for it to complete, to simplify error recovery if it bombed. SMP/E is the prince of this technique.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 23 Jan 2013 12:44:59 GMT
View Forum Message <> Reply to Message

On 1/22/2013 7:01 PM, Gene Wirchenko wrote:
> On Tue, 22 Jan 2013 12:13:08 +0000, Ibmekon wrote:
>
> [snip]
>
>> MS were always going to support their flagship ACCESS database system
>> first.
>> When they announced a project to have their VISUAL BASIC, C , FOxPRO
>> produce intermediary code, it was clear VFP was a goner.
>> I still use VFP 5.0 at home though.
>> BTW, what was the design bug you observed ?
>
> Back in the .ndx days:
>
> use table index index1,index2
> Both indexes will be updated on changes.
> set order to 2
> Both indexes will be updated on changes.
> set order to 0
> The indexes will not be updated on changes even though the
> index files are still open.
>
> I had an app where I needed an indexed order and the physical
> record order. I ended up creating an index on recno()!
>

A. Good idea.
B. How did you know that this corresponded to the physical record order?
  What happened if you added?
C. One of the nice things about VSAM is that you don't need another
index to do this.

--
Pete

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 23 Jan 2013 13:20:24 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 13:25:14 -0000, Andy Leighton <andyl@azaal.plus.com>
wrote:

> On Wed, 23 Jan 2013 07:44:59 -0500, Peter Flass <Peter_Flass@Yahoo.com>
> wrote:
>> On 1/22/2013 7:01 PM, Gene Wirchenko wrote:
>>> On Tue, 22 Jan 2013 12:13:08 +0000, Ibmekon wrote:
>>>
>>> [snip]
>>>
>>>> MS were always going to support their flagship ACCESS database system
>>>> first.
>>>> When they announced a project to have their VISUAL BASIC, C , FOxPRO
>>>> produce intermediary code, it was clear VFP was a goner.
>>>> I still use VFP 5.0 at home though.
>>>> BTW, what was the design bug you observed ?
>>>
>>>  Back in the .ndx days:
>>>
>>>  use table index index1,index2
>>>  Both indexes will be updated on changes.
>>>  set order to 2
>>>  Both indexes will be updated on changes.
>>>  set order to 0
>>>  The indexes will not be updated on changes even though the
>>> index files are still open.
>>>
>>>  I had an app where I needed an indexed order and the physical
>>> record order. I ended up creating an index on recno()!
>>>
>>
>> A. Good idea.
>> B. How did you know that this corresponded to the physical record order?

>>  What happened if you added?
>
> I presume this was a DBF file - recno() was the physical record number.
> All new records were added after the last record.  It has been a long
> time since I've had to pull any of that info out of my head.  I started
> work as a programming using Clipper - a dBase compiler which got extended
> into a capable language - and which was a competitor of FoxBase/FoxPro.
>
IIRC foxbase beat native dBase hands down, any app that needed speed (a
lot of our stuff was simple stuff) got put through Clipper

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Andy Leighton on Wed, 23 Jan 2013 13:25:14 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 07:44:59 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 1/22/2013 7:01 PM, Gene Wirchenko wrote:
>> On Tue, 22 Jan 2013 12:13:08 +0000, Ibmekon wrote:
>>
>> [snip]
>>
>>> MS were always going to support their flagship ACCESS database system
>>> first.
>>> When they announced a project to have their VISUAL BASIC, C , FOxPRO
>>> produce intermediary code, it was clear VFP was a goner.
>>> I still use VFP 5.0 at home though.
>>> BTW, what was the design bug you observed ?
>>
>>  Back in the .ndx days:
>>
>>  use table index index1,index2
>>  Both indexes will be updated on changes.
>>  set order to 2
>>  Both indexes will be updated on changes.
>>  set order to 0
>>  The indexes will not be updated on changes even though the
>> index files are still open.
>>
>>  I had an app where I needed an indexed order and the physical
>> record order.  I ended up creating an index on recno()!
>>
>
> A. Good idea.
> B. How did you know that this corresponded to the physical record order?

>  What happened if you added?

I presume this was a DBF file - recno() was the physical record number.
All new records were added after the last record.  It has been a long
time since I've had to pull any of that info out of my head.  I started
work as a programming using Clipper - a dBase compiler which got extended
into a capable language - and which was a competitor of FoxBase/FoxPro.

--
Andy Leighton => andyl@azaal.plus.com
"The Lord is my shepherd, but we still lost the sheep dog trials"
  - Robert Rankin, _They Came And Ate Us_

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 23 Jan 2013 13:27:32 GMT
View Forum Message <> Reply to Message

On Tue, 22 Jan 2013 20:19:42 -0000, Andrew Swallow
<am.swallow@btinternet.com> wrote:

>  On 22/01/2013 16:37, Chris Adams wrote:
>>  Once upon a time, Quadibloc  <jsavard@ecn.ab.ca> said:
>>>  On Jan 21, 9:20 am, Stan Barr <pla...@dsl.pipex.com> wrote:
>>>>  If they'd used the original 999 number introduced in 1937 there would
>>>>  have been no problem :-)
>>>
>>>  Interestingly enough, that's what they use in Britain.
>>
>>  And here I thought the UK used 0118 999 881 999 119 7253.
>>
>>  http://theitcrowd.wikia.com/wiki/New_Emergency_Services
>>
>
>  999 still works.  Some mobile networks will also accept 911.
>
I thought it was a phone requirement - mine can happily ring 9999999999999
just by being in my pocket - I think it's a >UK requirement that any phone
can dial 999 (& pos. 911) without unlocking the keypad (hey, we're back On
Topic, most phones these days are TouchnScratch).

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Anonymous on Wed, 23 Jan 2013 14:21:39 GMT

View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Wed, 23 Jan 2013 07:44:59 -0500, Peter Flass
<Peter_Flass@Yahoo.com> wrote:

> On 1/22/2013 7:01 PM, Gene Wirchenko wrote:
>> On Tue, 22 Jan 2013 12:13:08 +0000, Ibmekon wrote:
>>
>> [snip]
>>
>>> MS were always going to support their flagship ACCESS database system
>>> first.
>>> When they announced a project to have their VISUAL BASIC, C , FOxPRO
>>> produce intermediary code, it was clear VFP was a goner.
>>> I still use VFP 5.0 at home though.
>>> BTW, what was the design bug you observed ?
>>
>> Back in the .ndx days:
>>
>> use table index index1,index2
>> Both indexes will be updated on changes.
>> set order to 2
>> Both indexes will be updated on changes.
>> set order to 0
>> The indexes will not be updated on changes even though the
>> index files are still open.
>>
>> I had an app where I needed an indexed order and the physical
>> record order. I ended up creating an index on recno()!
>>
>
> A. Good idea.
> B. How did you know that this corresponded to the physical record order?
> What happened if you added?
> C. One of the nice things about VSAM is that you don't need another
> index to do this.

On the other hand, industry standard SQL does not support the idea of
record numbers at all.

Just look at the lenghths people go to,

http://www.sqlteam.com/article/creating-a-sequential-record- number-field

So I end up sometimes using a DATETIME stamp for sequencing instead.

Carl Goldsworthy

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 23 Jan 2013 14:44:51 GMT
View Forum Message <> Reply to Message

In <kdol89$5qi$1@dont-email.me>, on 01/23/2013
at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> Sometimes I'll flowchart a small piece of code if it's
> particularly tricky,

I've found that it's precisely the tricky code for which flowcharts
are most useless. You have to carve the bird at the joints.

> or if I want to "optimize" it,

I don't see how flowcharts help to optimize code.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 23 Jan 2013 15:49:38 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 09:44:51 -0500
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <kdol89$5qi$1@dont-email.me>, on 01/23/2013
> at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> Sometimes I'll flowchart a small piece of code if it's
>> particularly tricky,
>
> I've found that it's precisely the tricky code for which flowcharts
> are most useless. You have to carve the bird at the joints.

Agreed. In fact for the trickiest piece of code I have ever written
I only found one tool sufficiently expressive and precise to describe the
solution. That was of course the code - I spent two days trying to write a
detailed design document/diagram/something before giving up and writing the
code while I still had all the detail and big picture in my head. After I
had written the code I was able to extract a reasonable description to use

as documentation for the next poor sod to see it. I'd be prepared to bet
that that code didn't get changed at all from the time I left it to the
time the system was decommissioned.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 23 Jan 2013 16:11:38 GMT
View Forum Message <> Reply to Message

In article <50fff763$41$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <kdol89$5qi$1@dont-email.me>, on 01/23/2013
> at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> Sometimes I'll flowchart a small piece of code if it's
>> particularly tricky,
>
> I've found that it's precisely the tricky code for which flowcharts
> are most useless. You have to carve the bird at the joints.
>
>> or if I want to "optimize" it,
>
> I don't see how flowcharts help to optimize code.

On the infrequent occasions when I resort to flowcharting,
it's to rough out an algorithm. Optimization comes later.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Walter Banks on Wed, 23 Jan 2013 16:13:01 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:

> On Wed, 23 Jan 2013 09:44:51 -0500
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>
>> In <kdol89$5qi$1@dont-email.me>, on 01/23/2013
>> at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>
>>> Sometimes I'll flowchart a small piece of code if it's
>>> particularly tricky,
>>
>> I've found that it's precisely the tricky code for which flowcharts
>> are most useless. You have to carve the bird at the joints.
>
> Agreed. In fact for the trickiest piece of code I have ever written
> I only found one tool sufficiently expressive and precise to describe the
> solution. That was of course the code - I spent two days trying to write a
> detailed design document/diagram/something before giving up and writing the
> code while I still had all the detail and big picture in my head. After I
> had written the code I was able to extract a reasonable description to use
> as documentation for the next poor sod to see it. I'd be prepared to bet
> that that code didn't get changed at all from the time I left it to the

We use design documents that log the design decisions and detail implementation choices..

I was in the middle of a consumer product design in Asia a few years ago and they had an interesting approach to software design. They started out by developing a large overview of the application that was broken down into modules . They as a team then created a application resource budget for each module. This include ROM and RAM requirements and CPU cycles or response time if that was an issue. Individuals were a assigned to be responsible for each module and provide current status during development.

This did a lot for system reliability because each module was well defined independent of the system organization and could be independently swapped out. Unit testing at the module level was a big part of the testing process.

w..

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:40 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "jmfbahciv" <See.above@aol.com> wrote in message

> news:PM0004D3CBE8E91BEB@aca2fc49.ipt.aol.com...
>> Charles Richmond wrote:
>>> "Elliott Roper" <nospam@yrl.co.uk> wrote in message
>>> news:200120132300522435%nospam@yrl.co.uk...
>>>> In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>>>> <numerist@aquaporin4.com> wrote:
>>>>
>>>> > Now my new fear is... that *everything* I know will become
>>>> > obsolete and useless in a pragmatic sense.
>>>>
>>>> That's everybody's fear. The half life of geekish knowledge is no more
>>>> than 4 years. I can still write PDP-8 and 11 Assembler and nobody
>>>> cares. Oh, and Teco...
>>>>
>>>
>>> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
>>> things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
>>> flying rat's ass about it anymore!!! It saddens me and it's emotionally
>>> taxing. All those things we know how to do... those things are as *cool*
>>> as
>>> they ever were!!! People just can *not* appreciate them anymore..... :-(
>>
>> But in this computing biz, what used to be will be done again. At some
>> point, the underbelly of a system will be so complicated and so dependent
>> on other complicated messes, that someone will come up with "new" bright
>> idea of a PDP-8 or PDP-11 of the original days to do a task which is very
>> important but doens't need all the fancy shmancy character machine
>> language
>> support.
>>
>> We may not see it; it took 2 more decades for people to "rediscover"
>> multi-CPUs in an SMP configuration (they're still not quite there yet)
>> than I thought would happen. The software underbelly is in such a mess
>> that it may take a while for that to become better before the focus
>> reverts back to hardware improvments.
>>
>
> BAH, knowing that *someday* things may be better... after I have gone to my
> eternal reward... may be a little comforting. But while I'm here, I can
> *not* "feel the love"!!! :-)

This newsgroup will document how and why we did the things that new
kids will rediscover. Perhaps they won't have to live with mistooks
we made and wish we could do over. For instance, the guy who disappeared
when I asked a serious question, could have documented a lot about
what instruction classes he would have liked but didn't do. There
will be CPUs or cores which will have R^nISCs to do work which doesn't
need all that fancy schmancy character data handling.

A class of instructions which were always very useful in DEC's biz
were the byte instructions.  I've never seen you guys talk about
other manufacturers' instruction sets which had the equivalent
to ours.  Ours could handle anything and we also had the test
and set masked  bit instructions.

Once again, hardwaer is not my expertise so I can't talk much
about it.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:41 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
>  jmfbahciv <See.above@aol.com> writes:
>
>>  Dan Espen wrote:
>>>  Walter Banks <walter@bytecraft.com> writes:
>>>
>>>>  Dan Espen wrote:
>>>>
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> > > "Shmuel (Seymour J.) Metz" wrote:
>>>> > >
>>>> > >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> > >>    at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> > >>
>>>> > >> >Hardware is still sold, a lot of the software developed in the
>>>> > >> >last twenty years has been developed in the atmosphere of software
>>>> > >> >should be *free*. There is little incentive for innovative software
>>>> > >> >development.
>>>> > >>
>>>> > >> There's been plenty of free innovative mainframe software. For that
>>>> > >> matter, there are free PC compilers and interpreters for a number of
>>>> > >> languages, some quite innovative.
>>>> > >
>>>> > > The bulk of of the PC compilers are based on 30+ year old
>>>> > > technology. In the PC world language design and implementation
>>>> > > has been essentially stalled for several years.
>>>> >
>>>> > Any evidence to back up your assertion?
>>>> >
>>>> > I don't follow GCC all that closely, but it seems to me there are

>>>> > new versions and release numbers and talk of forks.  Must be something
>>>> >
>>>>
>>>>  There are lots of new GCC releases but the fundamental design
>>>>  has not changed. The design holes that were in GCC more than
>>>>  a decade ago remain.They still don't participate in language standards
>>>>  there overall code generation has only minimally improved in the
>>>>  last 15 years. LLVM has for the most part not really changed
>>>>  the fundamental issues in GCC although as a project it is better
>>>>  managed.
>>>>
>>>>  Harsh words maybe but there is a lot of room for the addition of
>>>>  new technology but it will require major redesign and perhaps a
>>>>  million new lines of code.
>>>
>>>  The wikipedia page gives a different picture.
>>>
>>>  It takes bucks to participate in language standards,
>>>  besides, meetings are for losers.
>>
>>  Depends on whether you can run a good meeting or not.
>
>  A good meeting is one that doesn't happen.
>
>  Actually, during the Y2K boom, we had "meeting training".
>  We got a whole bunch of rules, including one person holding a
>  stop watch.
>
>  Adhering to all those rules improved a meeting, but meetings
>  are still not my favorite thing.  Too much group think.
>
>>  As much as we hated standards and their committees, we wouldn't
>>  have been able to survive or stay sane without them.
>
>  What's better, standards or everyone using GNUMAKE?

Honey, if there hadn't been all that work in the auld days
by standards committees, you would not be working in the
computing biz today.

>
>  I know what I chose.
>
>  If I could have, I'd have made the same choice for gcc.
>

/BAH

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:42 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> Dan Espen <despen@verizon.net> writes:
>
>>
>> A good meeting is one that doesn't happen.
>>
>> Actually, during the Y2K boom, we had "meeting training".
>> We got a whole bunch of rules, including one person holding a
>> stop watch.
>
> During the late 80's, our meeting training was compliments of
> John Cleese's _Meetings, Bloody Meetings_.
>
>
>
> I spent most of the 90's as an organizational representative on
> the X/Open base standards committee, and contributed to the
> Unix International standards as well. We were very careful to avoid
> invention in X/Open - to be included in the standard an existence proof must
> already have been in existence, preferably by multiple vendors. It was
> when the behavior of a given feature varied amongst vendors that things
> got tricky.
>
> UI on the other hand, was all about invention (e.g. the DWARF standard came
> from UI, along with the Large File (> 2GB) support extensions.
>
> The only standards that would have been interesting to DEC in the BAH years
would
> have been the ANSI language standards and character set standards, I
suspect.

There was also ASCII and FORTRAN and COBOL and all the comm shite
and our internal standards, e.g., full file specifications, documentation,
and hardware and FS had their own, too. Oh, and EBCDIC and the entities
which we invented but got adopted by the industry and ...I can't think
of any more which were RPITAs ;-).

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:43 GMT
View Forum Message <> Reply to Message

James O. Brown wrote:
>
>
> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
> news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
>> On Tue, 22 Jan 2013 15:47:00 +0000
>> Ibmekon wrote:
>>
>>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>> <numerist@aquaporin4.com> wrote:
>>>
>>>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>>> force you to do a quick and dirty job to get it done quickly! Then they
>>>> come back and say: "Hey, that was great!!! Give us one of those *every*
>>>> week!" Now you have to go back and re-do the program to make it
>>>> supportable. ISTM that's the genesis of your "necessary and sufficient"
>>>> development cycle, sir.
>>>
>>> That is one scenario.
>>>
>>> Another I was alluding to is the scenario of coding without a
>>> flowchart.
>>
>> Hmm - I haven't drawn a flowchart in decades.
>
> Me neither.

<snort> I draw a flow chart every time I do my income taxes.

<snip>

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:46 GMT
View Forum Message <> Reply to Message

Ibmekon wrote:
> On 21 Jan 2013 13:06:19 GMT, jmfbahciv <See.above@aol.com> wrote:
>
> <All gone>
>
>> Any software developer who needed something from the monitor would
>> not design a system call but simply read/write what s/he needed
>> into the running kernal. Design reviews would not have refused
>> this flavor of implementation since it was a corporate culture
>> thing. If there had been questions, the developer would have

>> plenty of history to point at to get his own way.  Cutler tried
>> to establish that system call wall but nobody else in that
>> company knew nor wanted to understand the dangers of making that
>> wall holey.  They were running PCs which were single-user, single
>> owner and didn't need the security that multi-user systems had
>> to have.  I still see this attitude in any PC implementation
>> even though all now have to run multi-user even if there's
>> only one human being touching it.
>>
>> Think about MS' backdoors which have to be there for the update
>> services.  The progammers would not wait to go through a system
>> call design to get into the deep dark bowels of a running system.
>>
>> Bottom line to your question:  unending security problems and
>> bugs which, when fixed, beget 3 new ones.
>>
>>
>> /BAH
>
>  That confirms my belief - good fences make good neighbours.

YBYA.

>
>  That if security is not built in from the ground up of a computer
>  system - managers will not allow you to "retake the ground" later.
>
>  MS Windows leave the front door open - a REGEDIT program allows access
>  to internal configuration parameters of Windows.

Several times, I've tried to get people to talk about how Multics was
developed, especially the details of the work involved.  This included
the process of developing a new thingie such a monitor call or a
command to a device driver.  Then there is the "ensuring everything
works" processes.  Over the years, the TOPS-10 group implemented
self-disciplinary processes so that we immediately used what we made.
Or the procedures of having a weekly monitor meeting which reviewed
all the MCOs written in the MCO book.  (monitor change order).
The Multics group had to have had similar experiences but (I'm
assuming) different solutions.  This all has do to with minute
to minute and daily work each of us did.  None of this ever gets
documented becuase it's a daily living habit.  Each OS developer
had his/her little habits which affected how an OS worked and what
actually got shipped to customers.

/BAH

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:47 GMT
View Forum Message <> Reply to Message

James O. Brown wrote:
>
>
> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
> news:20130122203219.bb7a8043a57c9c76865db82f@eircom.net...
>> On Wed, 23 Jan 2013 07:02:38 +1100
>> "James O. Brown" <job654@ax.com> wrote:
>>
>>>
>>>
>>> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>> news:20130122180918.d0069377362deb40089106f4@eircom.net...
>>>> On Wed, 23 Jan 2013 04:48:07 +1100
>>>> "James O. Brown" <job654@ax.com> wrote:
>>>>
>>>> >
>>>> >
>>>> > "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>>> > news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
>>>> > > On Tue, 22 Jan 2013 15:47:00 +0000
>>>> > > Ibmekon wrote:
>>>> > >
>>>> > >> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>> > >> <numerist@aquaporin4.com> wrote:
>>>> > >>
>>>> > >> >First, the pointy-haired bosses want the results "Right Now!!!"
>>>> > >> >and
>>>> > >> >force you to do a quick and dirty job to get it done quickly!
>>>> > >> >Then
>>>> > >> >they come back and say: "Hey, that was great!!! Give us one of
>>>> > >> >those *every* week!" Now you have to go back and re-do the
>>>> > >> >program to make it supportable. ISTM that's the genesis of your
>>>> > >> >"necessary and sufficient" development cycle, sir.
>>>> > >>
>>>> > >> That is one scenario.
>>>> > >>
>>>> > >> Another I was alluding to is the scenario of coding without a
>>>> > >> flowchart.
>>>> > >
>>>> > > Hmm - I haven't drawn a flowchart in decades.
>>>> >
>>>> > Me neither.
>>>> >
>>>> > >> After going down a few dark alleys, you see the light of a solution
>>>> > >> and go for it.

>>>> > >
>>>> > > I don't start coding until I know how the solution is going to work.
>>>> >
>>>> > Knowing its going to work isnt the same thing as the best way to do it
>>>> > tho.
>>>>
>>>>  Very true, although usually the best way isn't required only a way
>>>>  that's good enough.
>>>
>>>  It may not be required, but is often worth doing it the better way
>>>  even if the other way has been partly coded, particularly when the
>>>  better way has much more future.
>>
>>  That depends entirely on how much future the code has in the first
>>  place.
>
>  Sure,  but only the most trivial code has no future.

Oh, another bad line in the same category as nobody will use >640M.

Consider "Hello, world"

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:49 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
>  In <20oof8l7fdoaod97758143cr2j7mktqgig@4ax.com>, on 01/20/2013
>     at 09:24 PM, Nick Spalding <spalding@iol.ie> said:
>
>> I came into the programming business via the hardware one.  It has
>> always mystified me how people can write programs without at least
>> a basic idea of how the machine works.
>
>  How do you learn to program a line of compatible computers where each
>  model has a different implementation? Your way is fine for one-off
>  designs in the 1950's, but breaks down for processor families.
>
SAme way you do when a new language standard is approved.

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:50 GMT
View Forum Message <> Reply to Message

Joy Beeson wrote:
> On Mon, 21 Jan 2013 20:11:38 -0500, Walter Banks
> <walter@bytecraft.com> wrote:
>
>> In the early days of computer networking the inside joke was
>> *sneaker net* referring to a student employed at the lab for a
>> workterm sent to deliver a tape or disk.
>
> Which makes me realize that our home network has mostly quit using
> sneakernet -- not too long ago, I sent an e-mail, then rotated my
> chair ninety degrees to receive it.
>
<GRIN>

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:52 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> Jorgen Grahn <grahn+nntp@snipabacken.se> writes:
>
>> On Tue, 2013-01-22, Gene Wirchenko wrote:
>>> On 20 Jan 2013 21:51:31 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>> wrote:
>>>
>>>> On Sun, 2013-01-20, Christian Brunschen wrote:
>>>> ...
>>>> > http://folklore.org/StoryView.py?story=Do_It.txt
>>>> ...
>>>> > It turns out he wasn't noticing the space between the 'o' and the 'I' in
>>>> > 'Do It'; in the sans-serif system font we were using, a capital 'I'
looked
>>>> > very much like a lower case 'l', so he was reading 'Do It' as 'Dolt' and
>>>> > was therefore kind of offended.
>>>>
>>>> Seems to me that's not just the font's fault; you don't expect random
>>>> words to be captitalized. Wonder why they insisted on "Do It" rather
>>>> than "Do it" or "do it"?
>>>
>>> It was not random. It was a title which tend to have initial
>>> caps on words.
>>

>> I'm not sure I understand. Are you saying the texts on GUI buttons
>> are to be seen as titles, like the titles of movies or songs? I don't
>> seem to see that much in modern GUIs.
>>
>> Uh, wait, I /do/ see it. Both browsers I use (Opera, Firefox) Do It
>> That Way, in menus and buttons. Now that I see it, it looks weird and
>> pompous, but I didn't notice before.
>>
>> Perhaps it's because I'm swedish and a Unix users. Both are
>> lower-case cultures. Too Much Capitalization and a text looks either
>> like a song title by The Smiths, or like it was written in 1724.
>
> Big letters, quicker recognition.
>
> At least I think that's the idea.
>
> At least they stopped short of ALL CAPS.

There is a use for all caps. The reason there are two capital letters
is for word separation when no space is allowed.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 23 Jan 2013 16:16:53 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 1/21/2013 8:06 AM, jmfbahciv wrote:
>>
>> I had a much different technique. If I had to think about something,
>> I'd play some kind of game, IIR Go, so that my fingers stayed busy
>> while I thought. Randomly, changing sources makes me sudder and
>> want to head for the backup tape :-).
>>
>
> I just ran into this the other day, and with my own code, too, but from
> several years ago. I kept tweaking things and couldn't figure out why I
> couldn't get it to work the way I wanted. Finally I sat down and went
> thru it thoroughly and it turned out I was misunderstanding what a
> routine was doing, probably because the name seemed to say one thing and
> the code actually did something different (originally did the first and
> later changed, but kept the old name for some stupid reason -- fixed
> now, plus added comments.)
>
>
You had to keep the old name just in case something else used it ;-).

One of the reasons I was a "bad" programmer was because I thought through everything, wrote the specs, then wrote the code. By the time I was writing code, the code was essentially writing itself. In a production line environment like ours, this process took too long.

//BAH

---

Subject: Re: New HD
Posted by scott on Wed, 23 Jan 2013 16:22:20 GMT
View Forum Message <> Reply to Message

Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
> On 22/01/2013 21:22, in article kdmvv8$mak$1@dont-email.me, "Peter Flass"
> <Peter_Flass@Yahoo.com> wrote:
>
>> The question is not "could they?" since MacOS has been tweaked to run on
>> non-Apple hardware. The questions is "would they?" since the Mac
>> hardware is very profitable. I don't know about the running windoze
>> part - I assume it's possible (Wine, does it run on Mac?)
>
> No need for Wine.
>
> Apple support running Windows natively on Macs, and it is also possible to
> run Windows under OS X in a virtual machine.
>

And vice versa. I have a OS X Tiger VM around somewhere that runs under vmplayer on either windows or linux X86 systems.

scott

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 23 Jan 2013 16:23:38 GMT
View Forum Message <> Reply to Message

In article <kdn1er$mak$6@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

> On 1/22/2013 2:29 PM, Mike Spencer wrote:
>
>> I have a neighbor who has complained bitterly abour her father. When
>> she, as a girl, would ask him a question, he would *explain* it. This
>> vexed her mightily as she "just wanted a simple answer". Well, she's
>> a nice person, kind, generous, bright and highly literate buit she's

>> not a hacker.
>
> That's my wife, too. Whenever she asks me for computer help it
> usually ends up in an argument because she just wants a simple
> answer and I usually try to giver her a full explanation.

Most people don't want to know how something works, or even how
to make it work. They just want to know which button to press.
That doesn't stop hopeless optimists like myself (hah!) from
dreaming that someday they'll learn enough to figure things out
for themselves. A silly dream, I know.

> Either that or she complains I don't show her how to do something,
> only sit down at the keyboard and type stuff, when I try to explain
> that I'm trying to figure it out myself.

I don't think many people realize just how many answers we work out
on the fly, not really knowing them at the time they ask a question.
I'm often reluctant to explain this; given their mindset it might
destroy their faith in the infallibility they need us to have.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 23 Jan 2013 16:32:33 GMT
View Forum Message <> Reply to Message

In article <20130123071108.0eb76a8c8471d12548232a73@eircom.net>,
steveo@eircom.net (Ahem A Rivet's Shot) writes:

> On 22 Jan 2013 23:15:02 GMT
> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>
>> On Mon, 2013-01-21, Ahem A Rivet's Shot wrote:
>>
>>> Actually no - the first time I saw concurrency biting bad code
>>> there were no threads, just multiple processes and a shared memory
>>> segment.
>>
>> OK, but I'd argue such applications were and are not the norm.
>
> I wrote quite a lot of code that used shared memory before
> threads became popular. Given my druthers I'd still do things that

> way.

Uh-huh. I finally bit the bullet on threads when I discovered
that some Windoze APIs simply could _not_ be kept from blocking
for minutes at a time.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 23 Jan 2013 16:43:56 GMT
View Forum Message <> Reply to Message

On 1/23/2013 9:44 AM, Shmuel (Seymour J.) Metz wrote:
> In <kdol89$5qi$1@dont-email.me>, on 01/23/2013
> at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> Sometimes I'll flowchart a small piece of code if it's
>> particularly tricky,
>
> I've found that it's precisely the tricky code for which flowcharts
> are most useless. You have to carve the bird at the joints.
>
>> or if I want to "optimize" it,
>
> I don't see how flowcharts help to optimize code.
>

Not optimize in a hardware sense (that's why I quoted it), optimize in
terms of the minimum amount of logic to get the job done. Sometimes a
flowchart can show you where some code nan be moved around to eliminate
extra branches, tests, etc.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 23 Jan 2013 16:45:18 GMT
View Forum Message <> Reply to Message

On 1/23/2013 11:13 AM, Walter Banks wrote:
>

>
> Ahem A Rivet's Shot wrote:
>
>> On Wed, 23 Jan 2013 09:44:51 -0500
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>>
>>> In <kdol89$5qi$1@dont-email.me>, on 01/23/2013
>>> at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>
>>>> Sometimes I'll flowchart a small piece of code if it's
>>>> particularly tricky,
>>>
>>> I've found that it's precisely the tricky code for which flowcharts
>>> are most useless. You have to carve the bird at the joints.
>>
>> Agreed. In fact for the trickiest piece of code I have ever written
>> I only found one tool sufficiently expressive and precise to describe the
>> solution. That was of course the code - I spent two days trying to write a
>> detailed design document/diagram/something before giving up and writing the
>> code while I still had all the detail and big picture in my head. After I
>> had written the code I was able to extract a reasonable description to use
>> as documentation for the next poor sod to see it. I'd be prepared to bet
>> that that code didn't get changed at all from the time I left it to the
>
> We use design documents that log the design decisions and detail
> implementation choices..
>
> I was in the middle of a consumer product design in Asia a few years ago
> and they had an interesting approach to software design. They started
> out by developing a large overview of the application that was broken
> down into modules . They as a team then created a application resource
> budget for each module. This include ROM and RAM requirements and
> CPU cycles or response time if that was an issue. Individuals were a
> assigned to be responsible for each module and provide current status
> during development.
>
> This did a lot for system reliability because each module was well defined
> independent of the system organization and could be independently
> swapped out. Unit testing at the module level was a big part of the testing
> process.
>

Sounds like how IBM developed OS/360.

--
Pete

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 23 Jan 2013 17:02:29 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 10:45:32 +1100
"James O. Brown" <job654@ax.com> wrote:

>
>
> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
> news:20130122203219.bb7a8043a57c9c76865db82f@eircom.net...
>> On Wed, 23 Jan 2013 07:02:38 +1100
>> "James O. Brown" <job654@ax.com> wrote:
>>> It may not be required, but is often worth doing it the better way
>>> even if the other way has been partly coded, particularly when the
>>> better way has much more future.
>>
>> That depends entirely on how much future the code has in the first
>> place.
>
> Sure, but only the most trivial code has no future.

IME the future of a piece of code is constrained by the life of the
system it's embedded in. Most of the code I've written in my life is no
longer in use and will never be used again.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 23 Jan 2013 17:05:18 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >
>>>> >> Walter Banks <walter@bytecraft.com> writes:

>>>> >>
>>>> >> > "Shmuel (Seymour J.) Metz" wrote:
>>>> >> >
>>>> >> >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >> >>  at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >> >>
>>>> >> >> >Hardware is still sold, a lot of the software developed in the
>>>> >> >> >last twenty years has been developed in the atmosphere of software
>>>> >> >> >should be *free*. There is little incentive for innovative software
>>>> >> >> >development.
>>>> >> >>
>>>> >> >> There's been plenty of free innovative mainframe software. For that
>>>> >> >> matter, there are free PC compilers and interpreters for a number of
>>>> >> >> languages, some quite innovative.
>>>> >> >
>>>> >> > The bulk of of the PC compilers are based on 30+ year old
>>>> >> > technology. In the PC world language design and implementation
>>>> >> > has been essentially stalled for several years.
>>>> >>
>>>> >> Any evidence to back up your assertion?
>>>> >>
>>>> >> I don't follow GCC all that closely, but it seems to me there are
>>>> >> new versions and release numbers and talk of forks.  Must be something
>>>> >>
>>>> >
>>>> > There are lots of new GCC releases but the fundamental design
>>>> > has not changed. The design holes that were in GCC more than
>>>> > a decade ago remain.They still don't participate in language standards
>>>> > there overall code generation has only minimally improved in the
>>>> > last 15 years. LLVM has for the most part not really changed
>>>> > the fundamental issues in GCC although as a project it is better
>>>> > managed.
>>>> >
>>>> > Harsh words maybe but there is a lot of room for the addition of
>>>> > new technology but it will require major redesign and perhaps a
>>>> > million new lines of code.
>>>>
>>>>  The wikipedia page gives a different picture.
>>>>
>>>>  It takes bucks to participate in language standards,
>>>>  besides, meetings are for losers.
>>>
>>>  Depends on whether you can run a good meeting or not.
>>
>>  A good meeting is one that doesn't happen.
>>
>>  Actually, during the Y2K boom, we had "meeting training".
>>  We got a whole bunch of rules, including one person holding a

>>  stop watch.
>>
>>  Adhering to all those rules improved a meeting, but meetings
>>  are still not my favorite thing.  Too much group think.
>>
>>>  As much as we hated standards and their committees, we wouldn't
>>>  have been able to survive or stay sane without them.
>>
>>  What's better, standards or everyone using GNUMAKE?
>
>  Honey, if there hadn't been all that work in the auld days
>  by standards committees, you would not be working in the
>  computing biz today.

Not your honey, and BS!

These days, the primary programming language I use is HLASM.
No standards committee in sight.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 23 Jan 2013 17:09:47 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

>  Dan Espen wrote:
>>  Jorgen Grahn <grahn+nntp@snipabacken.se> writes:
>>
>>>  On Tue, 2013-01-22, Gene Wirchenko wrote:
>>>>  On 20 Jan 2013 21:51:31 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>>  wrote:
>>>>
>>>> >On Sun, 2013-01-20, Christian Brunschen wrote:
>>>> >...
>>>> >>   http://folklore.org/StoryView.py?story=Do_It.txt
>>>> >...
>>>> >> It turns out he wasn't noticing the space between the 'o' and the 'I' in
>>>> >> 'Do It'; in the sans-serif system font we were using, a capital 'I'
>  looked
>>>> >> very much like a lower case 'l', so he was reading 'Do It' as 'Dolt' and
>>>> >> was therefore kind of offended.
>>>> >
>>>> >Seems to me that's not just the font's fault; you don't expect random
>>>> >words to be captitalized.  Wonder why they insisted on "Do It" rather

>>>> >than "Do it" or "do it"?
>>>>
>>>>  It was not random.  It was a title which tend to have initial
>>>>  caps on words.
>>>
>>>  I'm not sure I understand.  Are you saying the texts on GUI buttons
>>>  are to be seen as titles, like the titles of movies or songs?  I don't
>>>  seem to see that much in modern GUIs.
>>>
>>>  Uh, wait, I /do/ see it.  Both browsers I use (Opera, Firefox) Do It
>>>  That Way, in menus and buttons.  Now that I see it, it looks weird and
>>>  pompous, but I didn't notice before.
>>>
>>>  Perhaps it's because I'm swedish and a Unix users.  Both are
>>>  lower-case cultures.  Too Much Capitalization and a text looks either
>>>  like a song title by The Smiths, or like it was written in 1724.
>>
>>  Big letters, quicker recognition.
>>
>>  At least I think that's the idea.
>>
>>  At least they stopped short of ALL CAPS.
>
>  There is a use for all caps.  The reason there are two capital letters
>  is for word separation when no space is allowed.

Except the GUI buttons we're talking about use spaces between words.
I actually see it on buttons, and menus.

Never really thought about it much, but I see:

Save Page _A_s...

not

Save page _a_s...

--
Dan Espen

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 23 Jan 2013 17:12:47 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 11:13:01 -0500
Walter Banks <walter@bytecraft.com> wrote:

>
>
> Ahem A Rivet's Shot wrote:
>
>> On Wed, 23 Jan 2013 09:44:51 -0500
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>>
>>> In <kdol89$5qi$1@dont-email.me>, on 01/23/2013
>>> at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>
>>>> Sometimes I'll flowchart a small piece of code if it's
>>>> particularly tricky,
>>>
>>> I've found that it's precisely the tricky code for which flowcharts
>>> are most useless. You have to carve the bird at the joints.
>>
>> Agreed. In fact for the trickiest piece of code I have ever
>> written I only found one tool sufficiently expressive and precise to
>> describe the solution. That was of course the code - I spent two days
>> trying to write a detailed design document/diagram/something before
>> giving up and writing the code while I still had all the detail and big
>> picture in my head. After I had written the code I was able to extract
>> a reasonable description to use as documentation for the next poor sod
>> to see it. I'd be prepared to bet that that code didn't get changed at
>> all from the time I left it to the
>
> We use design documents that log the design decisions and detail
> implementation choices..

That sounds like quite a high level document. We had one of those,
but this module was internally very tricky.

> I was in the middle of a consumer product design in Asia a few years ago
> and they had an interesting approach to software design. They started
> out by developing a large overview of the application that was broken
> down into modules . They as a team then created a application resource
> budget for each module. This include ROM and RAM requirements and
> CPU cycles or response time if that was an issue. Individuals were a
> assigned to be responsible for each module and provide current status
> during development.

That's pretty much how we do large system development - fine
details vary of course - usually it's a small team per module with dev and
QA people involved and that small team is responsible for all the module
level tests too.

> This did a lot for system reliability because each module was well defined
> independent of the system organization and could be independently

> swapped out. Unit testing at the module level was a big part of the
> testing process.

Absolutely.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 23 Jan 2013 17:14:51 GMT
View Forum Message <> Reply to Message

On 23 Jan 13 08:32:33 -0800
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <20130123071108.0eb76a8c8471d12548232a73@eircom.net>,
> steveo@eircom.net (Ahem A Rivet's Shot) writes:
>
>> On 22 Jan 2013 23:15:02 GMT
>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>
>>> On Mon, 2013-01-21, Ahem A Rivet's Shot wrote:
>>>
>>>>  Actually no - the first time I saw concurrency biting bad code
>>>> there were no threads, just multiple processes and a shared memory
>>>> segment.
>>>
>>> OK, but I'd argue such applications were and are not the norm.
>>
>>  I wrote quite a lot of code that used shared memory before
>> threads became popular. Given my druthers I'd still do things that
>> way.
>
> Uh-huh. I finally bit the bullet on threads when I discovered
> that some Windoze APIs simply could _not_ be kept from blocking
> for minutes at a time.

I don't do Windoze code.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 23 Jan 2013 17:27:27 GMT
View Forum Message <> Reply to Message

On 23 Jan 13 08:23:38 -0800
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> I don't think many people realize just how many answers we work out
> on the fly, not really knowing them at the time they ask a question.
> I'm often reluctant to explain this; given their mindset it might
> destroy their faith in the infallibility they need us to have.

Somewhere about the web there's a flowchart of how people like us
solve problems for people on Windows - it's quite accurate.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 23 Jan 2013 17:45:34 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3F657940F76@ac8116b2.ipt.aol.com...
> Charles Richmond wrote:
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D3CBE8E91BEB@aca2fc49.ipt.aol.com...
>>> Charles Richmond wrote:
>>>> "Elliott Roper" <nospam@yrl.co.uk> wrote in message
>>>> news:200120132300522435%nospam@yrl.co.uk...
>>>> > In article <kdhgbp$3us$1@dont-email.me>, Charles Richmond
>>>> > <numerist@aquaporin4.com> wrote:
>>>> >
>>>> >> Now my new fear is... that *everything* I know will become
>>>> >> obsolete and useless in a pragmatic sense.
>>>> >
>>>> > That's everybody's fear. The half life of geekish knowledge is no more
>>>> > than 4 years. I can still write PDP-8 and 11 Assembler and nobody
>>>> > cares. Oh, and Teco...
>>>> >
>>>>
>>>> That's it in a nutshell, Mr. Roper!!! You (and I) can do a lot of neat
>>>> things like PDP-8 and PDP-11 Assembly language... and *no* one gives a
>>>> flying rat's ass about it anymore!!! It saddens me and it's

>>>>  emotionally
>>>>  taxing.  All those things we know how to do... those things are as
>>>>  *cool*
>>>>  as
>>>>  they ever were!!! People just can *not* appreciate them anymore.....
>>>>  :-(
>>>
>>>  But in this computing biz, what used to be will be done again.  At some
>>>  point, the underbelly of a system will be so complicated and so
>>>  dependent
>>>  on other complicated messes, that someone will come up with "new" bright
>>>  idea of a PDP-8 or PDP-11 of the original days to do a task which is
>>>  very
>>>  important but doens't need all the fancy shmancy character machine
>>>  language
>>>  support.
>>>
>>>  We may not see it; it took 2 more decades for people to "rediscover"
>>>  multi-CPUs in an SMP configuration (they're still not quite there yet)
>>>  than I thought would happen.  The software underbelly is in such a mess
>>>  that it may take a while for that to become better before the focus
>>>  reverts back to hardware improvments.
>>>
>>
>>  BAH, knowing that *someday* things may be better... after I have gone to
>>  my
>>  eternal reward... may be a little comforting.  But while I'm here, I can
>>  *not* "feel the love"!!!   :-)

>  This newsgroup will document how and why we did the things

Yes.

>  that new kids will rediscover.

Nope.

>  Perhaps they won't have to live with mistooks we made

They have to live with others instead.

>  and wish we could do over.

None of those are likely to be relevant to them, even
with OSs and absolutely certainly not with UI stuff.

>  For instance, the guy who disappeared when I asked
>  a serious question, could have documented a lot about

> what instruction classes he would have liked but didn't do.

Bet he didn’t.

> There will be CPUs or cores which will have R^nISCs to do work
> which doesn't need all that fancy schmancy character data handling.

There have been for decades now.

> A class of instructions which were always very useful
> in DEC's biz were the byte instructions. I've never
> seen you guys talk about other manufacturers'
> instruction sets which had the equivalent to ours.

And no one much bothered to implement
those in the more recent cpus, for a reason.

> Ours could handle anything and we also had
> the test and set masked bit instructions.

> Once again, hardwaer is not my expertise
> so I can't talk much about it.

But plenty of us can.

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 23 Jan 2013 17:46:40 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3F66860DFA1@ac8116b2.ipt.aol.com...
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >
>>>> >> Walter Banks <walter@bytecraft.com> writes:
>>>> >>
>>>> >> > "Shmuel (Seymour J.) Metz" wrote:
>>>> >> >
>>>> >> >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >> >> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >> >>
>>>> >> >> >Hardware is still sold, a lot of the software developed in the

>>>> >> >> >last twenty years has been developed in the atmosphere of
>>>> >> >> >software
>>>> >> >> >should be *free*. There is little incentive for innovative
>>>> >> >> >software
>>>> >> >> >development.
>>>> >> >>
>>>> >> >> There's been plenty of free innovative mainframe software. For
>>>> >> >> that
>>>> >> >> matter, there are free PC compilers and interpreters for a number
>>>> >> >> of
>>>> >> >> languages, some quite innovative.
>>>> >> >
>>>> >> > The bulk of of the PC compilers are based on 30+ year old
>>>> >> > technology. In the PC world language design and implementation
>>>> >> > has been essentially stalled for several years.
>>>> >>
>>>> >> Any evidence to back up your assertion?
>>>> >>
>>>> >> I don't follow GCC all that closely, but it seems to me there are
>>>> >> new versions and release numbers and talk of forks.  Must be
>>>> >> something
>>>> >>
>>>> >
>>>> > There are lots of new GCC releases but the fundamental design
>>>> > has not changed. The design holes that were in GCC more than
>>>> > a decade ago remain.They still don't participate in language standards
>>>> > there overall code generation has only minimally improved in the
>>>> > last 15 years. LLVM has for the most part not really changed
>>>> > the fundamental issues in GCC although as a project it is better
>>>> > managed.
>>>> >
>>>> > Harsh words maybe but there is a lot of room for the addition of
>>>> > new technology but it will require major redesign and perhaps a
>>>> > million new lines of code.
>>>>
>>>>  The wikipedia page gives a different picture.
>>>>
>>>>  It takes bucks to participate in language standards,
>>>>  besides, meetings are for losers.
>>>
>>>  Depends on whether you can run a good meeting or not.
>>
>>  A good meeting is one that doesn't happen.
>>
>>  Actually, during the Y2K boom, we had "meeting training".
>>  We got a whole bunch of rules, including one person holding a
>>  stop watch.
>>

>> Adhering to all those rules improved a meeting, but meetings
>> are still not my favorite thing. Too much group think.
>>
>>> As much as we hated standards and their committees, we wouldn't
>>> have been able to survive or stay sane without them.
>>
>> What's better, standards or everyone using GNUMAKE?
>
> Honey, if there hadn't been all that work in the auld days
> by standards committees, you would not be working in the
> computing biz today.

Bullshit. It just wouldn't be like it is today. It was never going to die
out.

>> I know what I chose.

>> If I could have, I'd have made the same choice for gcc.

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 23 Jan 2013 17:49:05 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3F69820B375@ac8116b2.ipt.aol.com...
> James O. Brown wrote:
>>
>>
>> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>> news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
>>> On Tue, 22 Jan 2013 15:47:00 +0000
>>> Ibmekon wrote:
>>>
>>>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>> <numerist@aquaporin4.com> wrote:
>>>>
>>>> >First, the pointy-haired bosses want the results "Right Now!!!" and
>>>> >force you to do a quick and dirty job to get it done quickly! Then
>>>> >they
>>>> >come back and say: "Hey, that was great!!! Give us one of those
>>>> >*every*
>>>> >week!" Now you have to go back and re-do the program to make it
>>>> >supportable. ISTM that's the genesis of your "necessary and
>>>> >sufficient"
>>>> >development cycle, sir.
>>>>
>>>> That is one scenario.

>>>>
>>>> Another I was alluding to is the scenario of coding without a
>>>> flowchart.
>>>
>>> Hmm - I haven't drawn a flowchart in decades.
>>
>> Me neither.

> <snort>

Snort all you like, its clearly that hardly any of us bother with them.

> I draw a flow chart every time I do my income taxes.

You always were one hell of a dinosaur.

We don't need them even for complex code, let alone income taxes.

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 23 Jan 2013 17:52:55 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D3F68D650E06@ac8116b2.ipt.aol.com...
> Ibmekon wrote:
>> On 21 Jan 2013 13:06:19 GMT, jmfbahciv <See.above@aol.com> wrote:
>>
>> <All gone>
>>
>>> Any software developer who needed something from the monitor would
>>> not design a system call but simply read/write what s/he needed
>>> into the running kernal. Design reviews would not have refused
>>> this flavor of implementation since it was a corporate culture
>>> thing. If there had been questions, the developer would have
>>> plenty of history to point at to get his own way. Cutler tried
>>> to establish that system call wall but nobody else in that
>>> company knew nor wanted to understand the dangers of making that
>>> wall holey. They were running PCs which were single-user, single
>>> owner and didn't need the security that multi-user systems had
>>> to have. I still see this attitude in any PC implementation
>>> even though all now have to run multi-user even if there's
>>> only one human being touching it.
>>>
>>> Think about MS' backdoors which have to be there for the update
>>> services. The progammers would not wait to go through a system
>>> call design to get into the deep dark bowels of a running system.
>>>

>>> Bottom line to your question:  unending security problems and
>>> bugs which, when fixed, beget 3 new ones.
>>>
>>>
>>> /BAH
>>
>>  That confirms my belief - good fences make good neighbours.
>
>  YBYA.
>
>
>>
>>  That if security is not built in from the ground up of a computer
>>  system - managers will not allow you to "retake the ground" later.
>>
>>  MS Windows leave the front door open - a REGEDIT program allows access
>>  to internal configuration parameters of Windows.
>
>  Several times, I've tried to get people to talk about how Multics was
>  developed, especially the details of the work involved.  This included
>  the process of developing a new thingie such a monitor call or a
>  command to a device driver.  Then there is the "ensuring everything
>  works" processes.  Over the years, the TOPS-10 group implemented
>  self-disciplinary processes so that we immediately used what we made.
>  Or the procedures of having a weekly monitor meeting which reviewed
>  all the MCOs written in the MCO book.  (monitor change order).
>  The Multics group had to have had similar experiences but (I'm
>  assuming) different solutions.  This all has do to with minute
>  to minute and daily work each of us did.  None of this ever gets
>  documented becuase it's a daily living habit.  Each OS developer
>  had his/her little habits which affected how an OS worked and what
>  actually got shipped to customers.

Trouble is that there never were enough of those involved in that
stuff in the more obscure areas like Multics for it to be at all likely
that one of those will ever show up here given how usenet has
died in the arse so comprehensively recently. Just basic statistics.

And how its done with something like Linux is completely different anyway.

---

Subject: Re: New HD
Posted by James O. Brown on Wed, 23 Jan 2013 17:58:37 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130123170229.8f96f4363a9781e7d468e8ed@eircom.net...
>  On Wed, 23 Jan 2013 10:45:32 +1100

> "James O. Brown" <job654@ax.com> wrote:
>
>>
>>
>> "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>> news:20130122203219.bb7a8043a57c9c76865db82f@eircom.net...
>>> On Wed, 23 Jan 2013 07:02:38 +1100
>>> "James O. Brown" <job654@ax.com> wrote:
>>>> It may not be required, but is often worth doing it the better way
>>>> even if the other way has been partly coded, particularly when the
>>>> better way has much more future.
>>>
>>> That depends entirely on how much future the code has in the first
>>> place.
>>
>> Sure, but only the most trivial code has no future.

> IME the future of a piece of code is constrained
> by the life of the system it's embedded in.

But its difficult to predict what that life will be with plenty of systems.

> Most of the code I've written in my life is no
> longer in use and will never be used again.

Sure, but that doesn't say anything useful about how
long it had to be maintained for before that happened.

---

Subject: Re: New HD
Posted by Bill Findlay on Wed, 23 Jan 2013 18:13:38 GMT
View Forum Message <> Reply to Message

On 23/01/2013 12:41, in article kdolns$9k0$1@dont-email.me, "Peter Flass"
<Peter_Flass@Yahoo.com> wrote:

> OS/360 had "threads," in the form of "tasks," almost from the beginning
(196x).

Where x > 4.

The Ferranti Orion's Management Program (OMP, its OS and predecessor of the
GEORGE systems for the ICL 1900), supported multithreaded applications as
well as multiprogramming of independent applications, ca. 1961. Threads
were called 'program branches'.

See:
<http://ferranti-orion.co.uk/pages/section10/10-1.htm>

Note the provision /in the instruction set/ for co-ordination of access to
shared data areas.

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by jgk on Wed, 23 Jan 2013 20:26:04 GMT
View Forum Message <> Reply to Message

In article <kdm9kd$mg5$2@dont-email.me>,
Charles Richmond <numerist@aquaporin4.com> wrote:
> But these programmers only wanted to know enough to get their present
> function done... any extra information was unappreciated.

You know what they say, give a man a fish, and he'll be back the next
day asking for another fish.

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 23 Jan 2013 21:08:18 GMT
View Forum Message <> Reply to Message

"Joe keane" <jgk@panix.com> wrote in message
news:kdph0s$mda$1@reader1.panix.com...
>  In article <kdm9kd$mg5$2@dont-email.me>,
>  Charles Richmond <numerist@aquaporin4.com> wrote:
>> But these programmers only wanted to know enough to get their present
>> function done... any extra information was unappreciated.
>
>  You know what they say, give a man a fish, and he'll be back the next
>  day asking for another fish.

Trouble is that it isnt possible to teach most of those how to fish.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 23 Jan 2013 21:26:29 GMT
View Forum Message <> Reply to Message

In article <kdph0s$mda$1@reader1.panix.com>, jgk@panix.com (Joe keane)
writes:

> In article <kdm9kd$mg5$2@dont-email.me>,
> Charles Richmond <numerist@aquaporin4.com> wrote:
>
>> But these programmers only wanted to know enough to get their
>> present function done... any extra information was unappreciated.
>
> You know what they say, give a man a fish, and he'll be back the next
> day asking for another fish.

On the other hand, if you teach him to fish he'll spend all day
sitting in a boat drinking beer.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 23 Jan 2013 21:51:55 GMT
View Forum Message <> Reply to Message

In <kdp3vh$a12$1@dont-email.me>, on 01/23/2013
at 11:43 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> Not optimize in a hardware sense (that's why I quoted it), optimize
> in terms of the minimum amount of logic to get the job done.
> Sometimes a flowchart can show you where some code nan be moved
> around to eliminate extra branches, tests, etc.

And sometimes a flowchart simply obscures the logic.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 23 Jan 2013 21:53:16 GMT
View Forum Message <> Reply to Message

In <kdp422$a12$2@dont-email.me>, on 01/23/2013

at 11:45 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> Sounds like how IBM developed OS/360.

Not from what I've seen in the code, and not from what George Mealy
wrote about it.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 23 Jan 2013 22:01:29 GMT
View Forum Message <> Reply to Message

In <PM0004D3F639D1F8BC@ac8116b2.ipt.aol.com>, on 01/23/2013
at 04:16 PM, jmfbahciv <See.above@aol.com> said:

> One of the reasons I was a "bad" programmer was because I thought
> through everything, wrote the specs, then wrote the code. By the
> time I was writing code, the code was essentially writing itself.
> In a production line environment like ours, this process took too
> long.

ObPreachingToTheChoire What sort of delays were incurred when you
skipped the careful design documentation and then had to redo the code
because you guessed wrong? There's never time to do it right but
there's always time to do it over.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 23 Jan 2013 22:02:42 GMT
View Forum Message <> Reply to Message

In <PM0004D3F703D1DA95@ac8116b2.ipt.aol.com>, on 01/23/2013
at 04:16 PM, jmfbahciv <See.above@aol.com> said:

> Shmuel (Seymour J.) Metz wrote:
>> In <20oof8l7fdoaod97758143cr2j7mktqgig@4ax.com>, on 01/20/2013
>> at 09:24 PM, Nick Spalding <spalding@iol.ie> said:
>>
>>> I came into the programming business via the hardware one. It has
>>> always mystified me how people can write programs without at least
>>> a basic idea of how the machine works.
>>
>> How do you learn to program a line of compatible computers where each
>> model has a different implementation? Your way is fine for one-off
>> designs in the 1950's, but breaks down for processor families.
>>
> SAme way you do when a new language standard is approved.

Which involves reading the language definition, not understanding a
specific compiler for it.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by scott on Wed, 23 Jan 2013 22:12:23 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Scott Lurndal wrote:
>> Dan Espen <despen@verizon.net> writes:
>>
>>>
>>> A good meeting is one that doesn't happen.
>>>
>>> Actually, during the Y2K boom, we had "meeting training".
>>> We got a whole bunch of rules, including one person holding a
>>> stop watch.
>>
>> During the late 80's, our meeting training was compliments of
>> John Cleese's _Meetings, Bloody Meetings_.
>>
>>

>>
>> I spent most of the 90's as an organizational representative on
>> the X/Open base standards committee, and contributed to the
>> Unix International standards as well. We were very careful to avoid
>> invention in X/Open - to be included in the standard an existence proof must
>> already have been in existence, preferably by multiple vendors. It was
>> when the behavior of a given feature varied amongst vendors that things
>> got tricky.
>>
>> UI on the other hand, was all about invention (e.g. the DWARF standard came
>> from UI, along with the Large File (> 2GB) support extensions.
>>
>> The only standards that would have been interesting to DEC in the BAH years
> would
>> have been the ANSI language standards and character set standards, I
> suspect.
>
> There was also ASCII and FORTRAN and COBOL and all the comm shite

ASCII comes from ANSI
COBOL from CODASYL (whom I meant to mention explictly - I bundled
COBOL and Fortran into the ANSI bundle).

> and our internal standards, e.g., full file specifications, documentation,
> and hardware and FS had their own, too.

Every computer system manufacturer had internal standards, which
by definition aren't standards per-se, but rather OEM documentation.

> Oh, and EBCDIC and the entities
> which we invented but got adopted by the industry and

BCD -> EBCDIC. Neither of which were standards in the currently
accepted sense, but rather de-facto standards by virtue of widespread
(albeit incompatible) usage. The EBCDIC burroughs used was slightly
different than the IBM EBCDIC, for example.

scott

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Wed, 23 Jan 2013 22:23:59 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:
> ASCII comes from ANSI

story 360 was going to be ascii

http://www.bobbemer.com/P-BIT.HTM

except for ... from above:

The culprit was T. Vincent Learson. The only thing for his defense is
that he had no idea of what he had done. It was when he was an IBM Vice
President, prior to tenure as Chairman of the Board, those lofty
positions where you believe that, if you order it done, it actually will
be done. I've mentioned this fiasco elsewhere.

.... snip ...

by the "father of ascii"
http://www.bobbemer.com/FATHEROF.HTM
ascii papers
ttp://www.bobbemer.com/PUBS-ASC.HTM

other recent references to learson (and fighting bureaucracy)
http://www.garlic.com/~lynn/2013.html#11 How do we fight bureaucracy and bureaucrats in IBM?
http://www.garlic.com/~lynn/2013.html#12 How do we fight bureaucracy and bureaucrats in IBM?
http://www.garlic.com/~lynn/2013.html#18 How do we fight bureaucracy and bureaucrats in IBM?

past posts mentioning "father of ascii"
http://www.garlic.com/~lynn/2009k.html#26 A Complete History Of Mainframe Computing
http://www.garlic.com/~lynn/2009k.html#27 Origins of EBCDIC
http://www.garlic.com/~lynn/2009k.html#39 Mainframe Utility for EBCDIC to ASCII conversion
http://www.garlic.com/~lynn/2009k.html#41 Disksize history question
http://www.garlic.com/~lynn/2009s.html#63 CAPS Fantasia
http://www.garlic.com/~lynn/2010b.html#4 Happy DEC-10 Day
http://www.garlic.com/~lynn/2010q.html#65 They've changed the keyboard layout _again_
http://www.garlic.com/~lynn/2011.html#9 Typewriter vs. Computer
http://www.garlic.com/~lynn/2011j.html#67 Wondering if I am really eligible for this group
http://www.garlic.com/~lynn/2011k.html#6 50th anniversary of BASIC, COBOL?
http://www.garlic.com/~lynn/2011k.html#45 HP getting out of computer biz
http://www.garlic.com/~lynn/2011l.html#23 computer bootlaces
http://www.garlic.com/~lynn/2011n.html#5 Any candidates for best acronyms?
http://www.garlic.com/~lynn/2011n.html#45 CRLF in Unix being translated on Mainframe to x'25'
http://www.garlic.com/~lynn/2011n.html#55 "Geek" t-shirts
http://www.garlic.com/~lynn/2012.html#100 The PC industry is heading for collapse
http://www.garlic.com/~lynn/2012e.html#52 M68k add to memory is not a mistake any more
http://www.garlic.com/~lynn/2012e.html#55 Just for a laugh... How to spot an old IBMer
http://www.garlic.com/~lynn/2012k.html#73 END OF FILE
http://www.garlic.com/~lynn/2012l.html#36 PDP-10 system calls, was 1132 printer history
http://www.garlic.com/~lynn/2012l.html#84 72 column cards
http://www.garlic.com/~lynn/2012m.html#52 8-bit bytes and byte-addressed machines
http://www.garlic.com/~lynn/2012o.html#56 Reduced Symbol Set Computing

--

virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Jorgen Grahn on Wed, 23 Jan 2013 22:38:07 GMT
View Forum Message <> Reply to Message

On Wed, 2013-01-23, jmfbahciv wrote:
....
> One of the reasons I was a "bad" programmer was because I thought through
> everything, wrote the specs, then wrote the code. By the time I was
> writing code, the code was essentially writing itself.

That's not a goal in itself (unless terminal time is a limited
resource). But I assume you were also more likely to get it right
that way.

> In a production
> line environment like ours, this process took too long.

So far, I've never been under so much time pressure that I couldn't
either (a) make it right or (b) at least isolate and document the weak
areas.

I've never been impressed by "yes this code is not quite under
control, but we were in such a hurry" arguments. A lot of the
shortcuts people take start hurting immediately -- don't name a
function properly, and five minutes later you'll forget what it does
and use it incorrectly.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Jorgen Grahn on Wed, 23 Jan 2013 22:48:43 GMT
View Forum Message <> Reply to Message

On Mon, 2013-01-21, Alfred Falk wrote:
....
> The central emergency number was introduced to North America in 1959 in
> Winnipeg, following the British model as 999. It was always my
> understanding that 911 won out because it was faster on rotary dials.

But not too likely to be dialled by accident or by a child just
interested in the funny rotating thing.

Sweden used to use 90000 -- one long rotation and four short.
Perhaps it's still supported; noone wants people to die because they
panicked and fell back to the emergency number they learned as kids.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Andrew Swallow on Thu, 24 Jan 2013 00:34:04 GMT
View Forum Message <> Reply to Message

On 23/01/2013 22:48, Jorgen Grahn wrote:
> On Mon, 2013-01-21, Alfred Falk wrote:
> ...
>> The central emergency number was introduced to North America in 1959 in
>> Winnipeg, following the British model as 999. It was always my
>> understanding that 911 won out because it was faster on rotary dials.
>
> But not too likely to be dialled by accident or by a child just
> interested in the funny rotating thing.
>
> Sweden used to use 90000 -- one long rotation and four short.
> Perhaps it's still supported; noone wants people to die because they
> panicked and fell back to the emergency number they learned as kids.
>
> /Jorgen
>

That would not have worked in Britain because 0 followed 9 on rotary
dials. It was also sent as 10 clicks.

Andrew Swallow

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 24 Jan 2013 00:50:03 GMT
View Forum Message <> Reply to Message

In article <20130123172727.4a3f1eea5649acd7b4132718@eircom.net>,
Ahem A Rivet's Shot <steveo@eircom.net> wrote:

> On 23 Jan 13 08:23:38 -0800
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> I don't think many people realize just how many answers we work out
>> on the fly, not really knowing them at the time they ask a question.
>> I'm often reluctant to explain this; given their mindset it might
>> destroy their faith in the infallibility they need us to have.
>
> Somewhere about the web there's a flowchart of how people like us
> solve problems for people on Windows - it's quite accurate.

If it's from XKCD it applies to Macintosh too.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 24 Jan 2013 00:51:21 GMT
View Forum Message <> Reply to Message

In article <bfZLs.213886$Ci3.209499@fed15.iad>,
scott@slp53.sl.home (Scott Lurndal) wrote:

> BCD -> EBCDIC. Neither of which were standards in the currently
> accepted sense, but rather de-facto standards by virtue of widespread
> (albeit incompatible) usage. The EBCDIC burroughs used was slightly
> different than the IBM EBCDIC, for example.
>
> scott

IBM EBCDIC was incompatible with itself, different for different
industries and countries.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by swatto on Thu, 24 Jan 2013 04:57:34 GMT
View Forum Message <> Reply to Message

On 23 Jan 2013 16:16:40 GMT, jmfbahciv <See.above@aol.com> wrote:

> This newsgroup will document how and why we did the things that new
> kids will rediscover.

Yeah, well... I doubt it. If it is just some rhetorical decor to the other things you've said, then I get your angle.

I have a 19th century book on torpedo technology. But nobody seems to want to be rediscovering that.

But yeah, it'll be there. Just like the old Apple and IBM electronic magazines. Looking at them now, they have some nostalgic amusement, but there's nothing really there that would interest any kid today.

Canbear

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Thu, 24 Jan 2013 06:02:53 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 19:50:03 -0500
Walter Bushell <proto@panix.com> wrote:

> In article <20130123172727.4a3f1eea5649acd7b4132718@eircom.net>,
> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>
>> On 23 Jan 13 08:23:38 -0800
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> I don't think many people realize just how many answers we work out
>>> on the fly, not really knowing them at the time they ask a question.
>>> I'm often reluctant to explain this; given their mindset it might
>>> destroy their faith in the infallibility they need us to have.
>>
>> Somewhere about the web there's a flowchart of how people like
>> us solve problems for people on Windows - it's quite accurate.
>
> If it's from XKCD it applies to Macintosh too.

That sounds likely - and yes it would apply to any WIMP interface.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD

Posted by Gene Wirchenko on Thu, 24 Jan 2013 07:08:12 GMT
View Forum Message <> Reply to Message

On Wed, 23 Jan 2013 07:25:14 -0600, Andy Leighton
<andyl@azaal.plus.com> wrote:

> On Wed, 23 Jan 2013 07:44:59 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
>> On 1/22/2013 7:01 PM, Gene Wirchenko wrote:

[snip]

>>> I had an app where I needed an indexed order and the physical
>>> record order. I ended up creating an index on recno()!

>> A. Good idea.
>> B. How did you know that this corresponded to the physical record order?
>> What happened if you added?
>
> I presume this was a DBF file - recno() was the physical record number.

Yes, it was.

> All new records were added after the last record. It has been a long
> time since I've had to pull any of that info out of my head. I started
> work as a programming using Clipper - a dBase compiler which got extended
> into a capable language - and which was a competitor of FoxBase/FoxPro.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by cb on Thu, 24 Jan 2013 08:03:20 GMT
View Forum Message <> Reply to Message

In article <H8WdnaUFJ4fwHJ3MnZ2dnUVZ7qCdnZ2d@bt.com>,
Andrew Swallow <am.swallow@btinternet.com> wrote:
> On 23/01/2013 22:48, Jorgen Grahn wrote:
>>
>> Sweden used to use 90000 -- one long rotation and four short.
>> Perhaps it's still supported; noone wants people to die because they
>> panicked and fell back to the emergency number they learned as kids.
>>
>> /Jorgen
>>
>
> That would not have worked in Britain because 0 followed 9 on rotary

> dials.  It was also sent as 10 clicks.

In Sweden, digit 'x' was sent as 'x+1' clicks: '0' as 1 click, '4 as ' as
5 clicks, '9' as 10 clicks. Hence, '90000' was 10, 1, 1, 1, 1 clicks.

These days Sweden, like the rest of the EU, use '112'. Germany, when I
lived there, actually used 112 for fire/medical emergencies and 110 for
police.

> Andrew Swallow

// Christian

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 24 Jan 2013 14:02:36 GMT
View Forum Message <> Reply to Message

In <bfZLs.213886$Ci3.209499@fed15.iad>, on 01/23/2013
  at 10:12 PM, scott@slp53.sl.home (Scott Lurndal) said:

>  ASCII comes from ANSI

Which had trouble standardizing its own name.

> The EBCDIC burroughs used was slightly
> different than the IBM EBCDIC, for example.

The EBCDIC that IBM used was slightly different than the IBM EBCDIC
)-:

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 24 Jan 2013 15:37:53 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
>  jmfbahciv <See.above@aol.com> writes:
>> Scott Lurndal wrote:

>>>  Dan Espen <despen@verizon.net> writes:
>>>
>>>>
>>>> A good meeting is one that doesn't happen.
>>>>
>>>> Actually, during the Y2K boom, we had "meeting training".
>>>> We got a whole bunch of rules, including one person holding a
>>>> stop watch.
>>>
>>>  During the late 80's, our meeting training was compliments of
>>>  John Cleese's _Meetings, Bloody Meetings_.
>>>
>>>
>>>
>>>  I spent most of the 90's as an organizational representative on
>>>  the X/Open base standards committee, and contributed to the
>>>  Unix International standards as well.  We were very careful to avoid
>>>  invention in X/Open - to be included in the standard an existence proof
must
>>>  already have been in existence, preferably by multiple vendors.  It was
>>>  when the behavior of a given feature varied amongst vendors that things
>>>  got tricky.
>>>
>>>  UI on the other hand, was all about invention (e.g. the DWARF standard
came
>>>  from UI, along with the Large File (> 2GB) support extensions.
>>>
>>>  The only standards that would have been interesting to DEC in the BAH
years
>> would
>>>  have been the ANSI language standards and character set standards, I
>> suspect.
>>
>> There was also ASCII and FORTRAN and COBOL and all the comm shite
>
>  ASCII comes from ANSI
>  COBOL from CODASYL (whom I meant to mention explictly - I bundled
>                  COBOL and Fortran into the ANSI bundle).
>
>> and our internal standards, e.g., full file specifications, documentation,
>> and hardware and FS had their own, too.
>
>  Every computer system manufacturer had internal standards, which
>  by definition aren't standards per-se, but rather OEM documentation.
>
>>  Oh, and EBCDIC and the entities
>> which we invented but got adopted by the industry and
>

> BCD -> EBCDIC. Neither of which were standards in the currently
> accepted sense, but rather de-facto standards by virtue of widespread
> (albeit incompatible) usage. The EBCDIC burroughs used was slightly
> different than the IBM EBCDIC, for example.

So what? We still had to know whatever the rest of the world was
using so we could talk to those machines or read data ouptut by them
or produce data input by them.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 24 Jan 2013 15:37:54 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Dan Espen wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Dan Espen wrote:
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> >> Dan Espen wrote:
>>>> >>
>>>> >>> Walter Banks <walter@bytecraft.com> writes:
>>>> >>>
>>>> >>> > "Shmuel (Seymour J.) Metz" wrote:
>>>> >>> >
>>>> >>> >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >>> >> at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >>> >>
>>>> >>> >> >Hardware is still sold, a lot of the software developed in the
>>>> >>> >> >last twenty years has been developed in the atmosphere of software
>>>> >>> >> >should be *free*. There is little incentive for innovative
software
>>>> >>> >> >development.
>>>> >>> >>
>>>> >>> >> There's been plenty of free innovative mainframe software. For that
>>>> >>> >> matter, there are free PC compilers and interpreters for a number
of
>>>> >>> >> languages, some quite innovative.
>>>> >>> >
>>>> >>> > The bulk of of the PC compilers are based on 30+ year old
>>>> >>> > technology. In the PC world language design and implementation
>>>> >>> > has been essentially stalled for several years.

>>>> >>>
>>>> >>> Any evidence to back up your assertion?
>>>> >>>
>>>> >>> I don't follow GCC all that closely, but it seems to me there are
>>>> >>> new versions and release numbers and talk of forks.  Must be something
>>>> >>>
>>>> >>
>>>> >> There are lots of new GCC releases but the fundamental design
>>>> >> has not changed. The design holes that were in GCC more than
>>>> >> a decade ago remain.They still don't participate in language standards
>>>> >> there overall code generation has only minimally improved in the
>>>> >> last 15 years. LLVM has for the most part not really changed
>>>> >> the fundamental issues in GCC although as a project it is better
>>>> >> managed.
>>>> >>
>>>> >> Harsh words maybe but there is a lot of room for the addition of
>>>> >> new technology but it will require major redesign and perhaps a
>>>> >> million new lines of code.
>>>> >
>>>> > The wikipedia page gives a different picture.
>>>> >
>>>> > It takes bucks to participate in language standards,
>>>> > besides, meetings are for losers.
>>>>
>>>>  Depends on whether you can run a good meeting or not.
>>>
>>>  A good meeting is one that doesn't happen.
>>>
>>>  Actually, during the Y2K boom, we had "meeting training".
>>>  We got a whole bunch of rules, including one person holding a
>>>  stop watch.
>>>
>>>  Adhering to all those rules improved a meeting, but meetings
>>>  are still not my favorite thing.  Too much group think.
>>>
>>>>  As much as we hated standards and their committees, we wouldn't
>>>>  have been able to survive or stay sane without them.
>>>
>>>  What's better, standards or everyone using GNUMAKE?
>>
>>  Honey, if there hadn't been all that work in the auld days
>>  by standards committees, you would not be working in the
>>  computing biz today.
>
>  Not your honey, and BS!
>
>  These days, the primary programming language I use is HLASM.
>  No standards committee in sight.

Someday, the biz is going to have reap the weeds it sowed.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 24 Jan 2013 15:37:55 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D3F703D1DA95@ac8116b2.ipt.aol.com>, on 01/23/2013
>  at 04:16 PM, jmfbahciv <See.above@aol.com> said:
>
>> Shmuel (Seymour J.) Metz wrote:
>>> In <20oof8l7fdoaod97758143cr2j7mktqgig@4ax.com>, on 01/20/2013
>>>  at 09:24 PM, Nick Spalding <spalding@iol.ie> said:
>>>
>>>> I came into the programming business via the hardware one. It has
>>>> always mystified me how people can write programs without at least
>>>> a basic idea of how the machine works.
>>>
>>> How do you learn to program a line of compatible computers where each
>>> model has a different implementation? Your way is fine for one-off
>>> designs in the 1950's, but breaks down for processor families.
>>>
>> SAme way you do when a new language standard is approved.
>
> Which involves reading the language definition, not understanding a
> specific compiler for it.
>
Huh? ARe talking past each other? EAch manufacturer's compiler
was different. Most had extensions to the standards. YOu scanned
each manufacturer's documentation and noted the differences, either
in your head (which I could do) or on paper. Any new aspect
is learned in this manner; at least that's how it was done in my
shop. When there is a brand new architecture, we got a two-hour
seminar. When there are slight changes to an architecture with
each new processor, we read the specs and were expected to know
it. EAch spec had a reading list of names attached the first page.
YOu read it when it came into your office, checked off your name,
and handed (or placed it on the chair) of someone who hadn't checked
it off.

That's how we worked.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 24 Jan 2013 15:37:56 GMT
View Forum Message <> Reply to Message

Jorgen Grahn wrote:
> On Wed, 2013-01-23, jmfbahciv wrote:
> ...
>> One of the reasons I was a "bad" programmer was because I thought through
>> everything, wrote the specs, then wrote the code. By the time I was
>> writing code, the code was essentially writing itself.
>
> That's not a goal in itself (unless terminal time is a limited
> resource). But I assume you were also more likely to get it right
> that way.

Both terminal and machine stand alone time was a scarce resource.

>
>> In a production
>> line environment like ours, this process took too long.
>
> So far, I've never been under so much time pressure that I couldn't
> either (a) make it right or (b) at least isolate and document the weak
> areas.
>
> I've never been impressed by "yes this code is not quite under
> control, but we were in such a hurry" arguments. A lot of the
> shortcuts people take start hurting immediately -- don't name a
> function properly, and five minutes later you'll forget what it does
> and use it incorrectly.

then you don't understand how OS development groups worked at DEC.
The goal was to get the hardware out the door. Period. There were
very few "software" projects other than lanugages and those were
supplied so we could sell hardware to the government.

DEC's OS people were smart and experienced enough to know when
and when not to take those "shortcuts".

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 24 Jan 2013 15:37:57 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:

>
>> Dan Espen wrote:
>>> Jorgen Grahn <grahn+nntp@snipabacken.se> writes:
>>>
>>>> On Tue, 2013-01-22, Gene Wirchenko wrote:
>>>> > On 20 Jan 2013 21:51:31 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>> > wrote:
>>>> >
>>>> >>On Sun, 2013-01-20, Christian Brunschen wrote:
>>>> >>...
>>>> >>> http://folklore.org/StoryView.py?story=Do_It.txt
>>>> >>...
>>>> >>> It turns out he wasn't noticing the space between the 'o' and the 'I'
in
>>>> >>> 'Do It'; in the sans-serif system font we were using, a capital 'I'
>> looked
>>>> >>> very much like a lower case 'l', so he was reading 'Do It' as 'Dolt'
and
>>>> >>> was therefore kind of offended.
>>>> >>
>>>> >>Seems to me that's not just the font's fault; you don't expect random
>>>> >>words to be captitalized. Wonder why they insisted on "Do It" rather
>>>> >>than "Do it" or "do it"?
>>>> >
>>>> > It was not random. It was a title which tend to have initial
>>>> > caps on words.
>>>>
>>>> I'm not sure I understand. Are you saying the texts on GUI buttons
>>>> are to be seen as titles, like the titles of movies or songs? I don't
>>>> seem to see that much in modern GUIs.
>>>>
>>>> Uh, wait, I /do/ see it. Both browsers I use (Opera, Firefox) Do It
>>>> That Way, in menus and buttons. Now that I see it, it looks weird and
>>>> pompous, but I didn't notice before.
>>>>
>>>> Perhaps it's because I'm swedish and a Unix users. Both are
>>>> lower-case cultures. Too Much Capitalization and a text looks either
>>>> like a song title by The Smiths, or like it was written in 1724.
>>>
>>> Big letters, quicker recognition.
>>>
>>> At least I think that's the idea.
>>>
>>> At least they stopped short of ALL CAPS.
>>
>> There is a use for all caps. The reason there are two capital letters
>> is for word separation when no space is allowed.
>

> Except the GUI buttons we're talking about use spaces between words.
> I actually see it on buttons, and menus.

I understand that. But the Capitalization habit started when space was
not a valid character to use. ShEESH.

>
> Never really thought about it much, but I see:
>
> Save Page _A_s...
>
> not
>
> Save page _a_s...
>

That's properly written. GUIs had to be "different".

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 24 Jan 2013 15:37:58 GMT
View Forum Message <> Reply to Message

Canbear wrote:
> On 23 Jan 2013 16:16:40 GMT, jmfbahciv <See.above@aol.com> wrote:
>
>> This newsgroup will document how and why we did the things that new
>> kids will rediscover.
>
> Yeah, well... I doubt it. If it is just some rhetorical decor to the
> other things you've said, then I get your angle.
>
> I have a 19th century book on torpedo technology. But nobody seems to
> want to be rediscovering that.
>
> But yeah, it'll be there. Just like the old Apple and IBM electronic
> magazines. Looking at them now, they have some nostalgic amusement,
> but there's nothing really there that would interest any kid today.

I don't make that assumption because making it is how knowledge gets
lost. Think of all the things which have been thrown away because
someone made the same assumption.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 24 Jan 2013 15:37:59 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D3F639D1F8BC@ac8116b2.ipt.aol.com>, on 01/23/2013
>  at 04:16 PM, jmfbahciv <See.above@aol.com> said:
>
>> One of the reasons I was a "bad" programmer was because I thought
>> through everything, wrote the specs, then wrote the code. By the
>> time I was writing code, the code was essentially writing itself.
>> In a production line environment like ours, this process took too
>> long.
>
> ObPreachingToTheChoire What sort of delays were incurred when you
> skipped the careful design documentation and then had to redo the code
> because you guessed wrong? There's never time to do it right but
> there's always time to do it over.
>
I never guessed wrong. When I wrote that I thought through everything,
I meant it. There wasn't any guessing.

/BAH

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 24 Jan 2013 16:08:08 GMT
View Forum Message <> Reply to Message

In article <51013efc$50$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <bfZLs.213886$Ci3.209499@fed15.iad>, on 01/23/2013
> at 10:12 PM, scott@slp53.sl.home (Scott Lurndal) said:
>
>> ASCII comes from ANSI
>
> Which had trouble standardizing its own name.

ASCII stupid question, get a stupid ANSI.

>> The EBCDIC burroughs used was slightly
>> different than the IBM EBCDIC, for example.
>
> The EBCDIC that IBM used was slightly different than the IBM EBCDIC
> )-:

Sad but true. I once thought of calling Univac's variations

"UBCDIC", but it seems the rot was everywhere.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 24 Jan 2013 16:09:04 GMT
View Forum Message <> Reply to Message

In article <PM0004D40A96CCE692@ac813fb4.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

>  Someday, the biz is going to have reap the weeds it sowed.

More likely, things will continue the way they always have:
the consultants will take the money and run.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 24 Jan 2013 17:15:18 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

>  In article <PM0004D40A96CCE692@ac813fb4.ipt.aol.com>, See.above@aol.com
>  (jmfbahciv) writes:
>
>>  Someday, the biz is going to have reap the weeds it sowed.
>
>  More likely, things will continue the way they always have:

Of course.

>  the consultants will take the money and run.

Nope.

I consulted to my current employer for 18 years.
Now I'm working there for almost as long.

Yes, I took the money, no I didn't run.

--
Dan Espen

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 24 Jan 2013 17:15:57 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D40A96CCE692@ac813fb4.ipt.aol.com...
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >> Walter Banks <walter@bytecraft.com> writes:
>>>> >>
>>>> >>> Dan Espen wrote:
>>>> >>>
>>>> >>>> Walter Banks <walter@bytecraft.com> writes:
>>>> >>>>
>>>> >>>> > "Shmuel (Seymour J.) Metz" wrote:
>>>> >>>> >
>>>> >>>> >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >>>> >>  at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >>>> >>
>>>> >>>> >> >Hardware is still sold, a lot of the software developed in the
>>>> >>>> >> >last twenty years has been developed in the atmosphere of
>>>> >>>> >> >software
>>>> >>>> >> >should be *free*. There is little incentive for innovative
> software
>>>> >>>> >> >development.
>>>> >>>> >>
>>>> >>>> >> There's been plenty of free innovative mainframe software. For
>>>> >>>> >> that
>>>> >>>> >> matter, there are free PC compilers and interpreters for a
>>>> >>>> >> number
> of
>>>> >>>> >> languages, some quite innovative.
>>>> >>>> >
>>>> >>>> > The bulk of of the PC compilers are based on 30+ year old

>>>> >>>> > technology. In the PC world language design and implementation
>>>> >>>> > has been essentially stalled for several years.
>>>> >>>>
>>>> >>>> Any evidence to back up your assertion?
>>>> >>>>
>>>> >>>> I don't follow GCC all that closely, but it seems to me there are
>>>> >>>> new versions and release numbers and talk of forks.  Must be
>>>> >>>> something
>>>> >>>>
>>>> >>>
>>>> >>> There are lots of new GCC releases but the fundamental design
>>>> >>> has not changed. The design holes that were in GCC more than
>>>> >>> a decade ago remain.They still don't participate in language
>>>> >>> standards
>>>> >>> there overall code generation has only minimally improved in the
>>>> >>> last 15 years. LLVM has for the most part not really changed
>>>> >>> the fundamental issues in GCC although as a project it is better
>>>> >>> managed.
>>>> >>>
>>>> >>> Harsh words maybe but there is a lot of room for the addition of
>>>> >>> new technology but it will require major redesign and perhaps a
>>>> >>> million new lines of code.
>>>> >>
>>>> >> The wikipedia page gives a different picture.
>>>> >>
>>>> >> It takes bucks to participate in language standards,
>>>> >> besides, meetings are for losers.
>>>> >
>>>> > Depends on whether you can run a good meeting or not.
>>>>
>>>>  A good meeting is one that doesn't happen.
>>>>
>>>>  Actually, during the Y2K boom, we had "meeting training".
>>>>  We got a whole bunch of rules, including one person holding a
>>>>  stop watch.
>>>>
>>>>  Adhering to all those rules improved a meeting, but meetings
>>>>  are still not my favorite thing.  Too much group think.
>>>>
>>>> > As much as we hated standards and their committees, we wouldn't
>>>> > have been able to survive or stay sane without them.
>>>>
>>>>  What's better, standards or everyone using GNUMAKE?
>>>
>>>  Honey, if there hadn't been all that work in the auld days
>>>  by standards committees, you would not be working in the
>>>  computing biz today.
>>

>> Not your honey, and BS!
>>
>> These days, the primary programming language I use is HLASM.
>> No standards committee in sight.
>
> Someday, the biz is going to have reap the weeds it sowed.

Nope, it will just carry on fine, just like it always has on that sort of thing.

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 24 Jan 2013 17:18:02 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >> Walter Banks <walter@bytecraft.com> writes:
>>>> >>
>>>> >>> Dan Espen wrote:
>>>> >>>
>>>> >>>> Walter Banks <walter@bytecraft.com> writes:
>>>> >>>>
>>>> >>>> > "Shmuel (Seymour J.) Metz" wrote:
>>>> >>>> >
>>>> >>>> >> In <50FAA334.9214FBE8@bytecraft.com>, on 01/19/2013
>>>> >>>> >>  at 08:44 AM, Walter Banks <walter@bytecraft.com> said:
>>>> >>>> >>
>>>> >>>> >> >Hardware is still sold, a lot of the software developed in the
>>>> >>>> >> >last twenty years has been developed in the atmosphere of software
>>>> >>>> >> >should be *free*. There is little incentive for innovative
> software
>>>> >>>> >> >development.
>>>> >>>> >>
>>>> >>>> >> There's been plenty of free innovative mainframe software. For that
>>>> >>>> >> matter, there are free PC compilers and interpreters for a number
> of
>>>> >>>> >> languages, some quite innovative.
>>>> >>>> >
>>>> >>>> > The bulk of of the PC compilers are based on 30+ year old
>>>> >>>> > technology. In the PC world language design and implementation

>>>> >>>> > has been essentially stalled for several years.
>>>> >>>>
>>>> >>>> Any evidence to back up your assertion?
>>>> >>>>
>>>> >>>> I don't follow GCC all that closely, but it seems to me there are
>>>> >>>> new versions and release numbers and talk of forks.  Must be something
>>>> >>>>
>>>> >>>
>>>> >>> There are lots of new GCC releases but the fundamental design
>>>> >>> has not changed. The design holes that were in GCC more than
>>>> >>> a decade ago remain.They still don't participate in language standards
>>>> >>> there overall code generation has only minimally improved in the
>>>> >>> last 15 years. LLVM has for the most part not really changed
>>>> >>> the fundamental issues in GCC although as a project it is better
>>>> >>> managed.
>>>> >>>
>>>> >>> Harsh words maybe but there is a lot of room for the addition of
>>>> >>> new technology but it will require major redesign and perhaps a
>>>> >>> million new lines of code.
>>>> >>
>>>> >> The wikipedia page gives a different picture.
>>>> >>
>>>> >> It takes bucks to participate in language standards,
>>>> >> besides, meetings are for losers.
>>>> >
>>>> > Depends on whether you can run a good meeting or not.
>>>>
>>>>  A good meeting is one that doesn't happen.
>>>>
>>>>  Actually, during the Y2K boom, we had "meeting training".
>>>>  We got a whole bunch of rules, including one person holding a
>>>>  stop watch.
>>>>
>>>>  Adhering to all those rules improved a meeting, but meetings
>>>>  are still not my favorite thing.  Too much group think.
>>>>
>>>> > As much as we hated standards and their committees, we wouldn't
>>>> > have been able to survive or stay sane without them.
>>>>
>>>>  What's better, standards or everyone using GNUMAKE?
>>>
>>>  Honey, if there hadn't been all that work in the auld days
>>>  by standards committees, you would not be working in the
>>>  computing biz today.
>>
>>  Not your honey, and BS!
>>
>>  These days, the primary programming language I use is HLASM.

>>  No standards committee in sight.
>
>  Someday, the biz is going to have reap the weeds it sowed.

I have no idea what you are talking about.
What weeds?

Whatever delusions you have about HLASM, they're wrong.

--
Dan Espen

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 24 Jan 2013 17:19:03 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D40A70C75526@ac813fb4.ipt.aol.com...
>  Dan Espen wrote:
>>  jmfbahciv <See.above@aol.com> writes:
>>
>>>  Dan Espen wrote:
>>>>  Jorgen Grahn <grahn+nntp@snipabacken.se> writes:
>>>>
>>>> > On Tue, 2013-01-22, Gene Wirchenko wrote:
>>>> >> On 20 Jan 2013 21:51:31 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>> >> wrote:
>>>> >>
>>>> >>>On Sun, 2013-01-20, Christian Brunschen wrote:
>>>> >>>...
>>>> >>>>   http://folklore.org/StoryView.py?story=Do_It.txt
>>>> >>>...
>>>> >>>> It turns out he wasn't noticing the space between the 'o' and the
>>>> >>>> 'l'
>  in
>>>> >>>> 'Do It'; in the sans-serif system font we were using, a capital 'I'
>>>  looked
>>>> >>>> very much like a lower case 'l', so he was reading 'Do It' as
>>>> >>>> 'Dolt'
>  and
>>>> >>>> was therefore kind of offended.
>>>> >>>
>>>> >>>Seems to me that's not just the font's fault; you don't expect random
>>>> >>>words to be captitalized.  Wonder why they insisted on "Do It" rather
>>>> >>>than "Do it" or "do it"?
>>>> >>
>>>> >>      It was not random.  It was a title which tend to have initial

>>>> >> caps on words.
>>>> >
>>>> > I'm not sure I understand.  Are you saying the texts on GUI buttons
>>>> > are to be seen as titles, like the titles of movies or songs?  I don't
>>>> > seem to see that much in modern GUIs.
>>>> >
>>>> > Uh, wait, I /do/ see it.  Both browsers I use (Opera, Firefox) Do It
>>>> > That Way, in menus and buttons.  Now that I see it, it looks weird and
>>>> > pompous, but I didn't notice before.
>>>> >
>>>> > Perhaps it's because I'm swedish and a Unix users.  Both are
>>>> > lower-case cultures.  Too Much Capitalization and a text looks either
>>>> > like a song title by The Smiths, or like it was written in 1724.
>>>>
>>>>  Big letters, quicker recognition.
>>>>
>>>>  At least I think that's the idea.
>>>>
>>>>  At least they stopped short of ALL CAPS.
>>>
>>>  There is a use for all caps.  The reason there are two capital letters
>>>  is for word separation when no space is allowed.
>>
>>  Except the GUI buttons we're talking about use spaces between words.
>>  I actually see it on buttons, and menus.
>
>  I understand that.  But the Capitalization habit started when space was
>  not a valid character to use.  ShEESH.
>
>
>>
>>  Never really thought about it much, but I see:
>>
>>  Save Page _A_s...
>>
>>  not
>>
>>  Save page _a_s...
>>
>
>  That's properly written.  GUIs had to be "different".

Not at that level they didn’t.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 24 Jan 2013 17:21:50 GMT

View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D40A9C8C39D3@ac813fb4.ipt.aol.com...
> Canbear wrote:
>> On 23 Jan 2013 16:16:40 GMT, jmfbahciv <See.above@aol.com> wrote:
>>
>>> This newsgroup will document how and why we did the things that new
>>> kids will rediscover.
>>
>> Yeah, well... I doubt it. If it is just some rhetorical decor to the
>> other things you've said, then I get your angle.
>>
>> I have a 19th century book on torpedo technology. But nobody seems to
>> want to be rediscovering that.
>>
>> But yeah, it'll be there. Just like the old Apple and IBM electronic
>> magazines. Looking at them now, they have some nostalgic amusement,
>> but there's nothing really there that would interest any kid today.

> I don't make that assumption because making it is how knowledge gets lost.

Knowledge of how to do the fine detail of technology
that no one uses anymore ALWAYS gets lost.

We only have a very rough idea about how the egyptians
did their pyramids etc.

That’s MUCH less of a problem now we can document it
properly.

> Think of all the things which have been thrown away
> because someone made the same assumption.

There is no viable alternative.

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 24 Jan 2013 20:38:22 GMT
View Forum Message <> Reply to Message

On 1/24/2013 9:02 AM, Shmuel (Seymour J.) Metz wrote:
> In <bfZLs.213886$Ci3.209499@fed15.iad>, on 01/23/2013
>  at 10:12 PM, scott@slp53.sl.home (Scott Lurndal) said:
>
>> ASCII comes from ANSI
>
> Which had trouble standardizing its own name.

>
>> The EBCDIC burroughs used was slightly
>> different than the IBM EBCDIC, for example.
>
> The EBCDIC that IBM used was slightly different than the IBM EBCDIC
> )-:
>

Yup. There were lots of different BCD character sets, and IBM never succeeded in unifying them into one version of EBCDIC. Even with USAish some people needed ¶ and § (paragraph and section), some needed ¢ (cent sign), people that did text work wanted ligatures (ae), superscripts, fractions, etc. Then of course there are our right-pondian neighbors who insisted on their characters with funny squiggles over them, etc., etc. eventually someone (was it IBM) invented code pages, which carried us for a while.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 24 Jan 2013 20:42:52 GMT
View Forum Message <> Reply to Message

On 1/24/2013 12:18 PM, Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Dan Espen wrote:
>>>
>>> These days, the primary programming language I use is HLASM.
>>> No standards committee in sight.
>>
>> Someday, the biz is going to have reap the weeds it sowed.
>
> I have no idea what you are talking about.
> What weeds?
>
> Whatever delusions you have about HLASM, they're wrong.
>

HLASM is its own standard. There are a couple of non-IBM assemblers for System z, and they all claim to be HLASM compatible. If only the situation was as clear-cut for Intel.

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 24 Jan 2013 20:59:42 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 1/24/2013 12:18 PM, Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>>
>>>> These days, the primary programming language I use is HLASM.
>>>> No standards committee in sight.
>>>
>>> Someday, the biz is going to have reap the weeds it sowed.
>>
>> I have no idea what you are talking about.
>> What weeds?
>>
>> Whatever delusions you have about HLASM, they're wrong.
>>
>
> HLASM is its own standard. There are a couple of non-IBM assemblers
> for System z, and they all claim to be HLASM compatible. If only the
> situation was as clear-cut for Intel.

non-IBM Assemblers?
I'm pretty clear on the SLAC mods migrating into HLASM but never ran
into a non-IBM Assembler.

Any info?

--
Dan Espen

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 24 Jan 2013 21:25:12 GMT
View Forum Message <> Reply to Message

In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
> On Mon, 2013-01-21, Alfred Falk wrote:
> ...
>> The central emergency number was introduced to North America in 1959 in
>> Winnipeg, following the British model as 999. It was always my
>> understanding that 911 won out because it was faster on rotary dials.
>

> But not too likely to be dialled by accident or by a child just
> interested in the funny rotating thing.
>
> Sweden used to use 90000 -- one long rotation and four short.
> Perhaps it's still supported; noone wants people to die because they
> panicked and fell back to the emergency number they learned as kids.

As late as 2005 a third of distress calls in Sweden still used
90000. It will be in the switches until that figure is in the
order of a percent or so, and then there will be a recorded message.

-- mrr

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 24 Jan 2013 22:46:13 GMT
View Forum Message <> Reply to Message

In <PM0004D40A690321EE@ac813fb4.ipt.aol.com>, on 01/24/2013
at 03:37 PM, jmfbahciv <See.above@aol.com> said:

> Both terminal and machine stand alone time was a scarce resource.

But they had batch monitors by the 1950's.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 24 Jan 2013 22:48:56 GMT
View Forum Message <> Reply to Message

In <PM0004D40A5CF37887@ac813fb4.ipt.aol.com>, on 01/24/2013
at 03:37 PM, jmfbahciv <See.above@aol.com> said:

> I never guessed wrong. When I wrote that I thought through
> everything, I meant it. There wasn't any guessing.

You misinterpreted the question. Had you done it their way, without
taking the time to think it through, how much time would have been
lost in the long run?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 24 Jan 2013 22:50:55 GMT
View Forum Message <> Reply to Message

In <PM0004D40A8459E277@ac813fb4.ipt.aol.com>, on 01/24/2013
  at 03:37 PM, jmfbahciv <See.above@aol.com> said:

> Huh?  ARe talking past each other?

Clearly.

> EAch manufacturer's compiler was different.

If you wanted your code to be portable, you wrote to the standard.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 24 Jan 2013 22:54:48 GMT
View Forum Message <> Reply to Message

In <ick3r21em9.fsf@home.home>, on 01/24/2013
  at 03:59 PM, Dan Espen <despen@verizon.net> said:

> non-IBM Assemblers?

Yes. Check the archives of the IBM-MAIN listserv.

> I'm pretty clear on the SLAC mods migrating into HLASM

With an incompatibility in named USING.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Peter Flass on Fri, 25 Jan 2013 06:31:38 GMT
View Forum Message <> Reply to Message

On 1/24/2013 3:59 PM, Dan Espen wrote:
>  Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>>  On 1/24/2013 12:18 PM, Dan Espen wrote:
>>>  jmfbahciv <See.above@aol.com> writes:
>>>
>>>>  Dan Espen wrote:
>>>> >
>>>> > These days, the primary programming language I use is HLASM.
>>>> > No standards committee in sight.
>>>>
>>>>  Someday, the biz is going to have reap the weeds it sowed.
>>>
>>>  I have no idea what you are talking about.
>>>  What weeds?
>>>
>>>  Whatever delusions you have about HLASM, they're wrong.
>>>
>>
>>  HLASM is its own standard.  There are a couple of non-IBM assemblers
>>  for System z, and they all claim to be HLASM compatible.  If only the
>>  situation was as clear-cut for Intel.
>
>  non-IBM Assemblers?
>  I'm pretty clear on the SLAC mods migrating into HLASM but never ran
>  into a non-IBM Assembler.
>
>  Any info?
>

http://www.tachyonsoft.com/
http://www.dignus.com/dasm/

--
Pete

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 25 Jan 2013 13:36:43 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D40A690321EE@ac813fb4.ipt.aol.com>, on 01/24/2013
>  at 03:37 PM, jmfbahciv <See.above@aol.com> said:
>
>> Both terminal and machine stand alone time was a scarce resource.
>
> But they had batch monitors by the 1950's.
>
Huh? I wish you wouldn't cut the preveious stuff out. I don't think
I've been talking about batch.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 25 Jan 2013 13:36:44 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004D40A96CCE692@ac813fb4.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Someday, the biz is going to have reap the weeds it sowed.
>
> More likely, things will continue the way they always have:
> the consultants will take the money and run.
>
Nah, someone will fed up and start to clear out an area. The last
one I can think of was Linus' work which evolved into Linux.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 25 Jan 2013 13:36:46 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D40A8459E277@ac813fb4.ipt.aol.com>, on 01/24/2013

>  at 03:37 PM, jmfbahciv <See.above@aol.com> said:
>
>> Huh?  ARe talking past each other?
>
>  Clearly.
>
>> EAch manufacturer's compiler was different.
>
>  If you wanted your code to be portable, you wrote to the standard.
>
Right.  DEC documented their extensions in blue text.  You still
had to find out how the machine didn't add.  But it didn't take
days nor weeks to learn this stuff.  We were expected to learn it
on our own time and within a day or two.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 25 Jan 2013 13:36:47 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
>  In <PM0004D40A5CF37887@ac813fb4.ipt.aol.com>, on 01/24/2013
>  at 03:37 PM, jmfbahciv <See.above@aol.com> said:
>
>> I never guessed wrong.  When I wrote that I thought through
>> everything, I  meant it.  There wasn't any guessing.
>
>  You misinterpreted the question.

Ah, OK.  sorry about that.

>  Had you done it their way, without
>  taking the time to think it through, how much time would have been
>  lost in the long run?
>
With the USAGE project, it would have never been shipped.  With packaging,
I suppose the tapes would have remained in the same mess with double
or triple the number of tapes which would ship for a new system.
So I'd say a lot of time would be lost both in-house and lots of
customers' time.  Shipping software probably benefited company-wide
because I demonstrated that an engineer should do the planning and
design of packaging.  I was the first one to write a packaging spec
for each monitor release.  That traveled first to TOPS-20 and then
got carried over to VMS.

/BAH

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 15:16:32 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1624.806T1948T5035113@kltpzyxm.invalid...
> In article <kdn1er$mak$6@dont-email.me>, Peter_Flass@Yahoo.com
> (Peter Flass) writes:
>
> [snip...] [snip...]
> [snip...]
>
>> Either that or she complains I don't show her how to do something,
>> only sit down at the keyboard and type stuff, when I try to explain
>> that I'm trying to figure it out myself.
>
> I don't think many people realize just how many answers we work out
> on the fly, not really knowing them at the time they ask a question.
> I'm often reluctant to explain this; given their mindset it might
> destroy their faith in the infallibility they need us to have.
>

Yes, Charlie...it's akin to telling an innocent that "there is *no* Santa
Claus". Still, this process relieves the "innocents" from having actually
to do the work of figuring it out for themselves. They leave that work for
you, me, and others to do... All they have to admit is "I'm *not* good with
computers".

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 15:19:45 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
> On Tue, 22 Jan 2013 15:47:00 +0000
> Ibmekon wrote:
>
>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>> <numerist@aquaporin4.com> wrote:
>>
>>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>> force you to do a quick and dirty job to get it done quickly! Then they
>>> come back and say: "Hey, that was great!!! Give us one of those *every*

>>> week!"  Now you have to go back and re-do the program to make it
>>> supportable.  ISTM that's the genesis of your "necessary and sufficient"
>>> development cycle, sir.
>>
>>  That is one scenario.
>>
>>  Another I was alluding to is the scenario of coding without a
>>  flowchart.
>
>  Hmm - I haven't drawn a flowchart in decades.
>
>>  After going down a few dark alleys, you see the light of a solution
>>  and go for it.
>
>  I don't start coding until I know how the solution is going to
>  work. If I really don't know then I write isolated experimental code and
>  then write the real thing. The experimental code never gets into version
>  control.
>

Every program should be written *twice* ... one that works, and one to throw
away.  Of course, the throw away one is the first, usually...

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 15:33:36 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kdn1j1$mak$7@dont-email.me...
>  On 1/22/2013 3:32 PM, Ahem A Rivet's Shot wrote:
>>  On Wed, 23 Jan 2013 07:02:38 +1100
>>  "James O. Brown" <job654@ax.com> wrote:
>>
>>>  "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>>  news:20130122180918.d0069377362deb40089106f4@eircom.net...
>>>>  On Wed, 23 Jan 2013 04:48:07 +1100
>>>>  "James O. Brown" <job654@ax.com> wrote:
>>>>
>>>> > "Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
>>>> > news:20130122164631.bc00565c3401ede1520e1533@eircom.net...
>>>> >> On Tue, 22 Jan 2013 15:47:00 +0000
>>>> >> Ibmekon wrote:
>>>> >>

>>>> >>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>>>> >>> <numerist@aquaporin4.com> wrote:
>>>> >>>
>>>> >>>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>>> >>>> force you to do a quick and dirty job to get it done quickly!  Then
>>>> >>>> they come back and say:  "Hey, that was great!!! Give us one of
>>>> >>>> those *every* week!"  Now you have to go back and re-do the
>>>> >>>> program to make it supportable.  ISTM that's the genesis of your
>>>> >>>> "necessary and sufficient" development cycle, sir.
>>>> >>>
>>>> >>> That is one scenario.
>>>> >>>
>>>> >>> Another I was alluding to is the scenario of coding without a
>>>> >>> flowchart.
>>>> >>
>>>> >> Hmm - I haven't drawn a flowchart in decades.
>>>> >
>>>> > Me neither.
>>>> >
>>>> >>> After going down a few dark alleys, you see the light of a solution
>>>> >>> and go for it.
>>>> >>
>>>> >> I don't start coding until I know how the solution is going to work.
>>>> >
>>>> > Knowing its going to work isnt the same thing as the best way to do it
>>>> > tho.
>>>>
>>>>  Very true, although usually the best way isn't required only a way
>>>>  that's good enough.
>>>
>>>  It may not be required, but is often worth doing it the better way
>>>  even if the other way has been partly coded, particularly when the
>>>  better way has much more future.
>>
>>  That depends entirely on how much future the code has in the first
>>  place.
>>
>
>  The definition of a "one shot" is a program that's going to be run only
>  once  - a week (or month).
>

Yes, but think of it this way, Pete.  If the program is going to "prey on your mind"... if you can't get it out of your head until you go back and code the efficient version... it may *save* you a lot of time and energy to take the route of re-coding the program in the best way.  The program *may* *not* be more useful... but the programmer can get on with his/her life unencumbered.

(Programmers can often be obcessive compusive... like the guy walking down the street who has to touch *every* parking meter. If he misses one, his mind will give him *no* peace. As supposedly Charles Steinmetz once said: "No matter what your job is, or how much you are being paid, you are always working for yourself."  *You* are the one that has to be pleased with what you do.  Otherwise, you have trouble "living with yourself".)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 25 Jan 2013 15:37:54 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

>  On 1/24/2013 3:59 PM, Dan Espen wrote:
>>  Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>>  On 1/24/2013 12:18 PM, Dan Espen wrote:
>>>>  jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >>
>>>> >> These days, the primary programming language I use is HLASM.
>>>> >> No standards committee in sight.
>>>> >
>>>> > Someday, the biz is going to have reap the weeds it sowed.
>>>>
>>>>  I have no idea what you are talking about.
>>>>  What weeds?
>>>>
>>>>  Whatever delusions you have about HLASM, they're wrong.
>>>>
>>>
>>>  HLASM is its own standard.  There are a couple of non-IBM assemblers
>>>  for System z, and they all claim to be HLASM compatible.  If only the
>>>  situation was as clear-cut for Intel.
>>
>>  non-IBM Assemblers?
>>  I'm pretty clear on the SLAC mods migrating into HLASM but never ran
>>  into a non-IBM Assembler.
>>
>>  Any info?
>

> http://www.tachyonsoft.com/
> http://www.dignus.com/dasm/

I tried the Dignus web based assembler.
It even understands AINSERT.

That's pretty cool.

Thanks.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 15:38:15 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130122221551.3dcc4454399b61e9bf48de07@eircom.net...
> On Tue, 22 Jan 2013 16:50:49 -0500
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> The definition of a "one shot" is a program that's going to be run only
>> once - a week (or month).
>
> I was thinking more in terms of a program being used for no more
> than a few years, something which is not uncommon. I've known a good many
> pieces of code from their design to final deletion.
>

Only one caveat... if you write "throw away" software... be *sure* that you
do throw it away!!! A 100 line program that you leave laying around...
invariably someone is going to pick it up and think it useful for what
*they* are trying to do. Then *you* get stuck!!! The new person will give
you the "third degree", trying to pry any vestige of knowledge you *might*
still possess about how the program was coded. You will be stuck with
supporting the program to the extent that somehow now *you* have become the
ultimate authority on this. :-(

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 15:52:23 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1685.805T2635T5586044@kltpzyxm.invalid...
> In article <o9ctf8tpd0bkvtu82hbp1289ev9o5nkem0@4ax.com>, Ibmekon
> (Ibmekon) writes:
>
>> On Tue, 22 Jan 2013 08:55:04 -0600, "Charles Richmond"
>> <numerist@aquaporin4.com> wrote:
>>
>>> First, the pointy-haired bosses want the results "Right Now!!!" and
>>> force you to do a quick and dirty job to get it done quickly! Then
>>> they come back and say: "Hey, that was great!!! Give us one of those
>>> *every* week!" Now you have to go back and re-do the program to make
>>> it supportable. ISTM that's the genesis of your "necessary and
>>> sufficient" development cycle, sir.
>
> That's why I learned to do it right the first time. It's actually
> quicker in the long run (although I sometimes had to go underground
> to do it).
>

The problem is: you have to hold off the bosses pressuring you with one hand, while your other hand is typing in the correct code. Somehow, you have to make the bosses believe that it takes you the longer time just to get code that works... when in reality you are using that time to create the "do it right the first time" code.

I saw a bumper sticker on a truck once: "Micky Mouse doesn't work here. We do it once; we do it right."

>> That is one scenario.
>>
>> Another I was alluding to is the scenario of coding without a
>> flowchart.
>
> Or having the specs change halfway through.
>

Or having the specs be... however the pointy-haired boss thinks the program ought to work this week. This type of boss always has some suggestion for additions... just add this one small thing to the program. *Never* mind that you are hammering away, trying to get all the original functionality into the program the right way.

>> After going down a few dark alleys, you see the light of a solution
>> and go for it.

>> Having achieved the goal, you retrace your steps and tidy up the
>> route.
>
> BTDT. I also do cleanup passes occasionally after ongoing
> maintenance starts making things crufty.
>

If I was working on adding or fixing feature B, and find something else
badly coded... I just go ahead and fix that too. And of course, I keep my
mouth shut about it. Let it be "charged off" to feature B, and the program
will run the better for it anyway.

>> Sort of like building a tower of playing cards, then removing some.
>> That way you can achieve a structure you could not have built from
>> scratch.
>
> "Perfection is achieved, not when there is nothing more to add,
> but when there is nothing left to take away."
> -- Antoine de Saint-Exupery
>

"I have made this letter longer than usual because I lack the time to make
it short." -- Blaise Pascal

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:01:47 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1083.805T2341T5625390@kltpzyxm.invalid...
> In article <kdmab5$rai$2@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "Gene Wirchenko" <genew@telus.net> wrote in message
>> news:gv8sf85viiooij5afflu0nr6hgl8habpe9@4ax.com...
>>
>>> On Sat, 19 Jan 2013 09:45:42 GMT, Bob Martin <bob.martin@excite.com>
>>> wrote:
>>>
>>> [snip]
>>>
>>>> The faster the CPUs, the cheaper the RAM gets, the sloppier the
>>>> programmers.

>>>>  Making a program fit in 4KB really concentrated the mind!
>>>
>>>  No, it is being economical with one's time.  Why spend lots of
>>>  effort on something that does not need it?
>>
>>  It's a craftsmanship and pride in work issue, Gene.  Many artists
>>  continue to work on their paintings and programs... after others
>>  might consider them finished.
>
>  An elegant design not only works better, but is often more compact
>  than quick-and-dirty bloatware.
>

Which reminds me... I heard that in Japan 30 or so years ago, programmers
were expected to produce 100 lines of debugged code per day.  So programmers
were *encouraged* in this way to write more statements than necessary.  You
can always do in *five* lines of code, what you would be able to do in *one*
line of code... if you try hard enough.

"An engineer can do for a nickel what any damn fool can do for a dollar." --
Henry Ford

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:04:23 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
news:CD24C61B.24E6C%yaldnif.w@blueyonder.co.uk...
>  On 22/01/2013 21:22, in article kdmvv8$mak$1@dont-email.me, "Peter Flass"
>  <Peter_Flass@Yahoo.com> wrote:
>
>>  The question is not "could they?" since MacOS has been tweaked to run on
>>  non-Apple hardware.  The questions is "would they?" since the Mac
>>  hardware is very profitable.  I don't know about the running windoze
>>  part - I assume it's possible (Wine, does it run on Mac?)
>
>  No need for Wine.
>
>  Apple support running Windows natively on Macs, and it is also possible to
>  run Windows under OS X in a virtual machine.
>

You could also take a small 5-pound sledge hammer and smash your other hand

with it.  But *why* would you want to inflict that kind of damage and pain
on yourself willingly???  :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:04:23 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
news:CD24C61B.24E6C%yaldnif.w@blueyonder.co.uk...
>  On 22/01/2013 21:22, in article kdmvv8$mak$1@dont-email.me, "Peter Flass"
>  <Peter_Flass@Yahoo.com> wrote:
>
>>  The question is not "could they?" since MacOS has been tweaked to run on
>>  non-Apple hardware.  The questions is "would they?" since the Mac
>>  hardware is very profitable.  I don't know about the running windoze
>>  part - I assume it's possible (Wine, does it run on Mac?)
>
>  No need for Wine.
>
>  Apple support running Windows natively on Macs, and it is also possible to
>  run Windows under OS X in a virtual machine.
>

You could also take a small 5-pound sledge hammer and smash your other hand
with it.  But *why* would you want to inflict that kind of damage and pain
on yourself willingly???  :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:07:58 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kdn0bd$mak$2@dont-email.me...
>  On 1/22/2013 5:55 AM, greymaus wrote:
>>  On 2013-01-22, James O. Brown <job654@ax.com> wrote:
>>>
>>>

>>>
>>>>  Yes, all you have to worry about is whether that someone
>>>>  else will let you have it back in a format you can read
>>>
>>>  Don’t have to worry about that if you have enough of a clue to keep a
>>>  copy.
>>>
>>>>  - or if you have to pay ransom to get it
>>>
>>>  Don’t have to worry about that if you have enough of a clue to keep a
>>>  copy.
>>>
>>>>  - or if it is to be withheld in the name of National Security [tm US
>>>>  Gov].
>>>
>>>  Don’t have to worry about that if you have enough of a clue to keep a
>>>  copy.
>>>
>>>
>>
>>  Cleaning out a friends house some years ago, and found a box of
>>  photographs,
>>  nobody had a clue of who, except they were taken by someone who, in my
>>  time,
>>  had no interest in such things.
>>
>>
>
>  Major problem.  I routinely run anything I want to keep thru Photoshop and
>  add metadata to them with a description and date.  My wife's Grandparents,
>  now deceased, left us a bunch of photos with no names or dates.  I went so
>  far as to call Motor Vehicles to see if I could get registration
>  information from a 1928 license plate, but no luck.
>

NASA recenlty tested a new (but original) engine from a Saturn V rocket...
the same engine as the ones used to send Apollo 11 into earth orbit.  These
engineers wanted to see if the engine could be adapted for use on *future*
missions to the moon.  Where did NASA get the late 60's rocket engine???
They got it back from the Smithsonian!!!  Heaven forbit that NASA themselves
might retain such hardware for possible future needs.  DUH!!!

--

numerist at aquaporin4 dot com

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:10:04 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kdn0ho$mak$3@dont-email.me...
> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>> at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>
>>> Never seen it in paper form
>>
>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>> editions.
>>
>
> Good thing. The last one I got was HUGE, maybe four inches or more using
> professional-grade paper (thinner than standard Xerox paper).
>

ISTM that IBM documentation was printed on what is known as India paper.
It's the same type of paper that Bibles are printed on. Before the advent
of India paper, all Holy Bibles (old and new testaments together) had to be
printed in two *volumes*! Yes, that included the Gutenburg Bible.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:12:46 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:50ff1360$35$fuzhry+tra$mr2ice@news.patriot.net...
> In <kdm9kd$mg5$2@dont-email.me>, on 01/22/2013
> at 09:01 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> And I'm here to tell you... that telling people "more than they
>> wanted to know" is *not* appreciated in general.
>
> While some don't appreciate having to maintain code written by people
> with that attitude )-:
>

Sturgeon's revelation: 90% of everything is crap.

I am afraid that software inherited for maintenance... may exceed the 90% figure. :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:38:20 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130123154938.be983b5a22b5fbcad9f7d434@eircom.net...
> On Wed, 23 Jan 2013 09:44:51 -0500
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>
>> In <kdol89$5qi$1@dont-email.me>, on 01/23/2013
>> at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>
>>> Sometimes I'll flowchart a small piece of code if it's
>>> particularly tricky,
>>
>> I've found that it's precisely the tricky code for which flowcharts
>> are most useless. You have to carve the bird at the joints.
>
> Agreed. In fact for the trickiest piece of code I have ever written
> I only found one tool sufficiently expressive and precise to describe the
> solution. That was of course the code - I spent two days trying to write a
> detailed design document/diagram/something before giving up and writing
> the
> code while I still had all the detail and big picture in my head. After I
> had written the code I was able to extract a reasonable description to use
> as documentation for the next poor sod to see it. I'd be prepared to bet
> that that code didn't get changed at all from the time I left it to the
> time the system was decommissioned.
>

At a PPoE, we got some FORTRAN source code in an exhange agreement with
another company. One particularly tricky routine had the following comment
preceding it:

```
C
C   IT TOO KME A LONG TIME TO UNDERSTAND THIS CODE.
C   AND IT'S GOING TO TAKE YOU A LONG TIME TO UNDERSTAND IT,
C  BECAUSE I'M NOT GOING TO TELL YOU HOW IT WORKS.
C
```

Needless to say, the other company did *not* really want to be helpful to us.

For especially tricky routines, the following comment should be added:

```
            ************
            *  BEWARE  *
            ************

    All ye who enter here:
Most of the code in this module
   is twisted beyond belief!

       Tread carefully.

If you think you understand it,
          You Don't,
        So Look Again.
```

The above comment in some code I had... had an ASCII art drawing of a skull and crossbones accompanying it.  :-)

--

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:42:12 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in message news:51005b7b$45$fuzhry+tra$mr2ice@news.patriot.net...
>  In <kdp3vh$a12$1@dont-email.me>, on 01/23/2013
>    at 11:43 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> Not optimize in a hardware sense (that's why I quoted it), optimize
>> in terms of the minimum amount of logic to get the job done.
>> Sometimes a flowchart can show you where  some code nan be moved
>> around to eliminate extra branches, tests, etc.
>
>  And sometimes a flowchart simply obscures the logic.
>

"I am going to destroy the Earth, because it obscures my view of Venus."  -- Marvin the Martian on Warner Brothers cartoons

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:45:00 GMT
View Forum Message <> Reply to Message

"Joe keane" <jgk@panix.com> wrote in message
news:kdph0s$mda$1@reader1.panix.com...
> In article <kdm9kd$mg5$2@dont-email.me>,
> Charles Richmond <numerist@aquaporin4.com> wrote:
>> But these programmers only wanted to know enough to get their present
>> function done... any extra information was unappreciated.
>
> You know what they say, give a man a fish, and he'll be back the next
> day asking for another fish.

"Give a man a fish... and you feed him for a day.
Teach a man *how* to fish, and he'll be out on the boat all night drinking
beer." :-)

Joe, you made a good point. It seems to me... that what one gets for doing
good work, is more work to do. From the standpoint of having a job, perhaps
that could be a good thing. Actually, you don't get a promotion or higher
pay... just more work to do in the same amount of time.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 16:54:50 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icpq0v25d0.fsf@home.home...
> jmfbahciv <See.above@aol.com> writes:
>
>> Dan Espen wrote:
>>> Jorgen Grahn <grahn+nntp@snipabacken.se> writes:
>>>
>>>> On Tue, 2013-01-22, Gene Wirchenko wrote:
>>>> > On 20 Jan 2013 21:51:31 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se>
>>>> > wrote:
>>>> >

>>>> >>On Sun, 2013-01-20, Christian Brunschen wrote:
>>>> >>...
>>>> >>>  http://folklore.org/StoryView.py?story=Do_It.txt
>>>> >>...
>>>> >>> It turns out he wasn't noticing the space between the 'o' and the
>>>> >>> 'I' in
>>>> >>> 'Do It'; in the sans-serif system font we were using, a capital 'I'
>>  looked
>>>> >>> very much like a lower case 'l', so he was reading 'Do It' as 'Dolt'
>>>> >>> and
>>>> >>> was therefore kind of offended.
>>>> >>
>>>> >>Seems to me that's not just the font's fault; you don't expect random
>>>> >>words to be captitalized.  Wonder why they insisted on "Do It" rather
>>>> >>than "Do it" or "do it"?
>>>> >
>>>> >      It was not random.  It was a title which tend to have initial
>>>> > caps on words.
>>>>
>>>>  I'm not sure I understand.  Are you saying the texts on GUI buttons
>>>>  are to be seen as titles, like the titles of movies or songs?  I don't
>>>>  seem to see that much in modern GUIs.
>>>>
>>>>  Uh, wait, I /do/ see it.  Both browsers I use (Opera, Firefox) Do It
>>>>  That Way, in menus and buttons.  Now that I see it, it looks weird and
>>>>  pompous, but I didn't notice before.
>>>>
>>>>  Perhaps it's because I'm swedish and a Unix users.  Both are
>>>>  lower-case cultures.  Too Much Capitalization and a text looks either
>>>>  like a song title by The Smiths, or like it was written in 1724.
>>>
>>>  Big letters, quicker recognition.
>>>
>>>  At least I think that's the idea.
>>>
>>>  At least they stopped short of ALL CAPS.
>>
>>  There is a use for all caps.  The reason there are two capital letters
>>  is for word separation when no space is allowed.
>
>  Except the GUI buttons we're talking about use spaces between words.
>  I actually see it on buttons, and menus.
>
>  Never really thought about it much, but I see:
>
>  Save Page _A_s...
>
>  not

>
> Save page _a_s...
>

Java conventions (and some in C++ and Pascal) say variables should be like:
LinePrinterOutput. In C, I prefer the style: line_printer_output.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 17:08:13 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:508.807T206T4894027@kltpzyxm.invalid...
> In article <PM0004D40A96CCE692@ac813fb4.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Someday, the biz is going to have reap the weeds it sowed.
>
> More likely, things will continue the way they always have:
> the consultants will take the money and run.
>

Someone will have to "take the bull by the tail and face the situation".
:-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Patrick Scheible on Fri, 25 Jan 2013 17:26:18 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On Wed, 23 Jan 2013 19:50:03 -0500
> Walter Bushell <proto@panix.com> wrote:
>
>> In article <20130123172727.4a3f1eea5649acd7b4132718@eircom.net>,
>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>

>>>  On 23 Jan 13 08:23:38 -0800
>>>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>
>>>>  I don't think many people realize just how many answers we work out
>>>>  on the fly, not really knowing them at the time they ask a question.
>>>>  I'm often reluctant to explain this; given their mindset it might
>>>>  destroy their faith in the infallibility they need us to have.
>>>
>>>  Somewhere about the web there's a flowchart of how people like
>>>  us solve problems for people on Windows - it's quite accurate.
>>
>>  If it's from XKCD it applies to Macintosh too.
>
>  That sounds likely - and yes it would apply to any WIMP interface.

Yes, it's a famous xkcd: http://xkcd.com/627/

He's made a t-shirt out of it too:
http://store.xkcd.com/products/tech-support

-- Patrick

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 25 Jan 2013 18:15:01 GMT
View Forum Message <> Reply to Message

In article <icvcam1p09.fsf@home.home>, despen@verizon.net (Dan Espen)
writes:

>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
>
>>  In article <PM0004D40A96CCE692@ac813fb4.ipt.aol.com>,
>>  See.above@aol.com (jmfbahciv) writes:
>>
>>>  Someday, the biz is going to have reap the weeds it sowed.
>>
>>  More likely, things will continue the way they always have:
>
>  Of course.
>
>>  the consultants will take the money and run.
>
>  Nope.
>
>  I consulted to my current employer for 18 years.
>  Now I'm working there for almost as long.
>

> Yes, I took the money, no I didn't run.

I knew that someone would come up with a counterexample.
Yes, competent consultants exist. But I spent a lot of
time cleaning up after ones whose sole competence was
in shmoozing the brass.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 25 Jan 2013 18:20:13 GMT
View Forum Message <> Reply to Message

In article <kduafe$rrn$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
> news:CD24C61B.24E6C%yaldnif.w@blueyonder.co.uk...
>
>> On 22/01/2013 21:22, in article kdmvv8$mak$1@dont-email.me,
>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote:
>>
>>> The question is not "could they?" since MacOS has been tweaked
>>> to run on non-Apple hardware. The questions is "would they?"
>>> since the Mac hardware is very profitable. I don't know about
>>> the running windoze part - I assume it's possible (Wine, does
>>> it run on Mac?)
>>
>> No need for Wine.
>>
>> Apple support running Windows natively on Macs, and it is also
>> possible to run Windows under OS X in a virtual machine.
>
> You could also take a small 5-pound sledge hammer and smash your
> other hand with it. But *why* would you want to inflict that kind
> of damage and pain on yourself willingly??? :-)

Who said anything about "willingly"?

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.

/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 25 Jan 2013 18:25:53 GMT
View Forum Message <> Reply to Message

In article <kdu7kk$9t8$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>  news:1624.806T1948T5035113@kltpzyxm.invalid...
>
>>  In article <kdn1er$mak$6@dont-email.me>, Peter_Flass@Yahoo.com
>>  (Peter Flass) writes:
>>
>>  [snip...]  [snip...]
>>  [snip...]
>>
>>>  Either that or she complains I don't show her how to do something,
>>>  only sit down at the keyboard and type stuff, when I try to explain
>>>  that I'm trying to figure it out myself.
>>
>>  I don't think many people realize just how many answers we work out
>>  on the fly, not really knowing them at the time they ask a question.
>>  I'm often reluctant to explain this; given their mindset it might
>>  destroy their faith in the infallibility they need us to have.
>
>  Yes, Charlie...it's akin to telling an innocent that "there is *no*
>  Santa Claus".

Good one.

>  Still, this process relieves the "innocents" from having actually
>  to do the work of figuring it out for themselves.  They leave that
>  work for you, me, and others to do...  All they have to admit is
>  "I'm *not* good with computers".

Still, I wish I had a dollar for every time that someone said
"I'm not good with computers" and then proceeded to tell me exactly
how to do the job...

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 25 Jan 2013 18:28:01 GMT
View Forum Message <> Reply to Message

In article <kdu8kj$g3c$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> (Programmers can often be obcessive compusive... like the guy
> walking down the street who has to touch *every* parking meter.
> If he misses one, his mind will give him *no* peace. As supposedly
> Charles Steinmetz once said: "No matter what your job is, or how
> much you are being paid, you are always working for yourself."
> *You* are the one that has to be pleased with what you do.
> Otherwise, you have trouble "living with yourself".)

Some people, especially today, consider that attitude quaint.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 25 Jan 2013 18:40:47 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

> In article <icvcam1p09.fsf@home.home>, despen@verizon.net (Dan Espen)
> writes:
>
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
>>
>>> In article <PM0004D40A96CCE692@ac813fb4.ipt.aol.com>,
>>> See.above@aol.com (jmfbahciv) writes:
>>>
>>>> Someday, the biz is going to have reap the weeds it sowed.
>>>
>>> More likely, things will continue the way they always have:
>>
>> Of course.
>>
>>> the consultants will take the money and run.
>>
>> Nope.
>>

>> I consulted to my current employer for 18 years.
>> Now I'm working there for almost as long.
>>
>> Yes, I took the money, no I didn't run.
>
> I knew that someone would come up with a counterexample.
> Yes, competent consultants exist. But I spent a lot of
> time cleaning up after ones whose sole competence was
> in shmoozing the brass.

Yep, I had to clean up after more than one of them too.
While I was still a consultant.

The consultants that approach upper management instead of
operating areas are the worst of the worst.

--
Dan Espen

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 25 Jan 2013 18:42:25 GMT
View Forum Message <> Reply to Message

On 1/25/2013 11:12 AM, Charles Richmond wrote:
> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
> in message news:50ff1360$35$fuzhry+tra$mr2ice@news.patriot.net...
>> In <kdm9kd$mg5$2@dont-email.me>, on 01/22/2013
>> at 09:01 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> And I'm here to tell you... that telling people "more than they
>>> wanted to know" is *not* appreciated in general.
>>
>> While some don't appreciate having to maintain code written by people
>> with that attitude )-:
>>
>
> Sturgeon's revelation: 90% of everything is crap.
>
> I am afraid that software inherited for maintenance... may exceed the
> 90% figure. :-)
>

Over the years the code has gone thru a winnowing process, and the good
stuff originally in it has been gradually worn away.

--

Pete

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 25 Jan 2013 18:49:31 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> wrote
> Charlie Gibbs wrote
>> jmfbahciv <See.above@aol.com> wrote

>>> Someday, the biz is going to have reap the weeds it sowed.

>> More likely, things will continue the way they always have:
>> the consultants will take the money and run.

> Nah, someone will fed up and start to clear out an area. The
> last one I can think of was Linus' work which evolved into Linux.

Didn't happen with stuff like HLASM being discussed and wont either.

---

Subject: Re: New HD
Posted by James O. Brown on Fri, 25 Jan 2013 18:58:21 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote in message
news:kdue9h$lnr$3@dont-email.me...
> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kdn0ho$mak$3@dont-email.me...
>> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>> at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>
>>>> Never seen it in paper form
>>>
>>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>> editions.
>>>
>>
>> Good thing. The last one I got was HUGE, maybe four inches or more using
>> professional-grade paper (thinner than standard Xerox paper).
>>
>
> ISTM that IBM documentation was printed on what is known as India paper.
> It's the same type of paper that Bibles are printed on. Before the advent
> of India paper, all Holy Bibles (old and new testaments together) had to

> be printed in two *volumes*! Yes, that included the Gutenburg Bible.

Bullshit it does.
http://en.wikipedia.org/wiki/Gutenberg_Bible

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 25 Jan 2013 19:16:32 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <icvcam1p09.fsf@home.home>, despen@verizon.net (Dan Espen)
> writes:
>
>>
>> Of course.
>>
>>> the consultants will take the money and run.
>>
>> Nope.
>>
>> I consulted to my current employer for 18 years.
>> Now I'm working there for almost as long.
>>
>> Yes, I took the money, no I didn't run.
>
> I knew that someone would come up with a counterexample.
> Yes, competent consultants exist. But I spent a lot of
> time cleaning up after ones whose sole competence was
> in shmoozing the brass.

The calls I hate are we need your help to make this work

This is followed in the next breath by way we are out
of time and budget and so you have to help us within
those constraints.

There is no definition of *this* and when it comes it is
missing a key fact they have known for years that only
majically appears after the quote.

The last consultant was incompetent or they told them
what they wanted couldn't be done (true)

The start of a project from hell.

The other side of the coin is companies we have been

doing business with for years who call with a new project
ending with we are probably going to need a quote for
the bean counters but I assume the pricing formula is
going to be similar  to the last projects. Followed by
an open PO to bill with a price listed as TBD.

w..

---

Subject: Re: New HD
Posted by cmadams on Fri, 25 Jan 2013 20:21:01 GMT
View Forum Message <> Reply to Message

Once upon a time, Charles Richmond <numerist@aquaporin4.com> said:
> NASA recenlty tested a new (but original) engine from a Saturn V rocket...

The just fired the gas generator, not the whole engine (and calling an
engine part built in the mid-to-late 1960s "new" is not really correct).

> the same engine as the ones used to send Apollo 11 into earth orbit.  These
> engineers wanted to see if the engine could be adapted for use on *future*
> missions to the moon.  Where did NASA get the late 60's rocket engine???
> They got it back from the Smithsonian!!!  Heaven forbit that NASA themselves
> might retain such hardware for possible future needs.  DUH!!!

NASA has lots of various pieces of F-1 engines.  One of the few that was
still fully assembled was on loan to the Smithsonian, and it was still
together _because_ it was in a museum (actually in a museum's storage,
not on display).  The Smithsonian is "America's Attic" and has
warehouses full of stuff stored from various government agencies.

When the Space Shuttle was still flying, NASA came and took the SRB
nosecones off the Space Shuttle display at the US Space & Rocket Center,
because it was cheaper to build fake replicas, replace the real ones on
loan, and refurb the real ones than it was to build new real ones (in
dwindling budget conditions).

You'd probably complain about NASA building warehouses to store every
last piece of equipment they'd ever built, rather than keep rocket
engine pieces around for 50 years just in case somebody ever wanted to
look at them again.

Dynetics and Rocketdyne are looking at the F-1 engine design to use as
the basis for a new engine for SLS.  They are seeing what it will take
to start with the original F-1 designs and bring them up-to-date with
respect to materials, manufacturing, and control systems.
--

Chris Adams <cmadams@hiwaay.net>
Systems and Network Administrator - HiWAAY Internet Services
I don't speak for anybody but myself - that's enough trouble.

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 25 Jan 2013 20:34:09 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:

> The calls I hate . . .
>

There are worst consulting calls.

"I need a detailed quote.... "
after months of refinements and clarifications
and no PO's "We have decided to do...
in house"

w..

---

Subject: Re: New HD
Posted by Patrick Scheible on Fri, 25 Jan 2013 20:59:37 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kdn0ho$mak$3@dont-email.me...
>> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>> at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>
>>>> Never seen it in paper form
>>>
>>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>> editions.
>>>
>>
>> Good thing. The last one I got was HUGE, maybe four inches or more
>> using professional-grade paper (thinner than standard Xerox paper).
>>
>
> ISTM that IBM documentation was printed on what is known as India

> paper. It's the same type of paper that Bibles are printed on. Before
> the advent of India paper, all Holy Bibles (old and new testaments
> together) had to be printed in two *volumes*! Yes, that included the
> Gutenburg Bible.

The number of volumes is up to the owner and bookbinder, not the printer. Prior to the 19th century, the general practice was that books were sold as collections of pages but not bound. The first owner would hire a bookbinder to bind them in one or more volumes, in the leather of the owner's choice, with more or less elaborate stamping on the leather depending on the owner's taste and budget.

The Gutenberg Bible is in larger type than typical today, intended to be read by elderly scholars without eyeglasses.

-- Patrick

---

Subject: Re: New HD
Posted by Daiyu Hurst on Fri, 25 Jan 2013 22:04:39 GMT
View Forum Message <> Reply to Message

On Jan 25, 3:21 pm, cmad...@hiwaay.net (Chris Adams) wrote:
> Once upon a time, Charles Richmond <numer...@aquaporin4.com> said:
>
>> NASA recenlty tested a new (but original) engine from a Saturn V rocket....
>
> Dynetics and Rocketdyne are looking at the F-1 engine design to use as
> the basis for a new engine for SLS. They are seeing what it will take
> to start with the original F-1 designs and bring them up-to-date with
> respect to materials, manufacturing, and control systems.

America: building the best technology our German scientists can think of since 1945.

---

Subject: Re: New HD
Posted by Dave Garland on Fri, 25 Jan 2013 22:20:31 GMT
View Forum Message <> Reply to Message

On 1/25/2013 2:21 PM, Chris Adams wrote:
> Once upon a time, Charles Richmond <numerist@aquaporin4.com> said:
>> NASA recenlty tested a new (but original) engine from a Saturn V rocket...
>
> The just fired the gas generator, not the whole engine (and calling an
> engine part built in the mid-to-late 1960s "new" is not really correct).
>

"NOS" ("New Old Stock") is a term that anybody who maintains
antiquated systems knows :)  In this context, "new" means "never used".

---

Subject: Re: New HD
Posted by cmadams on Fri, 25 Jan 2013 22:26:37 GMT
View Forum Message <> Reply to Message

Once upon a time, Dave Garland  <dave.garland@wizinfo.com> said:
> On 1/25/2013 2:21 PM, Chris Adams wrote:
>>  Once upon a time, Charles Richmond <numerist@aquaporin4.com> said:
>>>  NASA recenlty tested a new (but original) engine from a Saturn V rocket...
>>
>>  The just fired the gas generator, not the whole engine (and calling an
>>  engine part built in the mid-to-late 1960s "new" is not really correct).
>
> "NOS" ("New Old Stock") is a term that anybody who maintains
> antiquated systems knows :)  In this context, "new" means "never used".

Well, this one was fired before.  It was originally slated to be on the
rocket for Apollo 11, but it had a glitch during testing and never made
it to space.
--
Chris Adams <cmadams@hiwaay.net>
Systems and Network Administrator - HiWAAY Internet Services
I don't speak for anybody but myself - that's enough trouble.

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 23:09:37 GMT
View Forum Message <> Reply to Message

"Chris Adams" <cmadams@hiwaay.net> wrote in message
news:jfOdncqot5SwdJ_MnZ2dnUVZ_qOdnZ2d@posted.hiwaay2...
>
>  [snip...]  [snip...]
>  [snip...]
>
>  You'd probably complain about NASA building warehouses to store every
>  last piece of equipment they'd ever built, rather than keep rocket
>  engine pieces around for 50 years just in case somebody ever wanted to
>  look at them again.
>

Me??? You should see what's in *my* garage!!! I have *no* cause to complain
about NASA holding on to junk!!!  :-)

To my way of thinking, most everything in the world goes away *too* fast.
It did *not* take long to move from vinyl records to CD's to MP3 players.
And the older technology dwindled away to almost *nothing* pretty fast!!!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 25 Jan 2013 23:16:53 GMT
View Forum Message <> Reply to Message

"James O. Brown" <job654@ax.com> wrote in message
news:amg311Fl5p9U1@mid.individual.net...
>
>
> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
> news:kdue9h$lnr$3@dont-email.me...
>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>> news:kdn0ho$mak$3@dont-email.me...
>>> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>>> at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>>
>>>> > Never seen it in paper form
>>>>
>>>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>>> editions.
>>>>
>>>
>>> Good thing. The last one I got was HUGE, maybe four inches or more
>>> using professional-grade paper (thinner than standard Xerox paper).
>>>
>>
>> ISTM that IBM documentation was printed on what is known as India paper.
>> It's the same type of paper that Bibles are printed on. Before the
>> advent of India paper, all Holy Bibles (old and new testaments together)
>> had to be printed in two *volumes*! Yes, that included the Gutenburg
>> Bible.
>
> Bullshit it does.
> http://en.wikipedia.org/wiki/Gutenberg_Bible

According to the Wiki article, the Gutenburg Bible is at least two volumes.
(I should call you Norman O. Speedo!!!)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Andrew Swallow on Sat, 26 Jan 2013 01:10:10 GMT
View Forum Message <> Reply to Message

On 25/01/2013 15:16, Charles Richmond wrote:
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1624.806T1948T5035113@kltpzyxm.invalid...
>> In article <kdn1er$mak$6@dont-email.me>, Peter_Flass@Yahoo.com
>> (Peter Flass) writes:
>>
>> [snip...] [snip...] [snip...]
>>
>>> Either that or she complains I don't show her how to do something,
>>> only sit down at the keyboard and type stuff, when I try to explain
>>> that I'm trying to figure it out myself.
>>
>> I don't think many people realize just how many answers we work out
>> on the fly, not really knowing them at the time they ask a question.
>> I'm often reluctant to explain this; given their mindset it might
>> destroy their faith in the infallibility they need us to have.
>>
>
> Yes, Charlie...it's akin to telling an innocent that "there is *no*
> Santa Claus". Still, this process relieves the "innocents" from having
> actually to do the work of figuring it out for themselves. They leave
> that work for you, me, and others to do... All they have to admit is
> "I'm *not* good with computers".
>
> --
>
> numerist at aquaporin4 dot com
>

A target can be attacked from the front, left, right, top, bottom and if
it is really though out flanked and attacked from the back. Before
attacking investigate and find its weak spot. An expert can do any of
these.

Andrew Swallow

---

Subject: Re: New HD

Posted by sidd on Sat, 26 Jan 2013 01:36:15 GMT
View Forum Message <> Reply to Message

In article <kdue9j$lnr$5@dont-email.me>,
Charles Richmond <numerist@aquaporin4.com> wrote:

Re:difficult comments in code

one of the most devilish i have ever come across was a several hundred
line long section of code, all commented out, directly following the
declaration of a data structure.

the structure was updated in various parts of the program, and
manipulated in strange ways, quite difficult to see what was going
on. The commented out code was a long running, memory intensive
implementation of a straightforward algorithm, quite easy to understand.

they both did the same thing, but understanding why the structure
worked was nontrivial, took me a week or two to figure out with pencil
and paper that the data structure and assorted operations on it did
the job in a fraction of the memory and time.

this was in an ancient program, written by someone who was still
alive, unfortunately retired half a world away, in the days before
cheap telecom. I wrote a letter, but worked it out myself before the
reply arrived, which was a good thing since he disclaimed all memory.

sidd

---

Subject: Re: New HD
Posted by James O. Brown on Sat, 26 Jan 2013 05:23:15 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote in message
news:kdv3p9$ra7$2@dont-email.me...
> "James O. Brown" <job654@ax.com> wrote in message
> news:amg311Fl5p9U1@mid.individual.net...
>>
>>
>> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>> news:kdue9h$lnr$3@dont-email.me...
>>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>>> news:kdn0ho$mak$3@dont-email.me...
>>>> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>>> > In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>>> > at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>> >

>>>> >> Never seen it in paper form
>>>> >
>>>> > AFAIK IBM has stopped selling dead tree versions of new PoOps
>>>> > editions.
>>>> >
>>>>
>>>>  Good thing.  The last one I got was HUGE, maybe four inches or more
>>>>  using professional-grade paper (thinner than standard Xerox paper).
>>>>
>>>
>>>  ISTM that IBM documentation was printed on what is known as India paper.
>>>  It's the same type of paper that Bibles are printed on.  Before the
>>>  advent of India paper, all Holy Bibles (old and new testaments together)
>>>  had to be printed in two *volumes*!  Yes, that included the Gutenburg
>>>  Bible.
>>
>>  Bullshit it does.
>>  http://en.wikipedia.org/wiki/Gutenberg_Bible
>
>  According to the Wiki article, the Gutenburg Bible is at least two
>  volumes.

Another lie.

---

Subject: Re: New HD
Posted by swatto on Sat, 26 Jan 2013 05:49:25 GMT
View Forum Message <> Reply to Message

On Fri, 25 Jan 2013 04:21:50 +1100, "Rod Speed"
<rod.speed.aaa@gmail.com> wrote:

>>  I don't make that assumption because making it is how knowledge gets lost.
>
> Knowledge of how to do the fine detail of technology
> that no one uses anymore ALWAYS gets lost.

Who could make a tube radio today?

Without integrated circuitry, we'd be lost. I am glad I was not born
before the integrated circuit. Not that I'd know any different....

Not saying that making an authentic tube radio (eg. 1930s style) is
impossible, but I guess it starts with finding a book or schematic
from somewhere.

But then there's fabricating bakelite and other materials. Not
forgetting the manufacture of the vacuum tubes themselves.

Perfectly sound technology, but dead technology. Probably never to be rediscovered.

Canbear

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 26 Jan 2013 08:52:03 GMT
View Forum Message <> Reply to Message

Canbear <nospam@nospam.com> wrote
> Rod Speed <rod.speed.aaa@gmail.com> wrote

>>> I don't make that assumption because
>>> making it is how knowledge gets lost.

>> Knowledge of how to do the fine detail of technology
>> that no one uses anymore ALWAYS gets lost.

> Who could make a tube radio today?

Anyone with even half a clue.

> Without integrated circuitry, we'd be lost.

Not on that we wouldn't.

> I am glad I was not born before the integrated
> circuit. Not that I'd know any different....

> Not saying that making an authentic tube radio (eg.
> 1930s style) is impossible, but I guess it starts with
> finding a book or schematic from somewhere.

And that last is completely trivial to do.

> But then there's fabricating bakelite and other materials.

Still easy enough.

> Not forgetting the manufacture of the vacuum tubes themselves.

You can buy them right now.

> Perfectly sound technology, but dead technology.

Completely obsolete, anyway.

> Probably never to be rediscovered.

Still used by those into vintage technology.

You'd have to go much further back to find
stuff where we have now lost the fine detail
of how the technology was done at the time.

Even with say the romans, most of it is still well understood.

Its further back than that, before anyone bothered
to write the details down that it gets tricky.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sat, 26 Jan 2013 09:13:22 GMT
View Forum Message <> Reply to Message

On Sat, 26 Jan 2013 05:49:25 +0000
Canbear <nospam@nospam.com> wrote:

> On Fri, 25 Jan 2013 04:21:50 +1100, "Rod Speed"
> <rod.speed.aaa@gmail.com> wrote:
>
>>> I don't make that assumption because making it is how knowledge gets
>>> lost.
>>
>> Knowledge of how to do the fine detail of technology
>> that no one uses anymore ALWAYS gets lost.
>
> Who could make a tube radio today?

Quite a few people I would think. The components are still
available.

> Without integrated circuitry, we'd be lost. I am glad I was not born
> before the integrated circuit. Not that I'd know any different....

Hardly lost, personally I came into electronics after valves, but I
could certainly still design and build a radio with discrete transistors.
I'd have to think hard to reproduce the classic 6 transistor superhet
design, but a simple TRF with RF stage, detector and amplifier would be no
problem.

> Not saying that making an authentic tube radio (eg. 1930s style) is
> impossible, but I guess it starts with finding a book or schematic
> from somewhere.

Anyone who learned their electronics about a decade earlier than me can probably still work out a schematic for one. There are probably several people in this froup who can. A quick hunt with a search engine quickly revealed a UK outfit selling kits for valve radios.

> But then there's fabricating bakelite and other materials. Not
> forgetting the manufacture of the vacuum tubes themselves.

Bakelite would perhaps be a problem, but the valves can be bought still. The chassis was usually just bent steel or aluminium - that's easy.

> Perfectly sound technology, but dead technology. Probably never to be
> rediscovered.

Valve based audio amplifiers are still made and sold, there's a fairly strong following for them in the HiFi world - some of them are

It's not quite dead technology yet.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by cb on Sat, 26 Jan 2013 11:18:57 GMT
View Forum Message <> Reply to Message

In article <amhl5gFsgaU1@mid.individual.net>,
James O. Brown <job654@ax.com> wrote:
>
>
> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
> news:kdv3p9$ra7$2@dont-email.me...
>> "James O. Brown" <job654@ax.com> wrote in message
>> news:amg311Fl5p9U1@mid.individual.net...
>>>
>>>
>>> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>>> news:kdue9h$lnr$3@dont-email.me...
>>>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>>>> news:kdn0ho$mak$3@dont-email.me...
>>>> > On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>>> >> at 03:54 PM, Dan Espen <despen@verizon.net> said:

>>>> >>
>>>> >>> Never seen it in paper form
>>>> >>
>>>> >> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>>> >> editions.
>>>> >>
>>>> >
>>>> > Good thing.  The last one I got was HUGE, maybe four inches or more
>>>> > using professional-grade paper (thinner than standard Xerox paper).
>>>> >
>>>>
>>>>  ISTM that IBM documentation was printed on what is known as India paper.
>>>>  It's the same type of paper that Bibles are printed on.  Before the
>>>>  advent of India paper, all Holy Bibles (old and new testaments together)
>>>>  had to be printed in two *volumes*!  Yes, that included the Gutenburg
>>>>  Bible.
>>>
>>>  Bullshit it does.
>>>  http://en.wikipedia.org/wiki/Gutenberg_Bible
>>
>>  According to the Wiki article, the Gutenburg Bible is at least two
>>  volumes.
>
> Another lie.

To quote directly from the wikipedia article:

"Although many Gutenberg Bibles have been rebound over the years, nine copies retain fifteenth-century bindings. Most of these copies were bound in either Mainz or Erfurt.[19] Most copies were divided into two volumes, the first volume ending with The Book of Psalms. Copies on vellum were heavier and for this reason were sometimes bound in three or four volumes.[1]"

So, most copies were bound in two volumes, but some were bound in three or four ... it sounds to me as if "at least two volumes" is an accurate summary of the information in the wikipedia article.

// Christian Brunschen

---

Subject: Re: New HD
Posted by Jan van den Broek on Sat, 26 Jan 2013 11:23:58 GMT
View Forum Message <> Reply to Message

Sat, 19 Jan 2013 20:31:14 +0000
Canbear <nospam@nospam.com> schrieb:
> On Sat, 19 Jan 2013 09:45:42 GMT, Bob Martin <bob.martin@excite.com>

> wrote:
>
>>>> > Only in recent years have I begun to be impressed by modern computers.
>
> I switched on a Compaq 486-SX in September, that had not been booted
> up since 1999. It worked fine. The battery was still alive! The clock
> was several days behind actual time.
>
> Now that's impressive!

At this moment I'm working Compaq on a 486-SX which is booted almost daily
for the last fifteen years and working without problems. Only thing that
got replaced was the disk, at some point W'95 had made such a mess of
itself that it wasn't able to boot anymore. I could have re-installed
Windows, but replacing it with an bigger disk which came out of another
machine was easier.
I had also a Deskpro with a Pentium for quit some time , but that one got
retired last year.

--
| Hy doet het niet, die deur.
Jan v/d Broek | Wat een akelige deur.
balglaas@xs4all.nl | De deur die stuk was.
| Jan jr. 28-III-'04

---

Subject: Re: New HD
Posted by Charles Richmond on Sat, 26 Jan 2013 12:19:39 GMT
View Forum Message <> Reply to Message

"Canbear" <nospam@nospam.com> wrote in message
news:9cq6g8tsjc559siuk8gn25t25h639d81e9@4ax.com...
> On Fri, 25 Jan 2013 04:21:50 +1100, "Rod Speed"
> <rod.speed.aaa@gmail.com> wrote:
>
>>> I don't make that assumption because making it is how knowledge gets
>>> lost.
>>
>> Knowledge of how to do the fine detail of technology
>> that no one uses anymore ALWAYS gets lost.
>
> Who could make a tube radio today?
>

Just as we are "old computer folk", there exists on the internet "tube
circuitry folk". There are websites with plans on how to make a *cheap*
tube radio called an All-American Five. It's cheap because it runs with a
rectifier circuit, but *no* heavy and expensive power transformer. The

heater voltages on all the tubes add up to approximately 110 volts, so the heaters an be connected in series directly to the US line voltage.

See:
http://home.netcom.com/~wa2ise/radios/aa5h.html
and
http://en.wikipedia.org/wiki/All_American_Five

All this being said, the tube radio is far, far away from being "mainstream". It's certainly a specialty thing these days.

> Without integrated circuitry, we'd be lost. I am glad I was not born
> before the integrated circuit. Not that I'd know any different....
>
> Not saying that making an authentic tube radio (eg. 1930s style) is
> impossible, but I guess it starts with finding a book or schematic
> from somewhere.
>

I have finally learned (and I'm a *slow* learner) that the *first* place I look for information or solutions... is Google or another internet search engine.

> But then there's fabricating bakelite and other materials. Not
> forgetting the manufacture of the vacuum tubes themselves.
>

Many vaccuum tubes are still being produced in Russia and China, and companies in other countries import them for things. More expensive to use tubes than before, but still the tubes are there. Check the following guitar and amp sales website for ordering guitar amp tubes:

http://www.sweetwater.com/c1070--Guitar_Amp_Tubes

> Perfectly sound technology, but dead technology. Probably never to be
> rediscovered.
>

As a practical, everyday technology... I do mourn the loss of tube equipment. There are still people with the expertise... but those folks are dying off. Then I'm *not* sure if the knowledge will survive. Perhaps in the depths of some dusty library shelves... researchers of the future may find this kind of stuff.

--

numerist at aquaporin4 dot com

Subject: Re: New HD
Posted by Peter Flass on Sat, 26 Jan 2013 12:39:40 GMT
View Forum Message <> Reply to Message

On 1/25/2013 3:59 PM, Patrick Scheible wrote:
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>
>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>> news:kdn0ho$mak$3@dont-email.me...
>>> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>>> at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>>
>>>> > Never seen it in paper form
>>>>
>>>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>>> editions.
>>>>
>>>
>>> Good thing. The last one I got was HUGE, maybe four inches or more
>>> using professional-grade paper (thinner than standard Xerox paper).
>>>
>>
>> ISTM that IBM documentation was printed on what is known as India
>> paper. It's the same type of paper that Bibles are printed on. Before
>> the advent of India paper, all Holy Bibles (old and new testaments
>> together) had to be printed in two *volumes*! Yes, that included the
>> Gutenburg Bible.
>
> The number of volumes is up to the owner and bookbinder, not the
> printer. Prior to the 19th century, the general practice was that books
> were sold as collections of pages but not bound. The first owner would
> hire a bookbinder to bind them in one or more volumes, in the leather of
> the owner's choice, with more or less elaborate stamping on the leather
> depending on the owner's taste and budget.
>
> The Gutenberg Bible is in larger type than typical today, intended to be
> read by elderly scholars without eyeglasses.
>

Blackletter type is also naturally a fair bit larger than type used
today. Today's designs are the result of lots of refinement to achieve
a balance of small size and readability.

--
Pete

Subject: Re: New HD
Posted by GreyMaus on Sat, 26 Jan 2013 13:31:35 GMT
View Forum Message <> Reply to Message

On 2013-01-26, Canbear <nospam@nospam.com> wrote:
> On Fri, 25 Jan 2013 04:21:50 +1100, "Rod Speed"
> <rod.speed.aaa@gmail.com> wrote:
>
>>> I don't make that assumption because making it is how knowledge gets lost.
>>
>> Knowledge of how to do the fine detail of technology
>> that no one uses anymore ALWAYS gets lost.
>
> Who could make a tube radio today?
>
> Without integrated circuitry, we'd be lost. I am glad I was not born
> before the integrated circuit. Not that I'd know any different....
>
> Not saying that making an authentic tube radio (eg. 1930s style) is
> impossible, but I guess it starts with finding a book or schematic
> from somewhere.
>
> But then there's fabricating bakelite and other materials. Not
> forgetting the manufacture of the vacuum tubes themselves.
>
> Perfectly sound technology, but dead technology. Probably never to be
> rediscovered.
>
> Canbear

Probably not a tube radio, but the previus sort, the one that `worked'
with a crystal and a wire (From memory of the 1950's)

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Walter Bushell on Sat, 26 Jan 2013 14:31:22 GMT
View Forum Message <> Reply to Message

In article <kdu9nr$n7s$1@dont-email.me>,
"Charles Richmond" <numerist@aquaporin4.com> wrote:

> Or having the specs be... however the pointy-haired boss thinks the program
> ought to work this week. This type of boss always has some suggestion for
> additions... just add this one small thing to the program. *Never* mind
> that you are hammering away, trying to get all the original functionality
> into the program the right way.

And they have *no idea* what a large or small addition is.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Sat, 26 Jan 2013 14:36:19 GMT
View Forum Message <> Reply to Message

In article <1239.808T679T6204352@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <kduafe$rrn$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
>> news:CD24C61B.24E6C%yaldnif.w@blueyonder.co.uk...
>>
>>> On 22/01/2013 21:22, in article kdmvv8$mak$1@dont-email.me,
>>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote:
>>>
>>>> The question is not "could they?" since MacOS has been tweaked
>>>> to run on non-Apple hardware. The questions is "would they?"
>>>> since the Mac hardware is very profitable. I don't know about
>>>> the running windoze part - I assume it's possible (Wine, does
>>>> it run on Mac?)
>>>
>>> No need for Wine.
>>>
>>> Apple support running Windows natively on Macs, and it is also
>>> possible to run Windows under OS X in a virtual machine.
>>
>> You could also take a small 5-pound sledge hammer and smash your
>> other hand with it. But *why* would you want to inflict that kind
>> of damage and pain on yourself willingly??? :-)
>
> Who said anything about "willingly"?

You may need functionality that only exists on Windows, special
purpose programs with small user base that are not worth developing

for Macinti. And you can run Windows 8 with a Macintosh interface.
That is called "Unity". M$ has a thing called Snap that allows you to
run 2 (count 'em) programs at once. Brilliant!

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 26 Jan 2013 14:55:23 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Joe keane" <jgk@panix.com> wrote in message
> news:kdph0s$mda$1@reader1.panix.com...
>> In article <kdm9kd$mg5$2@dont-email.me>,
>> Charles Richmond <numerist@aquaporin4.com> wrote:
>>> But these programmers only wanted to know enough to get their present
>>> function done... any extra information was unappreciated.
>>
>> You know what they say, give a man a fish, and he'll be back the next
>> day asking for another fish.
>
> "Give a man a fish... and you feed him for a day.
> Teach a man *how* to fish, and he'll be out on the boat all night drinking
> beer." :-)
>
> Joe, you made a good point. It seems to me... that what one gets for doing
> good work, is more work to do. From the standpoint of having a job, perhaps
> that could be a good thing. Actually, you don't get a promotion or higher
> pay... just more work to do in the same amount of time.

But getting more interesting work after you finished one was fun and, in
some cases, interesting.

/BAH

---

Subject: Re: New HD
Posted by Walter Bushell on Sat, 26 Jan 2013 15:43:31 GMT
View Forum Message <> Reply to Message

In article <86ehh9xjgl.fsf@chai.my.domain>,
Patrick Scheible <kkt@zipcon.net> wrote:

> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>

>>  On Wed, 23 Jan 2013 19:50:03 -0500
>>  Walter Bushell <proto@panix.com> wrote:
>>
>>>  In article <20130123172727.4a3f1eea5649acd7b4132718@eircom.net>,
>>>   Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>>
>>>>  On 23 Jan 13 08:23:38 -0800
>>>>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>>
>>>>  > I don't think many people realize just how many answers we work out
>>>>  > on the fly, not really knowing them at the time they ask a question.
>>>>  > I'm often reluctant to explain this; given their mindset it might
>>>>  > destroy their faith in the infallibility they need us to have.
>>>>
>>>>   Somewhere about the web there's a flowchart of how people like
>>>>  us solve problems for people on Windows - it's quite accurate.
>>>
>>>  If it's from XKCD it applies to Macintosh too.
>>
>>   That sounds likely - and yes it would apply to any WIMP interface.
>
>  Yes, it's a famous xkcd: http://xkcd.com/627/
>
>  He's made a t-shirt out of it too:
>  http://store.xkcd.com/products/tech-support
>
>  -- Patrick

He left out including the OS your seeking help for, and it can take
longer to run through all the menus and sub menus than half an hour,
and I'd move up Googling in priority.

But I've passed it on to my friends.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Stan Barr on Sat, 26 Jan 2013 16:23:02 GMT
View Forum Message <> Reply to Message

On Sat, 26 Jan 2013 05:49:25 +0000, Canbear <nospam@nospam.com> wrote:
>  On Fri, 25 Jan 2013 04:21:50 +1100, "Rod Speed"
> <rod.speed.aaa@gmail.com> wrote:
>
>>>  I don't make that assumption because making it is how knowledge gets lost.
>>

>> Knowledge of how to do the fine detail of technology
>> that no one uses anymore ALWAYS gets lost.
>
> Who could make a tube radio today?

Me...

There are even people fabricating their own tubes - not me, I rely on
NOS (New Old Stock).

Tube amps are very much in production, Fender for example, sometimes
with new designs.

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sat, 26 Jan 2013 17:00:04 GMT
View Forum Message <> Reply to Message

On Sun, 2013-01-20, Joe Makowiec wrote:
> On 20 Jan 2013 in alt.folklore.computers, Ahem A Rivet's Shot wrote:
>
>> On Sun, 20 Jan 2013 11:36:43 -0500
>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>
>>> OTOH, many photos 150 years old or so are still in file condition.
>>> Will the computer stuff still be readable? {old nit returns)
>>
>> It will - provided it's been copied onto more up to date media as
>> it becomes available and before the old media is unreadable.
>
> It's not just the media, it's the file format. You're making the
> assumption that, in the future, there will still be software capable of
> reading the format.

If future software cannot read JPEG files, that's a sign of worse
problems, like WW3, a zombie invasion, or a culture completely
disinterested in the past.

The format is well-known and stable, and free, portable
implementations in C exist. And just as important: they are
*everywhere*.

Data preservation is an important problem, but let's not exaggerate. There's a tendency to believe technology shifts so quickly that everything is soon completely unrecognizable. I don't think that is what will happen.

Disclaimer: I focused on photos. Of course people who save all their stuff in exotic, proprietary file formats or databases will have problems. My old Amiga games won't ever run again, and so on ...

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Dave Garland on Sat, 26 Jan 2013 18:26:40 GMT
View Forum Message <> Reply to Message

On 1/26/2013 3:13 AM, Ahem A Rivet's Shot wrote:
> On Sat, 26 Jan 2013 05:49:25 +0000
> Canbear <nospam@nospam.com> wrote:
>

>> Not saying that making an authentic tube radio (eg. 1930s style) is
>> impossible, but I guess it starts with finding a book or schematic
>> from somewhere.

Well, that would be easiest. Not reinventing the wheel, and all that. Many old radios had schematics pasted inside of the case, too. Or just google for "tube radio schematic".
>
> Anyone who learned their electronics about a decade earlier than me
> can probably still work out a schematic for one. There are probably several
> people in this froup who can. A quick hunt with a search engine quickly
> revealed a UK outfit selling kits for valve radios.

I've built 'em. Receivers and transmitters both. Mind you, it was 50 years ago, and I'd need to do some brushing up if I was to do it again.

>
>> But then there's fabricating bakelite and other materials. Not
>> forgetting the manufacture of the vacuum tubes themselves.

Bakelite was just the plastic of its day. In later years (e.g. the 1960s) it had been replaced by other plastics (bakelite was heavy and rather brittle). The Russians (and maybe others) still make tubes.

Sell for a lot more than they did in the old days, though.  You might
have to wind your own coils and IF transformers, but that's doable.

But if you're going to take things to the fabricating level, it's
possible to make your own tubes

but I don't see any youtube videos on how to make your own ICs from
scratch.

http://www.pmillett.com/where_to_get_stuff.htm lists a lot of vendors.

>  Bakelite would perhaps be a problem, but the valves can be bought
> still. The chassis was usually just bent steel or aluminium - that's easy.

Chassis can be even easier... there's a reason why constructing a
trial version of a circuit is called "breadboarding".
>
>> Perfectly sound technology, but dead technology. Probably never to be
>> rediscovered.
>
>  Valve based audio amplifiers are still made and sold, there's a
> fairly strong following for them in the HiFi world - some of them are
>
>  It's not quite dead technology yet.
>

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sat, 26 Jan 2013 18:36:33 GMT
View Forum Message <> Reply to Message

On Fri, 2013-01-25, Charles Richmond wrote:
....
> Java conventions (and some in C++ and Pascal) say variables should be like:
> LinePrinterOutput.

It would be interesting to read a full analysis of that: how symbol
naming conventions originate and spread.  It's not just programming
language; also the OS, influential books and so on.

> In C, I prefer the style:  line_printer_output.

I prefer it in C, C++, Python, shell script ... although sometimes you
have to adapt to other people's style.

/Jorgen

--

// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sat, 26 Jan 2013 18:46:26 GMT
View Forum Message <> Reply to Message

On Thu, 2013-01-24, Christian Brunschen wrote:
> In article <H8WdnaUFJ4fwHJ3MnZ2dnUVZ7qCdnZ2d@bt.com>,
> Andrew Swallow <am.swallow@btinternet.com> wrote:
>> On 23/01/2013 22:48, Jorgen Grahn wrote:
>>>
>>> Sweden used to use 90000 -- one long rotation and four short.
>>> Perhaps it's still supported; noone wants people to die because they
>>> panicked and fell back to the emergency number they learned as kids.
>>
>> That would not have worked in Britain because 0 followed 9 on rotary
>> dials. It was also sent as 10 clicks.
>
> In Sweden, digit 'x' was sent as 'x+1' clicks: '0' as 1 click, '4 as ' as
> 5 clicks, '9' as 10 clicks. Hence, '90000' was 10, 1, 1, 1, 1 clicks.

s/was/is/ -- the phone network still reacts to rotary dial phones.
Or at least, it did a year ago or so.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sat, 26 Jan 2013 18:57:28 GMT
View Forum Message <> Reply to Message

On 26 Jan 2013 17:00:04 GMT
Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:

> Disclaimer: I focused on photos. Of course people who save all their
> stuff in exotic, proprietary file formats or databases will have
> problems. My old Amiga games won't ever run again, and so on ...

Maybe, maybe not. Those game cartridges just contained proms which
should be quite readable if they haven't self-erased yet. The hardware has
likely been emulated in software by now (most of the early game consoles

have). It would be a faff but it's probably not too late to save them -
unlike my collection of BBC games on CPN discs which are completely gone
because the discs got thrown out several moves ago. Similar games can
probably be found, but some of that collection contained interesting hacks
that weren't in the copies that got sold.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Stan Barr on Sat, 26 Jan 2013 19:07:29 GMT
View Forum Message <> Reply to Message

On 26 Jan 2013 18:36:33 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
> On Fri, 2013-01-25, Charles Richmond wrote:
> ...
>> Java conventions (and some in C++ and Pascal) say variables should be like:
>> LinePrinterOutput.
>
> It would be interesting to read a full analysis of that: how symbol
> naming conventions originate and spread. It's not just programming
> language; also the OS, influential books and so on.

In all the Pascal books I've read LinePrinterOutput would be the
convention. This carries over to Modula and Oberon of course.
(Reserved words are all UPPERCASE).
The books "Programming in Modula-2" by Niklaus Wirth (1982) and
"Programming in Oberon" by Niklaus Wirth and Martin Reisner (1992)
follow that convention. Sadly I no longer have the Pascal book, but I'm
sure it was the same.
Pascal dates from around 1969 and Modula from 1977 so it goes back
that far, at least. Whether you can blame Wirth I wouldn't like to say,
he worked on ALGOL before Pascal, how does ALGOL do things?

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sat, 26 Jan 2013 19:22:51 GMT

View Forum Message <> Reply to Message

On Fri, 25 Jan 2013 10:54:50 -0600
"Charles Richmond" <numerist@aquaporin4.com> wrote:

> Java conventions (and some in C++ and Pascal) say variables should be
> like: LinePrinterOutput. In C, I prefer the style: line_printer_output.

Nitpick - the Java conventions (often borrowed in other OO
languages) have LinePrinterOutput for classes and linePrinterOutput for
variables, methods and member names.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Walter Bushell on Sat, 26 Jan 2013 19:50:16 GMT
View Forum Message <> Reply to Message

In article <slrnkg82sj.ah7.grahn+nntp@frailea.sa.invalid>,
Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:

> On Sun, 2013-01-20, Joe Makowiec wrote:
>> On 20 Jan 2013 in alt.folklore.computers, Ahem A Rivet's Shot wrote:
>>
>>> On Sun, 20 Jan 2013 11:36:43 -0500
>>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>>
>>>> OTOH, many photos 150 years old or so are still in file condition.
>>>> Will the computer stuff still be readable? {old nit returns)
>>>
>>> It will - provided it's been copied onto more up to date media as
>>> it becomes available and before the old media is unreadable.
>>
>> It's not just the media, it's the file format. You're making the
>> assumption that, in the future, there will still be software capable of
>> reading the format.
>
> If future software cannot read JPEG files, that's a sign of worse
> problems, like WW3, a zombie invasion, or a culture completely
> disinterested in the past.
>
> The format is well-known and stable, and free, portable
> implementations in C exist. And just as important: they are

> *everywhere*.
>
> Data preservation is an important problem, but let's not exaggerate.
> There's a tendency to believe technology shifts so quickly that
> everything is soon completely unrecognizable. I don't think that is
> what will happen.
>
> Disclaimer: I focused on photos. Of course people who save all their
> stuff in exotic, proprietary file formats or databases will have
> problems. My old Amiga games won't ever run again, and so on ...
>
> /Jorgen

What there are no emulators for the Amiga?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Mike Spencer on Sat, 26 Jan 2013 20:03:52 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

> In article <kdu8kj$g3c$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> (Programmers can often be obcessive compusive... like the guy
>> walking down the street who has to touch *every* parking meter.
>> If he misses one, his mind will give him *no* peace. As supposedly
>> Charles Steinmetz once said: "No matter what your job is, or how
>> much you are being paid, you are always working for yourself."
>> *You* are the one that has to be pleased with what you do.
>> Otherwise, you have trouble "living with yourself".)
>
> Some people, especially today, consider that attitude quaint.

Ha! Today we stand on the edge of complexity catastrophe. The are n
entities -- people, programs, organizations, agencies within
organizations, corporations, programs and automated systems, groups
and sub-groups of all sizes -- (n a very very large number) that are
components of the economy/society/world and each of the n-sub-i,
interacts with m-sub-i other entities (m a largish number). Skipping
oner a lengthy rant that might include comparisons with the complexity
of the brain and more or less applicable metaphors, all this stuff
happening -- when the interactions between entities become numerous
enough, we (TINW) increasingly need managers, forms to fill out [1],

PHBs, hierarchical and other relationship structure,...(catalog elided).

This was probably first realized during WW II when there was just a stunningly vast amount of stuff and people being shipped all over the world and a similarly stunning number people doing things with inherently unpredictable potential outcomes. And we've come a long way since then, astronomicaly exacerbated by compters and telecom and ca. 3-fold increase in population. Now, the superstructure of management, finance, organization, law and the like arguably upstages making or doing useful stuff, maybe by an order of magnitude. Some large percentage of an individual's time and effort must be devoted to such "meta" aspects of h{is,er} life.

In that context, the attitude attributed to Steinmetz by Charles Richmond is *at best* quaint. At worst, it's self-defeating and puts you on the street with a shopping cart.

Personally, I'd go for "Live in a shack. Or live in a cardboard box if you have to. Just do without things that invoke major increments of your m-sub-i. But whatever you work out or work on, make it good work, good art, make it so you can live with yourself."

Of course, YMMV. And I live in a shack. It's a rather nice 150 year old shack, well appointed for my needs but "quaint" doesn't half do it justice. :-) OTOH, my main thing is a craft and I have to live with myself, y'know?

Tnx, Charles & Charlie I'll post the above-quoted exchange to a mailing list [2] where such observations are on topic.

[1] Forms are not a way of gathering information so much as a way of restricting the information submitted so that it conforms to some rubric or model.

[2] FutureWork (q.g.)[3], FWIW.

[3] Quod google.

--
Mike Spencer Nova Scotia, Canada

---

Subject: Re: New HD
Posted by cb on Sat, 26 Jan 2013 20:35:54 GMT

In article <slrnkg82sj.ah7.grahn+nntp@frailea.sa.invalid>,
Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>
> Data preservation is an important problem, but let's not exaggerate.
> There's a tendency to believe technology shifts so quickly that
> everything is soon completely unrecognizable. I don't think that is
> what will happen.
>
> Disclaimer: I focused on photos. Of course people who save all their
> stuff in exotic, proprietary file formats or databases will have
> problems. My old Amiga games won't ever run again, and so on ...

Well, there are people who are dedicated to archiving games and other
software:

http://softpres.org/

They even put together hard- and software to aid in archiving data from
floppies in various formats, by reading the flox transitions for later
processing in software:

http://www.kryoflux.com/

The Commodore Amiga 1000/500/2000 itself has emulators available for it:

http://www.amigaemulator.org/
http://www.amigaforever.com/
and even
http://www.techtravels.org/amiga/minimig/weeren001/minimig.h tml
which is an Amiga 500 reimplementation using an FPGA, and a prebuilt
version of which can be bought from
http://www.acube-systems.biz/index.php?page=hardware&pid =3
and possibly even within Sweden
http://www.illuwatar.se/project_pages/minimig2/minimig.htm

More generally,
http://en.wikipedia.org/wiki/Amiga_emulation

has a lot of information.

> /Jorgen

// Christian

---

Subject: Re: New HD

Posted by cb on Sat, 26 Jan 2013 21:24:42 GMT
View Forum Message <> Reply to Message

In article <ke1751$7u0$1@dont-email.me>,
Dave Garland  <dave.garland@wizinfo.com> wrote:

[ ... snippage ... ]

> But if you're going to take things to the fabricating level, it's
> possible to make your own tubes
>

That is an excellent video, many thanks!

> but I don't see any youtube videos on how to make your own ICs from
> scratch.

How about

  http://hackaday.com/2010/03/10/jeri-makes-integrated-circuit s/

and

  http://hackaday.com/2010/05/13/transistor-fabrication-so-sim ple-a-child-can-do-it/

?

// Christian

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 26 Jan 2013 22:06:09 GMT
View Forum Message <> Reply to Message

<greymausg@mail.com> wrote in message
news:slrnkg79q1.20v.greymausg@gmaus.org...
>  On 2013-01-26, Canbear <nospam@nospam.com> wrote:
>>  On Fri, 25 Jan 2013 04:21:50 +1100, "Rod Speed"
>> <rod.speed.aaa@gmail.com> wrote:
>>
>>>>  I don't make that assumption because making it is how knowledge gets
>>>>  lost.
>>>
>>> Knowledge of how to do the fine detail of technology
>>> that no one uses anymore ALWAYS gets lost.
>>
>>  Who could make a tube radio today?
>>

>> Without integrated circuitry, we'd be lost. I am glad I was not born
>> before the integrated circuit. Not that I'd know any different....
>>
>> Not saying that making an authentic tube radio (eg. 1930s style) is
>> impossible, but I guess it starts with finding a book or schematic
>> from somewhere.
>>
>> But then there's fabricating bakelite and other materials. Not
>> forgetting the manufacture of the vacuum tubes themselves.
>>
>> Perfectly sound technology, but dead technology. Probably never to be
>> rediscovered.

> Probably not a tube radio,

Certainly are, they still are.

> but the previus sort, the one that `worked' with
> a crystal and a wire (From memory of the 1950's)

Much easier to use a diode, that's all the 'crystal' was.

---

Subject: Re: New HD
Posted by James O. Brown on Sat, 26 Jan 2013 22:08:27 GMT
View Forum Message <> Reply to Message

"Christian Brunschen" <cb@mer.df.lth.se> wrote in message
news:ke0e31$mff$1@dont-email.me...
> In article <amhl5gFsgaU1@mid.individual.net>,
> James O. Brown <job654@ax.com> wrote:
>>
>>
>> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>> news:kdv3p9$ra7$2@dont-email.me...
>>> "James O. Brown" <job654@ax.com> wrote in message
>>> news:amg311Fl5p9U1@mid.individual.net...
>>>>
>>>>
>>>> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>>>> news:kdue9h$lnr$3@dont-email.me...
>>>> > "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>>>> > news:kdn0ho$mak$3@dont-email.me...
>>>> >> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>>> >>> at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>> >>>
>>>> >>>> Never seen it in paper form

>>>> >>>
>>>> >>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>>> >>> editions.
>>>> >>>
>>>> >>
>>>> >> Good thing.  The last one I got was HUGE, maybe four inches or more
>>>> >> using professional-grade paper (thinner than standard Xerox paper).
>>>> >>
>>>> >
>>>> > ISTM that IBM documentation was printed on what is known as India
>>>> > paper.
>>>> > It's the same type of paper that Bibles are printed on.  Before the
>>>> > advent of India paper, all Holy Bibles (old and new testaments
>>>> > together)
>>>> > had to be printed in two *volumes*!  Yes, that included the Gutenburg
>>>> > Bible.
>>>>
>>>>  Bullshit it does.
>>>>  http://en.wikipedia.org/wiki/Gutenberg_Bible
>>>
>>>  According to the Wiki article, the Gutenburg Bible is at least two
>>>  volumes.
>>
>> Another lie.

>  To quote directly from the wikipedia article:

>  "Although many Gutenberg Bibles have been rebound over the years, nine
>  copies retain fifteenth-century bindings. Most of these copies were bound
>  in either Mainz or Erfurt.[19] Most copies were divided into two volumes,
>  the first volume ending with The Book of Psalms. Copies on vellum were
>  heavier and for this reason were sometimes bound in three or four
>  volumes.[1]"

So nothing like his original.

>  So, most copies were bound in two volumes, but some were bound in three or
>  four ... it sounds to me as if "at least two volumes" is an accurate
>  summary of the information in the wikipedia article.

But his original wasn't.

---

Subject: Re: New HD
Posted by cb on Sat, 26 Jan 2013 22:54:39 GMT
View Forum Message <> Reply to Message

In article <amj2hhFb7hsU1@mid.individual.net>,

James O. Brown <job654@ax.com> wrote:
>
>
> "Christian Brunschen" <cb@mer.df.lth.se> wrote in message
> news:ke0e31$mff$1@dont-email.me...
>> In article <amhl5gFsgaU1@mid.individual.net>,
>> James O. Brown <job654@ax.com> wrote:
>>>
>>>
>>> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>>> news:kdv3p9$ra7$2@dont-email.me...
>>>> "James O. Brown" <job654@ax.com> wrote in message
>>>> news:amg311Fl5p9U1@mid.individual.net...
>>>> >
>>>> >
>>>> > "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>>>> > news:kdue9h$lnr$3@dont-email.me...
>>>> >> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>>>> >> news:kdn0ho$mak$3@dont-email.me...
>>>> >>> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>>> >>>> at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>> >>>>
>>>> >>>>> Never seen it in paper form
>>>> >>>>
>>>> >>>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>>> >>>> editions.
>>>> >>>>
>>>> >>>
>>>> >>> Good thing. The last one I got was HUGE, maybe four inches or more
>>>> >>> using professional-grade paper (thinner than standard Xerox paper).
>>>> >>>
>>>> >>
>>>> >> ISTM that IBM documentation was printed on what is known as India
>>>> >> paper.
>>>> >> It's the same type of paper that Bibles are printed on. Before the
>>>> >> advent of India paper, all Holy Bibles (old and new testaments
>>>> >> together)
>>>> >> had to be printed in two *volumes*! Yes, that included the Gutenburg
>>>> >> Bible.
>>>> >
>>>> > Bullshit it does.
>>>> > http://en.wikipedia.org/wiki/Gutenberg_Bible
>>>>
>>>> According to the Wiki article, the Gutenburg Bible is at least two
>>>> volumes.
>>>
>>> Another lie.

>
>> To quote directly from the wikipedia article:
>
>> "Although many Gutenberg Bibles have been rebound over the years, nine
>> copies retain fifteenth-century bindings. Most of these copies were bound
>> in either Mainz or Erfurt.[19] Most copies were divided into two volumes,
>> the first volume ending with The Book of Psalms. Copies on vellum were
>> heavier and for this reason were sometimes bound in three or four
>> volumes.[1]"
>
> So nothing like his original.

The particular 'original' in this case was the exchange, still quoted
above:

>>>> According to the Wiki article, the Gutenburg Bible is at least two
>>>> volumes.
>>>
>>> Another lie.

Specifically, I was examining the statement "According to the Wiki
article, the Gutenburg Bible is at least two volumes." to which you
replied "Another lie."

>> So, most copies were bound in two volumes, but some were bound in three or
>> four ... it sounds to me as if "at least two volumes" is an accurate
>> summary of the information in the wikipedia article.
>

I was looking specifically at the statement regarding what the Wikipedia
areicle claimed about the number of volumes used for the Gutenberg bible.
The wikipedia article, as I described and quoted, claims that most copies
were bound in 2 volumes, some in 3 and some in 4. It does not mention any
single-volume copies. So, the statement that the Wikipedia article claims
that the Gutenberg bible is at least two volumes is in fact _accurate_;
which means that your claim that the statement is "another lie" is _not_
accurate, since a prerequisite for something being a "lie" is that it is
false.

Best wishes,

// Christian

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sat, 26 Jan 2013 22:55:20 GMT

In article <proto-C496BD.09361926012013@news.panix.com>, proto@panix.com
(Walter Bushell) writes:

> In article <1239.808T679T6204352@kltpzyxm.invalid>,
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> In article <kduafe$rrn$1@dont-email.me>, numerist@aquaporin4.com
>> (Charles Richmond) writes:
>>
>>> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
>>> news:CD24C61B.24E6C%yaldnif.w@blueyonder.co.uk...
>>>
>>>> On 22/01/2013 21:22, in article kdmvv8$mak$1@dont-email.me,
>>>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote:
>>>>
>>>> > The question is not "could they?" since MacOS has been tweaked
>>>> > to run on non-Apple hardware. The questions is "would they?"
>>>> > since the Mac hardware is very profitable. I don't know about
>>>> > the running windoze part - I assume it's possible (Wine, does
>>>> > it run on Mac?)
>>>>
>>>> No need for Wine.
>>>>
>>>> Apple support running Windows natively on Macs, and it is also
>>>> possible to run Windows under OS X in a virtual machine.
>>>
>>> You could also take a small 5-pound sledge hammer and smash your
>>> other hand with it. But *why* would you want to inflict that kind
>>> of damage and pain on yourself willingly??? :-)
>>
>> Who said anything about "willingly"?

> You may need functionality that only exists on Windows, special
> purpose programs with small user base that are not worth developing
> for Macinti. And you can run Windows 8 with a Macintosh interface.
> That is called "Unity". M$ has a thing called Snap that allows you to
> run 2 (count 'em) programs at once. Brilliant!

Oh snap!

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sat, 26 Jan 2013 23:17:43 GMT
View Forum Message <> Reply to Message

In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
at 01:36 PM, jmfbahciv <See.above@aol.com> said:

> Huh? I wish you wouldn't cut the preveious stuff out. I don't think
> I've been talking about batch.

You were talking about stand-alone time. With a batch monitor there
was far less need for stand-alone time.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sat, 26 Jan 2013 23:18:56 GMT
View Forum Message <> Reply to Message

In <kdue9h$lnr$2@dont-email.me>, on 01/25/2013
at 10:07 AM, "Charles Richmond" <numerist@aquaporin4.com> said:

> They got it back from the Smithsonian!!! Heaven forbit that NASA
> themselves might retain such hardware for possible future needs.

In fact, they did everything that they could to ensure that the Saturn
V would never be competition to the shuttle, including destroying
blueprints.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sat, 26 Jan 2013 23:19:53 GMT

View Forum Message <> Reply to Message

In <kdue9j$lnr$6@dont-email.me>, on 01/25/2013
at 10:42 AM, "Charles Richmond" <numerist@aquaporin4.com> said:

> "I am going to destroy the Earth, because it obscures my view of
> Venus." -- Marvin the Martian on Warner Brothers cartoons

The Earth rarely obscures the view of Venus from Mars, but flowcharts
quite often obscure the logic of the program. There are usually more
readable alternatives.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sat, 26 Jan 2013 23:25:53 GMT
View Forum Message <> Reply to Message

In <slrnkg8aat.49s.plan.b@ID-309335.user.uni-berlin.de>, on 01/26/2013
at 07:07 PM, Stan Barr <plan.b@dsl.pipex.com> said:

> Pascal dates from around 1969 and Modula from 1977 so it goes back
> that far, at least. Whether you can blame Wirth I wouldn't like to
> say, he worked on ALGOL before Pascal, how does ALGOL do things?

60, 68 or W?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Andrew Swallow on Sat, 26 Jan 2013 23:57:31 GMT
View Forum Message <> Reply to Message

On 26/01/2013 19:07, Stan Barr wrote:

> On 26 Jan 2013 18:36:33 GMT, Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>> On Fri, 2013-01-25, Charles Richmond wrote:
>> ...
>>> Java conventions (and some in C++ and Pascal) say variables should be like:
>>> LinePrinterOutput.
>>
>> It would be interesting to read a full analysis of that: how symbol
>> naming conventions originate and spread. It's not just programming
>> language; also the OS, influential books and so on.
>
> In all the Pascal books I've read LinePrinterOutput would be the
> convention. This carries over to Modula and Oberon of course.
> (Reserved words are all UPPERCASE).
> The books "Programming in Modula-2" by Niklaus Wirth (1982) and
> "Programming in Oberon" by Niklaus Wirth and Martin Reisner (1992)
> follow that convention. Sadly I no longer have the Pascal book, but I'm
> sure it was the same.
> Pascal dates from around 1969 and Modula from 1977 so it goes back
> that far, at least. Whether you can blame Wirth I wouldn't like to say,
> he worked on ALGOL before Pascal, how does ALGOL do things?
>

COBOL used hyphens in variable names LINE-PRINTER-OUTPUT

Andrew Swallow

---

Subject: Re: New HD
Posted by cmadams on Sun, 27 Jan 2013 00:00:41 GMT
View Forum Message <> Reply to Message

Once upon a time, Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> said:
> In fact, they did everything that they could to ensure that the Saturn
> V would never be competition to the shuttle, including destroying
> blueprints.

Please don't repeat old urban legends. All the plans and documentation
are safely stored, as has been reported several times (usually in
response to someone reportin rumors that plans were "lost" or
"destroyed" as fact). For example:

http://web.archive.org/web/20100818173517/http://www.space.c
om/news/spacehistory/saturn_five_000313.html

The only significant thing I'm aware of that has been lost is the code
for the launch vehicle digital computer (LVDC). Emulators for all the
computers on the Saturn V have been made, but they have nothing to run
on the LVDC emulator.

--
Chris Adams <cmadams@hiwaay.net>
Systems and Network Administrator - HiWAAY Internet Services
I don't speak for anybody but myself - that's enough trouble.

---

Subject: Re: New HD
Posted by Rod Speed on Sun, 27 Jan 2013 01:07:34 GMT
View Forum Message <> Reply to Message

"Christian Brunschen" <cb@mer.df.lth.se> wrote in message
news:ke1mrf$5uv$1@dont-email.me...
> In article <amj2hhFb7hsU1@mid.individual.net>,
> James O. Brown <job654@ax.com> wrote:
>>
>>
>> "Christian Brunschen" <cb@mer.df.lth.se> wrote in message
>> news:ke0e31$mff$1@dont-email.me...
>>> In article <amhl5gFsgaU1@mid.individual.net>,
>>> James O. Brown <job654@ax.com> wrote:
>>>>
>>>>
>>>> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>>>> news:kdv3p9$ra7$2@dont-email.me...
>>>> > "James O. Brown" <job654@ax.com> wrote in message
>>>> > news:amg311Fl5p9U1@mid.individual.net...
>>>> >>
>>>> >>
>>>> >> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>>>> >> news:kdue9h$lnr$3@dont-email.me...
>>>> >>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>>>> >>> news:kdn0ho$mak$3@dont-email.me...
>>>> >>>> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>>> >>>>>  at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>> >>>>>
>>>> >>>>>> Never seen it in paper form
>>>> >>>>>
>>>> >>>>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>>> >>>>> editions.
>>>> >>>>>
>>>> >>>>
>>>> >>>> Good thing.  The last one I got was HUGE, maybe four inches or more
>>>> >>>> using professional-grade paper (thinner than standard Xerox paper).
>>>> >>>>
>>>> >>>
>>>> >>> ISTM that IBM documentation was printed on what is known as India
>>>> >>> paper.

>>>> >>> It's the same type of paper that Bibles are printed on.  Before the
>>>> >>> advent of India paper, all Holy Bibles (old and new testaments
>>>> >>> together)
>>>> >>> had to be printed in two *volumes*!  Yes, that included the
>>>> >>> Gutenburg
>>>> >>> Bible.
>>>> >>
>>>> >> Bullshit it does.
>>>> >> http://en.wikipedia.org/wiki/Gutenberg_Bible
>>>> >
>>>> > According to the Wiki article, the Gutenburg Bible is at least two
>>>> > volumes.
>>>>
>>>> Another lie.
>>
>>>  To quote directly from the wikipedia article:
>>
>>>  "Although many Gutenberg Bibles have been rebound over the years, nine
>>>  copies retain fifteenth-century bindings. Most of these copies were
>>>  bound
>>>  in either Mainz or Erfurt.[19] Most copies were divided into two
>>>  volumes,
>>>  the first volume ending with The Book of Psalms. Copies on vellum were
>>>  heavier and for this reason were sometimes bound in three or four
>>>  volumes.[1]"
>>
>> So nothing like his original.

>  The particular 'original' in this case was the exchange, still quoted
>  above:

>>>> > According to the Wiki article, the Gutenburg Bible is at least two
>>>> > volumes.
>>>>
>>>> Another lie.

That wasn’t the original. The original was

>>>> >>> Before the advent of India paper, all Holy Bibles (old and
>>>> >>> new testaments together) had to be printed in two *volumes*!
>>>> >>> Yes, that included the Gutenburg Bible.

That is just plain wrong, as I originally said.

>  Specifically, I was examining the statement "According to the Wiki
>  article,  the Gutenburg Bible is at least two volumes." to which you
>  replied "Another lie."

It is another lie, its nothing like as simple as that.

The Gutenberg wasn't in fact printed in any specific
volumes at all and was in fact just a collection of
pages you could have  bound any way you liked.

>>>  So, most copies were bound in two volumes, but some were bound
>>>  in three or four ... it sounds to me as if "at least two volumes" is an
>>>  accurate summary of the information in the wikipedia article.

>> But his original wasn't.

>  I was looking specifically at the statement regarding what the Wikipedia
>  areicle claimed about the number of volumes used for the Gutenberg bible.
>  The wikipedia article, as I described and quoted, claims that most copies
>  were bound in 2 volumes,

Again, nothing like THE ORIGINAL CLAIM.

>  some in 3 and some in 4.

So the original was just plain wrong, as I said.

>  It does not mention any single-volume copies.

Neither did I.

>  So, the statement that the Wikipedia article claims
>  that the Gutenberg bible is at least two volumes

It doesn't in fact say that.

>  is in fact _accurate_;

You don't know that either when you have no idea what the
original binding was with those that have been rebound.

>  which means that your claim that the statement is "another lie" is _not_
>  accurate, since a prerequisite for something being a "lie" is that it is
>  false.

Wrong again. It can also mean that its just wrong or overstated.

That's precisely what it is with the ones that are no longer in their
original binding so we just don't know what the original binding was.

Subject: Re: New HD
Posted by James O. Brown on Sun, 27 Jan 2013 01:08:37 GMT
View Forum Message <> Reply to Message

"Christian Brunschen" <cb@mer.df.lth.se> wrote in message
news:ke1mrf$5uv$1@dont-email.me...
> In article <amj2hhFb7hsU1@mid.individual.net>,
> James O. Brown <job654@ax.com> wrote:
>>
>>
>> "Christian Brunschen" <cb@mer.df.lth.se> wrote in message
>> news:ke0e31$mff$1@dont-email.me...
>>> In article <amhl5gFsgaU1@mid.individual.net>,
>>> James O. Brown <job654@ax.com> wrote:
>>>>
>>>>
>>>> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>>>> news:kdv3p9$ra7$2@dont-email.me...
>>>> > "James O. Brown" <job654@ax.com> wrote in message
>>>> > news:amg311Fl5p9U1@mid.individual.net...
>>>> >>
>>>> >>
>>>> >> "Charles Richmond" <numerist@aquaporin4.com> wrote in message
>>>> >> news:kdue9h$lnr$3@dont-email.me...
>>>> >>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>>>> >>> news:kdn0ho$mak$3@dont-email.me...
>>>> >>>> On 1/22/2013 8:00 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <icvcaq2r5b.fsf@home.home>, on 01/21/2013
>>>> >>>>>  at 03:54 PM, Dan Espen <despen@verizon.net> said:
>>>> >>>>>
>>>> >>>>>> Never seen it in paper form
>>>> >>>>>
>>>> >>>>> AFAIK IBM has stopped selling dead tree versions of new PoOps
>>>> >>>>> editions.
>>>> >>>>>
>>>> >>>>
>>>> >>>> Good thing.  The last one I got was HUGE, maybe four inches or more
>>>> >>>> using professional-grade paper (thinner than standard Xerox paper).
>>>> >>>>
>>>> >>>
>>>> >>> ISTM that IBM documentation was printed on what is known as India
>>>> >>> paper.
>>>> >>> It's the same type of paper that Bibles are printed on.  Before the
>>>> >>> advent of India paper, all Holy Bibles (old and new testaments
>>>> >>> together)
>>>> >>> had to be printed in two *volumes*!  Yes, that included the
>>>> >>> Gutenburg
>>>> >>> Bible.
>>>> >>

>>>> >> Bullshit it does.
>>>> >> http://en.wikipedia.org/wiki/Gutenberg_Bible
>>>> >
>>>> > According to the Wiki article, the Gutenburg Bible is at least two
>>>> > volumes.
>>>>
>>>> Another lie.
>>
>>> To quote directly from the wikipedia article:
>>
>>> "Although many Gutenberg Bibles have been rebound over the years, nine
>>> copies retain fifteenth-century bindings. Most of these copies were
>>> bound
>>> in either Mainz or Erfurt.[19] Most copies were divided into two
>>> volumes,
>>> the first volume ending with The Book of Psalms. Copies on vellum were
>>> heavier and for this reason were sometimes bound in three or four
>>> volumes.[1]"
>>
>> So nothing like his original.

> The particular 'original' in this case was the exchange, still quoted
> above:

>>>> > According to the Wiki article, the Gutenburg Bible is at least two
>>>> > volumes.
>>>>
>>>> Another lie.

That wasn’t the original. The original was

>>>> >>> Before the advent of India paper, all Holy Bibles (old and
>>>> >>> new testaments together) had to be printed in two *volumes*!
>>>> >>> Yes, that included the Gutenburg Bible.

That is just plain wrong, as I originally said.

> Specifically, I was examining the statement "According to the Wiki
> article, the Gutenburg Bible is at least two volumes." to which you
> replied "Another lie."

It is another lie, its nothing like as simple as that.

The Gutenberg wasn’t in fact printed in any specific
volumes at all and was in fact just a collection of
pages you could have bound any way you liked.

>>> So, most copies were bound in two volumes, but some were bound

>>> in three or four ... it sounds to me as if "at least two volumes" is an
>>> accurate summary of the information in the wikipedia article.

>> But his original wasn't.

> I was looking specifically at the statement regarding what the Wikipedia
> areicle claimed about the number of volumes used for the Gutenberg bible.
> The wikipedia article, as I described and quoted, claims that most copies
> were bound in 2 volumes,

Again, nothing like THE ORIGINAL CLAIM.

> some in 3 and some in 4.

So the original was just plain wrong, as I said.

> It does not mention any single-volume copies.

Neither did I.

> So, the statement that the Wikipedia article claims
> that the Gutenberg bible is at least two volumes

It doesn't in fact say that.

> is in fact _accurate_;

You don't know that either when you have no idea what the
original binding was with those that have been rebound.

> which means that your claim that the statement is "another lie" is _not_
> accurate, since a prerequisite for something being a "lie" is that it is
> false.

Wrong again. It can also mean that its just wrong or overstated.

That's precisely what it is with the ones that are no longer in their
original binding so we just don't know what the original binding was.

---

Subject: Re: New HD
Posted by Bob Martin on Sun, 27 Jan 2013 07:25:12 GMT
View Forum Message <> Reply to Message

in 587153 20130126 085203 "Rod Speed" <rod.speed.aaa@gmail.com> wrote:
> Canbear <nospam@nospam.com> wrote
>> Rod Speed <rod.speed.aaa@gmail.com> wrote
>

>>>>  I don't make that assumption because
>>>>  making it is how knowledge gets lost.
>
>>>  Knowledge of how to do the fine detail of technology
>>>  that no one uses anymore ALWAYS gets lost.
>
>>  Who could make a tube radio today?
>
> Anyone with even half a clue.
>
>>  Without integrated circuitry, we'd be lost.
>
> Not on that we wouldn't.
>
>>  I am glad I was not born before the integrated
>>  circuit. Not that I'd know any different....
>
>>  Not saying that making an authentic tube radio (eg.
>>  1930s style) is impossible, but I guess it starts with
>>  finding a book or schematic from somewhere.

This circuit is burned into my brain.
I owned a 5-10 until well into the 80s.

http://www.r-type.org/articles/art-003e.htm

---

Subject: Re: New HD
Posted by Stan Barr on Sun, 27 Jan 2013 10:45:03 GMT
View Forum Message <> Reply to Message

On Sat, 26 Jan 2013 18:25:53 -0500, Shmuel Metz
<spamtrap@library.lspace.org.invalid> wrote:
>  In <slrnkg8aat.49s.plan.b@ID-309335.user.uni-berlin.de>, on 01/26/2013
>     at 07:07 PM, Stan Barr <plan.b@dsl.pipex.com> said:
>
>> Pascal dates from around 1969 and Modula from 1977 so it goes back
>> that far, at least.  Whether you can blame Wirth I wouldn't like to
>> say, he worked on ALGOL before Pascal, how does ALGOL do things?
>
>  60, 68 or W?
>

Just had a look, Wirth worked on ALGOL W.

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 27 Jan 2013 15:17:58 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <proto-C496BD.09361926012013@news.panix.com>, proto@panix.com
> (Walter Bushell) writes:
>
>> In article <1239.808T679T6204352@kltpzyxm.invalid>,
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> In article <kduafe$rrn$1@dont-email.me>, numerist@aquaporin4.com
>>> (Charles Richmond) writes:
>>>
>>>> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
>>>> news:CD24C61B.24E6C%yaldnif.w@blueyonder.co.uk...
>>>>
>>>> > On 22/01/2013 21:22, in article kdmvv8$mak$1@dont-email.me,
>>>> > "Peter Flass" <Peter_Flass@Yahoo.com> wrote:
>>>> >
>>>> >> The question is not "could they?" since MacOS has been tweaked
>>>> >> to run on non-Apple hardware. The questions is "would they?"
>>>> >> since the Mac hardware is very profitable. I don't know about
>>>> >> the running windoze part - I assume it's possible (Wine, does
>>>> >> it run on Mac?)
>>>> >
>>>> > No need for Wine.
>>>> >
>>>> > Apple support running Windows natively on Macs, and it is also
>>>> > possible to run Windows under OS X in a virtual machine.
>>>>
>>>> You could also take a small 5-pound sledge hammer and smash your
>>>> other hand with it. But *why* would you want to inflict that kind
>>>> of damage and pain on yourself willingly??? :-)
>>>
>>> Who said anything about "willingly"?
>
>> You may need functionality that only exists on Windows, special
>> purpose programs with small user base that are not worth developing
>> for Macinti. And you can run Windows 8 with a Macintosh interface.
>> That is called "Unity". M$ has a thing called Snap that allows you to
>> run 2 (count 'em) programs at once. Brilliant!
>
> Oh snap!

A step down from pop.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 27 Jan 2013 15:18:00 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:
> On Fri, 25 Jan 2013 10:54:50 -0600
> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>> Java conventions (and some in C++ and Pascal) say variables should be
>> like: LinePrinterOutput. In C, I prefer the style: line_printer_output.
>
> Nitpick - the Java conventions (often borrowed in other OO
> languages) have LinePrinterOutput for classes and linePrinterOutput for
> variables, methods and member names.
>
That is horrible!!!!

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 27 Jan 2013 15:18:03 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>
>> Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>> I've been talking about batch.
>
> You were talking about stand-alone time. With a batch monitor there
> was far less need for stand-alone time.
>
Someone asked me about my work. OS development requires _real_
stand-alone time. Stand-alone machine time was a scarce resource.

/BAH

---

Subject: Re: New HD
Posted by Andy Burns on Sun, 27 Jan 2013 15:45:28 GMT
View Forum Message <> Reply to Message

jmfbahciv wrote:

> Ahem A Rivet's Shot wrote:
>
>> the Java conventions (often borrowed in other OO languages) have
>> LinePrinterOutput for classes and linePrinterOutput for variables,
>> methods and member names.
>
> That is horrible!!!!

It's also not uncommon to see abbreviated variable names, say

LinePrinterOutput lpo = new LinePrinterOutput("lpt1");

but it's the 'factory' pattern that often annoys me ...

PrinterFactory pf = new PrinterFactory();
LinePrinterOutput lpo = pf.getLinePrinterOutput("lpt1");

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 27 Jan 2013 17:09:44 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Ahem A Rivet's Shot wrote:
>> On Fri, 25 Jan 2013 10:54:50 -0600
>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>> Java conventions (and some in C++ and Pascal) say variables should be
>>> like: LinePrinterOutput. In C, I prefer the style: line_printer_output.
>>
>> Nitpick - the Java conventions (often borrowed in other OO
>> languages) have LinePrinterOutput for classes and linePrinterOutput for
>> variables, methods and member names.
>>
> That is horrible!!!!

It's not my favorite, but anything that creates predictability isn't all
bad.

Years ago, we had to decide on delimiters for IBM Assembler.
The 2 main choices were underscore (_) and hash (#).

All this code was typed into IBM 3270s.

The cursor on an IBM 3270 could be either an underline or a block.
Both made the underscore near invisible.  You had to move the
cursor to see the character clearly.

Lots of us went with the hash mark, as ugly as "IN#REC" is.

--
Dan Espen

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 27 Jan 2013 17:30:58 GMT
View Forum Message <> Reply to Message

On 27 Jan 2013 10:45:03 GMT
Stan Barr <plan.b@dsl.pipex.com> wrote:

>  On Sat, 26 Jan 2013 18:25:53 -0500, Shmuel Metz
>  <spamtrap@library.lspace.org.invalid> wrote:
>>  In <slrnkg8aat.49s.plan.b@ID-309335.user.uni-berlin.de>, on 01/26/2013
>>  at 07:07 PM, Stan Barr <plan.b@dsl.pipex.com> said:
>>
>>> Pascal dates from around 1969 and Modula from 1977 so it goes back
>>> that far, at least.  Whether you can blame Wirth I wouldn't like to
>>> say, he worked on ALGOL before Pascal, how does ALGOL do things?
>>
>>  60, 68 or W?
>>
>
>  Just had a look, Wirth worked on ALGOL W.

 ISTR being told that the W in Algol W stands for Wirth.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Daiyu Hurst on Sun, 27 Jan 2013 17:38:19 GMT
View Forum Message <> Reply to Message

On Jan 26, 12:49 am, Canbear <nos...@nospam.com> wrote:

>
> But then there's fabricating bakelite and other materials. Not
> forgetting the manufacture of the vacuum tubes themselves.
>
> Perfectly sound technology, but dead technology. Probably never to be
> rediscovered.

You don't need to make your own bakelite, you buy it as a powder and
then mold it for your use. Here are some suppliers:

http://dir.indiamart.com/impcat/bakelite-powder.html

I noticed phenolic powder also available in links on the right.

-dai

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 27 Jan 2013 19:58:05 GMT
View Forum Message <> Reply to Message

On 1/27/2013 10:18 AM, jmfbahciv wrote:
> Shmuel (Seymour J.) Metz wrote:
>> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>
>>> Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>>> I've been talking about batch.
>>
>> You were talking about stand-alone time. With a batch monitor there
>> was far less need for stand-alone time.
>>
> Someone asked me about my work. OS development requires _real_
> stand-alone time. Stand-alone machine time was a scarce resource.

Until virtual machines came along :-)

>

--
Pete

---

Subject: Re: New HD
Posted by Bill Findlay on Sun, 27 Jan 2013 20:23:24 GMT
View Forum Message <> Reply to Message

On 27/01/2013 17:30, in article
20130127173058.65bbbe019e254007c1307c6b@eircom.net, "Ahem A Rivet's Shot"
<steveo@eircom.net> wrote:

> On 27 Jan 2013 10:45:03 GMT
> Stan Barr <plan.b@dsl.pipex.com> wrote:
>
>> On Sat, 26 Jan 2013 18:25:53 -0500, Shmuel Metz
>> <spamtrap@library.lspace.org.invalid> wrote:
>>> In <slrnkg8aat.49s.plan.b@ID-309335.user.uni-berlin.de>, on 01/26/2013
>>> at 07:07 PM, Stan Barr <plan.b@dsl.pipex.com> said:
>>>
>>>> Pascal dates from around 1969 and Modula from 1977 so it goes back
>>>> that far, at least. Whether you can blame Wirth I wouldn't like to
>>>> say, he worked on ALGOL before Pascal, how does ALGOL do things?
>>>
>>> 60, 68 or W?
>>>
>>
>> Just had a look, Wirth worked on ALGOL W.
>
> ISTR being told that the W in Algol W stands for Wirth.

Perhaps.
Algol X and Algol Y were being discussed around the same time.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 27 Jan 2013 21:52:26 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
news:CD2B3D3C.24B82%yaldnif.w@blueyonder.co.uk...
> On 27/01/2013 17:30, in article
> 20130127173058.65bbbe019e254007c1307c6b@eircom.net, "Ahem A Rivet's Shot"
> <steveo@eircom.net> wrote:
>
>> On 27 Jan 2013 10:45:03 GMT
>> Stan Barr <plan.b@dsl.pipex.com> wrote:
>>
>>> On Sat, 26 Jan 2013 18:25:53 -0500, Shmuel Metz
>>> <spamtrap@library.lspace.org.invalid> wrote:
>>>> In <slrnkg8aat.49s.plan.b@ID-309335.user.uni-berlin.de>, on 01/26/2013

>>>>  at 07:07 PM, Stan Barr <plan.b@dsl.pipex.com> said:
>>>>
>>>> > Pascal dates from around 1969 and Modula from 1977 so it goes back
>>>> > that far, at least.  Whether you can blame Wirth I wouldn't like to
>>>> > say, he worked on ALGOL before Pascal, how does ALGOL do things?
>>>>
>>>>  60, 68 or W?
>>>>
>>>
>>>  Just had a look, Wirth worked on ALGOL W.
>>
>>  ISTR being told that the W in Algol W stands for Wirth.
>
>  Perhaps.
>  Algol X and Algol Y were being discussed around the same time.
>

Algol X and Y were being discussed by professors Niclaus Xirth and Niclause
Yirth???  :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 28 Jan 2013 09:49:31 GMT
View Forum Message <> Reply to Message

On Sun, 27 Jan 2013 15:45:28 +0000
Andy Burns <usenet.jan2013@adslpipe.co.uk> wrote:

>  jmfbahciv wrote:
>
>>  Ahem A Rivet's Shot wrote:
>>
>>>  the Java conventions (often borrowed in other OO languages) have
>>>  LinePrinterOutput for classes and linePrinterOutput for variables,
>>>  methods and member names.
>>
>>  That is horrible!!!!
>
>  It's also not uncommon to see abbreviated variable names, say
>
>  LinePrinterOutput lpo = new LinePrinterOutput("lpt1");
>
>  but it's the 'factory' pattern that often annoys me ...
>

> PrinterFactory pf = new PrinterFactory();
> LinePrinterOutput lpo = pf.getLinePrinterOutput("lpt1");

How do you feel about the builder pattern

```
LinePrinterOutput lp0 = new PrinterBuilder()
 .withPrinterType(PrinterTypes.LINE_PRINTER)
 .withOutputDevice("lpt1")
 .withIrritatingUndocumentedParameter(42)
 .build();
```

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 28 Jan 2013 13:10:31 GMT
View Forum Message <> Reply to Message

On 1/28/2013 4:49 AM, Ahem A Rivet's Shot wrote:
> On Sun, 27 Jan 2013 15:45:28 +0000
> Andy Burns <usenet.jan2013@adslpipe.co.uk> wrote:
>
>> jmfbahciv wrote:
>>
>>> Ahem A Rivet's Shot wrote:
>>>
>>>> the Java conventions (often borrowed in other OO languages) have
>>>> LinePrinterOutput for classes and linePrinterOutput for variables,
>>>> methods and member names.
>>>
>>> That is horrible!!!!
>>
>> It's also not uncommon to see abbreviated variable names, say
>>
>> LinePrinterOutput lpo = new LinePrinterOutput("lpt1");
>>
>> but it's the 'factory' pattern that often annoys me ...
>>
>> PrinterFactory pf = new PrinterFactory();
>> LinePrinterOutput lpo = pf.getLinePrinterOutput("lpt1");
>
> How do you feel about the builder pattern
>
> LinePrinterOutput lp0 = new PrinterBuilder()

>  .withPrinterType(PrinterTypes.LINE_PRINTER)
>  .withOutputDevice("lpt1")
>  .withIrritatingUndocumentedParameter(42)
>  .build();
>

And to think that one of the knocks on PL/I was that it was so verbose!

--
Pete

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Mon, 28 Jan 2013 14:11:58 GMT
View Forum Message <> Reply to Message

On Sun, 27 Jan 2013 01:07:34 -0000, Rod Speed <rod.speed.aaa@gmail.com>
wrote:

https://xkcd.com/386/

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 28 Jan 2013 15:13:33 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
>  On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>  Shmuel (Seymour J.) Metz wrote:
>>>  In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>  at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>
>>>>  Huh?  I wish you wouldn't cut the preveious stuff out.  I don't think
>>>>  I've been talking about batch.
>>>
>>>  You were talking about stand-alone time. With a batch monitor there
>>>  was far less need for stand-alone time.
>>>
>>  Someone asked me about my work.  OS development requires _real_
>>  stand-alone time.  Stand-alone machine time was a scarce resource.
>
>  Until virtual machines came along :-)

Not if the stuff you're selling is the hardware. The virtual machine code can't be written until the new hardware is shipped with its drivers and supporting software.

/BAH

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 28 Jan 2013 15:34:36 GMT
View Forum Message <> Reply to Message

In article <ke5srr$q8d$1@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

> On 1/28/2013 4:49 AM, Ahem A Rivet's Shot wrote:
>
>> On Sun, 27 Jan 2013 15:45:28 +0000
>> Andy Burns <usenet.jan2013@adslpipe.co.uk> wrote:
>>
>>> jmfbahciv wrote:
>>>
>>>> Ahem A Rivet's Shot wrote:
>>>>
>>>> > the Java conventions (often borrowed in other OO languages) have
>>>> > LinePrinterOutput for classes and linePrinterOutput for variables,
>>>> > methods and member names.
>>>>
>>>> That is horrible!!!!
>>>
>>> It's also not uncommon to see abbreviated variable names, say
>>>
>>> LinePrinterOutput lpo = new LinePrinterOutput("lpt1");
>>>
>>> but it's the 'factory' pattern that often annoys me ...
>>>
>>> PrinterFactory pf = new PrinterFactory();
>>> LinePrinterOutput lpo = pf.getLinePrinterOutput("lpt1");
>>
>> How do you feel about the builder pattern
>>
>> LinePrinterOutput lp0 = new PrinterBuilder()
>> .withPrinterType(PrinterTypes.LINE_PRINTER)
>> .withOutputDevice("lpt1")
>> .withIrritatingUndocumentedParameter(42)
>> .build();
>
> And to think that one of the knocks on PL/I was that it was so
> verbose!

They inherited that from COBOL.

```
ADD GOLDILOCKS TO BED(LARGE).
DISPLAY "IT IS TOO HARD".
SUBTRACT GOLDILOCKS FROM BED(LARGE)
GIVING KING-SIZE-BED-SLEPT-IN.
```

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 28 Jan 2013 15:39:51 GMT
View Forum Message <> Reply to Message

In article <PM0004D45AB8EAE3D3@aca23392.ipt.aol.com>, See.above@aol.com (jmfbahciv) writes:

> Peter Flass wrote:
>
>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>
>>> Someone asked me about my work. OS development requires _real_
>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>
>> Until virtual machines came along :-)
>
> Not if the stuff you're selling is the hardware. The virtual
> machine code can't be written until the new hardware is shipped
> with its drivers and supporting software.

You need real metal eventually, but you can make a good start
using simulators. Sooner or later, though, you'll need the
real thing. "In theory there's no difference between theory
and practice, but in practice there is."

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by cb on Mon, 28 Jan 2013 15:46:50 GMT
View Forum Message <> Reply to Message

In article <PM0004D45AB8EAE3D3@aca23392.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Peter Flass wrote:
>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>> Shmuel (Seymour J.) Metz wrote:
>>>> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>>
>>>> > Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>>>> > I've been talking about batch.
>>>>
>>>> You were talking about stand-alone time. With a batch monitor there
>>>> was far less need for stand-alone time.
>>>>
>>> Someone asked me about my work. OS development requires _real_
>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>
>> Until virtual machines came along :-)
>
> Not if the stuff you're selling is the hardware. The virtual machine
> code can't be written until the new hardware is shipped with its
> drivers and supporting software.

That's true if you limit 'virtual machine' to refer to the case of one machine virtualized into some number of virtual copies of itself; in that case, you'd need the actual hardware to be available to run its own virtualized copies.

But if you use 'virtual machine' in the wider sense in which it is usually used today, which includes emulation of one type of machine on top of another, then outcome is precisely the opposite: such a virtual machine allows the emulated hardware to be present before the physical hardware is available, and indeed, allows for proposals for the physical hardware to be evaluated. And, within the limits of what a virtual machine can offer (specifically, timing), a virtual machine can be used to develop drivers, OS, etc, well before the physical hardware exists. And indeed, such development can offer feedback that can be incorporated into the physical hardware (as well as updating the virtual machine).

This wider sense of the term 'virtual machine' also matches my general interpretation of the word 'virtual' as meaing '... that I wish I could afford to buy' (where 'virtual memory' is 'memory I wish I could afford to buy', a 'virtual machine' is 'a machine I wish I could afford to buy', 'virtual reality' becomes 'a reality I wish I could afford to buy', etc).
;)

> /BAH

Best wishes,

// Christian

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Mon, 28 Jan 2013 16:06:08 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
> You need real metal eventually, but you can make a good start
> using simulators. Sooner or later, though, you'll need the
> real thing. "In theory there's no difference between theory
> and practice, but in practice there is."

I've periodically mentioned that the science center did a joint (distributed) effort with endicott for virtual (virtual memory) 370 that was up and running regular production a year before the first engineering model virtual memory 370/145 was operational.

370 virtual memory was similar but different to 360/67 virtual memory .... and there were also additional/new instructions that required simulation.

compounded the problem was that the original work was done on the science center production system ... which included non-employee users (students, staff, professors from various educational institutions in the boston area).

first all the code was added to copy of (virtual machine) cp67 to provide 370 virtual machine operation (different virtual memory simulation and simulation of new instructions). this version of cp67 was run in a cp67 virtual machine (rather than on real hardware) in order to eliminate any possible exposure to non-employees (while 370 had been announced, virtual memory feature for 370 hadn't been announced).

then a copy of cp67 was modified to operate on 370 ... rather than 360/67 which ran in a virtual machine. a copy of cms was then run under this cp67

real 360/67
 running cp67-l (cambridge production cp67)
  in 370/67 virtual machine running cp67-h (provided 370 virtual machines)
   in 370 virtual machine running cp67-i
    in 370 virtual machine running cms

the "cp67-i" system was then used to test when the first engineering 370/145 with virtual memory became operational (turns out the hardware had a "bug" for that initial boot of cp67i). when 370/145 machines with virtual memory started shipping internally ... cp67sj (cp67i with the addition of drivers for 3330s & 2305) was regular product system until well after vm370 was available.

past post mentioning science center
http://www.garlic.com/~lynn/subtopic.html#545tech

past posts mentioning cp67-l, cp67-h, cp67-i
http://www.garlic.com/~lynn/2002j.html#0 HONE was .. Hercules and System/390 - do we need it?
http://www.garlic.com/~lynn/2004b.html#31 determining memory size
http://www.garlic.com/~lynn/2004h.html#27 Vintage computers are better than modern crap !
http://www.garlic.com/~lynn/2004p.html#50 IBM 3614 and 3624 ATM's
http://www.garlic.com/~lynn/2005c.html#59 intel's Vanderpool and virtualization in general
http://www.garlic.com/~lynn/2005d.html#66 Virtual Machine Hardware
http://www.garlic.com/~lynn/2005g.html#17 DOS/360: Forty years
http://www.garlic.com/~lynn/2005h.html#18 Exceptions at basic block boundaries
http://www.garlic.com/~lynn/2005i.html#39 Behavior in undefined areas?
http://www.garlic.com/~lynn/2005j.html#50 virtual 360/67 support in cp67
http://www.garlic.com/~lynn/2005p.html#27 What ever happened to Tandem and NonStop OS ?
http://www.garlic.com/~lynn/2006.html#38 Is VIO mandatory?
http://www.garlic.com/~lynn/2006e.html#7 About TLB in lower-level caches
http://www.garlic.com/~lynn/2006f.html#5 3380-3390 Conversion - DISAPPOINTMENT
http://www.garlic.com/~lynn/2006l.html#21 Virtual Virtualizers
http://www.garlic.com/~lynn/2006m.html#26 Mainframe Limericks
http://www.garlic.com/~lynn/2006o.html#19 Source maintenance was Re: SEQUENCE NUMBERS
http://www.garlic.com/~lynn/2006q.html#1 Materiel and graft
http://www.garlic.com/~lynn/2006q.html#45 Was FORTRAN buggy?
http://www.garlic.com/~lynn/2006q.html#49 Was FORTRAN buggy?
http://www.garlic.com/~lynn/2006w.html#3 IBM sues maker of Intel-based Mainframe clones
http://www.garlic.com/~lynn/2007b.html#20 How many 36-bit Unix ports in the old days?
http://www.garlic.com/~lynn/2007f.html#12 FBA rant
http://www.garlic.com/~lynn/2007i.html#16 when was MMU virtualization first considered practical?
http://www.garlic.com/~lynn/2007p.html#74 GETMAIN/FREEMAIN and virtual storage backing up
http://www.garlic.com/~lynn/2007q.html#23 GETMAIN/FREEMAIN and virtual storage backing up
http://www.garlic.com/~lynn/2008i.html#68 EXCP access methos
http://www.garlic.com/~lynn/2008i.html#69 EXCP access methos
http://www.garlic.com/~lynn/2009i.html#36 SEs & History Lessons
http://www.garlic.com/~lynn/2009r.html#38 While watching Biography about Bill Gates on CNBC last Night
http://www.garlic.com/~lynn/2009r.html#49 "Portable" data centers
http://www.garlic.com/~lynn/2009s.html#1 PDP-10s and Unix
http://www.garlic.com/~lynn/2009s.html#3 "Portable" data centers

http://www.garlic.com/~lynn/2009s.html#17 old email
http://www.garlic.com/~lynn/2010b.html#51 Source code for s/360
http://www.garlic.com/~lynn/2010b.html#63 Source code for s/360 [PUBLIC]
http://www.garlic.com/~lynn/2010d.html#60 LPARs: More or Less?
http://www.garlic.com/~lynn/2010e.html#23 Item on TPF
http://www.garlic.com/~lynn/2010g.html#31 Mainframe Executive article on the death of tape
http://www.garlic.com/~lynn/2010l.html#74 CSC History
http://www.garlic.com/~lynn/2011b.html#69 Boeing Plant 2 ... End of an Era
http://www.garlic.com/~lynn/2011b.html#72 IBM Future System
http://www.garlic.com/~lynn/2011f.html#80 TSO Profile NUM and PACK
http://www.garlic.com/~lynn/2011l.html#27 computer bootlaces
http://www.garlic.com/~lynn/2011o.html#34 Data Areas?
http://www.garlic.com/~lynn/2012k.html#62 Any cool anecdotes IBM 40yrs of VM

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by scott on Mon, 28 Jan 2013 17:12:46 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Peter Flass wrote:
>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>> Shmuel (Seymour J.) Metz wrote:
>>>> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>>
>>>> > Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>>>> > I've been talking about batch.
>>>>
>>>> You were talking about stand-alone time. With a batch monitor there
>>>> was far less need for stand-alone time.
>>>>
>>> Someone asked me about my work. OS development requires _real_
>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>>
>> Until virtual machines came along :-)
>
> Not if the stuff you're selling is the hardware. The virtual machine
> code can't be written until the new hardware is shipped with its
> drivers and supporting software.

That's actually not true. OS/VMM development can start on a simulator
long before the hardware is available. That is how things happen today,
and that's how things happened in the 70's and 80's. We had a B7900
in pasadena used just for simulating new hardware designs for the successors

to the B4900 in 1979. It's not as fast as hardware, but perfectly suitable for developing OS bringup code and core kernel code, as well as for testing out concepts to help with hardware design.

Today, both Intel and AMD provide simulators for new hardware ahead of processor availability (see http://developer.amd.com/tools/cpu-development/simnow-simula tor/ for example). My current employer uses simulators for multiple processor and system architectures in advance of hardware availability to do software development, as have all the PPOE.

scott

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 28 Jan 2013 20:25:52 GMT
View Forum Message <> Reply to Message

On 1/28/2013 10:13 AM, jmfbahciv wrote:
> Peter Flass wrote:
>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>> Shmuel (Seymour J.) Metz wrote:
>>>> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>>
>>>> > Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>>>> > I've been talking about batch.
>>>>
>>>> You were talking about stand-alone time. With a batch monitor there
>>>> was far less need for stand-alone time.
>>>>
>>> Someone asked me about my work. OS development requires _real_
>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>>
>> Until virtual machines came along :-)
>>
> Not if the stuff you're selling is the hardware. The virtual machine
> code can't be written until the new hardware is shipped with its
> drivers and supporting software.
>

Reread Lynne's story about porting VM to a yet undeveloped 370 model using a modified VM on another similar machine.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 28 Jan 2013 20:27:09 GMT
View Forum Message <> Reply to Message

On 1/28/2013 10:39 AM, Charlie Gibbs wrote:
> In article <PM0004D45AB8EAE3D3@aca23392.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Peter Flass wrote:
>>
>>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>>
>>>> Someone asked me about my work. OS development requires _real_
>>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>>
>>> Until virtual machines came along :-)
>>
>> Not if the stuff you're selling is the hardware. The virtual
>> machine code can't be written until the new hardware is shipped
>> with its drivers and supporting software.
>
> You need real metal eventually, but you can make a good start
> using simulators. Sooner or later, though, you'll need the
> real thing. "In theory there's no difference between theory
> and practice, but in practice there is."
>

Actually I recently discovered the System/360 simulator IBM< developed
on a 707x while the 360 was still under development.

--
Pete

---

Subject: Re: New HD
Posted by Morten Reistad on Mon, 28 Jan 2013 21:14:12 GMT
View Forum Message <> Reply to Message

In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Shmuel (Seymour J.) Metz wrote:
>> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>
>>> Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>>> I've been talking about batch.
>>
>> You were talking about stand-alone time. With a batch monitor there

>>  was far less need for stand-alone time.
>>
> Someone asked me about my work.  OS development requires _real_
> stand-alone time.  Stand-alone machine time was a scarce resource.

Nowadays we have emulators of various types to give such
"standalone time". Come to think of it, this is not new.

There are, of course, some scenarios where you need to debug
"on the real iron", but the emulators are very good at provoking
OS errors, reducing the time needed for true standalone time by
a couple of orders of mangnitude.

-- mrr

---

Subject: Re: New HD
Posted by Andy Burns on Mon, 28 Jan 2013 22:36:07 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:

>  How do you feel about the builder pattern
>
>  LinePrinterOutput lp0 = new PrinterBuilder()
>  .withPrinterType(PrinterTypes.LINE_PRINTER)
>  .withOutputDevice("lpt1")
>  .withIrritatingUndocumentedParameter(42)
>  .build();

Not keen. Where's it common?

---

Subject: Re: New HD
Posted by Jorgen Grahn on Mon, 28 Jan 2013 22:48:18 GMT
View Forum Message <> Reply to Message

On Sat, 2013-01-26, Walter Bushell wrote:
>  In article <slrnkg82sj.ah7.grahn+nntp@frailea.sa.invalid>,
>  Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
....
>>  Disclaimer: I focused on photos.  Of course people who save all their
>>  stuff in exotic, proprietary file formats or databases will have
>>  problems.  My old Amiga games won't ever run again, and so on ...
>
>  What there are no emulators for the Amiga?

I would be surprised if emulation worked well for the more advanced games; they tended to orchestrate the various programmable chips, so that their clocking, the RAM clocking, the CPU and your TV's horizontal scan matched exactly to produce the desired effects. Many of them broke if you moved to faster hardware, e.g. a Motorola 68020 instead of the 68000.

On the other hand, I've been surprised before ... I've never used emulators; perhaps they are more clever than I assume.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Jorgen Grahn on Mon, 28 Jan 2013 22:57:58 GMT
View Forum Message <> Reply to Message

On Sat, 2013-01-26, Andrew Swallow wrote:

> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT

I didn't know that, but I sometimes wish I could use it in my own programs. It's easier on the eye than LINE_PRINTER_OUTPUT.

Every language I've used has limited identifiers to [A-Za-z0-9_]+, with the first character not being a digit.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Andy Burns on Mon, 28 Jan 2013 23:18:05 GMT
View Forum Message <> Reply to Message

Jorgen Grahn wrote:

> On Sat, 2013-01-26, Andrew Swallow wrote:
>
>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT

>
> I didn't know that, but I sometimes wish I could use it in my own
> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.

But could you put up with having to write "SUBTRACT x FROM y" instead of
just using a hyphen as a minus sign?

---

Subject: Re: New HD
Posted by Jorgen Grahn on Mon, 28 Jan 2013 23:18:20 GMT
View Forum Message <> Reply to Message

On Thu, 2013-01-24, jmfbahciv wrote:
> Jorgen Grahn wrote:
>> On Wed, 2013-01-23, jmfbahciv wrote:
>> ...
>>> One of the reasons I was a "bad" programmer was because I thought through
>>> everything, wrote the specs, then wrote the code. By the time I was
>>> writing code, the code was essentially writing itself.
>>
>> That's not a goal in itself (unless terminal time is a limited
>> resource). But I assume you were also more likely to get it right
>> that way.
>
> Both terminal and machine stand alone time was a scarce resource.
>
>>
>>> In a production
>>> line environment like ours, this process took too long.
>>
>> So far, I've never been under so much time pressure that I couldn't
>> either (a) make it right or (b) at least isolate and document the weak
>> areas.
>>
>> I've never been impressed by "yes this code is not quite under
>> control, but we were in such a hurry" arguments. A lot of the
>> shortcuts people take start hurting immediately -- don't name a
>> function properly, and five minutes later you'll forget what it does
>> and use it incorrectly.
>
> then you don't understand how OS development groups worked at DEC.
> The goal was to get the hardware out the door. Period. There were
> very few "software" projects other than lanugages and those were
> supplied so we could sell hardware to the government.
>
> DEC's OS people were smart and experienced enough to know when
> and when not to take those "shortcuts".

I should point out that I switched my topic from DEC to software projects under time pressure in general. I've worked some in hardware-focused places, but I know next to nothing about DEC.

Sure, there are shortcuts worth taking. But there are also those which *never* pay off, not even over an hour of programming. And yet people take them.

/Jorgen

--
// Jorgen Grahn <grahn@ Oo o. . .
\X/ snipabacken.se> O o .

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 29 Jan 2013 02:36:14 GMT
View Forum Message <> Reply to Message

On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
<usenet.jan2013@adslpipe.co.uk> wrote:

> Jorgen Grahn wrote:
>
>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>
>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>
>> I didn't know that, but I sometimes wish I could use it in my own
>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>
> But could you put up with having to write "SUBTRACT x FROM y" instead of
> just using a hyphen as a minus sign?

compute y = y - x

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 29 Jan 2013 03:04:47 GMT
View Forum Message <> Reply to Message

Gene Wirchenko <genew@telus.net> writes:

> On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
> <usenet.jan2013@adslpipe.co.uk> wrote:
>
>> Jorgen Grahn wrote:
>>
>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>
>>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>
>>> I didn't know that, but I sometimes wish I could use it in my own
>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>
>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>> just using a hyphen as a minus sign?
>
>  compute y = y - x

Yep, but to get the true flavor:

```
COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
```

The verbosity never bothered me.

--
Dan Espen

---

Subject: Re: New HD
Posted by Andy Burns on Tue, 29 Jan 2013 09:04:34 GMT
View Forum Message <> Reply to Message

Gene Wirchenko wrote:

> Andy Burns wrote:
>
>> could you put up with having to write "SUBTRACT x FROM y" instead of
>> just using a hyphen as a minus sign?
>
>  compute y = y - x

Mercifully I only had to use COBOL for a few months and BEER seems to
have helped flush most of the damage from my brain :-)

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Tue, 29 Jan 2013 12:48:32 GMT
View Forum Message <> Reply to Message

On Fri, 25 Jan 2013 16:54:50 -0000, Charles Richmond
<numerist@aquaporin4.com> wrote:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:icpq0v25d0.fsf@home.home...
>> jmfbahciv <See.above@aol.com> writes:
>>
[]
>> Never really thought about it much, but I see:
>>
>> Save Page _A_s...
>>
>> not
>>
>> Save page _a_s...
>>
>
> Java conventions (and some in C++ and Pascal) say variables should be
> like: LinePrinterOutput. In C, I prefer the style:
> line_printer_output.

CamelCase is the thing these days.

> --
>
> numerist at aquaporin4 dot com
>

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 29 Jan 2013 13:42:30 GMT
View Forum Message <> Reply to Message

On 1/28/2013 5:57 PM, Jorgen Grahn wrote:
> On Sat, 2013-01-26, Andrew Swallow wrote:
>
>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>
> I didn't know that, but I sometimes wish I could use it in my own
> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>
> Every language I've used has limited identifiers to [A-Za-z0-9_]+,
> with the first character not being a digit.
>

> /Jorgen
>

Some also allow @, $ and #.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 29 Jan 2013 13:43:24 GMT
View Forum Message <> Reply to Message

On 1/28/2013 6:18 PM, Andy Burns wrote:
> Jorgen Grahn wrote:
>
>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>
>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>
>> I didn't know that, but I sometimes wish I could use it in my own
>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>
> But could you put up with having to write "SUBTRACT x FROM y" instead of
> just using a hyphen as a minus sign?
>

COMPUTE y = y-x.

--
Pete

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Tue, 29 Jan 2013 14:04:38 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 09:04:34 -0000, Andy Burns
<usenet.jan2013@adslpipe.co.uk> wrote:

> Gene Wirchenko wrote:
>
>> Andy Burns wrote:
>>
>>> could you put up with having to write "SUBTRACT x FROM y" instead of
>>> just using a hyphen as a minus sign?
>>

>>  compute y = y - x
>
>  Mercifully I only had to use COBOL for a few months and BEER seems to
>  have helped flush most of the damage from my brain :-)
>
>

Not  *the* Andy Burns?
If so, more TIOTS to your JFCBS!

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 29 Jan 2013 14:43:44 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
>  In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>  jmfbahciv  <See.above@aol.com> wrote:
>> Shmuel (Seymour J.) Metz wrote:
>>>  In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>  at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>
>>>> Huh?  I wish you wouldn't cut the preveious stuff out.  I don't think
>>>> I've been talking about batch.
>>>
>>>  You were talking about stand-alone time. With a batch monitor there
>>>  was far less need for stand-alone time.
>>>
>> Someone asked me about my work.  OS development requires _real_
>> stand-alone time.  Stand-alone machine time was a scarce resource.
>
>  Nowadays we have emulators of various types to give such
>  "standalone time". Come to think of it, this is not new.

In our shop, the emulator would have to be written before anyone
could work.  It was easier and took less time to use the real
hardware, especially when some product manager had promised the first
piece of the gear to be shipped to a customer without going through
our lab first.

>
>  There are, of course, some scenarios where you need to debug
>  "on the real iron", but the emulators are very good at provoking
>  OS errors, reducing the time needed for true standalone time by

> a couple of orders of mangnitude.

We were a hardware company. the OS code didn't exist until we
wrote it.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 29 Jan 2013 14:43:45 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004D45AB8EAE3D3@aca23392.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Peter Flass wrote:
>>
>>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>>
>>>> Someone asked me about my work. OS development requires _real_
>>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>>
>>> Until virtual machines came along :-)
>>
>> Not if the stuff you're selling is the hardware. The virtual
>> machine code can't be written until the new hardware is shipped
>> with its drivers and supporting software.
>
> You need real metal eventually, but you can make a good start
> using simulators. Sooner or later, though, you'll need the
> real thing. "In theory there's no difference between theory
> and practice, but in practice there is."
>
During the KA development, the hardware changed from underneath
TW. He would come in at 3:00 one day, develop and debug stuff.
Next day at 3:00, he would find the machine was not at all like
the one he had debugged the day before. Kotok had been in between
his shifts.

With the KIs, the first prototype was different from the bread board.
No emulator would be useful.

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Tue, 29 Jan 2013 14:43:49 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 1/28/2013 10:13 AM, jmfbahciv wrote:
>> Peter Flass wrote:
>>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>>> Shmuel (Seymour J.) Metz wrote:
>>>> > In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> > at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>> >
>>>> >> Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>>>> >> I've been talking about batch.
>>>> >
>>>> > You were talking about stand-alone time. With a batch monitor there
>>>> > was far less need for stand-alone time.
>>>> >
>>>> Someone asked me about my work. OS development requires _real_
>>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>>
>>> Until virtual machines came along :-)
>>
>> Not if the stuff you're selling is the hardware. The virtual machine
>> code can't be written until the new hardware is shipped with its
>> drivers and supporting software.
>>
>
> Reread Lynne's story about porting VM to a yet undeveloped 370 model
> using a modified VM on another similar machine.
>
>
Then you run the code which was developed using the emulator and find
a completely different piece of hardware. Read TW's project report
about the RH20 which was a simple device compared to a CPU. An emulator
could not get the timings right.

Look, I'm not stating that it is impossible to do. I talked about
how we worked. There was no time for messing with an emulator
before writing the code for ship. An emulator was being written
for the Jupiter. The emulator worked according to the spec; the
Jupiter did not. Until you get the hardware and power it up, you
will never know what you have no matter how many emulators were
written.

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Tue, 29 Jan 2013 14:43:53 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>> Peter Flass wrote:
>>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>>> Shmuel (Seymour J.) Metz wrote:
>>>> > In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> > at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>> >
>>>> >> Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>>>> >> I've been talking about batch.
>>>> >
>>>> > You were talking about stand-alone time. With a batch monitor there
>>>> > was far less need for stand-alone time.
>>>> >
>>>> Someone asked me about my work. OS development requires _real_
>>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>>
>>> Until virtual machines came along :-)
>>
>> Not if the stuff you're selling is the hardware. The virtual machine
>> code can't be written until the new hardware is shipped with its
>> drivers and supporting software.
>
> That's actually not true. OS/VMM development can start on a simulator
> long before the hardware is available. That is how things happen today,
> and that's how things happened in the 70's and 80's. We had a B7900
> in pasadena used just for simulating new hardware designs for the successors
> to the B4900 in 1979. It's not as fast as hardware, but perfectly suitable
for
> developing OS bringup code and core kernel code, as well as for testing out
concepts
> to help with hardware design.
>
> Today, both Intel and AMD provide simulators for new hardware ahead of
processor
> availability (see
http://developer.amd.com/tools/cpu-development/simnow-simula tor/ for
> example). My current employer uses simulators for multiple processor and
system
> architectures in advance of hardware availability to do software
development, as have
> all the PPOE.

an emulator can be used to develop CUSPs and languages, not the monitor
code.

/BAH

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:01:51 GMT
View Forum Message <> Reply to Message

"Walter Bushell" <proto@panix.com> wrote in message
news:proto-01E018.09312126012013@news.panix.com...
> In article <kdu9nr$n7s$1@dont-email.me>,
> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>> Or having the specs be... however the pointy-haired boss thinks the
>> program
>> ought to work this week. This type of boss always has some suggestion
>> for
>> additions... just add this one small thing to the program. *Never* mind
>> that you are hammering away, trying to get all the original functionality
>> into the program the right way.
>
> And they have *no idea* what a large or small addition is.
>

You are so right, sir!!! Just the "one small change" the pointy-haired boss wants... may require massive changes through many other routines to adjust the program for that "one small change". But beyond that... what seems to be a "small change" to the boss, may actually be a *large* change in the context of the program structure.

Here is where the unscrupulous consultants come in. They promise the boss they can do in a 3 months... what you told the boss would take *nine* months. The boss believes the consultants because he *wants* to believe in Santa Claus. So the consulants come in, work for the 3 months, get paid, and do *not* get the modifications anywhere near working. Then after the consultants leave, *you* have to come in, clean up the mess that the consultants made, and then start on the change you should have begun three months earlier!!!

"Those that understand the technology, do *not* control it; those that control the technology, do *not* understand it."

--

numerist at aquaporin4 dot com

--

numerist at aquaporin4.com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:13:03 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:51046460$2$fuzhry+tra$mr2ice@news.patriot.net...
> In <kdue9h$lnr$2@dont-email.me>, on 01/25/2013
>  at 10:07 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> They got it back from the Smithsonian!!! Heaven forbit that NASA
>> themselves might retain such hardware for possible future needs.
>
> In fact, they did everything that they could to ensure that the Saturn
> V would never be competition to the shuttle, including destroying
> blueprints.
>

This is sadly reminicent of what DEC did to the 36-bit line... when DEC
wanted to make VAX "the whole cheese". Some folks think destroying any
vestige of the past... is somehow going to help the future.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:20:04 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D46E6D26AF99@aca208c4.ipt.aol.com...
>
>  [snip...]  [snip...]
> [snip...]
>
> Then you run the code which was developed using the emulator and find
> a completely different piece of hardware. Read TW's project report
> about the RH20 which was a simple device compared to a CPU. An emulator
> could not get the timings right.
>
> Look, I'm not stating that it is impossible to do. I talked about
> how we worked. There was no time for messing with an emulator
> before writing the code for ship. An emulator was being written

> for the Jupiter. The emulator worked according to the spec; the
> Jupiter did not. Until you get the hardware and power it up, you
> will never know what you have no matter how many emulators were
> written.
>

BAH, I do *not* think anyone is saying that the emulator is "just as good as" the hardware that might be developed. But the emulator *does* let a *lot* of the software work be done ahead of the hardware creation. This in itself is extremely valuable IMHO.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:26:38 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D46E3C3AF6CC@aca208c4.ipt.aol.com...
> Morten Reistad wrote:
>> In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Shmuel (Seymour J.) Metz wrote:
>>>> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>>
>>>> >Huh? I wish you wouldn't cut the preveious stuff out. I don't think
>>>> >I've been talking about batch.
>>>>
>>>> You were talking about stand-alone time. With a batch monitor there
>>>> was far less need for stand-alone time.
>>>>
>>> Someone asked me about my work. OS development requires _real_
>>> stand-alone time. Stand-alone machine time was a scarce resource.
>>
>> Nowadays we have emulators of various types to give such
>> "standalone time". Come to think of it, this is not new.
>
> In our shop, the emulator would have to be written before anyone
> could work. It was easier and took less time to use the real
> hardware, especially when some product manager had promised the first
> piece of the gear to be shipped to a customer without going through
> our lab first.
>

"If I had six hours to chop down a tree, I'd spend the first four hours
sharpening the axe,"  -- Abraham Lincoln

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:28:44 GMT
View Forum Message <> Reply to Message

"Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
news:wPOdnV8N6I6wmprMnZ2dnUVZ8rKdnZ2d@brightview.co.uk...
>  Jorgen Grahn wrote:
>
>>  On Sat, 2013-01-26, Andrew Swallow wrote:
>>
>>>  COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>
>>  I didn't know that, but I sometimes wish I could use it in my own
>>  programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>
>  But could you put up with having to write "SUBTRACT x FROM y" instead of
>  just using a hyphen as a minus sign?
>

ISTM that one *can* use the "minus sign" in COBOL on "COMPUTE" statements.
But the "minus sign" must be surrounded on both sides by at least one
*space* character.  SNOBOL4 has this same rule about arithmetic operators.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:31:19 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icy5fcwuy8.fsf@home.home...
>  Gene Wirchenko <genew@telus.net> writes:
>
>>  On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>  <usenet.jan2013@adslpipe.co.uk> wrote:
>>

>>> Jorgen Grahn wrote:
>>>
>>>>  On Sat, 2013-01-26, Andrew Swallow wrote:
>>>>
>>>> > COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>>
>>>>  I didn't know that, but I sometimes wish I could use it in my own
>>>>  programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>
>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>> just using a hyphen as a minus sign?
>>
>>  compute y = y - x
>
>  Yep, but to get the true flavor:
>
>  COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>
>  The verbosity never bothered me.
>

It's *not* so much that verbosity "bothers" me... it's just that the mind
seems to be able to understand more, when one can take in more in one scan
of a more compacted form of line.  The above COBOL line is *not* so bad, but
add more terms and it *can* become very bad!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:34:10 GMT
View Forum Message <> Reply to Message

"Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>  Gene Wirchenko wrote:
>
>>  Andy Burns wrote:
>>
>>>  could you put up with having to write "SUBTRACT x FROM y" instead of
>>>  just using a hyphen as a minus sign?
>>
>>  compute y = y - x
>
>  Mercifully I only had to use COBOL for a few months and BEER seems to have
>  helped flush most of the damage from my brain :-)

>

You cashed the paychecks, didn't you???  ;-)  COBOL is *not* a language I would *enjoy* working it so much, but it does present a challenge.  And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out there. Thus he has the opporunity to *fix* it and be the "hero".

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Morten Reistad on Tue, 29 Jan 2013 15:39:02 GMT
View Forum Message <> Reply to Message

In article <PM0004D46E3C3AF6CC@aca208c4.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
> Morten Reistad wrote:
>>  In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>> Shmuel (Seymour J.) Metz wrote:
>>>>  In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>>     at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>>

>>  Nowadays we have emulators of various types to give such
>>  "standalone time". Come to think of it, this is not new.
>
> In our shop, the emulator would have to be written before anyone
> could work.  It was easier and took less time to use the real
> hardware, especially when some product manager had promised the first
> piece of the gear to be shipped to a customer without going through
> our lab first.

In a sense, you are contradicting yourself. When you don't have the "real iron", an emulator can give you a headway you cannot get in any other way. This was how microsoft got ahead in the OS/basic game, and IBM got all their OS alternatives to work in tandem.

>>  There are, of course, some scenarios where you need to debug
>>  "on the real iron", but the emulators are very good at provoking
>>  OS errors, reducing the time needed for true standalone time by
>>  a couple of orders of mangnitude.
>
> We were a hardware company.  the OS code didn't exist until we
> wrote it.

The PDP10 would have needed some extensions to do virtualisation,
but not much. Proper traps of the I/O, indirect uuo/jsys (so the
sub-monitor, not the "hypervising" monitor got the call), and
a "pa1050-for-sub-os" package would have done it.

-- mrr

---

Subject: Re: New HD
Posted by Morten Reistad on Tue, 29 Jan 2013 15:41:18 GMT
View Forum Message <> Reply to Message

In article <PM0004D46E492803D5@aca208c4.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Charlie Gibbs wrote:
>> In article <PM0004D45AB8EAE3D3@aca23392.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> Peter Flass wrote:
>>>
>>>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>>>
>>>> > Someone asked me about my work. OS development requires _real_
>>>> > stand-alone time. Stand-alone machine time was a scarce resource.
>>>>
>>>> Until virtual machines came along :-)
>>>
>>> Not if the stuff you're selling is the hardware. The virtual
>>> machine code can't be written until the new hardware is shipped
>>> with its drivers and supporting software.
>>
>> You need real metal eventually, but you can make a good start
>> using simulators. Sooner or later, though, you'll need the
>> real thing. "In theory there's no difference between theory
>> and practice, but in practice there is."
>>
> During the KA development, the hardware changed from underneath
> TW. He would come in at 3:00 one day, develop and debug stuff.
> Next day at 3:00, he would find the machine was not at all like
> the one he had debugged the day before. Kotok had been in between
> his shifts.
>
> With the KIs, the first prototype was different from the bread board.
> No emulator would be useful.

I read this the other way, finding an emulator _very_ useful, when
the hardware folks cannot get their act together to make a

consistent machine.

If POO changes are warranted, then a proper ECO should be issued,
which is reflected in emulators too.

-- mrr

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:41:25 GMT
View Forum Message <> Reply to Message

"Jorgen Grahn" <grahn+nntp@snipabacken.se> wrote in message
news:slrnkge1pp.ah7.grahn+nntp@frailea.sa.invalid...
> On Thu, 2013-01-24, jmfbahciv wrote:
>> Jorgen Grahn wrote:
>>> On Wed, 2013-01-23, jmfbahciv wrote:
>>> ...
>>>> One of the reasons I was a "bad" programmer was because I thought
>>>> through
>>>> everything, wrote the specs, then wrote the code. By the time I was
>>>> writing code, the code was essentially writing itself.
>>>
>>> That's not a goal in itself (unless terminal time is a limited
>>> resource). But I assume you were also more likely to get it right
>>> that way.
>>
>> Both terminal and machine stand alone time was a scarce resource.
>>
>>>
>>>> In a production
>>>> line environment like ours, this process took too long.
>>>
>>> So far, I've never been under so much time pressure that I couldn't
>>> either (a) make it right or (b) at least isolate and document the weak
>>> areas.
>>>
>>> I've never been impressed by "yes this code is not quite under
>>> control, but we were in such a hurry" arguments. A lot of the
>>> shortcuts people take start hurting immediately -- don't name a
>>> function properly, and five minutes later you'll forget what it does
>>> and use it incorrectly.
>>
>> then you don't understand how OS development groups worked at DEC.
>> The goal was to get the hardware out the door. Period. There were
>> very few "software" projects other than lanugages and those were
>> supplied so we could sell hardware to the government.
>>

>> DEC's OS people were smart and experienced enough to know when
>> and when not to take those "shortcuts".
>
> I should point out that I switched my topic from DEC to software
> projects under time pressure in general. I've worked some in
> hardware-focused places, but I know next to nothing about DEC.
>
> Sure, there are shortcuts worth taking. But there are also those
> which *never* pay off, not even over an hour of programming. And yet
> people take them.
>

It's short-sightedness. But some programmers are like the little kid who would skip school to avoid taking some punishment. Sure, later on, the punishment would be *worse*.... but at least he could "put off" having to take the punishment for a few more hours.

The only valuable place I see where taking short-cuts in the short term .... that cause monumental problems in the long term... is when you are the CEO of a big company. You take the short-cuts, make things look good for a while, take your massive stock-options and leave for the next sucke... company. The first company will tank, but you will be long-gone!!!

Come to think of it... this is like putting sawdust in the transmission of a worn-out car. The gears shift like silk for a few days... but then the whole mess falls apart. By that time, you've already sold the car to some sucker and absconded with the proceeds.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:44:43 GMT
View Forum Message <> Reply to Message

"Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> wrote in message news:op.wroa66t65cosae@anyhost.anywhere...
> On Fri, 25 Jan 2013 16:54:50 -0000, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:icpq0v25d0.fsf@home.home...
>>> jmfbahciv <See.above@aol.com> writes:
>>>
> []
>>> Never really thought about it much, but I see:

>>>
>>> Save Page _A_s...
>>>
>>> not
>>>
>>> Save page _a_s...
>>>
>>
>> Java conventions (and some in C++ and Pascal) say variables should be
>> like: LinePrinterOutput. In C, I prefer the style:
>> line_printer_output.
>
> CamelCase is the thing these days.
>

CamelCase, huh??? I've heard it called other things... but those names can
*not* be repeated in polite company!!! ;-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 29 Jan 2013 15:53:16 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:icy5fcwuy8.fsf@home.home...
>> Gene Wirchenko <genew@telus.net> writes:
>>
>>> On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>> <usenet.jan2013@adslpipe.co.uk> wrote:
>>>
>>>> Jorgen Grahn wrote:
>>>>
>>>> > On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >
>>>> >> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >
>>>> > I didn't know that, but I sometimes wish I could use it in my own
>>>> > programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>>
>>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> just using a hyphen as a minus sign?
>>>

>>>  compute y = y - x
>>
>> Yep, but to get the true flavor:
>>
>>  COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>>
>> The verbosity never bothered me.
>
> It's *not* so much that verbosity "bothers" me... it's just that the
> mind seems to be able to understand more, when one can take in more in
> one scan of a more compacted form of line. The above COBOL line is
> *not* so bad, but add more terms and it *can* become very bad!

True.

One of the COBOL tricks to lessen the problem is alignment.

This:

```
MOVE IN-NAME TO OU-NAME.
MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
MOVE IN-CITY TO OU-CITY.
MOVE IN-STATE TO OU-STATE.
MOVE IN-ZIP TO OU-ZIP.
```

versus:

```
MOVE IN-NAME      TO OU-NAME.
MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
MOVE IN-CITY      TO OU-CITY.
MOVE IN-STATE     TO OU-STATE.
MOVE IN-ZIP       TO OU-ZIP.
```

--
Dan Espen

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 15:59:05 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icpq0ovvdf.fsf@home.home...
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>

>>  "Dan Espen" <despen@verizon.net> wrote in message
>>  news:icy5fcwuy8.fsf@home.home...
>>>  Gene Wirchenko <genew@telus.net> writes:
>>>
>>>>  On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>>>  <usenet.jan2013@adslpipe.co.uk> wrote:
>>>>
>>>> >Jorgen Grahn wrote:
>>>> >
>>>> >> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >>
>>>> >>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >>
>>>> >> I didn't know that, but I sometimes wish I could use it in my own
>>>> >> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>> >
>>>> >But could you put up with having to write "SUBTRACT x FROM y" instead
>>>> >of
>>>> >just using a hyphen as a minus sign?
>>>>
>>>>       compute y = y - x
>>>
>>>  Yep, but to get the true flavor:
>>>
>>>       COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>>>
>>>  The verbosity never bothered me.
>>
>>  It's *not* so much that verbosity "bothers" me... it's just that the
>>  mind seems to be able to understand more, when one can take in more in
>>  one scan of a more compacted form of line.  The above COBOL line is
>>  *not* so bad, but add more terms and it *can* become very bad!
>
>  True.
>
>  One of the COBOL tricks to lessen the problem is alignment.
>
>  This:
>
>   MOVE IN-NAME TO OU-NAME.
>   MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>   MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>   MOVE IN-CITY TO OU-CITY.
>   MOVE IN-STATE TO OU-STATE.
>   MOVE IN-ZIP TO OU-ZIP.
>
>  versus:
>

>  MOVE IN-NAME  TO OU-NAME.
>  MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>  MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>  MOVE IN-CITY  TO OU-CITY.
>  MOVE IN-STATE  TO OU-STATE.
>  MOVE IN-ZIP  TO OU-ZIP.
>

The same is true of old FORTRAN FORMAT statements.  I have seen 12 line
FORMAT statements that were *much* easier to read if aligned properly.
After all, the purpose of an HLL is so the programmer can understand the
program better... and blanks are *free* in FORTRAN. :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by scott on Tue, 29 Jan 2013 16:22:51 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Morten Reistad wrote:
>>  In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>> Shmuel (Seymour J.) Metz wrote:
>>>>  In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>>  at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>>
>>>> >Huh?  I wish you wouldn't cut the preveious stuff out.  I don't think
>>>> >I've been talking about batch.
>>>>
>>>>  You were talking about stand-alone time. With a batch monitor there
>>>>  was far less need for stand-alone time.
>>>>
>>> Someone asked me about my work.  OS development requires _real_
>>> stand-alone time.  Stand-alone machine time was a scarce resource.
>>>
>>  Nowadays we have emulators of various types to give such
>>  "standalone time". Come to think of it, this is not new.
>
> In our shop, the emulator would have to be written before anyone
> could work.  It was easier and took less time to use the real
> hardware, especially when some product manager had promised the first
> piece of the gear to be shipped to a customer without going through
> our lab first.
>

>>
>> There are, of course, some scenarios where you need to debug
>> "on the real iron", but the emulators are very good at provoking
>> OS errors, reducing the time needed for true standalone time by
>> a couple of orders of mangnitude.
>
> We were a hardware company. the OS code didn't exist until we
> wrote it.

So, IBM and Burroughs both bothered to build the emulator before
building the hardware, and used the emulator to develop the OS
code and validate the hardware architecture in advance of the
availability of the hardware.

If what you claim is true, DEC never did this. No wonder IBM
and Unisys are still around, but DEC is history (smiley).

scott

---

Subject: Re: New HD
Posted by scott on Tue, 29 Jan 2013 16:26:51 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

>
> Look, I'm not stating that it is impossible to do. I talked about
> how we worked. There was no time for messing with an emulator
> before writing the code for ship. An emulator was being written
> for the Jupiter. The emulator worked according to the spec; the
> Jupiter did not. Until you get the hardware and power it up, you
> will never know what you have no matter how many emulators were
> written.

If you do it right, you will know _exactly_ what you get from the
hardware when you power it up. Any differences from the "spec"
are design errors that shouldn't happen in the first place, but should
be fixed if they do.

I'll note that the contingencies of business would often dictate that
the hardware ship with these 'design errors' and corresponding workarounds
would need be developed in the operating software (MCP, OS, Monitor,
Hypervisor, call it what you will).

However, the purpose of building the emulator/simulator up front is to
help prevent such design errors from creeping into the design in the first
place.

scott

Subject: Re: New HD
Posted by scott on Tue, 29 Jan 2013 16:33:49 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

>>
>> That's actually not true. OS/VMM development can start on a simulator
>> long before the hardware is available. That is how things happen today,
>> and that's how things happened in the 70's and 80's. We had a B7900
>> in pasadena used just for simulating new hardware designs for the successors
>> to the B4900 in 1979. It's not as fast as hardware, but perfectly suitable
> for
>> developing OS bringup code and core kernel code, as well as for testing out
> concepts
>> to help with hardware design.
>>
>> Today, both Intel and AMD provide simulators for new hardware ahead of
> processor
>> availability (see
> http://developer.amd.com/tools/cpu-development/simnow-simula tor/ for
>> example). My current employer uses simulators for multiple processor and
> system
>> architectures in advance of hardware availability to do software
> development, as have
>> all the PPOE.
>
> an emulator can be used to develop CUSPs and languages, not the monitor
> code.

I'm sorry, but I've got thirty years of experience developing "monitor code"
for four or five different architectures on emulators prior to hardware
availability from mainframes to the latest 64-bit arm processors (which
don't exist yet, but I've been working on "monitor code" using the
simulator (which I co-wrote) for months even though the hardware won't
be available for many more months - we can boot linux on our simulator (and it boots
in less than 30 seconds to a shell prompt) and test application level
code such as apache as well as develop device drivers for the new hardware
devices, et. al.)

That in and of itself will falsify your blanket statement.

Subject: Re: New HD
Posted by scott on Tue, 29 Jan 2013 16:34:50 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:
> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
> message news:51046460$2$fuzhry+tra$mr2ice@news.patriot.net...
>> In <kdue9h$lnr$2@dont-email.me>, on 01/25/2013
>> at 10:07 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> They got it back from the Smithsonian!!! Heaven forbit that NASA
>>> themselves might retain such hardware for possible future needs.
>>
>> In fact, they did everything that they could to ensure that the Saturn
>> V would never be competition to the shuttle, including destroying
>> blueprints.
>>
>
> This is sadly reminicent of what DEC did to the 36-bit line... when DEC
> wanted to make VAX "the whole cheese". Some folks think destroying any
> vestige of the past... is somehow going to help the future.

Of course, since it is not true about the Saturn V, I'm not sure how that
applies to DEC.

---

Subject: Re: New HD
Posted by Walter Banks on Tue, 29 Jan 2013 16:35:12 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:

> jmfbahciv <See.above@aol.com> writes:
>
>
> If you do it right, you will know _exactly_ what you get from the
> hardware when you power it up. Any differences from the "spec"
> are design errors that shouldn't happen in the first place, but should
> be fixed if they do.
>

DEC used to refer to differences from the "spec" as
*Undocumented features*

Earlier releases of both PDP-8e and the original PDP-11 (before
it was a PDP-11/20) had several such features

w..

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 29 Jan 2013 17:10:05 GMT
View Forum Message <> Reply to Message

In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> It's *not* so much that verbosity "bothers" me... it's just that the
> mind seems to be able to understand more, when one can take in more
> in one scan of a more compacted form of line. The above COBOL line
> is *not* so bad, but add more terms and it *can* become very bad!

As the saying goes, though, you can write unreadable code in any
language. I'll take verbose COBOL any day over C code written in
that school which preaches breaking a program up into dozens of
5-line modules.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 29 Jan 2013 17:12:46 GMT
View Forum Message <> Reply to Message

In article <ke8qp3$c9c$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid>
> wrote in message news:op.wroa66t65cosae@anyhost.anywhere...
>
>> On Fri, 25 Jan 2013 16:54:50 -0000, Charles Richmond
>> <numerist@aquaporin4.com> wrote:
>>
>>> Java conventions (and some in C++ and Pascal) say variables
>>> should be like: LinePrinterOutput. In C, I prefer the style:
>>> line_printer_output.
>>
>> CamelCase is the thing these days.
>
> CamelCase, huh??? I've heard it called other things... but
> those names can *not* be repeated in polite company!!! ;-)

How about StudlyCaps?

Whenever I see someone using gratuitous BiCapitalization,
my marketroid alarms go off.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 29 Jan 2013 17:23:40 GMT
View Forum Message <> Reply to Message

In article <ke8o8n$o74$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Walter Bushell" <proto@panix.com> wrote in message
> news:proto-01E018.09312126012013@news.panix.com...
>
>> In article <kdu9nr$n7s$1@dont-email.me>,
>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>> Or having the specs be... however the pointy-haired boss thinks the
>>> program ought to work this week.  This type of boss always has some
>>> suggestion for additions... just add this one small thing to the
>>> program.  *Never* mind that you are hammering away, trying to get
>>> all the original functionality into the program the right way.
>>
>> And they have *no idea* what a large or small addition is.
>
> You are so right, sir!!!  Just the "one small change" the
> pointy-haired boss wants... may require massive changes through
> many other routines to adjust the program for that "one small
> change".  But beyond that... what seems to be a "small change"
> to the boss, may actually be a *large* change in the context
> of the program structure.

At the beginning of my career I discovered that the perceived
difficulty of a change is inversely proportional to the actual
difficulty.  On the positive side, sometimes a user will come
groveling to you, asking for some wonderful thing - which turns
out to be a one-line fix.

> Here is where the unscrupulous consultants come in.  They promise
> the boss they can do in a 3 months... what you told the boss would
> take *nine* months.  The boss believes the consultants because he
> *wants* to believe in Santa Claus. So the consulants come in, work

> for the 3 months, get paid, and do *not* get the modifications
> anywhere near working. Then after the consultants leave, *you*
> have to come in, clean up the mess that the consultants made,
> and then start on the change you should have begun three months
> earlier!!!

BTDTGTS (thanks, Shmuel)

> "Those that understand the technology, do *not* control it; those
> that control the technology, do *not* understand it."

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 29 Jan 2013 17:35:56 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

> In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> It's *not* so much that verbosity "bothers" me... it's just that the
>> mind seems to be able to understand more, when one can take in more
>> in one scan of a more compacted form of line. The above COBOL line
>> is *not* so bad, but add more terms and it *can* become very bad!
>
> As the saying goes, though, you can write unreadable code in any
> language. I'll take verbose COBOL any day over C code written in
> that school which preaches breaking a program up into dozens of
> 5-line modules.

Hate that.

Once worked on a C project that was nearing completion.
The thing was loaded with code calling various APIs:

```
 aa0open();
```

and the APIs called other APIs:

```
aa0open()
{
```

```
 bb0open();
}
```

All these APIs had been designed using "box architecture" in
project meetings.  Someone decided layer "aa" should interface
with layer "bb".  Lots of times "aa" had nothing to do.

I don't blame C so much as meetings and "box architecture".

--
Dan Espen

---

Subject: Re: New HD
Posted by Stan Barr on Tue, 29 Jan 2013 17:37:58 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 09:13:03 -0600, Charles Richmond
<numerist@aquaporin4.com> wrote:
>  "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>  message news:51046460$2$fuzhry+tra$mr2ice@news.patriot.net...
>>  In <kdue9h$lnr$2@dont-email.me>, on 01/25/2013
>>    at 10:07 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> They got it back from the Smithsonian!!!  Heaven forbit that NASA
>>> themselves  might retain such hardware for possible future needs.
>>
>>  In fact, they did everything that they could to ensure that the Saturn
>>  V would never be competition to the shuttle, including destroying
>>  blueprints.
>>
>
>  This is sadly reminicent of what DEC did to the 36-bit line... when DEC
>  wanted to make VAX "the whole cheese".  Some folks think destroying any
>  vestige of the past... is somehow going to help the future.

Apple gave away *all* the AppleII parts and docs when the Mac was done.
They didn't want to be tied to the past.  I've just been reading a new
book about Apple, most interesting!

"The Apple Revolution" by Luke Dormehl,  Random House 2012.
Covers up to the death of Steve Jobs.  Should you wish to take a look...

--
Cheers,
Stan Barr     plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Stan Barr on Tue, 29 Jan 2013 17:37:59 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 08:42:30 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 1/28/2013 5:57 PM, Jorgen Grahn wrote:
>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>
>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>
>> I didn't know that, but I sometimes wish I could use it in my own
>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>
>> Every language I've used has limited identifiers to [A-Za-z0-9_]+,
>> with the first character not being a digit.
>>
>> /Jorgen
>>
>
> Some also allow @, $ and #.
>

And in Forth, different as ever, an identifier is any sequence of
characters delimited by white space :-) You can even define a word
(Forthspeak for subroutine) whose name is a number, but it's not
considered good form!

Prolog allows letters, numbers and + - * / < > = : . & _ ~ as well.
So you can have ====> as an identifier.

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 18:00:37 GMT
View Forum Message <> Reply to Message

"Stan Barr" <plan.b@dsl.pipex.com> wrote in message
news:slrnkgfusu.4qb.plan.b@ID-309335.user.uni-berlin.de...
> On Tue, 29 Jan 2013 09:13:03 -0600, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:51046460$2$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <kdue9h$lnr$2@dont-email.me>, on 01/25/2013

>>>  at 10:07 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> They got it back from the Smithsonian!!!  Heaven forbit that NASA
>>>> themselves  might retain such hardware for possible future needs.
>>>
>>>  In fact, they did everything that they could to ensure that the Saturn
>>>  V would never be competition to the shuttle, including destroying
>>>  blueprints.
>>>
>>
>>  This is sadly reminicent of what DEC did to the 36-bit line... when DEC
>>  wanted to make VAX "the whole cheese".  Some folks think destroying any
>>  vestige of the past... is somehow going to help the future.
>
>  Apple gave away *all* the AppleII parts and docs when the Mac was done.
>  They didn't want to be tied to the past.  I've just been reading a new
>  book about Apple, most interesting!
>
>  "The Apple Revolution" by Luke Dormehl,  Random House 2012.
>  Covers up to the death of Steve Jobs.  Should you wish to take a look...
>

Yes, when Apple "married" the Macintosh... Apple wanted to kill all the children from a prevous marriage.  :-)  And this angered many Apple II fans!!!  Stan, would you want to destroy everything from your past... just so you would *not* be "tied to the past"???

That is a dumb question... you are loaded with old computer equipment (okay, "legacy" computer equipment).  There is a continuity to life and business... *no* matter whether NASA or Apple or DEC wanted to acknowledge it.  To systematically destroy the vestiges of the past, for whatever reason, is a "crime against humanity".  Note the destruction of the brand new Next Computers when Jobs went back to Apple.  Let's try them in the World Court in the Hague!!!

"The past is never dead. It's not even past."  -- William Falkner

The results of the things done in the past echos into the present and future... and changes the way people live and the way society conducts itself.  IMHO most people can *not* recognize or appreciate what this means or how things differ now in much more than just the obvious ways.

--

numerist at aquaporin4 dot com

One can *not* escape the past... though many people have tried very hard to

do just that.

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 18:10:47 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:832.812T278T5503347@kltpzyxm.invalid...
> In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> It's *not* so much that verbosity "bothers" me... it's just that the
>> mind seems to be able to understand more, when one can take in more
>> in one scan of a more compacted form of line. The above COBOL line
>> is *not* so bad, but add more terms and it *can* become very bad!
>
> As the saying goes, though, you can write unreadable code in any
> language. I'll take verbose COBOL any day over C code written in
> that school which preaches breaking a program up into dozens of
> 5-line modules.
>

Sure, Charlie... bad code is bad code. I once inherited a program from a
guy who was fired. His program written in C... was *so* bad that I had two
choices. I could spend the next five years trying to figure out what the
heck he did. Or I could throw away his code and start fresh. I started
fresh...

I knew what the program was *supposed* to do. Reading over his code, it was
clear that if there was some aspect the program was supposed to do and he
did *not* understand how to code it... why he just left it out!!! Even
though you have seen bad code in your past experience, you'd be shocked
when you looked at this guy's code. First off, the indentation was totally
haphazard. And when he had to do something repeatedly, instead of writing a
function (or even a macro) to do it... he'd just toss in another copy of the
code to do it. If you know something about C... you can appreciate it when
I tell you that he used FALSE as a variable. If I still had this code...
I'd make a web page out of it.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 29 Jan 2013 18:21:53 GMT

View Forum Message <> Reply to Message

"Stan Barr" <plan.b@dsl.pipex.com> wrote in message
news:slrnkgfusu.4qb.plan.b@ID-309335.user.uni-berlin.de...
> On Tue, 29 Jan 2013 09:13:03 -0600, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:51046460$2$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <kdue9h$lnr$2@dont-email.me>, on 01/25/2013
>>> at 10:07 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> They got it back from the Smithsonian!!! Heaven forbit that NASA
>>>> themselves might retain such hardware for possible future needs.
>>>
>>> In fact, they did everything that they could to ensure that the Saturn
>>> V would never be competition to the shuttle, including destroying
>>> blueprints.
>>>
>>
>> This is sadly reminicent of what DEC did to the 36-bit line... when DEC
>> wanted to make VAX "the whole cheese". Some folks think destroying any
>> vestige of the past... is somehow going to help the future.

> Apple gave away *all* the AppleII parts and docs when the Mac was done.

To Woz tho, not the same thing at all.

> They didn't want to be tied to the past. I've just been
> reading a new book about Apple, most interesting!

> "The Apple Revolution" by Luke Dormehl, Random House 2012.
> Covers up to the death of Steve Jobs. Should you wish to take a look...

---

Subject: Re: New HD
Posted by Walter Banks on Tue, 29 Jan 2013 19:32:31 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> It's *not* so much that verbosity "bothers" me... it's just that the
>> mind seems to be able to understand more, when one can take in more
>> in one scan of a more compacted form of line. The above COBOL line
>> is *not* so bad, but add more terms and it *can* become very bad!
>

> As the saying goes, though, you can write unreadable code in any
> language. I'll take verbose COBOL any day over C code written in
> that school which preaches breaking a program up into dozens of
> 5-line modules.
>

Nothing can naturally obfuscate code like APL the original write once language. :)

w..

---

Subject: Re: New HD
Posted by Andy Burns on Tue, 29 Jan 2013 20:14:27 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:

> On 1/28/2013 6:18 PM, Andy Burns wrote:
>
>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>> just using a hyphen as a minus sign?
>
> COMPUTE y = y-x.

I had forgotten that variation.

---

Subject: Re: New HD
Posted by Andy Burns on Tue, 29 Jan 2013 20:16:06 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> (Charles Richmond) writes:
>
>> CamelCase, huh??? I've heard it called other things...
>
> How about StudlyCaps?

BumpyCase

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 29 Jan 2013 21:17:03 GMT
View Forum Message <> Reply to Message

On 1/29/2013 10:34 AM, Charles Richmond wrote:
> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>> Gene Wirchenko wrote:
>>
>>> Andy Burns wrote:
>>>
>>>> could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> just using a hyphen as a minus sign?
>>>
>>>  compute y = y - x
>>
>> Mercifully I only had to use COBOL for a few months and BEER seems to
>> have helped flush most of the damage from my brain :-)
>>
>
> You cashed the paychecks, didn't you???  ;-) COBOL is *not* a language
> I would *enjoy* working it so much, but it does present a challenge.
> And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out
> there. Thus he has the opporunity to *fix* it and be the "hero".
>

Actually I kind of liked COBOL, but I spent the next many years not
admitting to knowing it because I didn't want to spend the rest of my
working life rewriting General Ledger.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 29 Jan 2013 21:25:15 GMT
View Forum Message <> Reply to Message

On 1/29/2013 1:00 PM, Charles Richmond wrote:
> "Stan Barr" <plan.b@dsl.pipex.com> wrote in message
>
> Yes, when Apple "married" the Macintosh... Apple wanted to kill all the
> children from a prevous marriage. :-) And this angered many Apple II
> fans!!! Stan, would you want to destroy everything from your past...
> just so you would *not* be "tied to the past"???

I think you're asking in the wrong group. I'm sorry for each and every
thing I ever destroyed, abandoned, or left behind. I frequently go
looking for things only to find they're gone.

--
Pete

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 29 Jan 2013 22:38:22 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:ke9e87$ut$2@dont-email.me...
> On 1/29/2013 1:00 PM, Charles Richmond wrote:
>> "Stan Barr" <plan.b@dsl.pipex.com> wrote in message
>>
>> Yes, when Apple "married" the Macintosh... Apple wanted to kill all the
>> children from a prevous marriage. :-) And this angered many Apple II
>> fans!!! Stan, would you want to destroy everything from your past...
>> just so you would *not* be "tied to the past"???
>
> I think you're asking in the wrong group. I'm sorry for each and every
> thing I ever destroyed, abandoned, or left behind. I frequently go looking
> for things only to find they're gone.
>

I very much agree with you, Pete. My wife tells me: "Why don't you get rid
of all that *junk* in the garage??? It doesn't work anyway!!!"

I tell my wife: "I may *not* often look at what I have store in the garage,
but I feel better just *knowing* those things are there. It's *not*
clutter... it's my 'fix it up when I have time' supplies!!!"

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 29 Jan 2013 22:45:58 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:510823CF.C95740A3@bytecraft.com...
>
>
> Charlie Gibbs wrote:
>
>> In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
>> (Charles Richmond) writes:

>>
>>> It's *not* so much that verbosity "bothers" me... it's just that the
>>> mind seems to be able to understand more, when one can take in more
>>> in one scan of a more compacted form of line. The above COBOL line
>>> is *not* so bad, but add more terms and it *can* become very bad!
>>
>> As the saying goes, though, you can write unreadable code in any
>> language. I'll take verbose COBOL any day over C code written in
>> that school which preaches breaking a program up into dozens of
>> 5-line modules.
>>
>
> Nothing can naturally obfuscate code like APL the original write once
> language. :)

Nope, Teco preceded it.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 30 Jan 2013 01:02:44 GMT
View Forum Message <> Reply to Message

In article <A6adnU-hoqg-sJXMnZ2dnUVZ8oqdnZ2d@brightview.co.uk>,
Andy Burns <usenet.jan2013@adslpipe.co.uk> wrote:

> Peter Flass wrote:
>
>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>
>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>> just using a hyphen as a minus sign?
>>
>> COMPUTE y = y-x.
>
> I had forgotten that variation.

But you could have a ON SIZE ERROR CLAUSE something you don't get with
most languages today. Hmm, any language that allows for trapping
arithmetic overflow | floating underflow ? Or a don't optimize this
block compiler directive?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Banks on Wed, 30 Jan 2013 01:17:40 GMT

View Forum Message <> Reply to Message

Charles Richmond wrote:

> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:ke9e87$ut$2@dont-email.me...
>> On 1/29/2013 1:00 PM, Charles Richmond wrote:
>>> "Stan Barr" <plan.b@dsl.pipex.com> wrote in message
>>>
>>> Yes, when Apple "married" the Macintosh... Apple wanted to kill all the
>>> children from a prevous marriage. :-) And this angered many Apple II
>>> fans!!! Stan, would you want to destroy everything from your past...
>>> just so you would *not* be "tied to the past"???
>>
>> I think you're asking in the wrong group. I'm sorry for each and every
>> thing I ever destroyed, abandoned, or left behind. I frequently go looking
>> for things only to find they're gone.
>>
>
> I very much agree with you, Pete. My wife tells me: "Why don't you get rid
> of all that *junk* in the garage??? It doesn't work anyway!!!"
>
> I tell my wife: "I may *not* often look at what I have store in the garage,
> but I feel better just *knowing* those things are there. It's *not*
> clutter... it's my 'fix it up when I have time' supplies!!!"
>

"God give us the grace to live long enough to finish all our projects" :)

A viable option is donation to computer museums. Then go and visit
once in a while.

w..

---

Subject: Re: New HD
Posted by Daiyu Hurst on Wed, 30 Jan 2013 01:34:29 GMT
View Forum Message <> Reply to Message

On Jan 29, 9:43 am, jmfbahciv <See.ab...@aol.com> wrote:
> Scott Lurndal wrote:
>> jmfbahciv <See.ab...@aol.com> writes:
>>> Peter Flass wrote:
>>>> On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>>> > Shmuel (Seymour J.) Metz wrote:
>>>> >> In <PM0004D41D00A96...@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> >> at 01:36 PM, jmfbahciv <See.ab...@aol.com> said:
>

>>>> >>> Huh?  I wish you wouldn't cut the preveious stuff out.  I don't think
>>>> >>> I've been talking about batch.
>
>>>> >> You were talking about stand-alone time. With a batch monitor there
>>>> >> was far less need for stand-alone time.
>
>>>> > Someone asked me about my work.  OS development requires _real_
>>>> > stand-alone time.  Stand-alone machine time was a scarce resource.
>
>>>>  Until virtual machines came along :-)
>
>>> Not if the stuff you're selling is the hardware.  The virtual machine
>>> code can't be written until the new hardware is shipped with its
>>> drivers and supporting software.
>
>>  That's actually not true.  OS/VMM development can start on a simulator
>>  long before the hardware is available.  That is how things happen today,
>>  and that's how things happened in the 70's and 80's.  We had a B7900
>>  in pasadena used just for simulating new hardware designs for the successors
>>  to the B4900 in 1979.  It's not as fast as hardware, but perfectly suitable
>  for
>>  developing OS bringup code and core kernel code, as well as for testing out
>  concepts
>>  to help with hardware design.
>
>>  Today, both Intel and AMD provide simulators for new hardware ahead of
>  processor
>>  availability (see
>
>  http://developer.amd.com/tools/cpu-development/simnow-simula tor/for> example).  My
current employer uses simulators for multiple processor and
>  system
>>  architectures in advance of hardware availability to do software
>
>  development, as have
>
>>  all the PPOE.
>
>  an emulator can be used to develop CUSPs and languages, not the monitor
>  code.
>
>  /BAH

Control Data did. Before the 6600 central processor was fully debugged
and operational, the first monitor, called the Chippewa Operating
System, which was *mostly* written in peripheral processor code,
included a simulator for the central processor, and they used it not
only to debug the hardware, but to continue writing the part of the

monitor that ran in the central processor.

-dai

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 30 Jan 2013 02:09:12 GMT
View Forum Message <> Reply to Message

In article <ke9dp0$ut$1@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

> On 1/29/2013 10:34 AM, Charles Richmond wrote:
>
>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>
>>> Mercifully I only had to use COBOL for a few months and BEER seems
>>> to have helped flush most of the damage from my brain :-)
>>
>> You cashed the paychecks, didn't you??? ;-) COBOL is *not* a
>> language I would *enjoy* working it so much, but it does present
>> a challenge. And as Charlie Gibbs can atest, there is a *lot* of
>> *bad* COBOL code out there. Thus he has the opporunity to *fix* it
>> and be the "hero".
>
> Actually I kind of liked COBOL, but I spent the next many years not
> admitting to knowing it because I didn't want to spend the rest of
> my working life rewriting General Ledger.

General Ledger I didn't mind - it was payroll from which I
distanced myself quickly as I could.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 30 Jan 2013 02:33:44 GMT
View Forum Message <> Reply to Message

On 1/29/2013 8:02 PM, Walter Bushell wrote:
> In article <A6adnU-hoqg-sJXMnZ2dnUVZ8oqdnZ2d@brightview.co.uk>,
> Andy Burns <usenet.jan2013@adslpipe.co.uk> wrote:

>
>> Peter Flass wrote:
>>
>>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>
>>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> just using a hyphen as a minus sign?
>>>
>>> COMPUTE y = y-x.
>>
>> I had forgotten that variation.
>
> But you could have a ON SIZE ERROR CLAUSE something you don't get with
> most languages today. Hmm, any language that allows for trapping
> arithmetic overflow | floating underflow ? Or a don't optimize this
> block compiler directive?
>

PL/I.

--
Pete

---

Subject: Re: New HD
Posted by Andrew Swallow on Wed, 30 Jan 2013 08:00:22 GMT
View Forum Message <> Reply to Message

On 29/01/2013 13:43, Peter Flass wrote:
> On 1/28/2013 6:18 PM, Andy Burns wrote:
>> Jorgen Grahn wrote:
>>
>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>
>>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>
>>> I didn't know that, but I sometimes wish I could use it in my own
>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>
>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>> just using a hyphen as a minus sign?
>>
>
> COMPUTE y = y-x.
>

You left the spaces out, it will complain variable "y-x" has not been
defined.

Andrew Swallow

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 13:40:43 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 20:16:06 -0000, Andy Burns
<usenet.jan2013@adslpipe.co.uk> wrote:

> Charlie Gibbs wrote:
>
>> (Charles Richmond) writes:
>>
>>> CamelCase, huh??? I've heard it called other things...
>>
>> How about StudlyCaps?
>
> BumpyCase
>

That's *Mister* Bump y Case to you!

http://en.wikipedia.org/wiki/Mr._Bump#Mr._Bump
(if you don't have this; if so, you're lucky)
--
It's a money /life balance.

Subject: Re: New HD
Posted by Stan Barr on Wed, 30 Jan 2013 13:47:28 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 16:25:15 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 1/29/2013 1:00 PM, Charles Richmond wrote:
>> "Stan Barr" <plan.b@dsl.pipex.com> wrote in message
>>
>> Yes, when Apple "married" the Macintosh... Apple wanted to kill all the
>> children from a prevous marriage. :-) And this angered many Apple II
>> fans!!! Stan, would you want to destroy everything from your past...
>> just so you would *not* be "tied to the past"???
>
> I think you're asking in the wrong group. I'm sorry for each and every
> thing I ever destroyed, abandoned, or left behind. I frequently go
> looking for things only to find they're gone.

>
>

Nice to know I'm not alone :-)

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:03:59 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> wrote in message
> news:op.wroa66t65cosae@anyhost.anywhere...
>> On Fri, 25 Jan 2013 16:54:50 -0000, Charles Richmond
>> <numerist@aquaporin4.com> wrote:
>>
>>> "Dan Espen" <despen@verizon.net> wrote in message
>>> news:icpq0v25d0.fsf@home.home...
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>> []
>>>> Never really thought about it much, but I see:
>>>>
>>>> Save Page _A_s...
>>>>
>>>> not
>>>>
>>>> Save page _a_s...
>>>>
>>>
>>> Java conventions (and some in C++ and Pascal) say variables should be
>>> like: LinePrinterOutput. In C, I prefer the style:
>>> line_printer_output.
>>
>> CamelCase is the thing these days.
>>
>
> CamelCase, huh??? I've heard it called other things... but those names can
> *not* be repeated in polite company!!! ;-)

Bit-god-Heaven help the coder who receives a program which uses the font

that prints a capital I for the number one.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:01 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D46E3C3AF6CC@aca208c4.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:
>>> In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Shmuel (Seymour J.) Metz wrote:
>>>> > In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> > at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>> >
>
>>> Nowadays we have emulators of various types to give such
>>> "standalone time". Come to think of it, this is not new.
>>
>> In our shop, the emulator would have to be written before anyone
>> could work. It was easier and took less time to use the real
>> hardware, especially when some product manager had promised the first
>> piece of the gear to be shipped to a customer without going through
>> our lab first.
>
> In a sense, you are contradicting yourself. When you don't have
> the "real iron", an emulator can give you a headway you cannot
> get in any other way. This was how microsoft got ahead in the
> OS/basic game, and IBM got all their OS alternatives to work
> in tandem.
>
>>> There are, of course, some scenarios where you need to debug
>>> "on the real iron", but the emulators are very good at provoking
>>> OS errors, reducing the time needed for true standalone time by
>>> a couple of orders of mangnitude.
>>
>> We were a hardware company. the OS code didn't exist until we
>> wrote it.
>
> The PDP10 would have needed some extensions to do virtualisation,
> but not much. Proper traps of the I/O, indirect uuo/jsys (so the
> sub-monitor, not the "hypervising" monitor got the call), and
> a "pa1050-for-sub-os" package would have done it.

And run it on what?  A pdp-8?  I'm not stating here that it couldn't
be done.  I am stating that this is not how we did things.  The
thingie which I call the CPU driver isn't very big and doesn't take
very long to write.  We didn't have the luxury of time to write
an emulator; when I say we did production line monitor development
company, I meant it.

Our cpus were not that complicated; you all just can't remember
the simpler days :-).

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:03 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
>  "jmfbahciv" <See.above@aol.com> wrote in message
>  news:PM0004D46E6D26AF99@aca208c4.ipt.aol.com...
>>
>>  [snip...]  [snip...]
>>  [snip...]
>>
>>  Then you run the code which was developed using the emulator and find
>>  a completely different piece of hardware.  Read TW's project report
>>  about the RH20 which was a simple device compared to a CPU.  An emulator
>>  could not get the timings right.
>>
>>  Look, I'm not stating that it is impossible to do.  I talked about
>>  how we worked.  There was no time for messing with an emulator
>>  before writing the code for ship.  An emulator was being written
>>  for the Jupiter.  The emulator worked according to the spec; the
>>  Jupiter did not.  Until you get the hardware and power it up, you
>>  will never know what you have no matter how many emulators were
>>  written.
>>
>
>  BAH, I do *not* think anyone is saying that the emulator is "just as good
>  as" the hardware that might be developed.  But the emulator *does* let a
>  *lot* of the software work be done ahead of the hardware creation.  This in
>  itself is extremely valuable IMHO.

For a new processor, it's only one monitor module which need to be written.
I can see writing an emulator if you have to write all of the software
which is going to ship with that CPU.  KASER, KISER, KLSER, and KSSER
weren't that big; I can't recall the block size of the sources but it
wasn't much code.

Our developers' time was better spent working on the hardware projects
we were shipping tomorrow; learning and keeping up with a new CPU
development was a side job.  How long do you think it took for a JMF
to write a KnSER?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:04 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:
>
>
>  Scott Lurndal wrote:
>
>>  jmfbahciv <See.above@aol.com> writes:
>>
>>
>>  If you do it right, you will know _exactly_ what you get from the
>>  hardware when you power it up.  Any differences from the "spec"
>>  are design errors that shouldn't happen in the first place, but should
>>  be fixed if they do.
>>
>
>  DEC used to refer to differences from the "spec" as
>  *Undocumented features*
>
>  Earlier releases of both PDP-8e and the original PDP-11 (before
>  it was a PDP-11/20) had several such features

The job of us OS developers was to make everything which came out
of hardware to work...most of the time well.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:05 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
>  jmfbahciv <See.above@aol.com> writes:
>> Morten Reistad wrote:
>>>  In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,

>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> Shmuel (Seymour J.) Metz wrote:
>>>> > In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> >    at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>> >
>>>> >>Huh?  I wish you wouldn't cut the preveious stuff out.  I don't think
>>>> >>I've been talking about batch.
>>>> >
>>>> > You were talking about stand-alone time. With a batch monitor there
>>>> > was far less need for stand-alone time.
>>>> >
>>>> Someone asked me about my work.  OS development requires _real_
>>>> stand-alone time.  Stand-alone machine time was a scarce resource.
>>>
>>>  Nowadays we have emulators of various types to give such
>>>  "standalone time". Come to think of it, this is not new.
>>
>> In our shop, the emulator would have to be written before anyone
>> could work.  It was easier and took less time to use the real
>> hardware, especially when some product manager had promised the first
>> piece of the gear to be shipped to a customer without going through
>> our lab first.
>>
>>>
>>>  There are, of course, some scenarios where you need to debug
>>>  "on the real iron", but the emulators are very good at provoking
>>>  OS errors, reducing the time needed for true standalone time by
>>>  a couple of orders of mangnitude.
>>
>> We were a hardware company.  the OS code didn't exist until we
>> wrote it.
>
>  So, IBM and Burroughs both bothered to build the emulator before
>  building the hardware, and used the emulator to develop the OS
>  code and validate the hardware architecture in advance of the
>  availability of the hardware.

Sigh!  Look at their balance sheets.  they had a cash flow which
could pay for all that pre-development without going bankrupt.

>
>  If what you claim is true, DEC never did this.  No wonder IBM
>  and Unisys are still around, but DEC is history (smiley).

I explained in another post to Morten why DEC is history; we
were not able to get out of "only-hardware-company" mindset.

/BAH

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:06 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>>
>> Look, I'm not stating that it is impossible to do. I talked about
>> how we worked. There was no time for messing with an emulator
>> before writing the code for ship. An emulator was being written
>> for the Jupiter. The emulator worked according to the spec; the
>> Jupiter did not. Until you get the hardware and power it up, you
>> will never know what you have no matter how many emulators were
>> written.
>
> If you do it right, you will know _exactly_ what you get from the
> hardware when you power it up. Any differences from the "spec"
> are design errors that shouldn't happen in the first place, but should
> be fixed if they do.

It's faster to just write to the hardware than to write something and find
out you can't use any of it.
>
> I'll note that the contingencies of business would often dictate that
> the hardware ship with these 'design errors' and corresponding workarounds
> would need be developed in the operating software (MCP, OS, Monitor,
> Hypervisor, call it what you will).
>
> However, the purpose of building the emulator/simulator up front is to
> help prevent such design errors from creeping into the design in the first
> place.

Your procedures will work fine for the new CPU designs and developments.
That's not how we did it in 60s and early 70s. There wasn't time in those
early days to have the luxury of emulation. What were we going to run it
on? A PDP-8?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:07 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:
>
>

> Charles Richmond wrote:
>
>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>> news:ke9e87$ut$2@dont-email.me...
>>> On 1/29/2013 1:00 PM, Charles Richmond wrote:
>>>> "Stan Barr" <plan.b@dsl.pipex.com> wrote in message
>>>>
>>>> Yes, when Apple "married" the Macintosh... Apple wanted to kill all the
>>>> children from a prevous marriage. :-) And this angered many Apple II
>>>> fans!!! Stan, would you want to destroy everything from your past...
>>>> just so you would *not* be "tied to the past"???
>>>
>>> I think you're asking in the wrong group. I'm sorry for each and every
>>> thing I ever destroyed, abandoned, or left behind. I frequently go
looking
>>> for things only to find they're gone.
>>>
>>
>> I very much agree with you, Pete. My wife tells me: "Why don't you get
rid
>> of all that *junk* in the garage??? It doesn't work anyway!!!"
>>
>> I tell my wife: "I may *not* often look at what I have store in the
garage,
>> but I feel better just *knowing* those things are there. It's *not*
>> clutter... it's my 'fix it up when I have time' supplies!!!"
>>
>
> "God give us the grace to live long enough to finish all our projects" :)

My tombstone is going to say, "I finally finished something."

>
> A viable option is donation to computer museums. Then go and visit
> once in a while.

That works if the museums have room for storage and you can walk
into the back rooms.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:08 GMT
View Forum Message <> Reply to Message

Andy Burns wrote:
> Peter Flass wrote:

>
>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>
>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>> just using a hyphen as a minus sign?
>>
>> COMPUTE y = y-x.
>
> I had forgotten that variation.
>
It wasn't a common verb. Was it in the standard?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:10 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D46E492803D5@aca208c4.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Charlie Gibbs wrote:
>>> In article <PM0004D45AB8EAE3D3@aca23392.ipt.aol.com>, See.above@aol.com
>>> (jmfbahciv) writes:
>>>
>>>> Peter Flass wrote:
>>>>
>>>> > On 1/27/2013 10:18 AM, jmfbahciv wrote:
>>>> >
>>>> >> Someone asked me about my work. OS development requires _real_
>>>> >> stand-alone time. Stand-alone machine time was a scarce resource.
>>>> >
>>>> > Until virtual machines came along :-)
>>>>
>>>> Not if the stuff you're selling is the hardware. The virtual
>>>> machine code can't be written until the new hardware is shipped
>>>> with its drivers and supporting software.
>>>
>>> You need real metal eventually, but you can make a good start
>>> using simulators. Sooner or later, though, you'll need the
>>> real thing. "In theory there's no difference between theory
>>> and practice, but in practice there is."
>>>
>> During the KA development, the hardware changed from underneath
>> TW. He would come in at 3:00 one day, develop and debug stuff.
>> Next day at 3:00, he would find the machine was not at all like
>> the one he had debugged the day before. Kotok had been in between

>> his shifts.
>>
>> With the KIs, the first prototype was different from the bread board.
>> No emulator would be useful.
>
> I read this the other way, finding an emulator _very_ useful, when
> the hardware folks cannot get their act together to make a
> consistent machine.

That's why you don't understand DEC. It was the software people who had to change, not the hardware people. Hardware ruled. Once you change your mindset to reflect this, then you will begin to understand why Bell's insistence that DEC only be a hardware company made the mess it did.

>
> If POO changes are warranted, then a proper ECO should be issued,
> which is reflected in emulators too.

In the KA. and preveious times, the "proper" ECO procedures hadn't been established; those kinds of procedures were being developed at the same time. It had by the time the KL was built. Things got even more complex when an ECO had to be programmed into the [can't remember the name] code for the Jupiter which would run the fabrication machines.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:13 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>>>
>>> That's actually not true. OS/VMM development can start on a simulator
>>> long before the hardware is available. That is how things happen today,
>>> and that's how things happened in the 70's and 80's. We had a B7900
>>> in pasadena used just for simulating new hardware designs for the
successors
>>> to the B4900 in 1979. It's not as fast as hardware, but perfectly
suitable
>> for
>>> developing OS bringup code and core kernel code, as well as for testing
out
>> concepts
>>> to help with hardware design.

>>>
>>> Today, both Intel and AMD provide simulators for new hardware ahead of
>> processor
>>> availability (see
>> http://developer.amd.com/tools/cpu-development/simnow-simula tor/ for
>>> example). My current employer uses simulators for multiple processor and
>> system
>>> architectures in advance of hardware availability to do software
>> development, as have
>>> all the PPOE.
>>
>> an emulator can be used to develop CUSPs and languages, not the monitor
>> code.
>
> I'm sorry, but I've got thirty years of experience developing "monitor code"
> for four or five different architectures on emulators prior to hardware
> availability from mainframes to the latest 64-bit arm processors (which
> don't exist yet, but I've been working on "monitor code" using the
> simulator (which I co-wrote) for months even though the hardware won't
> be available for many more months - we can boot linux on our simulator (and
it boots
> in less than 30 seconds to a shell prompt) and test application level
> code such as apache as well as develop device drivers for the new hardware
> devices, et. al.)
>
> That in and of itself will falsify your blanket statement.

this one sentence demonstrates why you give me a hard time every time
I write something. I worked for a company which made hardware before
your 30 years' experience. I'm talking about those times and how we
worked. How you manage to squeeze whatever I say into a Universal
Truth is beyond my ken but it sure is fucking annoyiing.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 30 Jan 2013 14:04:14 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>> Gene Wirchenko wrote:
>>
>>> Andy Burns wrote:
>>>
>>>> could you put up with having to write "SUBTRACT x FROM y" instead of

>>>>  just using a hyphen as a minus sign?
>>>
>>>  compute y = y - x
>>
>>  Mercifully I only had to use COBOL for a few months and BEER seems to have
>>  helped flush most of the damage from my brain :-)
>>
>
>  You cashed the paychecks, didn't you???  ;-)  COBOL is *not* a language I
>  would *enjoy* working it so much, but it does present a challenge.  And as
>  Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out there.
>  Thus he has the opporunity to *fix* it and be the "hero".

The good thing about COBOL is that it could do decimal arithmetic.

/BAH

---

Subject: Re: New HD
Posted by scott on Wed, 30 Jan 2013 14:39:25 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

>
> Your procedures will work fine for the new CPU designs and developments.
> That's not how we did it in 60s and early 70s.  There wasn't time in those
> early days to have the luxury of emulation.  What were we going to run it
> on?  A PDP-8?
>

A B-3500.  A S/360.  A CDC 6600.

And yes, you could have run it on a PDP-8, albeit slowly.

scott

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 14:42:53 GMT
View Forum Message <> Reply to Message

On Wed, 30 Jan 2013 14:03:59 -0000, jmfbahciv <See.above@aol.com> wrote:

>  Charles Richmond wrote:
>>  "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> wrote in
>>  message

>>  news:op.wroa66t65cosae@anyhost.anywhere...
>>>  On Fri, 25 Jan 2013 16:54:50 -0000, Charles Richmond
>>>  <numerist@aquaporin4.com> wrote:
>>>
>>>>  "Dan Espen" <despen@verizon.net> wrote in message
>>>>  news:icpq0v25d0.fsf@home.home...
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >
>>>  []
>>>> > Never really thought about it much, but I see:
>>>> >
>>>> > Save Page _A_s...
>>>> >
>>>> > not
>>>> >
>>>> > Save page _a_s...
>>>> >
>>>>
>>>>  Java conventions (and some in C++ and Pascal) say variables should be
>>>>  like: LinePrinterOutput.  In C, I prefer the style:
>>>>  line_printer_output.
>>>
>>>  CamelCase is the thing these days.
>>>
>>
>>  CamelCase, huh???  I've heard it called other things... but those names
>>  can
>>  *not* be repeated in polite company!!!  ;-)
>
>  Bit-god-Heaven help the coder who receives a program which uses the font
>  that prints a capital I for the number one.
>
>  /BAH

It's OK , things have moved on since the typewriter.
But the point is well-made; in Unicode there are several "dots" that might
be confused by, well lots of people, even though they have distinct
Unicode numbers.
I recall in primary school failing a "x" versus "+" set of questions.
My only excuse is that I was leaning at the time!
(I guess that's why computers use "*" for multiply;  I used a letter "x"
up there instead of the correct "multiply" symbol - which possibly
wouldn't be seen in this 7 bit medium).

--
It's a money /life balance.

Subject: Re: New HD
Posted by scott on Wed, 30 Jan 2013 14:44:10 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

How you manage to squeeze whatever I say into a Universal
> Truth is beyond my ken but it sure is fucking annoyiing.

Just a counter point to your "Universal Truths". I've never claimed it was the only way of doing business, however I will point out that in the 60's and 70's burroughs did use emulation to test new processor designs and for OS development. The same tools were in use in the 70's when I started.

Just because digital did it one way, doesn't mean you can state things like "Monitors cannot be developed on emulators", since there is abundant evidence that that statement is false, was false, and will always be false.

As another poster pointed out, the CDC 6600 which was shipped in 1964 used an emulator to develop the monitor.

scott

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 14:45:15 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 17:37:59 -0000, Stan Barr <plan.b@dsl.pipex.com> wrote:

> On Tue, 29 Jan 2013 08:42:30 -0500, Peter Flass <Peter_Flass@Yahoo.com>
> wrote:
>> On 1/28/2013 5:57 PM, Jorgen Grahn wrote:
>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>
>>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>
>>> I didn't know that, but I sometimes wish I could use it in my own
>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>
>>> Every language I've used has limited identifiers to [A-Za-z0-9_]+,
>>> with the first character not being a digit.
>>>
>>> /Jorgen
>>>
>>

>>  Some also allow @, $ and #.
>>
>
>  And in Forth, different as ever, an identifier is any sequence of
>  characters delimited by white space :-)  You can even define a word
>  (Forthspeak for subroutine) whose name is a number, but it's not
>  considered good form!
>
>  Prolog allows letters, numbers and + - * / < > = : . & _ ~ as well.
>  So you can have ====> as an identifier.
>
PL/I
IF IF = ELSE THEN
   ENDIF=ELSE
ELSE
   THEN= ELSE
ENDIF

(or somesuch, memory fades)

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by cb on Wed, 30 Jan 2013 14:46:53 GMT
View Forum Message <> Reply to Message

In article <PM0004D48199D75A27@ac8193ae.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
> Scott Lurndal wrote:
>>  jmfbahciv <See.above@aol.com> writes:
>>>
>>> an emulator can be used to develop CUSPs and languages, not the monitor
>>> code.
>>
>>  I'm sorry, but I've got thirty years of experience developing "monitor code"
>>  for four or five different architectures on emulators prior to hardware
>>  availability from mainframes to the latest 64-bit arm processors (which
>>  don't exist yet, but I've been working on "monitor code" using the
>>  simulator (which I  co-wrote) for months even though the hardware won't
>>  be available for many more months - we can boot linux on our simulator (and
> it boots
>>  in less than 30 seconds to a shell prompt) and test application level
>>  code such as apache as well as develop device drivers for the new hardware
>>  devices, et. al.)
>>
>>  That in and of itself will falsify your blanket statement.

>
> this one sentence demonstrates why you give me a hard time every time
> I write something.  I worked for a company which made hardware before
> your 30 years' experience.  I'm talking about those times and how we
> worked.  How you manage to squeeze whatever I say into a Universal
> Truth is beyond my ken but it sure is fucking annoyiing.

When you use a phrase like "an emulator can be used to develop X but not Y", that sounds like you are making a statement about a general truth regarding what an emulator as a general concept can possibly be used for.

If you are specifically talking about limits on use of emulators at a certain company, then put that context into what you write: "At DEC, we were not able/allowed to use an emulator to write the monitor for the KA' or similar.

> /BAH

Best wishes,

// Christian

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 14:58:23 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 15:13:03 -0000, Charles Richmond
<numerist@aquaporin4.com> wrote:

>  "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>  in message news:51046460$2$fuzhry+tra$mr2ice@news.patriot.net...
>>  In <kdue9h$lnr$2@dont-email.me>, on 01/25/2013
>>  at 10:07 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>>  They got it back from the Smithsonian!!!  Heaven forbit that NASA
>>>  themselves  might retain such hardware for possible future needs.
>>
>>  In fact, they did everything that they could to ensure that the Saturn
>>  V would never be competition to the shuttle, including destroying
>>  blueprints.
>>
>
>  This is sadly reminicent of what DEC did to the 36-bit line... when DEC
>  wanted to make VAX "the whole cheese".  Some folks think destroying any
>  vestige of the past... is somehow going to help the future.
>
The past is a different country;  partly because we know little of it; v.

tyrants of the past have been a bit keen to reboot history.
(Egypt, China, Cambodia)

> --
>
> numerist at aquaporin4 dot com
>

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 15:00:39 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 17:37:58 -0000, Stan Barr <plan.b@dsl.pipex.com> wrote:

>
> Apple gave away *all* the AppleII parts and docs when the Mac was done.
> They didn't want to be tied to the past. I've just been reading a new
> book about Apple, most interesting!
>
> "The Apple Revolution" by Luke Dormehl, Random House 2012.
> Covers up to the death of Steve Jobs. Should you wish to take a look...
>
IRTA "Covers up the death of SJ". Oh no, not another conspiracy theory!

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 15:09:25 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
<numerist@aquaporin4.com> wrote:

> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>> Gene Wirchenko wrote:
>>
>>> Andy Burns wrote:
>>>

>>>>  could you put up with having to write "SUBTRACT x FROM y" instead of
>>>>  just using a hyphen as a minus sign?
>>>
>>>  compute y = y - x
>>
>>  Mercifully I only had to use COBOL for a few months and BEER seems to
>>  have helped flush most of the damage from my brain :-)
>>
>
>  You cashed the paychecks, didn't you???  ;-)  COBOL is *not* a language
>  I would *enjoy* working it so much, but it does present a challenge.
>  And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out
>  there. Thus he has the opporunity to *fix* it and be the "hero".
>

y2k was the time to cash in on COBOL;  strange to think there's still code
out there was laste fixed up 12 years ago, but probably well older!
When COBOL programs were written in the mid 80's and even early 90's there
was no expectation they would still be live by the year 2000.

>  --
>
>  numerist at aquaporin4 dot com
>
I have the same problem with "-- "

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 15:23:03 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 20:13:46 -0000, Andy Burns
<usenet.jan2013@adslpipe.co.uk> wrote:

>  Stanley Daniel de Liver wrote:
>
>>  Not  *the* Andy Burns?
>
>  Well, I'm *an* Andy Burns (also available anagrammatically in the
>  outbuilding)
>
Ah, well met that fellow! (I stick to one pseudonym these days)

  Newsflash: <200 on Usenet, film at 11.

>> If so, more TIOTS to your JFCBS!
>
> Since that seems to be a whoosh here, perhaps not the one you have in
> mind?
>
>
Probably not then; he was a chap I met way back who did strange things to
add to IBM OS internals in the middle of the night.
PROPS was an internal system to display how far your job had got in the
queue, amongst other features.

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 15:28:00 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 15:31:19 -0000, Charles Richmond
<numerist@aquaporin4.com> wrote:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:icy5fcwuy8.fsf@home.home...
>> Gene Wirchenko <genew@telus.net> writes:
>>
>>> On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>> <usenet.jan2013@adslpipe.co.uk> wrote:
>>>
>>>> Jorgen Grahn wrote:
>>>>
>>>> > On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >
>>>> >> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >
>>>> > I didn't know that, but I sometimes wish I could use it in my own
>>>> > programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>>
>>>> But could you put up with having to write "SUBTRACT x FROM y" instead
>>>> of
>>>> just using a hyphen as a minus sign?
>>>
>>>  compute y = y - x
>>
>> Yep, but to get the true flavor:
>>
>>  COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.

>>
>> The verbosity never bothered me.
>>
>
> It's *not* so much that verbosity "bothers" me... it's just that the
> mind seems to be able to understand more, when one can take in more in
> one scan of a more compacted form of line. The above COBOL line is
> *not* so bad, but add more terms and it *can* become very bad!
>

well "we'"ve got used to it, but a total newb mightn't get (OK I don't
know C) "X--=X" - the idea behind COBOL was to make it Human readable.

> --
>
> numerist at aquaporin4 dot com
>

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 30 Jan 2013 15:37:17 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 15:59:05 -0000, Charles Richmond
<numerist@aquaporin4.com> wrote:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:icpq0ovvdf.fsf@home.home...
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>> "Dan Espen" <despen@verizon.net> wrote in message
>>> news:icy5fcwuy8.fsf@home.home...
>>>> Gene Wirchenko <genew@telus.net> writes:
>>>>
>>>> > On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>>> > <usenet.jan2013@adslpipe.co.uk> wrote:
>>>> >
>>>> >> Jorgen Grahn wrote:
>>>> >>
>>>> >>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >>>
>>>> >>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >>>
>>>> >>> I didn't know that, but I sometimes wish I could use it in my own

>>>> >>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>> >>
>>>> >> But could you put up with having to write "SUBTRACT x FROM y"
>>>> >> instead of
>>>> >> just using a hyphen as a minus sign?
>>>> >
>>>> >  compute y = y - x
>>>>
>>>>  Yep, but to get the true flavor:
>>>>
>>>>  COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>>>>
>>>>  The verbosity never bothered me.
>>>
>>>  It's *not* so much that verbosity "bothers" me... it's just that the
>>>  mind seems to be able to understand more, when one can take in more in
>>>  one scan of a more compacted form of line.  The above COBOL line is
>>>  *not* so bad, but add more terms and it *can* become very bad!
>>
>>  True.
>>
>>  One of the COBOL tricks to lessen the problem is alignment.
>>
>>  This:
>>
>>  MOVE IN-NAME TO OU-NAME.
>>  MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>  MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>  MOVE IN-CITY TO OU-CITY.
>>  MOVE IN-STATE TO OU-STATE.
>>  MOVE IN-ZIP TO OU-ZIP.
>>
>>  versus:
>>
>>  MOVE IN-NAME  TO OU-NAME.
>>  MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>  MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>  MOVE IN-CITY  TO OU-CITY.
>>  MOVE IN-STATE  TO OU-STATE.
>>  MOVE IN-ZIP  TO OU-ZIP.
>>
>
>  The same is true of old FORTRAN FORMAT statements.  I have seen 12 line
>  FORMAT statements that were *much* easier to read if aligned properly.
>  After all, the purpose of an HLL is so the programmer can understand the
>  program better... and blanks are *free* in FORTRAN. :-)
>

It's just me then; the above text doesn't align, I just haven't got the
font right!
> --
>
> numerist at aquaporin4 dot com
>

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 30 Jan 2013 15:41:20 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Andy Burns wrote:
>> Peter Flass wrote:
>>
>>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>
>>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> just using a hyphen as a minus sign?
>>>
>>> COMPUTE y = y-x.
>>
>> I had forgotten that variation.
>>
> It wasn't a common verb. Was it in the standard?

COMPUTE not common?

Not in my universe.

Simple addition or subtraction of one field,
ADD TO or SUB FROM is fine.

Anything more complex is done with COMPUTE at least since
1965 and probably before.

--
Dan Espen

---

Subject: Re: New HD

Posted by Stan Dandy Liver on Wed, 30 Jan 2013 15:53:03 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 17:35:56 -0000, Dan Espen <despen@verizon.net> wrote:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
>
>> In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
>> (Charles Richmond) writes:
>>
>>> It's *not* so much that verbosity "bothers" me... it's just that the
>>> mind seems to be able to understand more, when one can take in more
>>> in one scan of a more compacted form of line. The above COBOL line
>>> is *not* so bad, but add more terms and it *can* become very bad!
>>
>> As the saying goes, though, you can write unreadable code in any
>> language. I'll take verbose COBOL any day over C code written in
>> that school which preaches breaking a program up into dozens of
>> 5-line modules.
>
> Hate that.
>
> Once worked on a C project that was nearing completion.
> The thing was loaded with code calling various APIs:
>
>  aa0open();
>
> and the APIs called other APIs:
>
> aa0open()
> {
>  bb0open();
> }
>
> All these APIs had been designed using "box architecture" in
> project meetings. Someone decided layer "aa" should interface
> with layer "bb". Lots of times "aa" had nothing to do.
>
> I don't blame C so much as meetings and "box architecture".
>

```
PERFORM AA0-OPEN
....

AA0-OPEN SECTION
    PERFORM BB0-OPEN
....
```

etc. It's a "standrds thing, not language.

--
It's a money /life balance.

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 30 Jan 2013 16:32:38 GMT
View Forum Message <> Reply to Message

"Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> writes:

> On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>> Gene Wirchenko wrote:
>>>
>>>> Andy Burns wrote:
>>>>
>>>> > could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> > just using a hyphen as a minus sign?
>>>>
>>>>  compute y = y - x
>>>
>>> Mercifully I only had to use COBOL for a few months and BEER seems
>>> to have helped flush most of the damage from my brain :-)
>>>
>>
>> You cashed the paychecks, didn't you??? ;-) COBOL is *not* a
>> language I would *enjoy* working it so much, but it does present a
>> challenge. And as Charlie Gibbs can atest, there is a *lot* of
>> *bad* COBOL code out there. Thus he has the opporunity to *fix* it
>> and be the "hero".
>>
>
> y2k was the time to cash in on COBOL; strange to think there's still
> code out there was laste fixed up 12 years ago, but probably well
> older!
> When COBOL programs were written in the mid 80's and even early 90's
> there was no expectation they would still be live by the year 2000.

Lots of people say that.

I don't think that's as universally true as it's made out to be.

It was always apparent to me, that 2 digits would cause a problem,
but a problem easily rectified. All you needed was the people that
wrote the code to still be around a decade or 3 later.

Who knew that companies would flush their experienced staff
to prove the "expertise" of upper management.

Sort of ironically, during Y2K I fixed some code I wrote
in the 80s by looking at the current decade and comparing 2 digit dates
based on a sliding window that never expired.

About 2 years later, IBM dropped BTAM support and the system
finally died.

For those people that fixed Y2K with 4 digit years,
may they all live another 8000 years.

Of course all that code will still be around providing it
doesn't use BTAM.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 30 Jan 2013 17:00:45 GMT
View Forum Message <> Reply to Message

"Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> writes:

> On Tue, 29 Jan 2013 15:59:05 -0000, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:icpq0ovvdf.fsf@home.home...
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>
>>>> "Dan Espen" <despen@verizon.net> wrote in message
>>>> news:icy5fcwuy8.fsf@home.home...
>>>> > Gene Wirchenko <genew@telus.net> writes:
>>>> >
>>>> >> On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>>> >> <usenet.jan2013@adslpipe.co.uk> wrote:
>>>> >>
>>>> >>> Jorgen Grahn wrote:
>>>> >>>
>>>> >>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >>>>
>>>> >>>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >>>>
>>>> >>>> I didn't know that, but I sometimes wish I could use it in my own

```
>>>> >>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>> >>>
>>>> >>> But could you put up with having to write "SUBTRACT x FROM y"
>>>> >>> instead of
>>>> >>> just using a hyphen as a minus sign?
>>>> >>
>>>> >>      compute y = y - x
>>>> >
>>>> > Yep, but to get the true flavor:
>>>> >
>>>> >       COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>>>> >
>>>> > The verbosity never bothered me.
>>>>
>>>>  It's *not* so much that verbosity "bothers" me... it's just that the
>>>>  mind seems to be able to understand more, when one can take in more in
>>>>  one scan of a more compacted form of line.  The above COBOL line is
>>>>  *not* so bad, but add more terms and it *can* become very bad!
>>>
>>>  True.
>>>
>>>  One of the COBOL tricks to lessen the problem is alignment.
>>>
>>>  This:
>>>
>>>   MOVE IN-NAME TO OU-NAME.
>>>   MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>   MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>   MOVE IN-CITY TO OU-CITY.
>>>   MOVE IN-STATE TO OU-STATE.
>>>   MOVE IN-ZIP TO OU-ZIP.
>>>
>>>  versus:
>>>
>>>   MOVE IN-NAME      TO OU-NAME.
>>>   MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>   MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>   MOVE IN-CITY      TO OU-CITY.
>>>   MOVE IN-STATE     TO OU-STATE.
>>>   MOVE IN-ZIP       TO OU-ZIP.
>>>
>>
>>  The same is true of old FORTRAN FORMAT statements.  I have seen 12
>>  line FORMAT statements that were *much* easier to read if aligned
>>  properly. After all, the purpose of an HLL is so the programmer can
>>  understand the program better... and blanks are *free* in
>>  FORTRAN. :-)
>>
```

>
> It's just me then; the above text doesn't align, I just haven't got
> the font right!

Usenet should ALWAYS be read in mono-space.

```
          /:.    ,:\
     .~=-./::: v  ::\,-~=.
  ___|::  \    |    /  ::|___
 \::  `.   \   |   /   .' :::/
  \:    `.  \  |  /  .'    :/
 .-: `-._   `.******.'   _.-' :-.
 \::     `-***********-'     ::/
  >~------~***********~------~<
 /::     _.-***********-._     ::\
 `-:_.-'   .`*******'.   `-._.:-'
   /    .'  /  |  \  `.   :\
  /::_.'   /   |   \   `._::\
      |:: /    |    \  ::|
      `=-'\:::.^.:::/`-=-'
          \:'   `:/
```

--
Dan Espen

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 30 Jan 2013 17:25:45 GMT
View Forum Message <> Reply to Message

In article <op.wrqa5rqq5cosae@anyhost.anywhere>,
notagoodone@invalid.org.invalid (Stanley Daniel de Liver) writes:

> On Wed, 30 Jan 2013 14:03:59 -0000, jmfbahciv <See.above@aol.com>
> wrote:
>
>> Bit-god-Heaven help the coder who receives a program which uses
>> the font that prints a capital I for the number one.
>
> It's OK , things have moved on since the typewriter.
> But the point is well-made; in Unicode there are several "dots" that
> might be confused by, well lots of people, even though they have
> distinct Unicode numbers.

Some popular Windows fonts make 0 and 8 hard to distinguish.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)

\ /  I'm really at ac.dekanfrus if you read it the right way.
 X  Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 30 Jan 2013 17:25:59 GMT
View Forum Message <> Reply to Message

Scott Lurndal <scott@slp53.sl.home> wrote
> jmfbahciv <See.above@aol.com> wrote

>> Your procedures will work fine for the new CPU designs and
>> developments. That's not how we did it in 60s and early 70s.
>> There wasn't time in those early days to have the luxury of
>> emulation.  What were we going to run it on?  A PDP-8?

> A B-3500.  A S/360.  A CDC 6600.

Its easy to see why they chose not to do it that way tho.

> And yes, you could have run it on a PDP-8, albeit slowly.

But it would have been rather pointless to do
that instead of doing it the way they chose to
do it,  not bother with emulation at that time.

---

Subject: Re: New HD
Posted by Walter Banks on Wed, 30 Jan 2013 17:29:56 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:

> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:510823CF.C95740A3@bytecraft.com...
>>
>>
>> Charlie Gibbs wrote:
>>
>>> In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
>>> (Charles Richmond) writes:
>>>
>>>> It's *not* so much that verbosity "bothers" me... it's just that the
>>>> mind seems to be able to understand more, when one can take in more
>>>> in one scan of a more compacted form of line.  The above COBOL line
>>>> is *not* so bad, but add more terms and it *can* become very bad!

>>>
>>> As the saying goes, though, you can write unreadable code in any
>>> language. I'll take verbose COBOL any day over C code written in
>>> that school which preaches breaking a program up into dozens of
>>> 5-line modules.
>>>
>>
>> Nothing can naturally obfuscate code like APL the original write once
>> language. :)
>
> Nope, Teco preceded it.

TECO was a write once execute once editing language.

What TECO one liner could possibly be more difficult to understand than
a APL one liner engineering application the morning after it was written?

I have a bet that Rod Speed is an automaton a 21st century Eliza. The problem

is create a logical proof that it isn't so.

w..,

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 30 Jan 2013 17:35:22 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:ic1ud2ws0p.fsf@home.home...
> "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> writes:
>
>> On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
>> <numerist@aquaporin4.com> wrote:
>>
>>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> Gene Wirchenko wrote:
>>>>
>>>> > Andy Burns wrote:
>>>> >
>>>> >> could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> >> just using a hyphen as a minus sign?
>>>> >
>>>> > compute y = y - x
>>>>
>>>> Mercifully I only had to use COBOL for a few months and BEER seems
>>>> to have helped flush most of the damage from my brain :-)

>>>>
>>>
>>> You cashed the paychecks, didn't you??? ;-) COBOL is *not* a
>>> language I would *enjoy* working it so much, but it does present a
>>> challenge. And as Charlie Gibbs can atest, there is a *lot* of
>>> *bad* COBOL code out there. Thus he has the opporunity to *fix* it
>>> and be the "hero".
>>>
>>
>> y2k was the time to cash in on COBOL; strange to think there's still
>> code out there was laste fixed up 12 years ago, but probably well
>> older!
>> When COBOL programs were written in the mid 80's and even early 90's
>> there was no expectation they would still be live by the year 2000.
>
> Lots of people say that.
>
> I don't think that's as universally true as it's made out to be.
>
> It was always apparent to me, that 2 digits would cause a problem,
> but a problem easily rectified. All you needed was the people that
> wrote the code to still be around a decade or 3 later.

> Who knew that companies would flush their experienced
> staff to prove the "expertise" of upper management.

Hardly anyone did it like that.

It was obvious that plenty of experienced people did
move around quite a bit in most organisations and
between them tho.

> Sort of ironically, during Y2K I fixed some code I wrote
> in the 80s by looking at the current decade and comparing
> 2 digit dates based on a sliding window that never expired.

> About 2 years later, IBM dropped BTAM support and the system
> finally died.

> For those people that fixed Y2K with 4 digit years,
> may they all live another 8000 years.

> Of course all that code will still be around providing it
> doesn't use BTAM.

---

## Subject: Re: New HD

Posted by GreyMaus on Wed, 30 Jan 2013 17:43:53 GMT
View Forum Message <> Reply to Message

On 2013-01-30, Walter Banks <walter@bytecraft.com> wrote:
>
>
>>
>> Nope, Teco preceded it.
>
> TECO was a write once execute once editing language.
>
> What TECO one liner could possibly be more difficult to understand than
> a APL one liner engineering application the morning after it was written?
>
> I have a bet that Rod Speed is an automaton a 21st century Eliza. The problem

Eliza, from my memory, was based on a technique, if your message contained keywords ('mother','father','whatever'), it replied to your messages asking for more on that theme. Rod is far less intellegent.

>
> is create a logical proof that it isn't so.
>
> w..,
>
>

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Andy Burns on Wed, 30 Jan 2013 18:01:59 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> Some popular Windows fonts make 0 and 8 hard to distinguish.

"Liberation Mono" is quite good, dotted zeros, i1lL all easy to distinguish.

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 30 Jan 2013 18:51:47 GMT
View Forum Message <> Reply to Message

"Scott Lurndal" <scott@slp53.sl.home> wrote in message
news:xgaOs.300951$ja6.160944@fed10.iad...
> jmfbahciv <See.above@aol.com> writes:
>
>>
>> Your procedures will work fine for the new CPU designs and developments.
>> That's not how we did it in 60s and early 70s. There wasn't time in those
>> early days to have the luxury of emulation. What were we going to run it
>> on? A PDP-8?
>>
>
> A B-3500. A S/360. A CDC 6600.
>
> And yes, you could have run it on a PDP-8, albeit slowly.
>

Mi$uck used to have a DEC VAX that they used to help develop different
BASIC's for the various microprocessors. So it does *not* seem unreasonable
for DEC to use another company's computer to do some things. The story is
that Seymour Cray used a Mac to help him in the design of some of his latter
machines.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 30 Jan 2013 18:59:02 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D481784E8894@ac8193ae.ipt.aol.com...
> Charles Richmond wrote:
>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>> Gene Wirchenko wrote:
>>>
>>>> Andy Burns wrote:
>>>>
>>>> > could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> > just using a hyphen as a minus sign?
>>>>
>>>>  compute y = y - x

>>>
>>> Mercifully I only had to use COBOL for a few months and BEER seems to
>>> have
>>> helped flush most of the damage from my brain :-)
>>>
>>
>> You cashed the paychecks, didn't you??? ;-) COBOL is *not* a language
>> I
>> would *enjoy* working it so much, but it does present a challenge. And
>> as
>> Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out there.
>> Thus he has the opporunity to *fix* it and be the "hero".
>
> The good thing about COBOL is that it could do decimal arithmetic.
>

Yes, when complex math is *not* needed and the program is "I/O bound"...
decimal arithmetic is a real boon. It is also a boon that most larger
computers dealt with decimal arithmetic in hardware, with special decimal
arithmetic instructions. Since the U.S. government was requiring the
ability to run COBOL on computers it bought (with exceptions for embedded
computers of course), the computer companies saw the wisdom of special
decimal arithmetic instructions. Back in the mainframe days, it was true
that the overwhelming majority of computers were running business
applications written in COBOL. That's another reason for a CPU to provide
very good support for decimal arithmetic.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 30 Jan 2013 19:04:56 GMT
View Forum Message <> Reply to Message

"Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> wrote in message
news:op.wrqcdzhh5cosae@anyhost.anywhere...
>
> [snip...] [snip...]
> [snip...]
>
> y2k was the time to cash in on COBOL; strange to think there's still code
> out there was laste fixed up 12 years ago, but probably well older!
> When COBOL programs were written in the mid 80's and even early 90's there
> was no expectation they would still be live by the year 2000.
>

When I worked for a defense contractor in the early 1980's, their HSS (the finance department programmers) were still runing COBOL programs  had been originally written in AUTOCODER and run through an auto-converter program to get the COBOL source.  It would *not* surprise me if those programs are *still* being run.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 30 Jan 2013 19:24:05 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:51095894.FC41159D@bytecraft.com...
>
>  Rod Speed wrote:
>
>>  "Walter Banks" <walter@bytecraft.com> wrote in message
>>  news:510823CF.C95740A3@bytecraft.com...
>>>
>>>
>>>  Charlie Gibbs wrote:
>>>
>>>>  In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
>>>>  (Charles Richmond) writes:
>>>>
>>>>  > It's *not* so much that verbosity "bothers" me... it's just that the
>>>>  > mind seems to be able to understand more, when one can take in more
>>>>  > in one scan of a more compacted form of line.  The above COBOL line
>>>>  > is *not* so bad, but add more terms and it *can* become very bad!
>>>>
>>>>  As the saying goes, though, you can write unreadable code in any
>>>>  language.  I'll take verbose COBOL any day over C code written in
>>>>  that school which preaches breaking a program up into dozens of
>>>>  5-line modules.
>>>>
>>>
>>>  Nothing can naturally obfuscate code like APL the original write once
>>>  language.  :)
>>
>>  Nope, Teco preceded it.
>
>  TECO was a write once execute once editing language.
>
>  What TECO one liner could possibly be more difficult to understand than

> a APL one liner engineering application the morning after it was written?
>
> I have a bet that Rod Speed is an automaton a 21st century Eliza. The
> problem
> is create a logical proof that it isn't so.
>

That gives me the opportunity to re-introduce something I posted about before... but *no* one cared then.

There is a computer language called Malbolge.

From Wikipedia:

Malbolge is a public domain esoteric programming language invented by Ben Olmstead in 1998, named after the eighth circle of hell in Dante's Inferno, the Malebolge.

The peculiarity of Malbolge is that it was specifically designed to be impossible to write useful programs in. However, weaknesses in this design have been found that make it possible (though still very difficult) to write Malbolge programs in an organized fashion.

The following is a "Hello World!" in Malbolge:

('&%:9]!~}|z2Vxwv-,POqponl$Hjig%eB@@>}=<M:9wv6WsU2T|nm-,jcL(I&%$# "
`CB]V?Tx<uVtT`Rpo3NlF.Jh++FdbCBA@?]!~|4XzyTT43Qsqq(Lnmkj"Fhg${z@ >

The text between the "<" and ">" is *not* a hot link to a web site...

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by scott on Wed, 30 Jan 2013 19:43:41 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:
> "Scott Lurndal" <scott@slp53.sl.home> wrote in message
> news:xgaOs.300951$ja6.160944@fed10.iad...
>> jmfbahciv <See.above@aol.com> writes:
>>
>>>
>>> Your procedures will work fine for the new CPU designs and developments.
>>> That's not how we did it in 60s and early 70s. There wasn't time in those

>>> early days to have the luxury of emulation.  What were we going to run it
>>> on?  A PDP-8?
>>>
>>
>>  A B-3500.  A S/360.  A CDC 6600.
>>
>>  And yes, you could have run it on a PDP-8, albeit slowly.
>>
>
> Mi$uck used to have a DEC VAX that they used to help develop different
> BASIC's for the various microprocessors. So it does *not* seem unreasonable
> for DEC to use another company's computer to do some things.  The story is
> that Seymour Cray used a Mac to help him in the design of some of his latter
> machines.

At burroughs we had a VAX 11/750 specifically to run Simula.

scott

---

Subject: Re: New HD
Posted by greymausg on Wed, 30 Jan 2013 21:07:39 GMT
View Forum Message <> Reply to Message

On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid> wrote:
>  On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>>  "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>  news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>  Gene Wirchenko wrote:
>>>
>>>>  Andy Burns wrote:
>>>>
>>>> > could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> > just using a hyphen as a minus sign?
>>>>
>>>>       compute y = y - x
>>>
>>>  Mercifully I only had to use COBOL for a few months and BEER seems to
>>>  have helped flush most of the damage from my brain :-)
>>>
>>
>>  You cashed the paychecks, didn't you???   ;-)  COBOL is *not* a language
>>  I would *enjoy* working it so much, but it does present a challenge.
>>  And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out
>>  there. Thus he has the opporunity to *fix* it and be the "hero".
>>

>
> y2k was the time to cash in on COBOL; strange to think there's still code
> out there was laste fixed up 12 years ago, but probably well older!
> When COBOL programs were written in the mid 80's and even early 90's there
> was no expectation they would still be live by the year 2000.

Better a big fish in a small pond.
As an longtime Perl person, I note the recent message on Slashdot
announcing its demise. A bit soon to announce that?

>
>> --
>>
>> numerist at aquaporin4 dot com
>>
> I have the same problem with "-- "
>

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 30 Jan 2013 21:10:19 GMT
View Forum Message <> Reply to Message

In article <kebq3r$fg2$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> Mi$uck used to have a DEC VAX that they used to help develop
> different BASIC's for the various microprocessors. So it does
> *not* seem unreasonable for DEC to use another company's computer
> to do some things. The story is that Seymour Cray used a Mac to
> help him in the design of some of his latter machines.

....and that Apple used a Cray to design a next-generation Mac.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 30 Jan 2013 21:17:40 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:51095894.FC41159D@bytecraft.com...
>
>
> Rod Speed wrote:
>
>> "Walter Banks" <walter@bytecraft.com> wrote in message
>> news:510823CF.C95740A3@bytecraft.com...
>>>
>>>
>>> Charlie Gibbs wrote:
>>>
>>>> In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
>>>> (Charles Richmond) writes:
>>>>
>>>> > It's *not* so much that verbosity "bothers" me... it's just that the
>>>> > mind seems to be able to understand more, when one can take in more
>>>> > in one scan of a more compacted form of line. The above COBOL line
>>>> > is *not* so bad, but add more terms and it *can* become very bad!
>>>>
>>>> As the saying goes, though, you can write unreadable code in any
>>>> language. I'll take verbose COBOL any day over C code written in
>>>> that school which preaches breaking a program up into dozens of
>>>> 5-line modules.
>>>>
>>>
>>> Nothing can naturally obfuscate code like APL the original write once
>>> language. :)
>>
>> Nope, Teco preceded it.

> TECO was a write once execute once editing language.

It was also a programming language that I used to write a screen editor in.

Yes, it was one of the all time notorious write only languages.

> What TECO one liner could possibly be more difficult to understand than
> a APL one liner engineering application the morning after it was written?

Try a fucking great multipage screen editor written in Teco sometime.

---

Subject: Re: New HD

Posted by Peter Flass on Wed, 30 Jan 2013 21:46:37 GMT
View Forum Message <> Reply to Message

On 1/30/2013 3:00 AM, Andrew Swallow wrote:
> On 29/01/2013 13:43, Peter Flass wrote:
>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>> Jorgen Grahn wrote:
>>>
>>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>>
>>>> > COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>>
>>>> I didn't know that, but I sometimes wish I could use it in my own
>>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>
>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>> just using a hyphen as a minus sign?
>>>
>>
>> COMPUTE y = y-x.
>>
>
> You left the spaces out, it will complain variable "y-x" has not been
> defined.
>

It's been a long time since I wrote any COBOL.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 30 Jan 2013 21:52:36 GMT
View Forum Message <> Reply to Message

On 1/30/2013 9:04 AM, jmfbahciv wrote:
> Scott Lurndal wrote:
>
> I explained in another post to Morten why DEC is history; we
> were not able to get out of "only-hardware-company" mindset.
>

Unless you're talking about DEC as opposed to Digital, I have to
disagree. There was a ton of software written for VAXen, most of it
chargeable - networking stuff, DBMS, Office productivity...

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 30 Jan 2013 21:54:33 GMT
View Forum Message <> Reply to Message

On 1/30/2013 9:04 AM, jmfbahciv wrote:
>
> Your procedures will work fine for the new CPU designs and developments.
> That's not how we did it in 60s and early 70s. There wasn't time in those
> early days to have the luxury of emulation. What were we going to run it
> on? A PDP-8?
>

I think companies sometimes used the competitor's products to develop
their own. For example, you could have used an IBM 709x or similar.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 30 Jan 2013 21:55:10 GMT
View Forum Message <> Reply to Message

On 1/30/2013 9:04 AM, jmfbahciv wrote:
> Andy Burns wrote:
>> Peter Flass wrote:
>>
>>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>
>>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> just using a hyphen as a minus sign?
>>>
>>> COMPUTE y = y-x.
>>
>> I had forgotten that variation.
>>
> It wasn't a common verb. Was it in the standard?
>

Yup.

--
Pete

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Wed, 30 Jan 2013 22:11:42 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
> ...and that Apple used a Cray to design a next-generation Mac.

trivia ... I use to work with guy at IBM that left and ran a lot of the human factors Apple design stuff using Cray ... and I would see him periodically during the time when he would talk about what he was doing. Big part of it was simulating graphical user interface (aka with cray and simulation they had wide latitude in varying lots of the characteristics)

and apple in the early 80s, used a s/38 to run its business. my brother was regional apple marketing rep (large physical area in conus) and figured out how to dial in to s/38 to get manufacturing and delivery schedules.
http://en.wikipedia.org/wiki/IBM_System/38

as/400 replacement for s/38 was originally suppose to be risc/801 (iliad) chip ... for various reasons that was aborted, and cisc chip was designed in its place.

later in the 90s, as/400 moved to power/pc (801/risc) ... as did the mac.
http://en.wikipedia.org/wiki/PowerPC
product of somerset/AIM (apple-ibm-motorola)
http://en.wikipedia.org/wiki/AIM_alliance
as/400 to power/pc
http://en.wikipedia.org/wiki/IBM_System_i

as an aside ... from above:

Although announced in 1988, the AS/400 remains IBM's most recent major architectural shift that was developed wholly internally. Since the arrival of Lou Gerstner in 1993, IBM has viewed such colossal internal developments as too risky. Instead, IBM now prefers to make key product strides through acquisition (e.g., the takeovers of Lotus Software and Rational Software) and to support the development of open standards, particularly Linux. It is noteworthy that after the departure of CEO John Akers in 1993, when IBM looked likely to be split up, Bill Gates commented that the only part of IBM that Microsoft would be interested

in was the AS/400 division. (At the time, many of Microsoft's business
and financial systems ran on the AS/400 platform.

.... snip ...

recent posts about Time's "Baby Blue" article (regarding IBM
re-structuring in anticipation for breakup):
http://www.garlic.com/~lynn/2012p.html#61 What is holding back cloud adoption?
http://www.garlic.com/~lynn/2012p.html#60 Today in TIME Tech History: Piston-less Power (1959), IBM's Decline (1992), TiVo (1998) and More
http://www.garlic.com/~lynn/2012p.html#63 Today in TIME Tech History: Piston-less Power (1959), IBM's Decline (1992), TiVo (1998) and More

other recent posts mentioning Gerstner resurrects IBM and reverses
decision to breakup the company
http://www.garlic.com/~lynn/2012n.html#1 STOP PRESS! An Auditor has been brought to task for a failed bank!
http://www.garlic.com/~lynn/2012n.html#8 General Mills computer
http://www.garlic.com/~lynn/2012n.html#20 General Mills computer
http://www.garlic.com/~lynn/2012o.html#14 OT: Tax breaks to Oracle debated
http://www.garlic.com/~lynn/2012o.html#32 Does the IBM System z Mainframe rely on Obscurity or is it Security by Design?
http://www.garlic.com/~lynn/2012p.html#61 What is holding back cloud adoption?
http://www.garlic.com/~lynn/2012p.html#64 IBM Is Changing The Terms Of Its Retirement Plan, Which Is Frustrating Some Employees
http://www.garlic.com/~lynn/2013.html#76 mainframe "selling" points

misc. recent posts mentioning s/38
http://www.garlic.com/~lynn/2011p.html#75 Has anyone successfully migrated off mainframes?
http://www.garlic.com/~lynn/2012.html#90 Has anyone successfully migrated off mainframes?
http://www.garlic.com/~lynn/2012c.html#60 Memory versus processor speed
http://www.garlic.com/~lynn/2012d.html#23 IBM cuts more than 1,000 U.S. Workers
http://www.garlic.com/~lynn/2012h.html#66 How will mainframers retiring be different from Y2K?
http://www.garlic.com/~lynn/2012i.html#43 Virtual address Memory Protection Unit
http://www.garlic.com/~lynn/2012k.html#50 1132 printer history
http://www.garlic.com/~lynn/2012k.html#53 1132 printer history
http://www.garlic.com/~lynn/2012k.html#57 1132 printer history
http://www.garlic.com/~lynn/2012l.html#72 zEC12, and previous generations, "why?" type question - GPU computing
http://www.garlic.com/~lynn/2012m.html#31 Still think the mainframe is going away soon: Think again. I

--
virtualization experience starting Jan1968, online at home since Mar1970

---

## Subject: Re: New HD

Posted by Andrew Swallow on Wed, 30 Jan 2013 22:52:22 GMT
View Forum Message <> Reply to Message

On 30/01/2013 14:04, jmfbahciv wrote:
> Andy Burns wrote:
>> Peter Flass wrote:
>>
>>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>
>>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> just using a hyphen as a minus sign?
>>>
>>> COMPUTE y = y-x.
>>
>> I had forgotten that variation.
>>
> It wasn't a common verb. Was it in the standard?
>
> /BAH
>

I think COMPUTE was added to the later versions of COBOL.

Andrew Swallow

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 30 Jan 2013 22:54:34 GMT
View Forum Message <> Reply to Message

In article <kebq3r$fg2$1@dont-email.me>,
"Charles Richmond" <numerist@aquaporin4.com> wrote:

> Mi$uck used to have a DEC VAX that they used to help develop different
> BASIC's for the various microprocessors. So it does *not* seem unreasonable
> for DEC to use another company's computer to do some things. The story is
> that Seymour Cray used a Mac to help him in the design of some of his latter
> machines.

And the Mac team used a Cray. But they weren't competitors. Even Lisa
was peanuts^W a grain of sand compared to Cray's machines.

--
This space unintentionally left blank.

---

Subject: Re: New HD

Posted by Walter Bushell on Wed, 30 Jan 2013 22:59:03 GMT
View Forum Message <> Reply to Message

In article <PM0004D481784E8894@ac8193ae.ipt.aol.com>,
 jmfbahciv <See.above@aol.com> wrote:

> Charles Richmond wrote:
>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>> Gene Wirchenko wrote:
>>>
>>>> Andy Burns wrote:
>>>>
>>>> > could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> > just using a hyphen as a minus sign?
>>>>
>>>>  compute y = y - x
>>>
>>> Mercifully I only had to use COBOL for a few months and BEER seems to have
>>> helped flush most of the damage from my brain :-)
>>>
>>
>> You cashed the paychecks, didn't you???  ;-) COBOL is *not* a language I
>> would *enjoy* working it so much, but it does present a challenge. And as
>> Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out there.
>> Thus he has the opporunity to *fix* it and be the "hero".
>
> The good thing about COBOL is that it could do decimal arithmetic.
>
> /BAH

And you could have long variable names, compared to Fortran with a 6
or CDC 8 IIRC limit. COBOL also had structures.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 31 Jan 2013 00:03:25 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kec49h$3rt$4@dont-email.me...
> On 1/30/2013 9:04 AM, jmfbahciv wrote:
>>
>> Your procedures will work fine for the new CPU designs and developments.
>> That's not how we did it in 60s and early 70s. There wasn't time in

>> those
>> early days to have the luxury of emulation. What were we going to run it
>> on? A PDP-8?
>>
>
> I think companies sometimes used the competitor's products to develop
> their own. For example, you could have used an IBM 709x or similar.

Makes a lot more sense to do it they way they did it instead.

---

Subject: Re: New HD
Posted by D.J. on Thu, 31 Jan 2013 00:12:48 GMT
View Forum Message <> Reply to Message

On 30 Jan 2013 21:07:39 GMT, greymausg <maus@mail.com> wrote:
> On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid> wrote:
>> On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
>> <numerist@aquaporin4.com> wrote:
>>
>>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> Gene Wirchenko wrote:
>>>>
>>>> > Andy Burns wrote:
>>>> >
>>>> >> could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> >> just using a hyphen as a minus sign?
>>>> >
>>>> > compute y = y - x
>>>>
>>>> Mercifully I only had to use COBOL for a few months and BEER seems to
>>>> have helped flush most of the damage from my brain :-)
>>>>
>>>
>>> You cashed the paychecks, didn't you??? ;-) COBOL is *not* a language
>>> I would *enjoy* working it so much, but it does present a challenge.
>>> And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out
>>> there. Thus he has the opporunity to *fix* it and be the "hero".
>>>
>>
>> y2k was the time to cash in on COBOL; strange to think there's still code
>> out there was laste fixed up 12 years ago, but probably well older!
>> When COBOL programs were written in the mid 80's and even early 90's there
>> was no expectation they would still be live by the year 2000.
>
> Better a big fish in a small pond.
> As an longtime Perl person, I note the recent message on Slashdot

> announcing its demise. A bit soon to announce that?

Demise of Perl or slashdot ?

If perl, darn, I was going to learn that some day.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Thu, 31 Jan 2013 00:17:03 GMT
View Forum Message <> Reply to Message

On Wed, 30 Jan 2013 19:43:41 GMT, scott@slp53.sl.home (Scott Lurndal)
wrote:
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>> "Scott Lurndal" <scott@slp53.sl.home> wrote in message
>> news:xgaOs.300951$ja6.160944@fed10.iad...
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>>
>>>> Your procedures will work fine for the new CPU designs and developments.
>>>> That's not how we did it in 60s and early 70s. There wasn't time in those
>>>> early days to have the luxury of emulation. What were we going to run it
>>>> on? A PDP-8?
>>>>
>>>
>>> A B-3500. A S/360. A CDC 6600.
>>>
>>> And yes, you could have run it on a PDP-8, albeit slowly.
>>>
>>
>> Mi$uck used to have a DEC VAX that they used to help develop different
>> BASIC's for the various microprocessors. So it does *not* seem unreasonable
>> for DEC to use another company's computer to do some things. The story is
>> that Seymour Cray used a Mac to help him in the design of some of his latter
>> machines.
>
> At burroughs we had a VAX 11/750 specifically to run Simula.

At university in 1986-1990, we had a VAX 11/730 to do our VAX PASCAL
homework on.
..

JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 31 Jan 2013 00:21:29 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:

> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:51095894.FC41159D@bytecraft.com...
>>
>>
>> Rod Speed wrote:
>>
>>> "Walter Banks" <walter@bytecraft.com> wrote in message
>>> news:510823CF.C95740A3@bytecraft.com...
>>>>
>>>>
>>>> Charlie Gibbs wrote:
>>>>
>>>> > In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
>>>> > (Charles Richmond) writes:
>>>> >
>>>> > > It's *not* so much that verbosity "bothers" me... it's just that the
>>>> > > mind seems to be able to understand more, when one can take in more
>>>> > > in one scan of a more compacted form of line. The above COBOL line
>>>> > > is *not* so bad, but add more terms and it *can* become very bad!
>>>> >
>>>> > As the saying goes, though, you can write unreadable code in any
>>>> > language. I'll take verbose COBOL any day over C code written in
>>>> > that school which preaches breaking a program up into dozens of
>>>> > 5-line modules.
>>>> >
>>>>
>>>> Nothing can naturally obfuscate code like APL the original write once
>>>> language. :)
>>>
>>> Nope, Teco preceded it.
>
>> TECO was a write once execute once editing language.
>
> It was also a programming language that I used to write a screen editor in.

>
> Yes, it was one of the all time notorious write only languages.
>
>> What TECO one liner could possibly be more difficult to understand than
>> a APL one liner engineering application the morning after it was written?
>
> Try a fucking great multipage screen editor written in Teco sometime.

Clean up your language !!! That is inappropriate

TECO was my editor of choice for 20+ years
including a version I implemented that supported windows.

w..

>
>

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 31 Jan 2013 00:25:01 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:

> Since the U.S. government was requiring the
> ability to run COBOL on computers it bought (with exceptions for embedded
> computers of course), the computer companies saw the wisdom of special
> decimal arithmetic instructions.

The US military had a COBOL compiler for the Motorola 6800 that they
used to code the first multiprocessor ground pattern recognition programs
used in cruise missiles before they used GPS.

w..

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 31 Jan 2013 01:53:20 GMT
View Forum Message <> Reply to Message

On 1/30/2013 7:12 PM, JimP. wrote:
> On 30 Jan 2013 21:07:39 GMT, greymausg <maus@mail.com> wrote:
>> On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid> wrote:
>>> On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond

>>>  <numerist@aquaporin4.com> wrote:
>>>
>>>>  "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>>>  news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> > Gene Wirchenko wrote:
>>>> >
>>>> >> Andy Burns wrote:
>>>> >>
>>>> >>> could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> >>> just using a hyphen as a minus sign?
>>>> >>
>>>> >>        compute y = y - x
>>>> >
>>>> > Mercifully I only had to use COBOL for a few months and BEER seems to
>>>> > have helped flush most of the damage from my brain :-)
>>>> >
>>>>
>>>>  You cashed the paychecks, didn't you???   ;-)  COBOL is *not* a language
>>>>  I would *enjoy* working it so much, but it does present a challenge.
>>>>  And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out
>>>>  there. Thus he has the opporunity to *fix* it and be the "hero".
>>>>
>>>
>>>  y2k was the time to cash in on COBOL;  strange to think there's still code
>>>  out there was laste fixed up 12 years ago, but probably well older!
>>>  When COBOL programs were written in the mid 80's and even early 90's there
>>>  was no expectation they would still be live by the year 2000.
>>
>>  Better a big fish in a small pond.
>>  As an longtime Perl person, I note the recent message on Slashdot
>>  announcing its demise. A bit soon to announce that?
>
>  Demise of Perl or slashdot ?
>
>  If perl, darn, I was going to learn that some day.

Think of the time you'll save.

--
Pete

---

Subject: Re: New HD
Posted by lawrence on Thu, 31 Jan 2013 01:55:45 GMT
View Forum Message <> Reply to Message

JimP. <pongbill127@cableone.net> writes:

> On Wed, 30 Jan 2013 19:43:41 GMT, scott@slp53.sl.home (Scott Lurndal)
> wrote:
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>> "Scott Lurndal" <scott@slp53.sl.home> wrote in message
>>> news:xgaOs.300951$ja6.160944@fed10.iad...
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> >
>>>> >Your procedures will work fine for the new CPU designs and developments.
>>>> >That's not how we did it in 60s and early 70s. There wasn't time in those
>>>> >early days to have the luxury of emulation. What were we going to run it
>>>> >on? A PDP-8?
>>>> >
>>>>
>>>> A B-3500. A S/360. A CDC 6600.
>>>>
>>>> And yes, you could have run it on a PDP-8, albeit slowly.
>>>>
>>>
>>> Mi$uck used to have a DEC VAX that they used to help develop different
>>> BASIC's for the various microprocessors. So it does *not* seem unreasonable
>>> for DEC to use another company's computer to do some things. The story is
>>> that Seymour Cray used a Mac to help him in the design of some of his latter
>>> machines.
>>
>> At burroughs we had a VAX 11/750 specifically to run Simula.
>
> At university in 1986-1990, we had a VAX 11/730 to do our VAX PASCAL
> homework on.
> .
> JimP.

That must have been painful. I had a '730 all to myself and thought it
was sluggish. I can't imagine how awful it would had been with other
people using it.

FWIW: If anyone has a 730 (or the 725 variant) I'd be quite interested
in buying it.

--NK1G

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 31 Jan 2013 02:09:12 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message

news:5109B909.6624D2A3@bytecraft.com...
>
>
> Rod Speed wrote:
>
>> "Walter Banks" <walter@bytecraft.com> wrote in message
>> news:51095894.FC41159D@bytecraft.com...
>>>
>>>
>>> Rod Speed wrote:
>>>
>>>> "Walter Banks" <walter@bytecraft.com> wrote in message
>>>> news:510823CF.C95740A3@bytecraft.com...
>>>> >
>>>> >
>>>> > Charlie Gibbs wrote:
>>>> >
>>>> >> In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
>>>> >> (Charles Richmond) writes:
>>>> >>
>>>> >> > It's *not* so much that verbosity "bothers" me... it's just that
>>>> >> > the
>>>> >> > mind seems to be able to understand more, when one can take in
>>>> >> > more
>>>> >> > in one scan of a more compacted form of line. The above COBOL
>>>> >> > line
>>>> >> > is *not* so bad, but add more terms and it *can* become very bad!
>>>> >>
>>>> >> As the saying goes, though, you can write unreadable code in any
>>>> >> language. I'll take verbose COBOL any day over C code written in
>>>> >> that school which preaches breaking a program up into dozens of
>>>> >> 5-line modules.
>>>> >>
>>>> >
>>>> > Nothing can naturally obfuscate code like APL the original write
>>>> > once
>>>> > language. :)
>>>>
>>>> Nope, Teco preceded it.
>>
>>> TECO was a write once execute once editing language.
>>
>> It was also a programming language that I used to write a screen editor
>> in.
>>
>> Yes, it was one of the all time notorious write only languages.
>>
>>> What TECO one liner could possibly be more difficult to understand than

>>>  a APL one liner engineering application the morning after it was
>>>  written?
>>
>>  Try a fucking great multipage screen editor written in Teco sometime.
>
>  Clean up your language !!! That is inappropriate

Go and I love yourself.

>  TECO was my editor of choice for 20+ years

Yeah, mine too when using DEC systems.

Didn't use it on the CDC mainframes tho.

>  including a version I implemented that supported windows.

I didn't bother, I had moved to IDEs by then
and used Word for documentation and still do.

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 31 Jan 2013 02:51:08 GMT
View Forum Message <> Reply to Message

On Wed, 30 Jan 2013 14:50:34 -0000, "Stanley Daniel de Liver"
<notagoodone@invalid.org.invalid> wrote:

> On Tue, 29 Jan 2013 15:41:25 -0000, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>
>>  The only valuable place I see where taking short-cuts in the short term
>>  .... that cause monumental problems in the long term... is when you are
>>  the CEO of a big company.  You take the short-cuts, make things look
>>  good for a while, take your massive stock-options and leave for the next
>>  sucke... company.  The first company will tank, but you will be
>>  long-gone!!!
>
> I think we're suffering from this ATM wrt Finance and the housing bubble.
>
> (hmm, why are some abbreviations in lcase yet newer ones in ucase?
> </rhetorical>)

    Answering anyway: When is not relevant.  It is because the
lower-case words are not as important to the sentence.

Sincerely,

Gene Wirchenko

Subject: Re: New HD
Posted by Dan Espen on Thu, 31 Jan 2013 03:22:52 GMT
View Forum Message <> Reply to Message

greymausg <maus@mail.com> writes:

> As an longtime Perl person, I note the recent message on Slashdot
> announcing its demise. A bit soon to announce that?

Of course.

Perl, like COBOL will persist.

I saw but didn't read the Slashdot stuff.

Probably touting Python.

A few years back I had to switch from Perl to Python
because I couldn't find good Qt4 bindings for Perl.

I found Python more like the same, rather than better.

I still do scripts with Perl if I can.

--
Dan Espen

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 31 Jan 2013 04:16:40 GMT
View Forum Message <> Reply to Message

In article <m3txpy723l.fsf@garlic.com>, lynn@garlic.com
(Anne & Lynn Wheeler) writes:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
>
>> ...and that Apple used a Cray to design a next-generation Mac.
>
> trivia ... I use to work with guy at IBM that left and ran a lot of
> the human factors Apple design stuff using Cray ... and I would see
> him periodically during the time when he would talk about what he was
> doing. Big part of it was simulating graphical user interface (aka

> with cray and simulation they had wide latitude in varying lots of
> the characteristics)
>
> and apple in the early 80s, used a s/38 to run its business. my
> brother was regional apple marketing rep (large physical area in
> conus) and figured out how to dial in to s/38 to get manufacturing
> and delivery schedules.
> http://en.wikipedia.org/wiki/IBM_System/38

It's all starting to feel like an Escher drawing...

http://en.wikipedia.org/wiki/Drawing_Hands

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 31 Jan 2013 11:01:29 GMT
View Forum Message <> Reply to Message

In article <PM0004D481E8A66CE4@ac8193ae.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Morten Reistad wrote:
>> In article <PM0004D46E3C3AF6CC@aca208c4.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Morten Reistad wrote:
>>>> In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> >Shmuel (Seymour J.) Metz wrote:
>>>> >> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> >> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>> >>
>>
>>>> Nowadays we have emulators of various types to give such
>>>> "standalone time". Come to think of it, this is not new.
>>>
>>> In our shop, the emulator would have to be written before anyone
>>> could work. It was easier and took less time to use the real
>>> hardware, especially when some product manager had promised the first
>>> piece of the gear to be shipped to a customer without going through
>>> our lab first.
>>
>> In a sense, you are contradicting yourself. When you don't have
>> the "real iron", an emulator can give you a headway you cannot

>> get in any other way. This was how microsoft got ahead in the
>> OS/basic game, and IBM got all their OS alternatives to work
>> in tandem.
>>
>>>> There are, of course, some scenarios where you need to debug
>>>> "on the real iron", but the emulators are very good at provoking
>>>> OS errors, reducing the time needed for true standalone time by
>>>> a couple of orders of mangnitude.
>>>
>>> We were a hardware company. the OS code didn't exist until we
>>> wrote it.
>>
>> The PDP10 would have needed some extensions to do virtualisation,
>> but not much. Proper traps of the I/O, indirect uuo/jsys (so the
>> sub-monitor, not the "hypervising" monitor got the call), and
>> a "pa1050-for-sub-os" package would have done it.
>
> And run it on what? A pdp-8? I'm not stating here that it couldn't
> be done. I am stating that this is not how we did things. The
> thingie which I call the CPU driver isn't very big and doesn't take
> very long to write. We didn't have the luxury of time to write
> an emulator; when I say we did production line monitor development
> company, I meant it.

And run it on a real PDP10 as an almost standard user process;
but rigged for traps for I/O instructions, uuos and jsys. The
hardware can already do this, it is a question of some monitor
support and a dispatch to user mode.

Then the real work begins; in making a "pa1050" that catches the
traps of the i/o, and emulates the hardware.

> Our cpus were not that complicated; you all just can't remember
> the simpler days :-).

The PDP10 I/O is about as complicated as on modern machines, but
there was only about 60-80 devices to handle, where a modern
Linux handles 20000+.

-- mrr

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 31 Jan 2013 11:14:29 GMT
View Forum Message <> Reply to Message

In article <PM0004D48199D75A27@ac8193ae.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:

> Scott Lurndal wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
[snip]
>>
>> I'm sorry, but I've got thirty years of experience developing "monitor code"
>> for four or five different architectures on emulators prior to hardware
>> availability from mainframes to the latest 64-bit arm processors (which
>> don't exist yet, but I've been working on "monitor code" using the
>> simulator (which I co-wrote) for months even though the hardware won't
>> be available for many more months - we can boot linux on our simulator (and
> it boots
>> in less than 30 seconds to a shell prompt) and test application level
>> code such as apache as well as develop device drivers for the new hardware
>> devices, et. al.)
>>
>> That in and of itself will falsify your blanket statement.
>
> this one sentence demonstrates why you give me a hard time every time
> I write something. I worked for a company which made hardware before
> your 30 years' experience. I'm talking about those times and how we
> worked. How you manage to squeeze whatever I say into a Universal
> Truth is beyond my ken but it sure is fucking annoyiing.

No, don't be so tense.

Yes, DEC didn't use emulators for OS development,
even if such was generally in use by the time IBM had VM running
internally; ca 1972?

The reason for this also seems clear, DEC was run by the hardware
folks, and software played third fiddle. So emulators/VM monitors
never happened, even if they would have been pretty simple to
develop. (about twice the work of pa1050, I would guess).

The budget issues doesn't cut it either. DEC was larger than
Burroughs, and had bigger hardware development budgets.

And no, the differences weren't just in the KnSER modules. That
was for the pure incompatible hardware, which was pretty minor.
But addressing, available I/O, even some new instructions were
constantly added, and needed quite big OS changes; they were
just general changes, not specific to any OS.

That the hardware showed up with different implementations
than what was planned is also an issue. There never was a
"POO" manual for the PDP(8/10/11) series.

-- mrr

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 12:53:42 GMT
View Forum Message <> Reply to Message

In <ikyNs.337840$Wj3.256192@fed08.iad>, on 01/28/2013
at 05:12 PM, scott@slp53.sl.home (Scott Lurndal) said:

> That's actually not true. OS/VMM development can start on a
> simulator long before the hardware is available. That is how things
> happen today, and that's how things happened in the 70's and 80's.

And in the 1960's.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 12:55:35 GMT
View Forum Message <> Reply to Message

In <slrnkg9nfr.28g.plan.b@ID-309335.user.uni-berlin.de>, on 01/27/2013
at 10:45 AM, Stan Barr <plan.b@dsl.pipex.com> said:

> Just had a look, Wirth worked on ALGOL W.

Yes, but does "how does ALGOL do things?" refer to ALGOL-W?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD

Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 12:59:50 GMT
View Forum Message <> Reply to Message

In <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>, on 01/27/2013
at 03:18 PM, jmfbahciv <See.above@aol.com> said:

> Someone asked me about my work. OS development requires _real_
> stand-alone time.

IBM used a S/360 simulator for OS development before there was a S/360
to have standalone time on. Nothing prevented DEC from doing the same
for its new lines.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 13:06:01 GMT
View Forum Message <> Reply to Message

In <1647.811T1817T4545074@kltpzyxm.invalid>, on 01/28/2013
at 07:34 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:

> In article <ke5srr$q8d$1@dont-email.me>, Peter_Flass@Yahoo.com (Peter
> Flass) writes:

>> And to think that one of the knocks on PL/I was that it was so
>> verbose!
> They inherited that from COBOL.

PL/I is far more concise than COBOL. The main influence of COBOL on
PL/I was the DECLARE statement, which was influenced by the DATA
DIVISION. PL/I has no arithmetic or data movement verbs, relying
instead on the more concise assignment statement.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 13:10:08 GMT
View Forum Message <> Reply to Message

In <ke6mfg$dfp$2@dont-email.me>, on 01/28/2013
at 03:27 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> Actually I recently discovered the System/360 simulator IBM<
> developed on a 707x while the 360 was still under development.

Wrong line; the 7070, 7072 and 7074 were decimal machines. The line
that IBM used for their S/360 simulator was the 7090, 7094, 7094 II
line.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 13:22:48 GMT
View Forum Message <> Reply to Message

In <ke8o8n$o74$1@dont-email.me>, on 01/29/2013
at 09:01 AM, "Charles Richmond" <numerist@aquaporin4.com> said:

> You are so right, sir!!! Just the "one small change" the
> pointy-haired boss wants... may require massive changes through
> many other routines to adjust the program for that "one small
> change". But beyond that... what seems to be a "small change" to
> the boss, may actually be a *large* change in the context of the
> program structure.

It gets worse. What do you do when a design has a static RYO database,
you've discussed it with your customer and stated that if he need the
ability to update rather than reload the data then you should use a
different design, your customer's boss idly asks about adding update
capability and your project manager, who was party to the earlier
discussions, states that it would be no problem to add it. The office
manager took me aside and thanked me[1] for not blowing up in front of
the customer.

[1] We were not aware at the time that the customer's boss
disliked the project manager and would not have been unhappy

had I challenged him at the meeting.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 13:26:15 GMT
View Forum Message <> Reply to Message

In <ke8pas$1dv$1@dont-email.me>, on 01/29/2013
at 09:20 AM, "Charles Richmond" <numerist@aquaporin4.com> said:

> BAH, I do *not* think anyone is saying that the emulator is "just as
> good as" the hardware that might be developed. But the emulator
> *does* let a *lot* of the software work be done ahead of the
> hardware creation. This in itself is extremely valuable IMHO.

A simulator might be better than the real machine if it

1. Has better debugging facilities

2. Strictly enforces adherence to the architecture of a line
of computers expected to have heterogenous implementations.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 13:35:15 GMT
View Forum Message <> Reply to Message

In <PM0004D46E4E4FB375@aca208c4.ipt.aol.com>, on 01/29/2013
at 02:43 PM, jmfbahciv <See.above@aol.com> said:

> an emulator can be used to develop CUSPs and languages, not the

> monitor code.

Perhaps DEC didn't know how to develope the OS using a simulator, but
IBM did, and they weren't exactly bleeding edge.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 14:03:46 GMT
View Forum Message <> Reply to Message

In <KSSNs.129504$kN2.48138@fed02.iad>, on 01/29/2013
  at 04:34 PM, scott@slp53.sl.home (Scott Lurndal) said:

> Of course, since it is not true about the Saturn V, I'm not sure how
> that applies to DEC.

Perhaps not the bluprints, but what about the tooling?
< http://uk.answers.yahoo.com/question/index?qid=2010052304574 3AAY1BPx>

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 14:06:57 GMT
View Forum Message <> Reply to Message

In <proto-BC7DCB.20024429012013@news.panix.com>, on 01/29/2013
  at 08:02 PM, Walter Bushell <proto@panix.com> said:

> But you could have a ON SIZE ERROR CLAUSE something you don't get
> with most languages today. Hmm, any language that allows for
> trapping arithmetic overflow | floating underflow ?

Ada. HLASM. PL/I.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 14:08:27 GMT
View Forum Message <> Reply to Message

In <510874B4.AACB0EB2@bytecraft.com>, on 01/29/2013
  at 08:17 PM, Walter Banks <walter@bytecraft.com> said:

> A viable option is donation to computer museums.

It's only viable if the provide OCR scans in exchange.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 14:16:19 GMT
View Forum Message <> Reply to Message

In <kebqhd$b1l$1@dont-email.me>, on 01/30/2013
  at 12:59 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> Back in the mainframe days, it was true that the overwhelming
> majority of computers were running business applications written
> in COBOL.

Shirley scientific applicdations written in FORTRAN, at least for CDC,
GE, IBM, SDS and UNIVAC, during the early decades.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 14:21:19 GMT
View Forum Message <> Reply to Message

In <PM0004D481E8A66CE4@ac8193ae.ipt.aol.com>, on 01/30/2013
at 02:04 PM, jmfbahciv <See.above@aol.com> said:

> Our cpus were not that complicated; you all just can't remember the
> simpler days :-).

Well, I don't go back to the ENIAC or the relay computers, but my
first machine used vacuum tubes. I have no trouble remembering those
days, but is there a way to forget them that doesn't involve excessive
amounts of C2H5OH or some such?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 14:23:45 GMT
View Forum Message <> Reply to Message

In <PM0004D481B0F20552@ac8193ae.ipt.aol.com>, on 01/30/2013
at 02:04 PM, jmfbahciv <See.above@aol.com> said:

> It wasn't a common verb. Was it in the standard?

Yes; I believe that COMPUTE was in the original CODASYL report.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to

domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:01 GMT
View Forum Message <> Reply to Message

Stanley Daniel de Liver wrote:
>  On Tue, 29 Jan 2013 17:35:56 -0000, Dan Espen <despen@verizon.net> wrote:
>
>>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
>>
>>>  In article <ke8q00$6gp$1@dont-email.me>, numerist@aquaporin4.com
>>>  (Charles Richmond) writes:
>>>
>>>>  It's *not* so much that verbosity "bothers" me... it's just that the
>>>>  mind seems to be able to understand more, when one can take in more
>>>>  in one scan of a more compacted form of line.  The above COBOL line
>>>>  is *not* so bad, but add more terms and it *can* become very bad!
>>>
>>>  As the saying goes, though, you can write unreadable code in any
>>>  language.  I'll take verbose COBOL any day over C code written in
>>>  that school which preaches breaking a program up into dozens of
>>>  5-line modules.
>>
>>  Hate that.
>>
>>  Once worked on a C project that was nearing completion.
>>  The thing was loaded with code calling various APIs:
>>
>>   aa0open();
>>
>>  and the APIs called other APIs:
>>
>>  aa0open()
>>  {
>>   bb0open();
>>  }
>>
>>  All these APIs had been designed using "box architecture" in
>>  project meetings.  Someone decided layer "aa" should interface
>>  with layer "bb".  Lots of times "aa" had nothing to do.
>>
>>  I don't blame C so much as meetings and "box architecture".
>>
>  PERFORM AA0-OPEN
>  ...

>
> AA0-OPEN SECTION
>  PERFORM BB0-OPEN
> ...

I once was handed an accounting package where the original programmer thought he would "save" instructions by PERFORMing a subroutine which ADDed 1 TO FOO or some stupid thing like that.

I really liked COBOL to SORT using an input procedure and an output procedure.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:02 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 1/30/2013 9:04 AM, jmfbahciv wrote:
>> Andy Burns wrote:
>>> Peter Flass wrote:
>>>
>>>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>>
>>>> > But could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> > just using a hyphen as a minus sign?
>>>>
>>>> COMPUTE y = y-x.
>>>
>>> I had forgotten that variation.
>>>
>> It wasn't a common verb. Was it in the standard?
>>
>
> Yup.

OK, thanks. What flavor of number was stored in y? And did you get an error message if you used mixed formats?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:04 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 1/30/2013 9:04 AM, jmfbahciv wrote:
>> Scott Lurndal wrote:
>>
>> I explained in another post to Morten why DEC is history; we
>> were not able to get out of "only-hardware-company" mindset.
>>
>
> Unless you're talking about DEC as opposed to Digital, I have to
> disagree. There was a ton of software written for VAXen, most of it
> chargeable - networking stuff, DBMS, Office productivity...

which was powerfully ironic. Here's Bell making all the waves which
killed all hardware except for the VAX with the intention of keeping
DEC in the hardware business. Then he signed all the requisitions
to hire hundreds of programmeers to write the the monitor and its
supporting software tools.

We were bitter but we still did the work which would sell hardware
and maintenance contracts (software and hardware) to LCG
customers. It took over 10 years for the lights to be turned off.
There were two monitor releases after that which contained new development,
mainly for new hardware and DECnet.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:05 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 1/30/2013 3:00 AM, Andrew Swallow wrote:
>> On 29/01/2013 13:43, Peter Flass wrote:
>>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>> Jorgen Grahn wrote:
>>>>
>>>> > On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >
>>>> >> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >
>>>> > I didn't know that, but I sometimes wish I could use it in my own
>>>> > programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>>
>>>> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> just using a hyphen as a minus sign?
>>>>
>>>

>>>  COMPUTE y = y-x.
>>>
>>
>>  You left the spaces out, it will complain variable "y-x" has not been
>>  defined.
>>
>
>  It's been a long time since I wrote any COBOL.
>
>
<grin>  another reason I love this newsgroup.  Write some code and
it's guaranteed to have a bug (just like typos when correcting
a misspelling) which is immediately desk-checked and corrected
by eyeballers.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:07 GMT
View Forum Message <> Reply to Message

Stanley Daniel de Liver wrote:
>  On Wed, 30 Jan 2013 14:03:59 -0000, jmfbahciv <See.above@aol.com> wrote:
>
>>  Charles Richmond wrote:
>>>  "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> wrote in
>>>  message
>>>  news:op.wroa66t65cosae@anyhost.anywhere...
>>>>  On Fri, 25 Jan 2013 16:54:50 -0000, Charles Richmond
>>>>  <numerist@aquaporin4.com> wrote:
>>>>
>>>> > "Dan Espen" <despen@verizon.net> wrote in message
>>>> > news:icpq0v25d0.fsf@home.home...
>>>> >> jmfbahciv <See.above@aol.com> writes:
>>>> >>
>>>>  []
>>>> >> Never really thought about it much, but I see:
>>>> >>
>>>> >> Save Page _A_s...
>>>> >>
>>>> >> not
>>>> >>
>>>> >> Save page _a_s...
>>>> >>
>>>> >
>>>> > Java conventions (and some in C++ and Pascal) say variables should be
>>>> > like: LinePrinterOutput.  In C, I prefer the style:

>>>> > line_printer_output.
>>>>
>>>>  CamelCase is the thing these days.
>>>>
>>>
>>>  CamelCase, huh???  I've heard it called other things... but those names
>>>  can
>>>  *not* be repeated in polite company!!!  ;-)
>>
>>  Bit-god-Heaven help the coder who receives a program which uses the font
>>  that prints a capital I for the number one.
>>
>>  /BAH
>
>  It's OK , things have moved on since the typewriter.

Wake up.  I've read a book using that font within the last 3 years..maybe 5
years.  Even though it was a work of fiction, I had trouble reading it
because of the I character meaning two different things:  If you read
the text "foobar drove down the I96 for 20 minutes..." how would you
interpret it?

>  But the point is well-made; in Unicode there are several "dots" that might
>  be confused by, well lots of people, even though they have distinct
>  Unicode numbers.
>  I recall in primary school failing a "x" versus "+" set of questions.
>  My only excuse is that I was leaning at the time!
>  (I guess that's why computers use "*" for multiply;  I used a letter "x"
>  up there instead of the correct "multiply" symbol - which possibly
>  wouldn't be seen in this 7 bit medium).

<grin>  Leaning?  On an RP06?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:08 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
>  jmfbahciv <See.above@aol.com> writes:
>
>>
>> Your procedures will work fine for the new CPU designs and developments.

>> That's not how we did it in 60s and early 70s.  There wasn't time in those
>> early days to have the luxury of emulation.  What were we going to run it
>> on?  A PDP-8?
>>
>
>  A B-3500.  A S/360.  A CDC 6600.
>
>  And yes, you could have run it on a PDP-8, albeit slowly.

and all of the above was beyond the budget.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:09 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
>  On 1/30/2013 9:04 AM, jmfbahciv wrote:
>>
>>  Your procedures will work fine for the new CPU designs and developments.
>>  That's not how we did it in 60s and early 70s.  There wasn't time in those
>>  early days to have the luxury of emulation.  What were we going to run it
>>  on?  A PDP-8?
>>
>
>  I think companies sometimes used the competitor's products to develop
>  their own.  For example, you could have used an IBM 709x or similar.

Sure.  We didn't have the money for that in those days and it took less
time to write the real module than an emulator.  I can see having one if
you have to develop all the CUSPs and lanugages so they can be shipped
at the same time as the first CPU ship.  AT DEC there were different
strategies.  VMS was an example of moving a class of user mode programs
to another platform.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:10 GMT
View Forum Message <> Reply to Message

Stanley Daniel de Liver wrote:
>  On Tue, 29 Jan 2013 15:59:05 -0000, Charles Richmond
>  <numerist@aquaporin4.com> wrote:

>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:icpq0ovvdf.fsf@home.home...
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>
>>>> "Dan Espen" <despen@verizon.net> wrote in message
>>>> news:icy5fcwuy8.fsf@home.home...
>>>> > Gene Wirchenko <genew@telus.net> writes:
>>>> >
>>>> >> On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>>> >> <usenet.jan2013@adslpipe.co.uk> wrote:
>>>> >>
>>>> >>> Jorgen Grahn wrote:
>>>> >>>
>>>> >>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >>>>
>>>> >>>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >>>>
>>>> >>>> I didn't know that, but I sometimes wish I could use it in my own
>>>> >>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>> >>>
>>>> >>> But could you put up with having to write "SUBTRACT x FROM y"
>>>> >>> instead of
>>>> >>> just using a hyphen as a minus sign?
>>>> >>
>>>> >> compute y = y - x
>>>> >
>>>> > Yep, but to get the true flavor:
>>>> >
>>>> > COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>>>> >
>>>> > The verbosity never bothered me.
>>>>
>>>> It's *not* so much that verbosity "bothers" me... it's just that the
>>>> mind seems to be able to understand more, when one can take in more in
>>>> one scan of a more compacted form of line. The above COBOL line is
>>>> *not* so bad, but add more terms and it *can* become very bad!
>>>
>>> True.
>>>
>>> One of the COBOL tricks to lessen the problem is alignment.
>>>
>>> This:
>>>
>>> MOVE IN-NAME TO OU-NAME.
>>> MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>> MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>> MOVE IN-CITY TO OU-CITY.

```
>>>   MOVE IN-STATE TO OU-STATE.
>>>   MOVE IN-ZIP TO OU-ZIP.
>>>
>>>  versus:
>>>
>>>   MOVE IN-NAME      TO OU-NAME.
>>>   MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>   MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>   MOVE IN-CITY      TO OU-CITY.
>>>   MOVE IN-STATE     TO OU-STATE.
>>>   MOVE IN-ZIP       TO OU-ZIP.
>>>
>>
>>  The same is true of old FORTRAN FORMAT statements.  I have seen 12 line
>>  FORMAT statements that were *much* easier to read if aligned properly.
>>  After all, the purpose of an HLL is so the programmer can understand the
>>  program better... and blanks are *free* in FORTRAN. :-)
>>
>
>  It's just me then; the above text doesn't align, I just haven't got the
>  font right!
```

Set your tabstops correctly.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 31 Jan 2013 14:37:11 GMT
View Forum Message <> Reply to Message

Christian Brunschen wrote:
```
>  In article <PM0004D48199D75A27@ac8193ae.ipt.aol.com>,
>  jmfbahciv  <See.above@aol.com> wrote:
>> Scott Lurndal wrote:
>>>  jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> an emulator can be used to develop CUSPs and languages, not the monitor
>>>> code.
>>>
>>>  I'm sorry, but I've got thirty years of experience developing "monitor
code"
>>>  for four or five different architectures on emulators prior to hardware
>>>  availability from mainframes to the latest 64-bit arm processors (which
>>>  don't exist yet, but I've been working on "monitor code" using the
>>>  simulator (which I  co-wrote) for months even though the hardware won't
>>>  be available for many more months - we can boot linux on our simulator
(and
```

>> it boots
>>> in less than 30 seconds to a shell prompt) and test application level
>>> code such as apache as well as develop device drivers for the new hardware
>>> devices, et. al.)
>>>
>>> That in and of itself will falsify your blanket statement.
>>
>> this one sentence demonstrates why you give me a hard time every time
>> I write something. I worked for a company which made hardware before
>> your 30 years' experience. I'm talking about those times and how we
>> worked. How you manage to squeeze whatever I say into a Universal
>> Truth is beyond my ken but it sure is fucking annoyiing.
>
> When you use a phrase like "an emulator can be used to develop X but not
> Y", that sounds like you are making a statement about a general truth
> regarding what an emulator as a general concept can possibly be used for.
>
> If you are specifically talking about limits on use of emulators at a
> certain company, then put that context into what you write: "At DEC, we
> were not able/allowed to use an emulator to write the monitor for the KA'
> or similar.

I will try to change my sig. "Prepend all posts with 'At DEC,'

JHFC.

/BAH

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 31 Jan 2013 15:30:37 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Peter Flass wrote:
>> On 1/30/2013 9:04 AM, jmfbahciv wrote:
>>> Andy Burns wrote:
>>>> Peter Flass wrote:
>>>>
>>>> > On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>> >
>>>> >> But could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> >> just using a hyphen as a minus sign?
>>>> >
>>>> > COMPUTE y = y-x.
>>>>
>>>> I had forgotten that variation.

>>>>
>>> It wasn't a common verb. Was it in the standard?
>>>
>>
>> Yup.
>
> OK, thanks. What flavor of number was stored in y? And did
> you get an error message if you used mixed formats?

It's COBOL. Type conversion is automatic.

--
Dan Espen

---

Subject: Re: New HD
Posted by greymausg on Thu, 31 Jan 2013 16:02:41 GMT
View Forum Message <> Reply to Message

On 2013-01-31, JimP <pongbill127@cableone.net> wrote:
> On 30 Jan 2013 21:07:39 GMT, greymausg <maus@mail.com> wrote:
>> On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid> wrote:
>>> On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
>>> <numerist@aquaporin4.com> wrote:
>>>
>>>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> > Gene Wirchenko wrote:
>>>> >
>>>> >> Andy Burns wrote:
>>>> >>
>>>> >>> could you put up with having to write "SUBTRACT x FROM y" instead of
>>>> >>> just using a hyphen as a minus sign?
>>>> >>
>>>> >> compute y = y - x
>>>> >
>>>> > Mercifully I only had to use COBOL for a few months and BEER seems to
>>>> > have helped flush most of the damage from my brain :-)
>>>> >
>>>>
>>>> You cashed the paychecks, didn't you??? ;-) COBOL is *not* a language
>>>> I would *enjoy* working it so much, but it does present a challenge.
>>>> And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code out
>>>> there. Thus he has the opporunity to *fix* it and be the "hero".
>>>>
>>>
>>> y2k was the time to cash in on COBOL; strange to think there's still code
>>> out there was laste fixed up 12 years ago, but probably well older!

>>>  When COBOL programs were written in the mid 80's and even early 90's there
>>>  was no expectation they would still be live by the year 2000.
>>
>> Better a big fish in a small pond.
>> As an longtime Perl person, I note the recent message on Slashdot
>> announcing its demise. A bit soon to announce that?
>
>  Demise of Perl or slashdot ?
>
>  If perl, darn, I was going to learn that some day.

Perl

>  .
>  JimP.

--
maus
 .
  .
....

---

Subject: Re: New HD
Posted by Patrick Scheible on Thu, 31 Jan 2013 17:05:06 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

>  Charles Richmond wrote:
>
>>  Since the U.S. government was requiring the
>>  ability to run COBOL on computers it bought (with exceptions for embedded
>>  computers of course), the computer companies saw the wisdom of special
>>  decimal arithmetic instructions.
>
>  The US military had a COBOL compiler for the Motorola 6800 that they
>  used to code the first multiprocessor ground pattern recognition programs
>  used in cruise missiles before they used GPS.

What a ... odd choice of language.

-- Patrick

---

Subject: Re: New HD
Posted by scott on Thu, 31 Jan 2013 18:15:49 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:
> Walter Banks <walter@bytecraft.com> writes:
>
>> Charles Richmond wrote:
>>
>>> Since the U.S. government was requiring the
>>> ability to run COBOL on computers it bought (with exceptions for embedded
>>> computers of course), the computer companies saw the wisdom of special
>>> decimal arithmetic instructions.
>>
>> The US military had a COBOL compiler for the Motorola 6800 that they
>> used to code the first multiprocessor ground pattern recognition programs
>> used in cruise missiles before they used GPS.
>
> What a ... odd choice of language.

I've seen a disk-defragmenter written in COBOL[*], so everything is possible.

scott

[*] Burroughs Pack Squash utility (SQP command).

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 31 Jan 2013 18:36:26 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

> Patrick Scheible <kkt@zipcon.net> writes:
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Charles Richmond wrote:
>>>
>>>> Since the U.S. government was requiring the
>>>> ability to run COBOL on computers it bought (with exceptions for embedded
>>>> computers of course), the computer companies saw the wisdom of special
>>>> decimal arithmetic instructions.
>>>
>>> The US military had a COBOL compiler for the Motorola 6800 that they
>>> used to code the first multiprocessor ground pattern recognition programs
>>> used in cruise missiles before they used GPS.
>>
>> What a ... odd choice of language.

>
> I've seen a disk-defragmenter written in COBOL[*], so everything is possible.

I wrote a full screen editor mimicking ISPF in COBOL.
It first ran on IBM S/34 then I ported it to Wang/VS.
Really not that hard.

--
Dan Espen

---

Subject: Re: New HD
Posted by scott on Thu, 31 Jan 2013 18:59:01 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> scott@slp53.sl.home (Scott Lurndal) writes:
>
>> Patrick Scheible <kkt@zipcon.net> writes:
>>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>>> Charles Richmond wrote:
>>>>
>>>> > Since the U.S. government was requiring the
>>>> > ability to run COBOL on computers it bought (with exceptions for embedded
>>>> > computers of course), the computer companies saw the wisdom of special
>>>> > decimal arithmetic instructions.
>>>>
>>>> The US military had a COBOL compiler for the Motorola 6800 that they
>>>> used to code the first multiprocessor ground pattern recognition programs
>>>> used in cruise missiles before they used GPS.
>>>
>>> What a ... odd choice of language.
>>
>> I've seen a disk-defragmenter written in COBOL[*], so everything is possible.
>
> I wrote a full screen editor mimicking ISPF in COBOL.
> It first ran on IBM S/34 then I ported it to Wang/VS.
> Really not that hard.

A disk defragmenter needs to do things that the language doesn't have concepts
for (moving arbitrary segments of files around the disk and updating the filesystem
metadata). This couldn't be expressed using the normal COBOL FILE-IO functionality;
but the Burroughs COBOLV (COBOL 68) compiler allowed embedded assembler which let
them embed custom MCP (system) calls in the code to do raw disk access.

scott

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 31 Jan 2013 19:14:30 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:

> Walter Banks <walter@bytecraft.com> writes:
>
>> Charles Richmond wrote:
>>
>>> Since the U.S. government was requiring the
>>> ability to run COBOL on computers it bought (with exceptions for embedded
>>> computers of course), the computer companies saw the wisdom of special
>>> decimal arithmetic instructions.
>>
>> The US military had a COBOL compiler for the Motorola 6800 that they
>> used to code the first multiprocessor ground pattern recognition programs
>> used in cruise missiles before they used GPS.
>
> What a ... odd choice of language.
>

Military rules at the time. Even more amazing that they actually implemented a COBOL compiler for the 6800. I am pretty sure factually, I knew the programmer doing the pattern matching algorithms.

I was teaching a computer architecture course and in class we were developing an course ISA. One of the assignments was to write a simulator for the developing ISA in the language of the students choice. One mature student with real skills in several programming languages saw a way to make the exercise a challenge and wrote the simulator in COBOL all 54 pages of it. The shortest submission was 171 lines of Pascal. Both ran all of the instruction tests we had developed for the course in class.

w..

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 31 Jan 2013 20:49:35 GMT
View Forum Message <> Reply to Message

"Andrew Swallow" <am.swallow@btinternet.com> wrote in message
news:_POdnR7R-_G9OZTMnZ2dnUVZ8mGdnZ2d@bt.com...
> On 30/01/2013 14:04, jmfbahciv wrote:
>> Andy Burns wrote:

>>>  Peter Flass wrote:
>>>
>>>>  On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>>
>>>> > But could you put up with having to write "SUBTRACT x FROM y" instead
>>>> > of
>>>> > just using a hyphen as a minus sign?
>>>>
>>>>  COMPUTE y = y-x.
>>>
>>>  I had forgotten that variation.
>>>
>>  It wasn't a common verb.  Was it in the standard?
>>
>>  /BAH
>>
>
>  I think COMPUTE was added to the later versions of COBOL.
>

The COMPUTE statement was in COBOL in the late 70's when I took COBOL.  I thought it was fun to write a program with the compute statements, and then break it down into several "ADD THIS TO THAT GIVING SOMETHING"  and "SUBTRACT THIS FROM THAT GIVING THE-OTHER" just to illustrate how this did *nothing* to improve readability.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 31 Jan 2013 20:51:12 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kecioo$kqs$2@dont-email.me...
>  On 1/30/2013 7:12 PM, JimP. wrote:
>>  On 30 Jan 2013 21:07:39 GMT, greymausg <maus@mail.com> wrote:
>>>  On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid>
>>>  wrote:
>>>>  On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
>>>>  <numerist@aquaporin4.com> wrote:
>>>>
>>>> > "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>>> > news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> >> Gene Wirchenko wrote:
>>>> >>

>>>> >>> Andy Burns wrote:
>>>> >>>
>>>> >>>> could you put up with having to write "SUBTRACT x FROM y" instead
>>>> >>>> of
>>>> >>>> just using a hyphen as a minus sign?
>>>> >>>
>>>> >>>  compute y = y - x
>>>> >>
>>>> >> Mercifully I only had to use COBOL for a few months and BEER seems to
>>>> >> have helped flush most of the damage from my brain :-)
>>>> >>
>>>> >
>>>> > You cashed the paychecks, didn't you???  ;-)  COBOL is *not* a
>>>> > language
>>>> > I would *enjoy* working it so much, but it does present a challenge.
>>>> > And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code
>>>> > out
>>>> > there. Thus he has the opporunity to *fix* it and be the "hero".
>>>> >
>>>>
>>>>  y2k was the time to cash in on COBOL;  strange to think there's still
>>>>  code
>>>>  out there was laste fixed up 12 years ago, but probably well older!
>>>>  When COBOL programs were written in the mid 80's and even early 90's
>>>>  there
>>>>  was no expectation they would still be live by the year 2000.
>>>
>>>  Better a big fish in a small pond.
>>>  As an longtime Perl person, I note the recent message on Slashdot
>>>  announcing its demise. A bit soon to announce that?
>>
>>  Demise of Perl or slashdot ?
>>
>>  If perl, darn, I was going to learn that some day.
>
>  Think of the time you'll save.
>

GNU one, Perl two...  pretty soon you'll have a software sweater!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 31 Jan 2013 20:55:22 GMT

View Forum Message <> Reply to Message

"Scott Lurndal" <scott@slp53.sl.home> wrote in message
news:pxyOs.795$8O.549@fe08.iad...
> Patrick Scheible <kkt@zipcon.net> writes:
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Charles Richmond wrote:
>>>
>>>> Since the U.S. government was requiring the
>>>> ability to run COBOL on computers it bought (with exceptions for
>>>> embedded
>>>> computers of course), the computer companies saw the wisdom of special
>>>> decimal arithmetic instructions.
>>>
>>> The US military had a COBOL compiler for the Motorola 6800 that they
>>> used to code the first multiprocessor ground pattern recognition
>>> programs
>>> used in cruise missiles before they used GPS.
>>
>> What a ... odd choice of language.
>
> I've seen a disk-defragmenter written in COBOL[*], so everything is
> possible.
>

How about a Star Trek game written in COBOL???

http://www.dunnington.u-net.com/public/startrek/ctrek.cob

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 31 Jan 2013 23:56:27 GMT
View Forum Message <> Reply to Message

On 1/31/2013 1:59 PM, Scott Lurndal wrote:
> Dan Espen <despen@verizon.net> writes:
>> scott@slp53.sl.home (Scott Lurndal) writes:
>>
>>> Patrick Scheible <kkt@zipcon.net> writes:
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> > Charles Richmond wrote:
>>>> >

>>>> >>  Since the U.S. government was requiring the
>>>> >> ability to run COBOL on computers it bought (with exceptions for embedded
>>>> >> computers of course), the computer companies saw the wisdom of special
>>>> >> decimal arithmetic instructions.
>>>> >
>>>> > The US military had a COBOL compiler for the Motorola 6800 that they
>>>> > used to code the first multiprocessor ground pattern recognition programs
>>>> > used in cruise missiles before they used GPS.
>>>>
>>>>  What a ... odd choice of language.
>>>
>>>  I've seen a disk-defragmenter written in COBOL[*], so everything is possible.
>>
>>  I wrote a full screen editor mimicking ISPF in COBOL.
>>  It first ran on IBM S/34 then I ported it to Wang/VS.
>>  Really not that hard.
>
>  A disk defragmenter needs to do things that the language doesn't have concepts
>  for (moving arbitrary segments of files around the disk and updating the filesystem
>  metadata).  This couldn't be expressed using the normal COBOL FILE-IO functionality;
>  but the Burroughs COBOLV (COBOL 68) compiler allowed embedded assembler which let
>  them embed custom MCP (system) calls in the code to do raw disk access.
>

I was going to ask "why not Algol or something?"  but t recalled these
were medium systems.  Did you have anything besides COBOL for them?

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 31 Jan 2013 23:59:43 GMT
View Forum Message <> Reply to Message

In <op.wrqc8yjs5cosae@anyhost.anywhere>, on 01/30/2013
  at 03:28 PM, "Stanley Daniel de Liver"
<notagoodone@invalid.org.invalid> said:

> the idea behind COBOL was to make it Human readable.

77?

88?

I don't think so!

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 01 Feb 2013 00:05:35 GMT
View Forum Message <> Reply to Message

In <YOKdnYKubZmL_ZTMnZ2dnUVZ8tmdnZ2d@brightview.co.uk>, on 01/30/2013
  at 06:01 PM, Andy Burns <usenet.jan2013@adslpipe.co.uk> said:

> "Liberation Mono" is quite good, dotted zeros,

Bah, you slash zeroes and you dot Ohs. I hated it when BTL slashed
their Ohs.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 01 Feb 2013 05:13:24 GMT
View Forum Message <> Reply to Message

On 31/01/2013 13:26, Shmuel (Seymour J.) Metz wrote:
>  In <ke8pas$1dv$1@dont-email.me>, on 01/29/2013
>      at 09:20 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>>  BAH, I do *not* think anyone is saying that the emulator is "just as
>>  good  as" the hardware that might be developed.  But the emulator
>>  *does* let a  *lot* of the software work be done ahead of the
>>  hardware creation.  This in  itself is extremely valuable IMHO.
>
>  A simulator might be better than the real machine if it
>
>    1. Has better debugging facilities
>

>  2. Strictly enforces adherence to the architecture of a line
>  of computers expected to have heterogenous implementations.
>

And 3. Is available before the hardware.  You do not have to buy
components or build factories to make a simulator.

Andrew Swallow

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 01 Feb 2013 05:18:45 GMT
View Forum Message <> Reply to Message

On 31/01/2013 23:59, Shmuel (Seymour J.) Metz wrote:
>  In <op.wrqc8yjs5cosae@anyhost.anywhere>, on 01/30/2013
>  at 03:28 PM, "Stanley Daniel de Liver"
>  <notagoodone@invalid.org.invalid> said:
>
>>  the idea behind COBOL was to make it Human readable.
>
>  77?
>
>  88?
>
>  I don't think so!
>

It dates back to 1959.  Its main rivals were FORTRAN II and machine
dependant Assembler.

Andrew Swallow

---

Subject: Re: New HD
Posted by James O. Brown on Fri, 01 Feb 2013 05:46:31 GMT
View Forum Message <> Reply to Message

"Andrew Swallow" <am.swallow@btinternet.com> wrote in message
news:uLadnSpg-f5x05bMnZ2dnUVZ8vWdnZ2d@bt.com...
>  On 31/01/2013 13:26, Shmuel (Seymour J.) Metz wrote:
>>  In <ke8pas$1dv$1@dont-email.me>, on 01/29/2013
>>  at 09:20 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>>  BAH, I do *not* think anyone is saying that the emulator is "just as
>>>  good  as" the hardware that might be developed.  But the emulator
>>>  *does* let a  *lot* of the software work be done ahead of the

>>> hardware creation. This in itself is extremely valuable IMHO.
>>
>> A simulator might be better than the real machine if it
>>
>> 1. Has better debugging facilities
>>
>> 2. Strictly enforces adherence to the architecture of a line
>> of computers expected to have heterogenous implementations.
>>
>
> And 3. Is available before the hardware. You do not have to buy
> components or build factories to make a simulator.

You do have to buy what it runs on tho if all you have is a PDP-8 to run it on.

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 01 Feb 2013 13:27:29 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>, on 01/27/2013
> at 03:18 PM, jmfbahciv <See.above@aol.com> said:
>
>> Someone asked me about my work. OS development requires _real_
>> stand-alone time.
>
> IBM used a S/360 simulator for OS development before there was a S/360
> to have standalone time on. Nothing

Except it was cheaper to not write a simulator. DEC didn't have lots of money to waste until the late 70s.

> prevented DEC from doing the same
> for its new lines.
>

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 01 Feb 2013 13:27:30 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:

>
>
> Patrick Scheible wrote:
>
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Charles Richmond wrote:
>>>
>>>> Since the U.S. government was requiring the
>>>> ability to run COBOL on computers it bought (with exceptions for
embedded
>>>> computers of course), the computer companies saw the wisdom of special
>>>> decimal arithmetic instructions.
>>>
>>> The US military had a COBOL compiler for the Motorola 6800 that they
>>> used to code the first multiprocessor ground pattern recognition programs
>>> used in cruise missiles before they used GPS.
>>
>> What a ... odd choice of language.
>>
>
> Military rules at the time. Even more amazing that they actually
> implemented a COBOL compiler for the 6800. I am pretty sure
> factually, I knew the programmer doing the pattern matching
> algorithms.
>
> I was teaching a computer architecture course and in class we
> were developing an course ISA. One of the assignments was to
> write a simulator for the developing ISA in the language of the
> students choice. One mature student with real skills in several
> programming languages saw a way to make the exercise a
> challenge and wrote the simulator in COBOL all 54 pages of it.
> The shortest submission was 171 lines of Pascal. Both ran all
> of the instruction tests we had developed for the course in
> class.

Kewl. Did he have fun? What was his worst wrestiling match with
COBOL? Only if you remember, of course.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 01 Feb 2013 13:27:33 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D481E8A66CE4@ac8193ae.ipt.aol.com>,

> jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:
>>> In article <PM0004D46E3C3AF6CC@aca208c4.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Morten Reistad wrote:
>>>> > In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >>Shmuel (Seymour J.) Metz wrote:
>>>> >>> In <PM0004D41D00A9638F@ac8cfc62.ipt.aol.com>, on 01/25/2013
>>>> >>> at 01:36 PM, jmfbahciv <See.above@aol.com> said:
>>>> >>>
>>>
>>>> > Nowadays we have emulators of various types to give such
>>>> > "standalone time". Come to think of it, this is not new.
>>>>
>>>> In our shop, the emulator would have to be written before anyone
>>>> could work. It was easier and took less time to use the real
>>>> hardware, especially when some product manager had promised the first
>>>> piece of the gear to be shipped to a customer without going through
>>>> our lab first.
>>>
>>> In a sense, you are contradicting yourself. When you don't have
>>> the "real iron", an emulator can give you a headway you cannot
>>> get in any other way. This was how microsoft got ahead in the
>>> OS/basic game, and IBM got all their OS alternatives to work
>>> in tandem.
>>>
>>>> > There are, of course, some scenarios where you need to debug
>>>> > "on the real iron", but the emulators are very good at provoking
>>>> > OS errors, reducing the time needed for true standalone time by
>>>> > a couple of orders of mangnitude.
>>>>
>>>> We were a hardware company. the OS code didn't exist until we
>>>> wrote it.
>>>
>>> The PDP10 would have needed some extensions to do virtualisation,
>>> but not much. Proper traps of the I/O, indirect uuo/jsys (so the
>>> sub-monitor, not the "hypervising" monitor got the call), and
>>> a "pa1050-for-sub-os" package would have done it.
>>
>> And run it on what? A pdp-8? I'm not stating here that it couldn't
>> be done. I am stating that this is not how we did things. The
>> thingie which I call the CPU driver isn't very big and doesn't take
>> very long to write. We didn't have the luxury of time to write
>> an emulator; when I say we did production line monitor development
>> company, I meant it.
>
> And run it on a real PDP10 as an almost standard user process;

THERE WAS NOT A PDP10 IN EXISTENCE. The KA10 monitor could not have been done using an emulator.

> but rigged for traps for I/O instructions, uuos and jsys. The
> hardware can already do this, it is a question of some monitor
> support and a dispatch to user mode.

I think you misunderstand how our scheduling worked. If a new CPU was coming, that was the coding which was done and not any other piece of hardware came in during that time. Take a look at the dates of all our LIR releases. That will describe the timeframes of each and every new hardware piece DEC produced for the PDP-10. I don't remember how the minis did it.

>
> Then the real work begins; in making a "pa1050" that catches the
> traps of the i/o, and emulates the hardware.
>
>> Our cpus were not that complicated; you all just can't remember
>> the simpler days :-).
>
> The PDP10 I/O is about as complicated as on modern machines, but
> there was only about 60-80 devices to handle, where a modern
> Linux handles 20000+.

However, I/O was not part of a new CPU project...usually. There were exceptions.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 01 Feb 2013 13:27:36 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D48199D75A27@ac8193ae.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Scott Lurndal wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
> [snip]
>>>
>>> I'm sorry, but I've got thirty years of experience developing "monitor code"
>>> for four or five different architectures on emulators prior to hardware
>>> availability from mainframes to the latest 64-bit arm processors (which

>>>  don't exist yet, but I've been working on "monitor code" using the
>>>  simulator (which I  co-wrote) for months even though the hardware won't
>>>  be available for many more months - we can boot linux on our simulator
(and
>> it boots
>>>  in less than 30 seconds to a shell prompt) and test application level
>>>  code such as apache as well as develop device drivers for the new hardware
>>>  devices, et. al.)
>>>
>>>  That in and of itself will falsify your blanket statement.
>>
>> this one sentence demonstrates why you give me a hard time every time
>> I write something.  I worked for a company which made hardware before
>> your 30 years' experience.  I'm talking about those times and how we
>> worked.  How you manage to squeeze whatever I say into a Universal
>> Truth is beyond my ken but it sure is fucking annoyiing.
>
>  No, don't be so tense.

oh, it's an accumulation of having to spend too much time trying to
explain over and over and over and over and over to these people.

>
>  Yes, DEC didn't use emulators for OS development,
>  even if such was generally in use by the time IBM had VM running
>  internally; ca 1972?
>
>  The reason for this also seems clear, DEC was run by the hardware
>  folks, and software played third fiddle. So emulators/VM monitors
>  never happened, even if they would have been pretty simple to
>  develop. (about twice the work of pa1050, I would guess).

Then that's a very long time.  PA1050 was written only to be able
to run lanugages previously developed for TOPS-10 on the -20 by
FCS (first customer ship) time frame.

>
>  The budget issues doesn't cut it either. DEC was larger than
>  Burroughs, and had bigger hardware development budgets.

I didn't think we were larger than Burroughs back then.

>
>  And no, the differences weren't just in the KnSER modules. That
>  was for the pure incompatible hardware, which was pretty minor.

Exactly.

> But addressing,

No, the addressing piece was part of JMF's work on the KnSER.

> available I/O,

No, we used the existing code. Some CPU-specific stuff would be
added in the IFDEF KnSER feature tests.

> even some new instructions were
> constantly added,

Huh? What does that have to do with writing the monitor?

> and needed quite big OS changes; they were
> just general changes, not specific to any OS.

I don't know of any "new" instructions which required extensive monitor
work. Supporting the old KA floating point instructions did cost
JMF a couple weeks of work but it worth doing that so we could get
rid of all the KA feature test dependencies in the monitor.

>
> That the hardware showed up with different implementations
> than what was planned is also an issue. There never was a
> "POO" manual for the PDP(8/10/11) series.

Like I've already stated countless times...it was the OS
monitor deveropers' job to take what given to us and make it
work. We really, really did production line work.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 01 Feb 2013 13:27:37 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:
> Walter Banks <walter@bytecraft.com> writes:
>
>> Charles Richmond wrote:
>>
>>> Since the U.S. government was requiring the
>>> ability to run COBOL on computers it bought (with exceptions for embedded
>>> computers of course), the computer companies saw the wisdom of special
>>> decimal arithmetic instructions.
>>

>>  The US military had a COBOL compiler for the Motorola 6800 that they
>>  used to code the first multiprocessor ground pattern recognition programs
>>  used in cruise missiles before they used GPS.
>
>  What a ... odd choice of language.

I just about wet  myself when I heard that the Patriot missles were run
by COBOL software.  Then I heard where the work was done and understood
why they did it.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 01 Feb 2013 13:27:39 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
>  "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>  news:kecioo$kqs$2@dont-email.me...
>>  On 1/30/2013 7:12 PM, JimP. wrote:
>>>  On 30 Jan 2013 21:07:39 GMT, greymausg <maus@mail.com> wrote:
>>>>  On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid>
>>>>  wrote:
>>>> > On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
>>>> > <numerist@aquaporin4.com> wrote:
>>>> >
>>>> >> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>>> >> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> >>> Gene Wirchenko wrote:
>>>> >>>
>>>> >>>> Andy Burns wrote:
>>>> >>>>
>>>> >>>>> could you put up with having to write "SUBTRACT x FROM y" instead
>>>> >>>>> of
>>>> >>>>> just using a hyphen as a minus sign?
>>>> >>>>
>>>> >>>>        compute y = y - x
>>>> >>>
>>>> >>> Mercifully I only had to use COBOL for a few months and BEER seems to
>>>> >>> have helped flush most of the damage from my brain :-)
>>>> >>>
>>>> >>
>>>> >> You cashed the paychecks, didn't you???   ;-)  COBOL is *not* a
>>>> >> language
>>>> >> I would *enjoy* working it so much, but it does present a challenge.
>>>> >> And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code
>>>> >> out

>>>> >> there. Thus he has the opporunity to *fix* it and be the "hero".
>>>> >>
>>>> >
>>>> > y2k was the time to cash in on COBOL;  strange to think there's still
>>>> > code
>>>> > out there was laste fixed up 12 years ago, but probably well older!
>>>> > When COBOL programs were written in the mid 80's and even early 90's
>>>> > there
>>>> > was no expectation they would still be live by the year 2000.
>>>>
>>>>  Better a big fish in a small pond.
>>>>  As an longtime Perl person, I note the recent message on Slashdot
>>>>  announcing its demise. A bit soon to announce that?
>>>
>>>  Demise of Perl or slashdot ?
>>>
>>>  If perl, darn, I was going to learn that some day.
>>
>>  Think of the time you'll save.
>>
>
>  GNU one, Perl two...  pretty soon you'll have a software sweater!

<GROAN>  With lots of dropped stitches.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 01 Feb 2013 13:27:40 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
>  jmfbahciv <See.above@aol.com> writes:
>
>>  Peter Flass wrote:
>>>  On 1/30/2013 9:04 AM, jmfbahciv wrote:
>>>>  Andy Burns wrote:
>>>> > Peter Flass wrote:
>>>> >
>>>> >> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>> >>
>>>> >>> But could you put up with having to write "SUBTRACT x FROM y" instead
of
>>>> >>> just using a hyphen as a minus sign?
>>>> >>
>>>> >> COMPUTE y = y-x.
>>>> >

>>>> > I had forgotten that variation.
>>>> >
>>>>  It wasn't a common verb.  Was it in the standard?
>>>>
>>>
>>>  Yup.
>>
>>  OK, thanks.  What flavor of number was stored in y?  And did
>>  you get an error message if you used mixed formats?
>
>  It's COBOL.  Type conversion is automatic.
>
Yes....to what?

/BAH

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 01 Feb 2013 13:51:57 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" wrote:

>  In <510874B4.AACB0EB2@bytecraft.com>, on 01/29/2013
>     at 08:17 PM, Walter Banks <walter@bytecraft.com> said:
>
>> A viable option is donation to computer museums.
>
>  It's only viable if the provide OCR scans in exchange.

They did better than that they indexed the documents and
cataloged the contents.

The second museum is mostly living hardware they turned on
and are running dust covered computer equipment that
hadn't been running for many years. I got rid of several
tons that way. Most of this was  historical prototypes
for commercial products and some early production
computer souvenirs (including Coleco ADAM serial
number 2) .

A few were donated to special collections. I had an early
SUN and a PDP-11 that was restored and is running in
one of  those.

I was surprised that I really don't miss them in any way. I
do have the warm feeling that I didn't just send them to the
trash.

Going through  all of the "stuff" sure brought back some
memories

w..

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 01 Feb 2013 13:53:32 GMT
View Forum Message <> Reply to Message

In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
  at 12:14 PM, Morten Reistad <first@last.name> said:

> That the hardware showed up with different implementations than
> what was planned is also an issue. There never was a "POO" manual
> for the PDP(8/10/11) series.

There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
three very different series. Off the top of my head DEC had the
following:

  Alpha
  LINC, in various packages
  PDP-5 and 8
  PDP-6, PDP-10 and derivatives
  PDP-7, -9 and -15
  PDP-11 and LSI-11
  VAX

I don't recall whether the PDP-1 and PDP-4 were precursors to the
PDP-7 or separate lines. I vaguely recall that they may have been
derived from the TX-0.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 01 Feb 2013 13:58:41 GMT
View Forum Message <> Reply to Message

In <jt6dnZLssJSxzZbMnZ2dnUVZ8vWdnZ2d@bt.com>, on 02/01/2013
at 05:18 AM, Andrew Swallow <am.swallow@btinternet.com> said:

> It dates back to 1959. Its main rivals were FORTRAN II and machine
> dependant Assembler.

That doesn't make it human readable. Some assembly code was less
arcane and easier to read than COBOL. As for being machine dependent,
so was COBOL. BTDT,GTS.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 01 Feb 2013 14:01:01 GMT
View Forum Message <> Reply to Message

In <PM0004D4A96D7F7759@aca2d605.ipt.aol.com>, on 02/01/2013
at 01:27 PM, jmfbahciv <See.above@aol.com> said:

> Except it was cheaper to not write a simulator.

Only if waiting for the hardware was an option and you had priority on
the first machines shipped.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 01 Feb 2013 14:03:14 GMT
View Forum Message <> Reply to Message

In <PM0004D4A9A6B73347@aca2d605.ipt.aol.com>, on 02/01/2013
at 01:27 PM, jmfbahciv <See.above@aol.com> said:

> THERE WAS NOT A PDP10 IN EXISTENCE.

So use a PDP-6.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 01 Feb 2013 14:15:05 GMT
View Forum Message <> Reply to Message

jmfbahciv wrote:

>  Walter Banks wrote:
>>
>>
>>  I was teaching a computer architecture course and in class we
>>  were developing an course ISA. One of the assignments was to
>>  write a simulator for the developing ISA in the language of the
>>  students choice. One mature student with real skills in several
>>  programming languages saw a way to make the exercise a
>>  challenge and wrote the simulator in COBOL all 54 pages of it.
>>  The shortest submission was 171 lines of Pascal. Both ran all
>>  of the instruction tests we had developed for the course in
>>  class.
>
>  Kewl.  Did he have fun?  What was his worst wrestiling match with
>  COBOL?  Only if you remember, of course.
>

He was a great student. He had about 10 years of COBOL experience
and actually asked me if I was serious about language of his choice then
explained what we wanted to do.  He also did another implementation
that he used during the rest of the course don't remember him
having any particular difficulty doing it. I sure remember the 54 pages.

w..

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 01 Feb 2013 14:17:20 GMT

View Forum Message <> Reply to Message

jmfbahciv wrote:

> Patrick Scheible wrote:
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Charles Richmond wrote:
>>>
>>>> Since the U.S. government was requiring the
>>>> ability to run COBOL on computers it bought (with exceptions for embedded
>>>> computers of course), the computer companies saw the wisdom of special
>>>> decimal arithmetic instructions.
>>>
>>> The US military had a COBOL compiler for the Motorola 6800 that they
>>> used to code the first multiprocessor ground pattern recognition programs
>>> used in cruise missiles before they used GPS.
>>
>> What a ... odd choice of language.
>
> I just about wet myself when I heard that the Patriot missles were run
> by COBOL software. Then I heard where the work was done and understood
> why they did it.

In a strange way some of the ways that COBOL deals with data
is a good choice for embedded systems. I am not thrilled about the
syntax.

w..

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 01 Feb 2013 14:35:35 GMT
View Forum Message <> Reply to Message

In article <PM0004D4A9B13BFE9F@aca2d605.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:

> I just about wet myself when I heard that the Patriot missles were run
> by COBOL software. Then I heard where the work was done and understood
> why they did it.
>
> /BAH

Where did they do the work?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by scott on Fri, 01 Feb 2013 15:06:22 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Shmuel (Seymour J.) Metz wrote:
>> In <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>, on 01/27/2013
>> at 03:18 PM, jmfbahciv <See.above@aol.com> said:
>>
>>> Someone asked me about my work. OS development requires _real_
>>> stand-alone time.
>>
>> IBM used a S/360 simulator for OS development before there was a S/360
>> to have standalone time on. Nothing
>
> Except it was cheaper to not write a simulator.

How do you justify this statement? What analysis of the alternatives have
you done to show that the costs saved by validating the architecture before
the backplane is fully wired don't exceed those required to develop the
simulator (which is around one and 1/2 man-year of effort, which in the
70's would have been somewhere around USD40,000 with bene's). It has been my experience that
the availability of a simulator would have accelerated delivery of the
system sufficiently to recoup the relatively minor costs of simulator
development.

If Digital really couldn't afford to lease time on a B5500, 709x or 360 for that
purpose, then they were operating on a much smaller shoestring than one
would expect.

As for Burroughs, I can't find the 10K's on Edgar, but at the merger in
1986, Burroughs revenue was about USD5 Billion. The joke was that the
merger took too USD5 Billion companies (B & Sperry) and made a USD 5 Billion
company. The earliest 10K I can find for Digital shows a revenue of USD 13 Billion
in 1994 (with USD 2 Billion net loss).

Who was Ed Lucente? And why did he get such a lucrative parachute in 94?

---

Subject: Re: New HD
Posted by scott on Fri, 01 Feb 2013 15:18:56 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:
> "Scott Lurndal" <scott@slp53.sl.home> wrote in message
> news:pxyOs.795$8O.549@fe08.iad...
>> Patrick Scheible <kkt@zipcon.net> writes:

>>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>>>  Charles Richmond wrote:
>>>>
>>>> >  Since the U.S. government was requiring the
>>>> > ability to run COBOL on computers it bought (with exceptions for
>>>> > embedded
>>>> > computers of course), the computer companies saw the wisdom of special
>>>> > decimal arithmetic instructions.
>>>>
>>>>  The US military had a COBOL compiler for the Motorola 6800 that they
>>>>  used to code the first multiprocessor ground pattern recognition
>>>>  programs
>>>>  used in cruise missiles before they used GPS.
>>>
>>> What a ... odd choice of language.
>>
>>  I've seen a disk-defragmenter written in COBOL[*], so everything is
>>  possible.
>>
>
> How about a Star Trek game written in COBOL???
>
> http://www.dunnington.u-net.com/public/startrek/ctrek.cob

Cool. I'm going to have to port this to Burroughs COBOL some day.

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 01 Feb 2013 15:29:59 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

>  In <ke8pas$1dv$1@dont-email.me>, on 01/29/2013
>     at 09:20 AM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> BAH, I do *not* think anyone is saying that the emulator is "just as
>> good  as" the hardware that might be developed.  But the emulator
>> *does* let a  *lot* of the software work be done ahead of the
>> hardware creation.  This in  itself is extremely valuable IMHO.
>
>  A simulator might be better than the real machine if it
>
>   1. Has better debugging facilities
>
>   2. Strictly enforces adherence to the architecture of a line
>      of computers expected to have heterogenous implementations.

Plus an emulator would allow you to test error paths that could
be very difficult to reach without a simulator.

Thinking back to the BTAM development I did, I was always bothered
by those "should not occur" error codes that I had to dummy up to
enter.

Which reminds me of the slightly embarrassing incident I had when
I decided to document the message for one of those should not occur
conditions as "The impossible has happened".

Turns out, the impossible can happen.  It just takes a while.

--
Dan Espen

---

Subject: Re: New HD
Posted by scott on Fri, 01 Feb 2013 15:30:24 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:
> On 1/31/2013 1:59 PM, Scott Lurndal wrote:
>>  Dan Espen <despen@verizon.net> writes:
>>>  scott@slp53.sl.home (Scott Lurndal) writes:
>>>
>>>>  Patrick Scheible <kkt@zipcon.net> writes:
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> >> Charles Richmond wrote:
>>>> >>
>>>> >>>  Since the U.S. government was requiring the
>>>> >>> ability to run COBOL on computers it bought (with exceptions for embedded
>>>> >>> computers of course), the computer companies saw the wisdom of special
>>>> >>> decimal arithmetic instructions.
>>>> >>
>>>> >> The US military had a COBOL compiler for the Motorola 6800 that they
>>>> >> used to code the first multiprocessor ground pattern recognition programs
>>>> >> used in cruise missiles before they used GPS.
>>>> >
>>>> > What a ... odd choice of language.
>>>>
>>>>  I've seen a disk-defragmenter written in COBOL[*], so everything is possible.
>>>
>>>  I wrote a full screen editor mimicking ISPF in COBOL.
>>>  It first ran on IBM S/34 then I ported it to Wang/VS.
>>>  Really not that hard.

>>
>> A disk defragmenter needs to do things that the language doesn't have concepts
>> for (moving arbitrary segments of files around the disk and updating the filesystem
>> metadata). This couldn't be expressed using the normal COBOL FILE-IO functionality;
>> but the Burroughs COBOLV (COBOL 68) compiler allowed embedded assembler which let
>> them embed custom MCP (system) calls in the code to do raw disk access.
>>
>
> I was going to ask "why not Algol or something?" but t recalled these
> were medium systems. Did you have anything besides COBOL for them?

We had BPL (Burroughs Programming Language), which was a somewhat procedural language. Most of the system utilities (e.g. SYSTEM/COPY) were written in BPL.

We had an assembler that wasn't (post B3500) provided to customers, which was used for the MCP prior to 1979. After 1979 the MCP was written in a modula-like language called SPRITE along with a special assembler called SPRASM.

There was PASCAL and FORTRAN, but frankly FORTRAN didn't run very fast on a decimal architecture. Don't recall hearing about customers running FORTRAN for the 14 years I was there.

A simple BPL program deck (? indicates a control card)

```
?LI SYSTEM/OPERATOR
?COMPILE TEST BPL LIB MEM +50
?DATA CARD
TEST:
BEGIN
CONTROL OP B4700;
COPY "BPL68";

  IF 5 < 10
  THEN BEGIN UNSEGMENTED DISPLAY "TEST";
  FI;

  DISPLAY "TEST";
END.
?END
```

A more complex one:

```
?LI SYSTEM/OPERATOR.
?COMPILE B974LT WITH BPL LIB MEM +100.
?FILE PRINT = PRN256/B974LS PBK.
?DATA CARD.
$CARD LST1 CODE REMV                                    00001000
&?COMPILE B974LT WITH BPL LIB MEM +100.                         00002000
```

```
&?FILE PRINT = PRN256/B974LS PBK.                                   00003000
&?DATA CARD                                                         00004000
B974LT:                                                             00005000
BEGIN                                                               00006000
   COPY "BPL68";                                                    00007000
   CONTROL OP B4700, EXTENDED;                                      00008000
                                                                    00009000
   FILE GMNET, DCP, "B974.9", RECORD DCP_REC 8188,                  00010000
   LABEL BUR GMNET_LABEL, NO WORKAREA;                              00011000
                                                                    00012000
   ADDRESS = GMNET_LABEL;                                           00013000
      ALPHA            (17),                                        00014000
      GMNET_FILEID (6);                                             00015000
   ADDRESS;                                                         00016000
                                                                    00017000
   ADDRESS = DCP_REC;                                               00018000
      INTEGER    DP_FUN(2);                                         00019000
      INTEGER    DP_OFN(2);                                         00020000
      INTEGER    DP_LSN(4);                                         00021000
      INTEGER    DP_VAR(4);                                         00022000
      INTEGER    DP_TXT(4);                                         00023000
      INTEGER    DP_ERR(8);                                         00024000
      INTEGER    DP_LES(2);                                         00025000
      INTEGER    DP_RTY(2);                                         00026000
      INTEGER    DP_TAL(6);                                         00027000
      INTEGER    DP_TOG(2);                                         00028000
      INTEGER    DP_TRN(4);                                         00029000
      INTEGER    DP_RBI(2);                                         00030000
      INTEGER    DP_MCS(2);                                         00031000
      INTEGER    DP_MSN(4);                                         00032000
      INTEGER    DP_SEQ(8);                                         00033000
      INTEGER    DP_OVR(4);                                         00034000
      INTEGER    DP_MPT(4);                                         00035000
      INTEGER    DP_RSV(4);                                         00036000
      ALPHA      DP_NAM(6);                                         00037000
   ADDRESS;                                                         00038000
   ADDRESS = DCP_REC.+40.UA;                                        00039000
     ALPHA  DCP_NIF_REC(100);                                       00040000
   ADDRESS;                                                         00041000
                                                                    00041100
   ALPHA DISP(13);                                                  00041110
   ADDRESS = DISP;                                                  00041120
     NUMERIC KEY(8);                                                00041140
   ADDRESS;                                                         00041150
                                                                    00042000
   INTEGER NIF_KEY(8);                                              00043000
   ALPHA   NIF_FILE_REC(100) MOD 4;                                 00044000
   FILE GMNIF, DISK 0020 BY 1000, "MCSN1F",                         00045000
```

```
    RECORD NIF_FILE_REC ALPHA 0100, BLOCKED 5,                  00046000
    PROCESSOR, RANDOM, KEY NIF_KEY;                             00047000
                                                                00048000
ALPHA NIF_DCP_RECS(308) MOD 4;                                  00049000
ADDRESS = NIF_DCP_RECS;                                         00050000
    INTEGER                    (8);                             00051000
    INTEGER ARRAY NIF_DCP_INFO[9] (44);                         00052000
    INTEGER                   (152);                            00053000
ADDRESS;                                                        00054000
INTEGER NUMRECS(8);                                             00056000
                                                                00057000
INTEGER MCPNIF_KEY(8);                                          00057100
ALPHA   MCPNIF_RECORD(12) MOD 4;                                00057110
FILE MCPNIF, DISK 20 BY 1000, "MCPN1F",                         00057120
    RECORD MCPNIF_RECORD ALPHA 12, BLOCKED 8,                   00057130
    PROCESSOR, RANDOM, KEY MCPNIF_KEY;                          00057140
                                                                00057150
LABEL GMNIF_EOF;                                                00058000
LABEL MCPNIF_EOF;                                               00058500
                                                                00059000
& SET FIBST2:8 (Program Manages Buffers) FIBRAD:8 (Force I/O)   00060000
GMNET.+1.1.UN    := GMNET.+1.1.UN OR 8;                         00061000
GMNET.+100.1.UN  := GMNET.+100.1.UN OR 8;                       00062000
                                                                00063000
OPEN IO GMNET;                                                  00064000
                                                                00065000
GMNET_FILEID := "B974.9";                                       00066000
                                                                00067000
&                                                               00067050
&   Send the MCPNxF file to the B974.                           00067060
&                                                               00067070
OPEN IN MCPNIF;                                                 00067100
MCPNIF_KEY := 1;                                                00067120
NUMRECS := MCPNIF.+167.8.SN;                                    00067130
WHILE MCPNIF_KEY <= NUMRECS                                     00067140
DO_                                                             00067150
   READ MCPNIF [MCPNIF_EOF];                                    00067160
                                                                00067170
   DCP_REC.UN := [ALL] @0@;                                     00067180
   DP_FUN    := 70;                                             00067190
   DP_VAR    := 1000;      & Mark as MCPNxF record              00067200
   DP_ERR    := 0;                                              00067210
   DP_SEQ    := MCPNIF_KEY;                                     00067215
   DP_TXT    := 12;                                             00067216
   DCP_NIF_REC := [WDS] MCPNIF_RECORD;                          00067220
                                                                00067230
   WRITE GMNET;        & Send MCPNIF record to B974             00067240
   MCPNIF_KEY := MCPNIF_KEY + 1;                                00067250
```

```
   OD;                                                  00067260
                                                        00067270
   CLOSE MCPNIF RELEASE;                                00067280
MCPNIF_EOF:                                             00067290
   &                                                    00067300
   &   Send the MCSNxF file to the B974.                00067310
   &                                                    00067320
   OPEN IN GMNIF;                                       00068000
   NUMRECS := GMNIF.+167.8.SN;                          00069000
   NIF_KEY := 1;                                        00070000
   WHILE NIF_KEY <= NUMRECS                             00071000
   DO_                                                  00072000
      KEY := NIF_KEY;                                   00070100
      DISPLAY DISP;                                     00070110
      READ GMNIF [GMNIF_EOF];                           00072200
                                                        00072300
      DCP_REC.UN := [ALL] @0@;                          00073000
      DP_FUN    := 70;                                  00074000
      DP_VAR    := 2000;       & Mark as MCSNxF record  00075000
      DP_ERR    := 0;                                   00076000
      DP_SEQ    := NIF_KEY;                             00076215
      DP_TXT    := 100;                                 00076220
      DCP_NIF_REC := [WDS] NIF_FILE_REC;                00078000
                                                        00078500
      WRITE GMNET;                                      00079000
      NIF_KEY := NIF_KEY + 1;                           00080000
      KEY := NIF_KEY;                                   00080100
      DISPLAY DISP;                                     00080110
   OD;                                                  00081000
                                                        00082000
GMNIF_EOF:                                              00082100
   CLOSE GMNIF RELEASE;                                 00082120
   &                                                    00082140
   & Send the LH Completed message to the MCP.          00082160
   &                                                    00082180
   DCP_REC.UN := [ALL] @0@;                             00083000
   DP_FUN := 70;                                        00084000
   DP_VAR := 4000;                                      00085000
   DP_ERR := 01000000;                                  00086000
                                                        00087000
   WRITE GMNET;                                         00088000
                                                        00089000
   CLOSE GMNET RELEASE;                                 00090000
END.                                                    00094000
?END
```

Subject: Re: New HD
Posted by scott on Fri, 01 Feb 2013 15:33:39 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
> In <YOKdnYKubZmL_ZTMnZ2dnUVZ8tmdnZ2d@brightview.co.uk>, on 01/30/2013
>  at 06:01 PM, Andy Burns <usenet.jan2013@adslpipe.co.uk> said:
>
>> "Liberation Mono" is quite good, dotted zeros,
>
> Bah, you slash zeroes and you dot Ohs. I hated it when BTL slashed
> their Ohs.
>

When I used the B5500 in 74, the alpha letter Oh was slashed on the teletype
we were using. I was just looking at some output from that that I'd
saved.

However, I agree with you, I've been slashing zeros since I started
using a PDP-8 in 1976. The B5500 output looked odd to me.

scott

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 01 Feb 2013 15:38:08 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <1647.811T1817T4545074@kltpzyxm.invalid>, on 01/28/2013
>  at 07:34 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>
>> In article <ke5srr$q8d$1@dont-email.me>, Peter_Flass@Yahoo.com (Peter
>> Flass) writes:
>
>>> And to think that one of the knocks on PL/I was that it was so
>>> verbose!
>> They inherited that from COBOL.
>
> PL/I is far more concise than COBOL. The main influence of COBOL on
> PL/I was the DECLARE statement, which was influenced by the DATA
> DIVISION. PL/I has no arithmetic or data movement verbs, relying
> instead on the more concise assignment statement.

For some values of "concise":

1...5...10...15...20...25...30..

COBOL  ADD DET-AMT TO TOTAL-AMT.
PL/I  TOTAL_AMT = TOTAL_AMT + DET_AMT;

I'm looking through a bunch of legacy PL/I code and don't see any
usage of "+=".

Is "+=" something more recent?

--
Dan Espen

---

Subject: Re: New HD
Posted by scott on Fri, 01 Feb 2013 15:41:23 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Patrick Scheible wrote:
>>  Walter Banks <walter@bytecraft.com> writes:
>>
>>>  Charles Richmond wrote:
>>>
>>>>  Since the U.S. government was requiring the
>>>>  ability to run COBOL on computers it bought (with exceptions for embedded
>>>>  computers of course), the computer companies saw the wisdom of special
>>>>  decimal arithmetic instructions.
>>>
>>>  The US military had a COBOL compiler for the Motorola 6800 that they
>>>  used to code the first multiprocessor ground pattern recognition programs
>>>  used in cruise missiles before they used GPS.
>>
>>  What a ... odd choice of language.
>
> I just about wet  myself when I heard that the Patriot missles were run
> by COBOL software.  Then I heard where the work was done and understood
> why they did it.

A buddy of mine was writing COBOL code for Lockheed's F-22 program in the
middle 80's in Burbank.  Just before that, he'd been working on the new
West Coast control center for NBC in Burbank.  Gave me a tour the week
before the nutcase walked onto the evening news set and held a gun to
David Horowitz live on the air.  My friend and I had watched a bit of
the live Wheel of Fortune taping from backstage, then sat in the hollywood
squares set (middle square, of course :-) then played in the new control
room for a while (it was not yet in service, but was fully functional).
Had a numeric keypad that one could use to select a feed, select a monitor
and show that feed on a wall of monitors.  We were watching the west coast
feed of the live taping of the tonight show, a couple of soap operas, the A-Team feed,

and a few other feeds (there were about 200 to chose from and something like 48 monitors on the wall). Behind the control room was 4000 square feet of equipment room with all the video switching and processing gear. The sat control station could instruct every affiliate to reorient their dish to a different sat for redundancy with a single command.

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 01 Feb 2013 15:50:53 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Peter Flass wrote:
>>>> On 1/30/2013 9:04 AM, jmfbahciv wrote:
>>>> > Andy Burns wrote:
>>>> >> Peter Flass wrote:
>>>> >>
>>>> >>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>> >>>
>>>> >>>> But could you put up with having to write "SUBTRACT x FROM y" instead
> of
>>>> >>>> just using a hyphen as a minus sign?
>>>> >>>
>>>> >>> COMPUTE y = y-x.
>>>> >>
>>>> >> I had forgotten that variation.
>>>> >>
>>>> > It wasn't a common verb. Was it in the standard?
>>>> >
>>>>
>>>> Yup.
>>>
>>> OK, thanks. What flavor of number was stored in y? And did
>>> you get an error message if you used mixed formats?
>>
>> It's COBOL. Type conversion is automatic.
>>
> Yes....to what?

Anything that COBOL understands.

COBOL understands, numbers represented as characters, packed decimal, binary, and float. You can freely compute using them all. The compiler decides what kinds of conversions it needs to do. The end result can

even be numeric edited.  (With decimal points and commas.)

  COMPUTE PRINT-AMT = FLOAT-AMT + PACKED-AMT - DISPLAY-AMT + BIN-AMT.

Back when I used COBOL the only kind of number COBOL wouldn't allow
regular arithmetic on was values declared as INDEX where you had to
use SET.

--
Dan Espen

---

Subject: Re: New HD
Posted by Stan Barr on Fri, 01 Feb 2013 16:14:44 GMT
View Forum Message <> Reply to Message

On Thu, 31 Jan 2013 07:55:35 -0500, Shmuel Metz
<spamtrap@library.lspace.org.invalid> wrote:
>  In <slrnkg9nfr.28g.plan.b@ID-309335.user.uni-berlin.de>, on 01/27/2013
>     at 10:45 AM, Stan Barr <plan.b@dsl.pipex.com> said:
>
>> Just had a look, Wirth worked on ALGOL W.
>
>  Yes, but does "how does ALGOL do things?" refer to ALGOL-W?
>

I did what I should have done in the first place and googled...
According to the ALGOL-W programming manual identifiers are all UPPER
CASE.  So it looks like Wirth introduced CamelCase with Pascal.
So he seems to get the blame :-)

--
Cheers,
Stan Barr     plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 01 Feb 2013 16:27:31 GMT
View Forum Message <> Reply to Message

On 01/02/2013 16:14, in article
slrnkgmtom.2a5.plan.b@ID-309335.user.uni-berlin.de, "Stan Barr"
<plan.b@dsl.pipex.com> wrote:

>  On Thu, 31 Jan 2013 07:55:35 -0500, Shmuel Metz

> <spamtrap@library.lspace.org.invalid> wrote:
>> In <slrnkg9nfr.28g.plan.b@ID-309335.user.uni-berlin.de>, on 01/27/2013
>> at 10:45 AM, Stan Barr <plan.b@dsl.pipex.com> said:
>>
>>> Just had a look, Wirth worked on ALGOL W.
>>
>> Yes, but does "how does ALGOL do things?" refer to ALGOL-W?
>>
>
> I did what I should have done in the first place and googled...
> According to the ALGOL-W programming manual identifiers are all UPPER
> CASE.

Algol W was card-based.

> So it looks like Wirth introduced CamelCase with Pascal.
> So he seems to get the blame :-)

Nope. Pascal identifiers are case-insensitive.
I've a sneaking suspicion the real villain was Smalltalk.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Morten Reistad on Fri, 01 Feb 2013 16:46:41 GMT
View Forum Message <> Reply to Message

In article <PM0004D4A9A6B73347@aca2d605.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Morten Reistad wrote:
>> In article <PM0004D481E8A66CE4@ac8193ae.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Morten Reistad wrote:
>>>> In article <PM0004D46E3C3AF6CC@aca208c4.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> >Morten Reistad wrote:
>>>> >> In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>>>> >> jmfbahciv <See.above@aol.com> wrote:

>>>> >> Nowadays we have emulators of various types to give such
>>>> >> "standalone time". Come to think of it, this is not new.

[snip]

>>>>  but not much. Proper traps of the I/O, indirect uuo/jsys (so the
>>>>  sub-monitor, not the "hypervising" monitor got the call), and
>>>>  a "pa1050-for-sub-os" package would have done it.
>>>
>>> And run it on what?  A pdp-8?  I'm not stating here that it couldn't
>>> be done.  I am stating that this is not how we did things.  The
>>> thingie which I call the CPU driver isn't very big and doesn't take
>>> very long to write.  We didn't have the luxury of time to write
>>> an emulator; when I say we did production line monitor development
>>> company, I meant it.
>>
>>  And run it on a real PDP10 as an almost standard user process;
>
> THERE WAS NOT A PDP10 IN EXISTENCE.  The KA10 monitor could not
> have been done using an emulator.

In which case you could use a PDP6. Or a PDP1 if you go sufficiently
far back. Those would require more or less full instruction emulation,
but that only makes it slower.

>>  but rigged for traps for I/O instructions, uuos and jsys. The
>>  hardware can already do this,  it is a question of some monitor
>>  support and a dispatch to user mode.
>
> I think you misunderstand how our scheduling worked.  If a new CPU
> was coming, that was the coding which was done and not any other
> piece of hardware came in during that time.  Take a look at the
> dates of all our LIR releases.  That will describe the timeframes
> of each and every new hardware piece DEC produced for the PDP-10.  I
> don't remember how the minis did it.

Yes, I understand that DEC didn't use emulators. I also have
a good understanding why, but I am somewhat questioning the
rationality of that choice. Especially for the KI and the KL,
where a KA-based virtual machine manager would have been very
valuable. By 1972 this was mainstream technology.

Just imagine how much your heroes could have done if they had
24x7 access to what almost equalled a standalone system, and
could weed out 95% of the bugs there.

>>  Then the real work begins; in making a "pa1050" that catches the
>>  traps of the i/o, and emulates the hardware.
>>
>>> Our cpus were not that complicated; you all just can't remember
>>> the simpler days :-).
>>
>>  The PDP10 I/O is about as complicated as on modern machines, but

>> there was only about 60-80 devices to handle, where a modern
>> Linux handles 20000+.
>
> However, I/O was not part of a new CPU project...usually. There
> were exceptions.

Memory and I/O were always parts of the new cpus, except they
went into general OS support, not specific drivers.

First version n is extended to basic support of cpu m. Then
version n+1 starts to use the cpu m memory and io facilities,
and version n+2 starts to use them really well.

-- mrr

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 01 Feb 2013 17:33:11 GMT
View Forum Message <> Reply to Message

In article <PM0004D4967B588154@aca21c56.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

> Stanley Daniel de Liver wrote:
>
>> PERFORM AA0-OPEN
>> ...
>>
>> AA0-OPEN SECTION
>> PERFORM BB0-OPEN
>> ...

I once met a fellow whose style was:

```
PROCEDURE DIVISION.
A000-MAIN.
   PERFORM A000-EXECUTIVE.
   STOP RUN.
```

This was followed by a bunch of boilerplate subroutines, enabling
him to put all common DATA DIVISION and PROCEDURE DIVISION stuff
into a single copy module. A dubious saving, IMHO.

> I once was handed an accounting package where the original programmer
> thought he would "save" instructions by PERFORMing a subroutine which
> ADDed 1 TO FOO or some stupid thing like that.

One program for which I was called in to analyze excessive CPU usage

cleared a 3-dimensional array with a 3-level PERFORM VARYING that called the single line MOVE ZERO TO ARRAY(A,B,C). To add insult to injury, the genius who wrote this thing declared all subscripts as COMP-3 (packed decimal). Using a table of instruction execution times and a look at the input data, I calculated that the program would clear this 1800-element array 32,000 times, and spend 25 minutes doing so.

> I really liked COBOL to SORT using an input procedure and an output
> procedure.

That was sort of handy. I never got into Report Writer, though.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 01 Feb 2013 18:27:18 GMT
View Forum Message <> Reply to Message

In article <pxyOs.795$8O.549@fe08.iad>, scott@slp53.sl.home
(Scott Lurndal) writes:

> Patrick Scheible <kkt@zipcon.net> writes:
>
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Charles Richmond wrote:
>>>
>>>> Since the U.S. government was requiring the ability to run COBOL
>>>> on computers it bought (with exceptions for embedded computers of
>>>> course), the computer companies saw the wisdom of special decimal
>>>> arithmetic instructions.
>>>
>>> The US military had a COBOL compiler for the Motorola 6800 that they
>>> used to code the first multiprocessor ground pattern recognition
>>> programs used in cruise missiles before they used GPS.
>>
>> What a ... odd choice of language.
>
> I've seen a disk-defragmenter written in COBOL[*], so everything is
> possible.

A friend of mine wrote an 8080 assembler in COBOL. It ran rings

around Univac's 8080 assembler - which was written in FORTRAN.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 01 Feb 2013 18:33:33 GMT
View Forum Message <> Reply to Message

In article <510BCDE9.CE3A7CCE@bytecraft.com>, walter@bytecraft.com
(Walter Banks) writes:

> jmfbahciv wrote:
>
>> Walter Banks wrote:
>>
>>> I was teaching a computer architecture course and in class we
>>> were developing an course ISA. One of the assignments was to
>>> write a simulator for the developing ISA in the language of the
>>> students choice. One mature student with real skills in several
>>> programming languages saw a way to make the exercise a
>>> challenge and wrote the simulator in COBOL all 54 pages of it.
>>> The shortest submission was 171 lines of Pascal. Both ran all
>>> of the instruction tests we had developed for the course in
>>> class.
>>
>> Kewl.  Did he have fun?  What was his worst wrestiling match with
>> COBOL?  Only if you remember, of course.
>
> He was a great student. He had about 10 years of COBOL experience
> and actually asked me if I was serious about language of his
> choice then explained what we wanted to do.  He also did another
> implementation that he used during the rest of the course don't
> remember him having any particular difficulty doing it. I sure
> remember the 54 pages.

The RPG whiz at a PPOE wrote a program that cheated the processing
cycle.  It read a single parameter card and then ground out an
entire mortgage amortization schedule.

When I was writing COBOL programs for Univac's version of CICS,
I found it easier to assemble and dissect terminal control strings
myself rather than use the provided package.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 01 Feb 2013 18:56:01 GMT
View Forum Message <> Reply to Message

In article <510bca11$20$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <jt6dnZLssJSxzZbMnZ2dnUVZ8vWdnZ2d@bt.com>, on 02/01/2013
> at 05:18 AM, Andrew Swallow <am.swallow@btinternet.com> said:
>
>> It dates back to 1959.  Its main rivals were FORTRAN II and machine
>> dependant Assembler.
>
> That doesn't make it human readable. Some assembly code was less
> arcane and easier to read than COBOL. As for being machine dependent,
> so was COBOL. BTDT,GTS.

I thought the idea was to make COBOL more readable for managers.
Oh wait, you said "human".  My bad.

But at a casual glance, COBOL _looks_ so much more readable and
friendly - and as the saying goes, "In politics, perception is reality."

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 01 Feb 2013 19:03:59 GMT
View Forum Message <> Reply to Message

On 01/02/2013 13:27, jmfbahciv wrote:
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Peter Flass wrote:
>>>> On 1/30/2013 9:04 AM, jmfbahciv wrote:

>>>> > Andy Burns wrote:
>>>> >> Peter Flass wrote:
>>>> >>
>>>> >>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>> >>>
>>>> >>>> But could you put up with having to write "SUBTRACT x FROM y" instead
> of
>>>> >>>> just using a hyphen as a minus sign?
>>>> >>>
>>>> >>> COMPUTE y = y-x.
>>>> >>
>>>> >> I had forgotten that variation.
>>>> >>
>>>> > It wasn't a common verb. Was it in the standard?
>>>> >
>>>>
>>>> Yup.
>>>
>>> OK, thanks. What flavor of number was stored in y? And did
>>> you get an error message if you used mixed formats?
>>
>> It's COBOL. Type conversion is automatic.
>>
> Yes....to what?
>
> /BAH
>
In COBOL every variable has to be declared including its type and format.

Andrew Swallow

---

Subject: Re: New HD
Posted by Morten Reistad on Fri, 01 Feb 2013 19:14:36 GMT
View Forum Message <> Reply to Message

In article <PM0004D4A9BE909EA2@aca2d605.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Peter Flass wrote:
>>>> On 1/30/2013 9:04 AM, jmfbahciv wrote:
>>>> > Andy Burns wrote:
>>>> >> Peter Flass wrote:
>>>> >>
>>>> >>> COMPUTE y = y-x.
>>>> >>

>>>> >> I had forgotten that variation.
>>>> >>
>>>> > It wasn't a common verb.  Was it in the standard?
>>>> >
>>>>
>>>>  Yup.
>>>
>>>  OK, thanks.  What flavor of number was stored in y?  And did
>>>  you get an error message if you used mixed formats?
>>
>>  It's COBOL.  Type conversion is automatic.
>>
> Yes....to what?

To whatever type "y" is declared as.

Cobol has some hair in the type promotion rules, it follows
some codasyl rules, not the "self-evident" arithmetic rules.
But I have deleted that part of my memory.

-- mrr

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 01 Feb 2013 19:15:29 GMT
View Forum Message <> Reply to Message

In article <icwqusm4qw.fsf@home.home>, despen@verizon.net (Dan Espen)
writes:

>  Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>>  A simulator might be better than the real machine if it
>>
>>   1. Has better debugging facilities
>>
>>   2. Strictly enforces adherence to the architecture of a line
>>      of computers expected to have heterogenous implementations.
>
>  Plus an emulator would allow you to test error paths that could
>  be very difficult to reach without a simulator.

Not just for hardware.  I've written error generator options into
programs for which I couldn't create sufficiently obscure combinations
of input data.

>  Thinking back to the BTAM development I did, I was always bothered
>  by those "should not occur" error codes that I had to dummy up to

> enter.
>
> Which reminds me of the slightly embarrassing incident I had when
> I decided to document the message for one of those should not occur
> conditions as "The impossible has happened".
>
> Turns out, the impossible can happen. It just takes a while.

Early in my career, the top entry in my list of Famous Last Words
became: "Oh, don't worry about that; it'll never happen." I found
that "never" is usually about six months.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 01 Feb 2013 19:27:19 GMT
View Forum Message <> Reply to Message

In article <PM0004D4968EDDC370@aca21c56.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

> Wake up. I've read a book using that font within the last 3 years..
> maybe 5 years. Even though it was a work of fiction, I had trouble
> reading it because of the I character meaning two different things:
> If you read the text "foobar drove down the I96 for 20 minutes..."
> how would you interpret it?

Dunno. Give me IO minutes to think about it.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 01 Feb 2013 19:54:49 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:510a7ddf$13$fuzhry+tra$mr2ice@news.patriot.net...

> In <PM0004D481E8A66CE4@ac8193ae.ipt.aol.com>, on 01/30/2013
>  at 02:04 PM, jmfbahciv <See.above@aol.com> said:
>
>> Our cpus were not that complicated; you all just can't remember the
>> simpler days :-).
>
> Well, I don't go back to the ENIAC or the relay computers, but my
> first machine used vacuum tubes. I have no trouble remembering those
> days, but is there a way to forget them that doesn't involve excessive
> amounts of C2H5OH or some such?
>

I used to work with this older guy in the 80's who was originally from Michigan. He went to Michigan State (I think that was the school) and took one of the first computer courses offered to undergraduates there. They programmed in binary (represented by hex). They would store the binary in memory and leave extra no-ops between branches and destinations... so extra instructions could be patched in without changing the branch addresses. For the numbers 10 through 15, they used K S N J F L instead of A B C D E F.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 01 Feb 2013 20:40:54 GMT
View Forum Message <> Reply to Message

On Fri, 01 Feb 2013 16:27:31 +0000
Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:

> On 01/02/2013 16:14, in article
> slrnkgmtom.2a5.plan.b@ID-309335.user.uni-berlin.de, "Stan Barr"
> <plan.b@dsl.pipex.com> wrote:
>
>> On Thu, 31 Jan 2013 07:55:35 -0500, Shmuel Metz
>> <spamtrap@library.lspace.org.invalid> wrote:
>>> In <slrnkg9nfr.28g.plan.b@ID-309335.user.uni-berlin.de>, on 01/27/2013
>>>  at 10:45 AM, Stan Barr <plan.b@dsl.pipex.com> said:
>>>
>>>> Just had a look, Wirth worked on ALGOL W.
>>>
>>> Yes, but does "how does ALGOL do things?" refer to ALGOL-W?
>>>
>>
>> I did what I should have done in the first place and googled...
>> According to the ALGOL-W programming manual identifiers are all UPPER

>> CASE.
>
> Algol W was card-based.

Not necessarily - it was one of the main teaching languages in my
CS course, we used terminals (mostly Newbury Labs - but a few others were
dotted around).

>> So it looks like Wirth introduced CamelCase with Pascal.
>> So he seems to get the blame :-)
>
> Nope. Pascal identifiers are case-insensitive.
> I've a sneaking suspicion the real villain was Smalltalk.

Algol 68C had a choice of case or underline stropping[1] for
identifiers although not many systems supported underline stropping.

[1] I have *no* idea where that term came from, but it was memorable. It's
been a *long* time since I've even seen Algol 68C code, let alone read the
"Revised Report" that defines the language.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 01 Feb 2013 21:58:42 GMT
View Forum Message <> Reply to Message

On Fri, 01 Feb 2013 09:15:05 -0500, Walter Banks
<walter@bytecraft.com> wrote:

[snip]

> He was a great student. He had about 10 years of COBOL experience
> and actually asked me if I was serious about language of his choice then
> explained what we wanted to do. He also did another implementation
> that he used during the rest of the course don't remember him
> having any particular difficulty doing it. I sure remember the 54 pages.

I fondly remember working with COBOL on my computing diploma.
With my experience, I tended to do a more thorough job on assignment,
and I wrote a useful utility.

Noting that I (and others) had a tendency to edit compiler output

when it indicated an error, during the mid-winter break week, I,with my barely adequate knowledge of COBOL, wrote a program to take compile output and rebuild the source file.

My production was much better with this utility. It was also great fun. Another student: "Hey, you're editing your compilation listing." Me: "So?", finish editing, run my utility, compile the assignment I just edited. I even saved one student's program when he had accidentally erased the .COB instead of the .LST.

With one assignment, the shortest was about 600 lines. Mine was about 2000.

We were encouraged to add to the assignment. (80% of the mark was doing what was stated.) On another assignment, I added a number of program options. The one I liked the most and that created the most work was dual language support. My languages were CorpSpeak and SmartSpeak. For example, I had a trademark message. The two versions were roughly:

Air Kilometers is a trademark of Bobcorp International, and
Fly-by-Night Airlines is a registered user of the mark.

and

Air Kilometers belongs to Bobcorp. We are in with the man. You aren't. Go ahead, punk. Make our lawyers rich.

(My instructor's name was Bob.)

With warning messages, the CorpSpeak message would have "-Continuing" appended. The SmartSpeak version had "- I'll try to cope." appended.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 01 Feb 2013 22:23:17 GMT
View Forum Message <> Reply to Message

On Tue, 29 Jan 2013 12:35:56 -0500
Dan Espen <despen@verizon.net> wrote:

> Hate that.
>

> Once worked on a C project that was nearing completion.
> The thing was loaded with code calling various APIs:
>
>  aa0open();
>
> and the APIs called other APIs:
>
> aa0open()
> {
>  bb0open();
> }
>
> All these APIs had been designed using "box architecture" in
> project meetings. Someone decided layer "aa" should interface
> with layer "bb". Lots of times "aa" had nothing to do.

I once used a C library (the client wanted it useed) for writing graphical MS-DOS applications that was built that way. The most commonly called function in the program was one to plot a pixel in a colour plot(x, y, c) - the code for the function sanity checked the parameters and called a lower level function to plot a pixel in a colour, which (you've guessed it) sanity checked the parameters and called a lower level function ... I forget how many layers it was (far far too many) before it finally wound up calling a BIOS routine to do the actual work. A little dis-assembly revealed that the BIOS function (you've guessed it) checked the parameters before writing a pixel to memory. The entire stack of calls and argument checking was completely unnecessary.

The program performed badly, it was painfully slow in fact, until I replaced the high level call with a direct BIOS call after which it was really rather fast. Not long after that I eliminated the entire library, there was nothing in it that helped it was all just layer upon layer that added nothing.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 01 Feb 2013 22:26:09 GMT
View Forum Message <> Reply to Message

On Wed, 30 Jan 2013 15:28:00 -0000
"Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> wrote:

> well "we"'ve got used to it, but a total newb mightn't get (OK I don't
> know C) "X--=X" - the idea behind COBOL was to make it Human readable.

Accountant and lawyer readable I believe, a rather specialised
subset of human.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 01 Feb 2013 22:31:22 GMT
View Forum Message <> Reply to Message

On Wed, 30 Jan 2013 19:25:01 -0500
Walter Banks <walter@bytecraft.com> wrote:

>
>
> Charles Richmond wrote:
>
>> Since the U.S. government was requiring the
>> ability to run COBOL on computers it bought (with exceptions for
>> embedded computers of course), the computer companies saw the wisdom of
>> special decimal arithmetic instructions.
>
> The US military had a COBOL compiler for the Motorola 6800 that they
> used to code the first multiprocessor ground pattern recognition programs
> used in cruise missiles before they used GPS.

<checks calendar>Hmm Feb not Apr - but seriously, I thought ADA was
mandated for the US military around that time.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sat, 02 Feb 2013 00:18:20 GMT
View Forum Message <> Reply to Message

In article <20130201223122.b73153c9d716867d1e9a7da2@eircom.net>,
steveo@eircom.net (Ahem A Rivet's Shot) writes:

> <checks calendar>Hmm Feb not Apr - but seriously, I thought ADA was
> mandated for the US military around that time.

<nit>
I can see the possibility of the Americans with Disabilities Act
being used to look after war wounded, but the Ada programming
language might be more on topic here.
</nit>

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Dan Espen on Sat, 02 Feb 2013 00:33:19 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On Tue, 29 Jan 2013 12:35:56 -0500
> Dan Espen <despen@verizon.net> wrote:
>
>> Hate that.
>>
>> Once worked on a C project that was nearing completion.
>> The thing was loaded with code calling various APIs:
>>
>> aa0open();
>>
>> and the APIs called other APIs:
>>
>> aa0open()
>> {
>> bb0open();
>> }
>>
>> All these APIs had been designed using "box architecture" in
>> project meetings. Someone decided layer "aa" should interface
>> with layer "bb". Lots of times "aa" had nothing to do.
>
> I once used a C library (the client wanted it useed) for writing
> graphical MS-DOS applications that was built that way. The most commonly

> called function in the program was one to plot a pixel in a colour plot(x,
> y, c) - the code for the function sanity checked the parameters and called
> a lower level function to plot a pixel in a colour, which (you've guessed
> it) sanity checked the parameters and called a lower level function ... I
> forget how many layers it was (far far too many) before it finally wound up
> calling a BIOS routine to do the actual work. A little dis-assembly
> revealed that the BIOS function (you've guessed it) checked the parameters
> before writing a pixel to memory. The entire stack of calls and argument
> checking was completely unnecessary.
>
> The program performed badly, it was painfully slow in fact, until I
> replaced the high level call with a direct BIOS call after which it was
> really rather fast. Not long after that I eliminated the entire library,
> there was nothing in it that helped it was all just layer upon layer that
> added nothing.

Yep, textbook box architecture.

I'm all for insulating code from the underlying system APIs, but
sometimes a macro is the best way to do that.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Banks on Sat, 02 Feb 2013 01:50:56 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:

> On Wed, 30 Jan 2013 19:25:01 -0500
> Walter Banks <walter@bytecraft.com> wrote:
>
>>
>>
>> Charles Richmond wrote:
>>
>>> Since the U.S. government was requiring the
>>> ability to run COBOL on computers it bought (with exceptions for
>>> embedded computers of course), the computer companies saw the wisdom of
>>> special decimal arithmetic instructions.
>>
>> The US military had a COBOL compiler for the Motorola 6800 that they
>> used to code the first multiprocessor ground pattern recognition programs
>> used in cruise missiles before they used GPS.
>
> <checks calendar>Hmm Feb not Apr - but seriously, I thought ADA was

> mandated for the US military around that time.

Ada development was late 70's to 1983 for the first release. The Cruise missile

development I referred to was late 70's 77 / 78 time frame. The programmer
who headed the pattern matching project was reasonably well known.

w..

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 02 Feb 2013 03:19:57 GMT
View Forum Message <> Reply to Message

On 2/1/2013 10:06 AM, Scott Lurndal wrote:
>
> As for Burroughs, I can't find the 10K's on Edgar, but at the merger in
> 1986, Burroughs revenue was about USD5 Billion. The joke was that the
> merger took too USD5 Billion companies (B & Sperry) and made a USD 5 Billion
> company.

That's the power or 2. ;-)

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 02 Feb 2013 03:22:49 GMT
View Forum Message <> Reply to Message

On 2/1/2013 10:30 AM, Scott Lurndal wrote:
>
> There was PASCAL and FORTRAN, but frankly FORTRAN didn't run very fast on a
> decimal architecture. Don't recall hearing about customers running FORTRAN
> for the 14 years I was there.

I would imagine someplace used it, about as much as the average PDP-10
shop used COBOL. You use what you've got available.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 02 Feb 2013 03:24:14 GMT
View Forum Message <> Reply to Message

On 2/1/2013 10:38 AM, Dan Espen wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <1647.811T1817T4545074@kltpzyxm.invalid>, on 01/28/2013
>> at 07:34 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>
>>> In article <ke5srr$q8d$1@dont-email.me>, Peter_Flass@Yahoo.com (Peter
>>> Flass) writes:
>>
>>>> And to think that one of the knocks on PL/I was that it was so
>>>> verbose!
>>> They inherited that from COBOL.
>>
>> PL/I is far more concise than COBOL. The main influence of COBOL on
>> PL/I was the DECLARE statement, which was influenced by the DATA
>> DIVISION. PL/I has no arithmetic or data movement verbs, relying
>> instead on the more concise assignment statement.
>
> For some values of "concise":
>
> 1...5...10...15...20...25...30..
> COBOL ADD DET-AMT TO TOTAL-AMT.
> PL/I TOTAL_AMT = TOTAL_AMT + DET_AMT;
>
> I'm looking through a bunch of legacy PL/I code and don't see any
> usage of "+=".
>
> Is "+=" something more recent?
>

Yes, it's a C-ism. IBM added it to their Enterprise compilers a few
years back, don't know about other PL/Is.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 02 Feb 2013 03:31:25 GMT
View Forum Message <> Reply to Message

On 2/1/2013 2:15 PM, Charlie Gibbs wrote:
> In article <icwqusm4qw.fsf@home.home>, despen@verizon.net (Dan Espen)
> writes:

>
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> A simulator might be better than the real machine if it
>>>
>>> 1. Has better debugging facilities
>>>
>>> 2. Strictly enforces adherence to the architecture of a line
>>> of computers expected to have heterogenous implementations.
>>
>> Plus an emulator would allow you to test error paths that could
>> be very difficult to reach without a simulator.
>
> Not just for hardware. I've written error generator options into
> programs for which I couldn't create sufficiently obscure combinations
> of input data.
>
>> Thinking back to the BTAM development I did, I was always bothered
>> by those "should not occur" error codes that I had to dummy up to
>> enter.
>>
>> Which reminds me of the slightly embarrassing incident I had when
>> I decided to document the message for one of those should not occur
>> conditions as "The impossible has happened".
>>
>> Turns out, the impossible can happen. It just takes a while.
>
> Early in my career, the top entry in my list of Famous Last Words
> became: "Oh, don't worry about that; it'll never happen." I found
> that "never" is usually about six months.
>

When you're writing the code you can't figure out, or can't take the
time to figure out, what would cause the error. Once it happens it's
easy to see. I do these "should not occur" error messages myself and
whenever they pop up I fix them. If you got the message an error has
occurred in any case, all you're missing is a graceful recovery.

--
Pete

---

Subject: Re: New HD
Posted by Gerard Schildberger on Sat, 02 Feb 2013 07:01:44 GMT
View Forum Message <> Reply to Message

On Friday, February 1, 2013 9:38:08 AM UTC-6, Dan Espen wrote:
> Shmuel (Seymour J.) Metz writes:

>>  at 07:34 AM, "Charlie Gibbs" said:
>>>  Peter Flass writes:
>>>>  And to think that one of the knocks on PL/I was that it was so
>>>>  verbose!

>>> They inherited that from COBOL.

>>  PL/I is far more concise than COBOL. The main influence of COBOL on
>>  PL/I was the DECLARE statement, which was influenced by the DATA
>>  DIVISION. PL/I has no arithmetic or data movement verbs, relying
>>  instead on the more concise assignment statement.

That, and structures, pictures. _____ Gerard Schildberger

>  For some values of "concise":
>  1...5...10...15...20...25...30..
>  COBOL  ADD DET-AMT TO TOTAL-AMT.
>  PL/I  TOTAL_AMT = TOTAL_AMT + DET_AMT;

It depends on the length of the variable names:

```
ADD X TO Y.    ---- COBOL
Y=X+Y;         ---- PL/I
```

_____ Gerard Schildberger

>  I'm looking through a bunch of legacy PL/I code and don't see any
>  usage of "+=".
>
>  Is "+=" something more recent?
>  --
>  Dan Espen

---

Subject: Re: New HD
Posted by Jorgen Grahn on Sat, 02 Feb 2013 10:04:47 GMT
View Forum Message <> Reply to Message

On Thu, 2013-01-31, Shmuel Metz wrote:
>  In <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>, on 01/27/2013
>  at 03:18 PM, jmfbahciv <See.above@aol.com> said:
>
>> Someone asked me about my work.  OS development requires _real_
>> stand-alone time.
>
>  IBM used a S/360 simulator for OS development before there was a S/360
>  to have standalone time on. Nothing prevented DEC from doing the same
>  for its new lines.

But perhaps they didn't?  I do such work now (2013) and we still have
to fight for access to real target hardware. (Of course we use
cross-compilers, so terminal time is unlimited.)

/Jorgen

--
  // Jorgen Grahn <grahn@  Oo  o.  .  .
\X/  snipabacken.se>  O  o  .

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sat, 02 Feb 2013 14:01:39 GMT
View Forum Message <> Reply to Message

On Mon, 28 Jan 2013 22:36:07 +0000
Andy Burns <usenet.jan2013@adslpipe.co.uk> wrote:

>  Ahem A Rivet's Shot wrote:
>
>>  How do you feel about the builder pattern
>>
>>  LinePrinterOutput lp0 = new PrinterBuilder()
>>  .withPrinterType(PrinterTypes.LINE_PRINTER)
>>  .withOutputDevice("lpt1")
>>  .withIrritatingUndocumentedParameter(42)
>>  .build();
>
>  Not keen. Where's it common?

 It seems to be popular with about half the Java programmers I've
met.

--
Steve O'Hara-Smith  |  Directable Mirror Arrays
C:>WIN  | A better way to focus the sun
The computer obeys and wins.  |  licences available see
You lose and Bill collects.  |  http://www.sohara.org/

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:23 GMT
View Forum Message <> Reply to Message

Andrew Swallow wrote:
>  On 01/02/2013 13:27, jmfbahciv wrote:
>>  Dan Espen wrote:

>>>  jmfbahciv <See.above@aol.com> writes:
>>>
>>>>  Peter Flass wrote:
>>>> > On 1/30/2013 9:04 AM, jmfbahciv wrote:
>>>> >> Andy Burns wrote:
>>>> >>> Peter Flass wrote:
>>>> >>>
>>>> >>>> On 1/28/2013 6:18 PM, Andy Burns wrote:
>>>> >>>>
>>>> >>>>> But could you put up with having to write "SUBTRACT x FROM y"
instead
>>  of
>>>> >>>>> just using a hyphen as a minus sign?
>>>> >>>>
>>>> >>>> COMPUTE y = y-x.
>>>> >>>
>>>> >>> I had forgotten that variation.
>>>> >>>
>>>> >> It wasn't a common verb.  Was it in the standard?
>>>> >>
>>>> >
>>>> > Yup.
>>>>
>>>>  OK, thanks.  What flavor of number was stored in y?  And did
>>>>  you get an error message if you used mixed formats?
>>>
>>>  It's COBOL.  Type conversion is automatic.
>>>
>>  Yes....to what?
>>
>>  /BAH
>>
>  In COBOL every variable has to be declared including its type and format.

Morten answered my poorly posed question.  I couldn't remember the rules.
We did machine code in our shop and not very many HLLs.  I think I was
the only TOPS-10/20 OS developer who wrote and shipped a COBOL program;
this may even include the COBOL lanugage developers.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:24 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D4A9BE909EA2@aca2d605.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Dan Espen wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Peter Flass wrote:
>>>> > On 1/30/2013 9:04 AM, jmfbahciv wrote:
>>>> >> Andy Burns wrote:
>>>> >>> Peter Flass wrote:
>>>> >>>
>>>> >>>> COMPUTE y = y-x.
>>>> >>>
>>>> >>> I had forgotten that variation.
>>>> >>>
>>>> >> It wasn't a common verb. Was it in the standard?
>>>> >>
>>>> >
>>>> > Yup.
>>>>
>>>> OK, thanks. What flavor of number was stored in y? And did
>>>> you get an error message if you used mixed formats?
>>>
>>> It's COBOL. Type conversion is automatic.
>>>
>> Yes....to what?
>
> To whatever type "y" is declared as.

OK, thank you.

>
> Cobol has some hair in the type promotion rules, it follows
> some codasyl rules, not the "self-evident" arithmetic rules.
> But I have deleted that part of my memory.

<GRIN> Refiguring out how machines did arithmetic always made
my hair hurt.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:26 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004D4968EDDC370@aca21c56.ipt.aol.com>, See.above@aol.com

> (jmfbahciv) writes:
>
>> Wake up. I've read a book using that font within the last 3 years..
>> maybe 5 years. Even though it was a work of fiction, I had trouble
>> reading it because of the I character meaning two different things:
>> If you read the text "foobar drove down the I96 for 20 minutes..."
>> how would you interpret it?
>
> Dunno. Give me IO minutes to think about it.
>
ROTFLMAO. Smarty pants. You spelled I/O wrong.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:27 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D4A9A6B73347@aca2d605.ipt.aol.com>, on 02/01/2013
> at 01:27 PM, jmfbahciv <See.above@aol.com> said:
>
>> THERE WAS NOT A PDP10 IN EXISTENCE.
>
> So use a PDP-6.
>
We sold them.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:29 GMT
View Forum Message <> Reply to Message

Walter Bushell wrote:
> In article <PM0004D4A9B13BFE9F@aca2d605.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>
>> I just about wet myself when I heard that the Patriot missles were run
>> by COBOL software. Then I heard where the work was done and understood
>> why they did it.
>>
>> /BAH
>
> Where did they do the work?

>
Natick Labs.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:32 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D4A9A6B73347@aca2d605.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:
>>> In article <PM0004D481E8A66CE4@ac8193ae.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Morten Reistad wrote:
>>>> > In article <PM0004D46E3C3AF6CC@aca208c4.ipt.aol.com>,
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >>Morten Reistad wrote:
>>>> >>> In article <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>,
>>>> >>> jmfbahciv <See.above@aol.com> wrote:
>
>>>> >>> Nowadays we have emulators of various types to give such
>>>> >>> "standalone time". Come to think of it, this is not new.
>
> [snip]
>
>>>> > but not much. Proper traps of the I/O, indirect uuo/jsys (so the
>>>> > sub-monitor, not the "hypervising" monitor got the call), and
>>>> > a "pa1050-for-sub-os" package would have done it.
>>>>
>>>> And run it on what? A pdp-8? I'm not stating here that it couldn't
>>>> be done. I am stating that this is not how we did things. The
>>>> thingie which I call the CPU driver isn't very big and doesn't take
>>>> very long to write. We didn't have the luxury of time to write
>>>> an emulator; when I say we did production line monitor development
>>>> company, I meant it.
>>>
>>> And run it on a real PDP10 as an almost standard user process;
>>
>> THERE WAS NOT A PDP10 IN EXISTENCE. The KA10 monitor could not
>> have been done using an emulator.
>
> In which case you could use a PDP6. Or a PDP1 if you go sufficiently
> far back. Those would require more or less full instruction emulation,
> but that only makes it slower.
>

>>>  but rigged for traps for I/O instructions, uuos and jsys. The
>>>  hardware can already do this,  it is a question of some monitor
>>>  support and a dispatch to user mode.
>>
>> I think you misunderstand how our scheduling worked.  If a new CPU
>> was coming, that was the coding which was done and not any other
>> piece of hardware came in during that time.  Take a look at the
>> dates of all our LIR releases.  That will describe the timeframes
>> of each and every new hardware piece DEC produced for the PDP-10.  I
>> don't remember how the minis did it.
>
>  Yes, I understand that DEC didn't use emulators. I also have
>  a good understanding why, but I am somewhat questioning the
>  rationality of that choice. Especially for the KI and the KL,
>  where a KA-based virtual machine manager would have been very
>  valuable. By 1972 this was mainstream technology.

I never heard the topic discussed.  Now that I'm thinking about it,
the job would have been done by the hardware group, not hte
software group.  I do wish I could step back 40 years and ask
JMF and TW about using one.  There is probably only one person alive
who might be able to answer the questions.

>
>  Just imagine how much your heroes could have done if they had
>  24x7 access to what almost equalled a standalone system, and
>  could weed out 95% of the bugs there.

But they did have access to real hardware.

>
>>>  Then the real work begins; in making a "pa1050" that catches the
>>>  traps of the i/o, and emulates the hardware.
>>>
>>>> Our cpus were not that complicated; you all just can't remember
>>>> the simpler days :-).
>>>
>>>  The PDP10 I/O is about as complicated as on modern machines, but
>>>  there was only about 60-80 devices to handle, where a modern
>>>  Linux handles 20000+.
>>
>> However, I/O was not part of a new CPU project...usually.  There
>> were exceptions.
>
>  Memory and I/O were always parts of the new cpus, except they
>  went into general OS support, not specific drivers.

Not when the planning of the new system footprint include RH20s.

>
> First version n is extended to basic support of cpu m. Then
> version n+1 starts to use the cpu m memory and io facilities,
> and version n+2 starts to use them really well.

that wasn't an option. The "use them really well" was part of
the first version.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:33 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>> Shmuel (Seymour J.) Metz wrote:
>>> In <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>, on 01/27/2013
>>> at 03:18 PM, jmfbahciv <See.above@aol.com> said:
>>>
>>>> Someone asked me about my work. OS development requires _real_
>>>> stand-alone time.
>>>
>>> IBM used a S/360 simulator for OS development before there was a S/360
>>> to have standalone time on. Nothing
>>
>> Except it was cheaper to not write a simulator.
>
> How do you justify this statement? What analysis of the alternatives have
> you done to show that the costs saved by validating the architecture before
> the backplane is fully wired don't exceed those required to develop the
> simulator (which is around one and 1/2 man-year of effort,

We didn't have even 1/2 year. It took about 1-2 months to write/debug a
CPU driver.

> which in the
> 70's would have been somewhere around USD40,000 with bene's). It has been
my experience that
> the availability of a simulator would have accelerated delivery of the
> system sufficiently to recoup the relatively minor costs of simulator
> development.

And the hardware would have cost $500K- a million. We didn't have that
kind money for developmetn. It wasn't the people-cost I was referring to;

it was the hardware cost.

>
> If Digital really couldn't afford to lease time on a B5500, 709x or 360 for
that
> purpose, then they were operating on a much smaller shoestring than one
> would expect.

Leasing time would not keep Company Confidential papers/bits out of the
hands of the public. I don't understand why you simply cannot accept
that we didn't use emulators. The cost was too much and the people
who did the work did it in far less time.

>
> As for Burroughs, I can't find the 10K's on Edgar, but at the merger in
> 1986, Burroughs revenue was about USD5 Billion. The joke was that the
> merger took too USD5 Billion companies (B & Sperry) and made a USD 5 Billion
> company. The earliest 10K I can find for Digital shows a revenue of USD 13
Billion
> in 1994 (with USD 2 Billion net loss).

the 80s and 90s are a completely different setting.
>
> Who was Ed Lucente? And why did he get such a lucrative parachute in 94?

[emoticon bites tongue] I don't know.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:34 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
> at 12:14 PM, Morten Reistad <first@last.name> said:
>
>> That the hardware showed up with different implementations than
>> what was planned is also an issue. There never was a "POO" manual
>> for the PDP(8/10/11) series.
>
> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
> three very different series. Off the top of my head DEC had the
> following:

Morent meant product lines and that's how I read it.

>
>  Alpha
>  LINC, in various packages
>  PDP-5 and 8
>  PDP-6, PDP-10 and derivatives
>  PDP-7, -9 and -15
>  PDP-11 and LSI-11
>  VAX
>
> I don't recall whether the PDP-1 and PDP-4 were precursors to the
> PDP-7 or separate lines. I vaguely recall that they may have been
> derived from the TX-0.
>

The above is a tad mixed up but that's all documented somewhere.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:35 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D4A96D7F7759@aca2d605.ipt.aol.com>, on 02/01/2013
>  at 01:27 PM, jmfbahciv <See.above@aol.com> said:
>
>> Except it was cheaper to not write a simulator.
>
> Only if waiting for the hardware was an option and you had priority on
> the first machines shipped.
>
Look, the software work schedule for a new piece of hardware did not wait
until the hardware was in manufacturing production. The first hardware
they used was in the hardware labs and as soon as it was hooked up to
look like a system, the OS developers were debugging the code they
wrote.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:36 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:
>

>
> jmfbahciv wrote:
>
>> Walter Banks wrote:
>>>
>>>
>>> I was teaching a computer architecture course and in class we
>>> were developing an course ISA. One of the assignments was to
>>> write a simulator for the developing ISA in the language of the
>>> students choice. One mature student with real skills in several
>>> programming languages saw a way to make the exercise a
>>> challenge and wrote the simulator in COBOL all 54 pages of it.
>>> The shortest submission was 171 lines of Pascal. Both ran all
>>> of the instruction tests we had developed for the course in
>>> class.
>>
>> Kewl. Did he have fun? What was his worst wrestiling match with
>> COBOL? Only if you remember, of course.
>>
>
> He was a great student. He had about 10 years of COBOL experience
> and actually asked me if I was serious about language of his choice then
> explained what we wanted to do. He also did another implementation
> that he used during the rest of the course don't remember him
> having any particular difficulty doing it. I sure remember the 54 pages.

Oh, I wasn't thinking about him having difficulty; I was wondering
which pieces required more wrestling than the other lanugages. Just
the fact that he chose COBOL for the fun of it told me a lot about
the guy :-).

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:37 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>> Patrick Scheible wrote:
>>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>>> Charles Richmond wrote:
>>>>
>>>> > Since the U.S. government was requiring the
>>>> > ability to run COBOL on computers it bought (with exceptions for
embedded

>>>> > computers of course), the computer companies saw the wisdom of special
>>>> > decimal arithmetic instructions.
>>>>
>>>> The US military had a COBOL compiler for the Motorola 6800 that they
>>>> used to code the first multiprocessor ground pattern recognition programs
>>>> used in cruise missiles before they used GPS.
>>>
>>> What a ... odd choice of language.
>>
>> I just about wet myself when I heard that the Patriot missles were run
>> by COBOL software. Then I heard where the work was done and understood
>> why they did it.
>
> A buddy of mine was writing COBOL code for Lockheed's F-22 program in the
> middle 80's in Burbank. Just before that, he'd been working on the new
> West Coast control center for NBC in Burbank. Gave me a tour the week
> before the nutcase walked onto the evening news set and held a gun to
> David Horowitz live on the air. My friend and I had watched a bit of
> the live Wheel of Fortune taping from backstage, then sat in the hollywood
> squares set (middle square, of course :-) then played in the new control
> room for a while (it was not yet in service, but was fully functional).
> Had a numeric keypad that one could use to select a feed, select a monitor
> and show that feed on a wall of monitors. We were watching the west coast
> feed of the live taping of the tonight show, a couple of soap operas, the
A-Team feed,
> and a few other feeds (there were about 200 to chose from and something like
> 48 monitors on the wall). Behind the control room was 4000 square feet of
> equipment room with all the video switching and processing gear. The sat
> control station could instruct every affiliate to reorient their dish
> to a different sat for redundancy with a single command.

Kewl. That's one thing I've never seen...how radio/TV work is done.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:39 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004D4967B588154@aca21c56.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Stanley Daniel de Liver wrote:
>>
>>> PERFORM AA0-OPEN
>>> ...

```
>>>
>>>  AA0-OPEN SECTION
>>>       PERFORM BB0-OPEN
>>>  ...
>
>  I once met a fellow whose style was:
>
>        PROCEDURE DIVISION.
>        A000-MAIN.
>           PERFORM A000-EXECUTIVE.
>           STOP RUN.
>
>  This was followed by a bunch of boilerplate subroutines, enabling
>  him to put all common DATA DIVISION and PROCEDURE DIVISION stuff
>  into a single copy module.  A dubious saving, IMHO.
>
>>  I once was handed an accounting package where the original programmer
>>  thought he would "save" instructions by PERFORMing a subroutine which
>>  ADDed 1 TO FOO or some stupid thing like that.
>
>  One program for which I was called in to analyze excessive CPU usage
>  cleared a 3-dimensional array with a 3-level PERFORM VARYING that
>  called the single line MOVE ZERO TO ARRAY(A,B,C).  To add insult to
>  injury, the genius who wrote this thing declared all subscripts as
>  COMP-3 (packed decimal).  Using a table of instruction execution
>  times and a look at the input data, I calculated that the program
>  would clear this 1800-element array 32,000 times, and spend 25 minutes
>  doing so.
>
>>  I really liked COBOL to SORT using an input procedure and an output
>>  procedure.
>
>  That was sort of handy.  I never got into Report Writer, though.
```

Oh, if the goal was to generate a report, using the full SORT procedure options was beautiful.  Input a MESS^Wbunch of records, massage them and output added or collected various data for report.

You can have one programmer wresting with the input MESS and another writing and discovering what the report is supposed to do and look.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:40 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <510bca11$20$fuzhry+tra$mr2ice@news.patriot.net>,
> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>
>> In <jt6dnZLssJSxzZbMnZ2dnUVZ8vWdnZ2d@bt.com>, on 02/01/2013
>> at 05:18 AM, Andrew Swallow <am.swallow@btinternet.com> said:
>>
>>> It dates back to 1959. Its main rivals were FORTRAN II and machine
>>> dependant Assembler.
>>
>> That doesn't make it human readable. Some assembly code was less
>> arcane and easier to read than COBOL. As for being machine dependent,
>> so was COBOL. BTDT,GTS.
>
> I thought the idea was to make COBOL more readable for managers.
> Oh wait, you said "human". My bad.
>
> But at a casual glance, COBOL _looks_ so much more readable and
> friendly - and as the saying goes, "In politics, perception is reality."
>
Sigh! It means that any COBOL programmer can read it, understand it,
and change it no matter what machine it runs on. There shouldn't be
much training involved (other than the extensions based on that platform).

Accounting types in those days wouldn't know, nor were trained to know,
how to do algebra which is what BASIC, FORTRAN and a few others were
based on.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 02 Feb 2013 15:05:43 GMT
View Forum Message <> Reply to Message

Gene Wirchenko wrote:
> On Fri, 01 Feb 2013 09:15:05 -0500, Walter Banks
> <walter@bytecraft.com> wrote:
>
> [snip]
>
>> He was a great student. He had about 10 years of COBOL experience
>> and actually asked me if I was serious about language of his choice then
>> explained what we wanted to do. He also did another implementation
>> that he used during the rest of the course don't remember him
>> having any particular difficulty doing it. I sure remember the 54 pages.
>
> I fondly remember working with COBOL on my computing diploma.

> With my experience, I tended to do a more thorough job on assignment,
> and I wrote a useful utility.
>
> Noting that I (and others) had a tendency to edit compiler output
> when it indicated an error, during the mid-winter break week, I,with
> my barely adequate knowledge of COBOL, wrote a program to take compile
> output and rebuild the source file.
>
> My production was much better with this utility. It was also
> great fun. Another student: "Hey, you're editing your compilation
> listing." Me: "So?", finish editing, run my utility, compile the
> assignment I just edited. I even saved one student's program when he
> had accidentally erased the .COB instead of the .LST.
>
> With one assignment, the shortest was about 600 lines. Mine was
> about 2000.
>
> We were encouraged to add to the assignment. (80% of the mark
> was doing what was stated.) On another assignment, I added a number
> of program options. The one I liked the most and that created the
> most work was dual language support. My languages were CorpSpeak and
> SmartSpeak. For example, I had a trademark message. The two versions
> were roughly:
>
> Air Kilometers is a trademark of Bobcorp International, and
> Fly-by-Night Airlines is a registered user of the mark.
>
> and
>
> Air Kilometers belongs to Bobcorp. We are in with the man. You
> aren't. Go ahead, punk. Make our lawyers rich.
>
> (My instructor's name was Bob.)
>
> With warning messages, the CorpSpeak message would have "-
> Continuing" appended. The SmartSpeak version had "- I'll try to
> cope." appended.

Did anyone scarf the source file rebuilder?

/BAH

---

Subject: Re: New HD
Posted by Morten Reistad on Sat, 02 Feb 2013 15:46:30 GMT
View Forum Message <> Reply to Message

In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,

jmfbahciv  <See.above@aol.com> wrote:
> Scott Lurndal wrote:
>>  jmfbahciv <See.above@aol.com> writes:
>>> Shmuel (Seymour J.) Metz wrote:
>>>>  In <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>, on 01/27/2013
>>>>     at 03:18 PM, jmfbahciv <See.above@aol.com> said:
>>>>
>>>> >Someone asked me about my work.  OS development requires _real_
>>>> >stand-alone time.
>>>>
>>>>  IBM used a S/360 simulator for OS development before there was a S/360
>>>>  to have standalone time on. Nothing
>>>
>>> Except it was cheaper to not write a simulator.
>>
>>  How do you justify this statement?   What analysis of the alternatives have
>>  you done to show that the costs saved by validating the architecture before
>>  the backplane is fully wired don't exceed those required to develop the
>>  simulator (which is around one and 1/2 man-year of effort,
>
> We didn't have even 1/2 year.  It took about 1-2 months to write/debug a
> CPU driver.

From the time the cpu could run code, yes. With an (emulator|virtual machine)
you could run code before hardware was available. Never mind standalone
hardware.

This was how Microsoft got their shot at the basic market. They
emulated the machines (on a PDP10, actually) and ran/debugged the code
for them there. When hardware was available, they just loaded and ran,
and found the hardware bugs within 60 minutes.

This gave them a year or so head start on the competition.

>> which in the
>>  70's would have been somewhere around USD40,000 with bene's).  It has been
> my experience that
>>  the availability of a simulator would have accelerated delivery of the
>>  system sufficiently to recoup the relatively minor costs of simulator
>>  development.
>
> And the hardware would have cost $500K- a million.  We didn't have that
> kind money for developmetn.  It wasn't the people-cost I was referring to;
> it was the hardware cost.

No, you would use the same hardware as was otherwise used for development,
you just didn't have to do all that stand-alone time.

>> If Digital really couldn't afford to lease time on a B5500, 709x or 360 for
> that
>> purpose, then they were operating on a much smaller shoestring than one
>> would expect.
>
> Leasing time would not keep Company Confidential papers/bits out of the
> hands of the public. I don't understand why you simply cannot accept
> that we didn't use emulators. The cost was too much and the people
> who did the work did it in far less time.

I think the reason is as you stated, DEC (and DIGITAL, too) was
a hardware company where software played the third violin (after
support). Pampering the LCG with hardware and development software
was not even considered.

This again shows that DEC was pretty much without a real management.
At least one that acted like one. It runs to the credit of all the
employees that the company survived for as long as it did.

>> As for Burroughs, I can't find the 10K's on Edgar, but at the merger in
>> 1986, Burroughs revenue was about USD5 Billion. The joke was that the
>> merger took too USD5 Billion companies (B & Sperry) and made a USD 5 Billion
>> company. The earliest 10K I can find for Digital shows a revenue of USD 13
> Billion
>> in 1994 (with USD 2 Billion net loss).
>
> the 80s and 90s are a completely different setting.
>>
>> Who was Ed Lucente? And why did he get such a lucrative parachute in 94?
>
> [emoticon bites tongue] I don't know.

I seem to remember DEC taking the second place in computer turnover
sometime around 1980-82, about 1/7th the size of IBM by 1985.

But I may be wrong.

-- mrr

---

Subject: Re: New HD
Posted by Morten Reistad on Sat, 02 Feb 2013 15:53:28 GMT
View Forum Message <> Reply to Message

In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Shmuel (Seymour J.) Metz wrote:
>> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013

>>  at 12:14 PM, Morten Reistad <first@last.name> said:
>>
>>> That the hardware showed up with different implementations than
>>> what was planned is also an issue. There never was a "POO" manual
>>> for the PDP(8/10/11) series.
>>
>> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>> three very different series. Off the top of my head DEC had the
>> following:

No, I know that. I just tried to group together the three major
series, the PDP-8, the PDP-10 and the PDP-11 using an expression.

I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
that much.

> Morent meant product lines and that's how I read it.
>
>>
>>  Alpha
>>  LINC, in various packages
>>  PDP-5 and 8
>>  PDP-6, PDP-10 and derivatives
>>  PDP-7, -9 and -15
>>  PDP-11 and LSI-11
>>  VAX
>>
>> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>> PDP-7 or separate lines. I vaguely recall that they may have been
>> derived from the TX-0.
>>
>
> The above is a tad mixed up but that's all documented somewhere.

I never saw a POO (Principles of Operation) manual from DEC before
the VAX pretty late in the VAX careers (long after the 8500).

Not for the PDP-10, PDP-11s or PDP-8s.

This is the "meta-manual" for the whole series. Like the ones
IBM made for the 360, 370 and later architectures. If you code
to that, you are safe that it will work on the next generation
hardware too.

-- mrr

Subject: Re: New HD
Posted by Dan Espen on Sat, 02 Feb 2013 16:28:08 GMT
View Forum Message <> Reply to Message

Gerard Schildberger <gerard46@rrt.net> writes:

> On Friday, February 1, 2013 9:38:08 AM UTC-6, Dan Espen wrote:
>> Shmuel (Seymour J.) Metz writes:
>>> at 07:34 AM, "Charlie Gibbs" said:
>>>> Peter Flass writes:
>>>> > And to think that one of the knocks on PL/I was that it was so
>>>> > verbose!
>
>>>> They inherited that from COBOL.
>
>>> PL/I is far more concise than COBOL. The main influence of COBOL on
>>> PL/I was the DECLARE statement, which was influenced by the DATA
>>> DIVISION. PL/I has no arithmetic or data movement verbs, relying
>>> instead on the more concise assignment statement.
>
> That, and structures, pictures. _____ Gerard Schildberger
>
>> For some values of "concise":
>>  1...5...10...15...20...25...30..
>> COBOL ADD DET-AMT TO TOTAL-AMT.
>> PL/I TOTAL_AMT = TOTAL_AMT + DET_AMT;
>
> It depends on the length of the variable names:
>
>  ADD X TO Y. ---- COBOL
>  Y=X+Y; ---- PL/I

Sure, that's why I used somewhat reasonable length
variable names. Sometimes a single letter is okay.

Anyway I wasn't quite sure what the status of += was.
PL/I wins +=:

```
      1...5...10...15...20...25
COBOL  ADD DET-AMT TO TOTAL-AMT.
PL/I   TOTAL_AMT += DET_AMT;
```

I guess COBOL needs a reasonable abbreviation or
symbol for COMPUTE.

--
Dan Espen

Subject: Re: New HD
Posted by Rod Speed on Sat, 02 Feb 2013 18:03:00 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D4BEA0016FDF@ac81932f.ipt.aol.com...
> Charlie Gibbs wrote:
>> In article <510bca11$20$fuzhry+tra$mr2ice@news.patriot.net>,
>> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>> In <jt6dnZLssJSxzZbMnZ2dnUVZ8vWdnZ2d@bt.com>, on 02/01/2013
>>> at 05:18 AM, Andrew Swallow <am.swallow@btinternet.com> said:
>>>
>>>> It dates back to 1959. Its main rivals were FORTRAN II and machine
>>>> dependant Assembler.
>>>
>>> That doesn't make it human readable. Some assembly code was less
>>> arcane and easier to read than COBOL. As for being machine dependent,
>>> so was COBOL. BTDT,GTS.
>>
>> I thought the idea was to make COBOL more readable for managers.
>> Oh wait, you said "human". My bad.
>>
>> But at a casual glance, COBOL _looks_ so much more readable and
>> friendly - and as the saying goes, "In politics, perception is reality."
>>
> Sigh! It means that any COBOL programmer can read it, understand it,
> and change it no matter what machine it runs on. There shouldn't be
> much training involved (other than the extensions based on that platform).

> Accounting types in those days wouldn't know, nor were trained to know,
> how to do algebra

Bullshit. Everyone who ended up in a professional job got that in school.

> which is what BASIC, FORTRAN and a few others were based on.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 02 Feb 2013 19:19:42 GMT
View Forum Message <> Reply to Message

In article <kdhhki$c30$1@dont-email.me>,
Charles Richmond <numerist@aquaporin4.com> wrote:
> "Mike Spencer" <mds@bogus.nodomain.nowhere> wrote in message
> news:87ip6skcyc.fsf@nudel.nodomain.nowhere...
>>
>> Canbear <nospam@nospam.com> writes:

>>
>>> On Fri, 18 Jan 2013 17:57:50 -0800 (PST), hancock4@bbs.cpcn.com wrote:

[ snip ]

>> I'm particularly glad that I got my first computer when I did: An
>> Osborne I in '87 when the typical user had a Mac or DOS/Win-2.0.
>> I made a hand-raised copper curry pan and swapped it even for the O1,
>> printer & software.
>>
>> In order to do anything interesting, I had to learn Z80/8080 assembler
>> and C. Starting only a bit later, with a less obsolete 80x86, I might
>> never have spent those many hours on such low-level stuff but, as I
>> did, I now have a much better grasp that I might have of what's really
>> happening inside my Linux boxen.
>
> ISTM that it's always good to have a grasp of what is *really* going on at
> the lower levels.
>
>>
>> OTOH, I worked once, in 1993, beside a student about to graduate from
>> a university (and presumably respectable) computer science program.
>> He didn't understand that when a system such a Unix was doing several
>> things "at the same time", it was in fact doing only one CPU instruction
>> from a single program at any point in time. Just didn't get it.
>>
>> Huh.
>
> Yes, properly put, the programs ran "concurrently" rather than
> "simultaneously". In the older days, all programs shared the same CPU.
> Now, with multiple "cores" of CPU's and multiple execution units inside
> *one* CPU... several instructions *can* be done simultaneously.
>
> What the current crop of computer science students *think* is going on
> inside the computer... is most likely far removed from reality.
>

That's sure my perception (as someone who teaches them and also
has been working in what /BAH calls "the biz" for -- a lot of
years now). They seem to have some mental model of how things work
at a low level that's, hm, "different from mine" is the closest
I can come to describing it -- well, that and "wrong-headed". :-)?
My best guess is that some of the difference has to do with the fact
that most of what they've done with computers, even in CS classes,
has been pretty far removed from what the hardware was doing, while
I spent some of my formative years writing IBM assembler code.
They *are* required to take a course in which they're taught a bit
about an assembler language (MIPS) and about circuit design at the

level of logic gates, but maybe it doesn't take.

How to make them understand ....  But I do question sometimes
whether *I*'m the one who doesn't really understand how things work,
since keeping up with field is not, alas, one of my best things.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 02 Feb 2013 19:20:24 GMT
View Forum Message <> Reply to Message

In article <20130123071108.0eb76a8c8471d12548232a73@eircom.net>,
Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>  On 22 Jan 2013 23:15:02 GMT
>  Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>
>>  On Mon, 2013-01-21, Ahem A Rivet's Shot wrote:
>>>  On 21 Jan 2013 09:21:40 GMT
>
>>>  Actually no - the first time I saw concurrency biting bad code
>>>  there were no threads, just multiple processes and a shared memory
>>>  segment.
>>
>>  OK, but I'd argue such applications were and are not the norm.
>
>  I wrote quite a lot of code that used shared memory before threads
>  became popular. Given my druthers I'd still do things that way.
>
>>  If you're going to drop your process's memory protection anyway, why
>>  not use threads?  (Assuming processes and threads were available in
>>  your environment.)
>
>  In a word control. With shared memory it's easy to know exactly
>  where the danger points are, with threads it's not so easy.
>
>

How so?  it seems to me that the potential pitfalls are the same --
problems resulting from unsynchronized access to shared variables --
but maybe there's something different about how you do that with, hm,
what's the non-threads version of that?  access to memory explicitly
shared among processes?

--

B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 02 Feb 2013 19:20:58 GMT
View Forum Message <> Reply to Message

In article <PM0004D446A7923606@aca21c14.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
>  Ahem A Rivet's Shot wrote:
>>  On Fri, 25 Jan 2013 10:54:50 -0600
>>  "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>>  Java conventions (and some in C++ and Pascal) say variables should be
>>>  like: LinePrinterOutput.  In C, I prefer the style:   line_printer_output.
>>
>>     Nitpick - the Java conventions (often borrowed in other OO
>>  languages) have LinePrinterOutput for classes and linePrinterOutput for
>>  variables, methods and member names.
>>
>  That is horrible!!!!
>

What it is you don't like about this style?  It's verbose, yeah,
but then again in my experience those long names do help a bit
with remembering, or guessing, what the library classes/methods do.
They're a pain to type, but I suspect a lot of developers these days
use tools that help with that (e.g., you type part of the name and
the tool presents you with some possible completions).

But then I may be biased by having spent a lot of time using Java,
where (as Steve just pointed out?) this style is customary.

So -- is it the verbosity, or the mixed case, or what?

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sat, 02 Feb 2013 21:00:22 GMT
View Forum Message <> Reply to Message

On 2 Feb 2013 19:20:24 GMT
blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

> In article <20130123071108.0eb76a8c8471d12548232a73@eircom.net>,
> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>> On 22 Jan 2013 23:15:02 GMT
>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>
>>> On Mon, 2013-01-21, Ahem A Rivet's Shot wrote:
>>>> On 21 Jan 2013 09:21:40 GMT
>>
>>>> Actually no - the first time I saw concurrency biting bad
>>>> code there were no threads, just multiple processes and a shared
>>>> memory segment.
>>>
>>> OK, but I'd argue such applications were and are not the norm.
>>
>> I wrote quite a lot of code that used shared memory before
>> threads became popular. Given my druthers I'd still do things that way.
>>
>>> If you're going to drop your process's memory protection anyway, why
>>> not use threads? (Assuming processes and threads were available in
>>> your environment.)
>>
>> In a word control. With shared memory it's easy to know exactly
>> where the danger points are, with threads it's not so easy.
>>
>>
>
> How so? it seems to me that the potential pitfalls are the same --
> problems resulting from unsynchronized access to shared variables --
> but maybe there's something different about how you do that with, hm,
> what's the non-threads version of that? access to memory explicitly
> shared among processes?

Precisely, so using processes and shared memory it's easy to know exactly which memory can be accessed concurrently, and more importantly which cannot. Whereas with threads it can be harder to tell - especially with Spring wired Java code where you have to double check the scope associated with the bean you're looking at (which of course is buried in an XML file somewhere a long way from the code) to figure out whether or not it's methods might be executed in more than one thread, and then decide whether it should be fixed by going to prototype scope or adding synchronised in suitable places.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

Subject: Re: New HD
Posted by D.J. on Sat, 02 Feb 2013 21:27:38 GMT
View Forum Message <> Reply to Message

On Thu, 31 Jan 2013 14:51:12 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:
> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kecioo$kqs$2@dont-email.me...
>> On 1/30/2013 7:12 PM, JimP. wrote:
>>> On 30 Jan 2013 21:07:39 GMT, greymausg <maus@mail.com> wrote:
>>>> On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid>
>>>> wrote:
>>>> > On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
>>>> > <numerist@aquaporin4.com> wrote:
>>>> >
>>>> >> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>>> >> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> >>> Gene Wirchenko wrote:
>>>> >>>
>>>> >>>> Andy Burns wrote:
>>>> >>>>
>>>> >>>>> could you put up with having to write "SUBTRACT x FROM y" instead
>>>> >>>>> of
>>>> >>>>> just using a hyphen as a minus sign?
>>>> >>>>
>>>> >>>>  compute y = y - x
>>>> >>>
>>>> >>> Mercifully I only had to use COBOL for a few months and BEER seems to
>>>> >>> have helped flush most of the damage from my brain :-)
>>>> >>>
>>>> >>
>>>> >> You cashed the paychecks, didn't you???  ;-)  COBOL is *not* a
>>>> >> language
>>>> >> I would *enjoy* working it so much, but it does present a challenge.
>>>> >> And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code
>>>> >> out
>>>> >> there. Thus he has the opporunity to *fix* it and be the "hero".
>>>> >>
>>>> >
>>>> > y2k was the time to cash in on COBOL;  strange to think there's still
>>>> > code
>>>> > out there was laste fixed up 12 years ago, but probably well older!
>>>> > When COBOL programs were written in the mid 80's and even early 90's
>>>> > there
>>>> > was no expectation they would still be live by the year 2000.
>>>>
>>>> Better a big fish in a small pond.
>>>> As an longtime Perl person, I note the recent message on Slashdot
>>>> announcing its demise. A bit soon to announce that?

>>>
>>> Demise of Perl or slashdot ?
>>>
>>> If perl, darn, I was going to learn that some day.
>>
>> Think of the time you'll save.
>>
>
> GNU one, Perl two... pretty soon you'll have a software sweater!

A wildebeast knitting would be something to see.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Sat, 02 Feb 2013 21:32:04 GMT
View Forum Message <> Reply to Message

On Thu, 31 Jan 2013 02:55:45 +0100, lawrence@gandi.cluon.com wrote:
> JimP. <pongbill127@cableone.net> writes:
>
>> On Wed, 30 Jan 2013 19:43:41 GMT, scott@slp53.sl.home (Scott Lurndal)
>> wrote:
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> "Scott Lurndal" <scott@slp53.sl.home> wrote in message
>>>> news:xgaOs.300951$ja6.160944@fed10.iad...
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >
>>>> >>
>>>> >>Your procedures will work fine for the new CPU designs and developments.
>>>> >>That's not how we did it in 60s and early 70s. There wasn't time in those
>>>> >>early days to have the luxury of emulation. What were we going to run it
>>>> >>on? A PDP-8?
>>>> >>
>>>> >
>>>> > A B-3500. A S/360. A CDC 6600.
>>>> >
>>>> > And yes, you could have run it on a PDP-8, albeit slowly.
>>>> >
>>>>
>>>> Mi$uck used to have a DEC VAX that they used to help develop different
>>>> BASIC's for the various microprocessors. So it does *not* seem unreasonable

>>>> for DEC to use another company's computer to do some things.  The story is
>>>> that Seymour Cray used a Mac to help him in the design of some of his latter
>>>> machines.
>>>
>>> At burroughs we had a VAX 11/750 specifically to run Simula.
>>
>>  At university in 1986-1990, we had a VAX 11/730 to do our VAX PASCAL
>>  homework on.
>>  .
>>  JimP.
>
> That must have been painful.  I had a '730 all to myself and thought it
> was sluggish.  I can't imagine how awful it would had been with other
> people using it.
>
> FWIW:  If anyone has a 730 (or the 725 variant) I'd be quite interested
> in buying it.

The main campus had a 11/780. Our '730 had a total of 10 DEC VT102
terminals on two campuses. Along with one 1200 bps modem port.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Charles Richmond on Sat, 02 Feb 2013 23:54:46 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:698.815T974T6874531@kltpzyxm.invalid...
>  In article <PM0004D4968EDDC370@aca21c56.ipt.aol.com>, See.above@aol.com
>  (jmfbahciv) writes:
>
>>  Wake up.  I've read a book using that font within the last 3 years..
>>  maybe 5 years.  Even though it was a work of fiction, I had trouble
>>  reading it because of the I character meaning two different things:
>>  If you read the text "foobar drove down the I96 for 20 minutes..."
>>  how would you interpret it?
>
>  Dunno.  Give me IO minutes to think about it.
>

Okay, 0...  I...  I0....  Done!!! You've had your couple of minutes.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sat, 02 Feb 2013 23:56:04 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D4BEC8630124@ac81932f.ipt.aol.com...
> Charlie Gibbs wrote:
>> In article <PM0004D4968EDDC370@aca21c56.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> Wake up. I've read a book using that font within the last 3 years..
>>> maybe 5 years. Even though it was a work of fiction, I had trouble
>>> reading it because of the I character meaning two different things:
>>> If you read the text "foobar drove down the I96 for 20 minutes..."
>>> how would you interpret it?
>>
>> Dunno. Give me IO minutes to think about it.
>>
> ROTFLMAO. Smarty pants. You spelled I/O wrong.
>

Yes, Charlie... and a few posts back you misspelled X. It is really spelled
EKS. See??? ;-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 03 Feb 2013 00:23:57 GMT
View Forum Message <> Reply to Message

"JimP." <pongbill127@cableone.net> wrote in message
news:3c1rg85kfuam7vmel5idvcmb3spfvlushp@4ax.com...
> On Thu, 31 Jan 2013 02:55:45 +0100, lawrence@gandi.cluon.com wrote:
>> JimP. <pongbill127@cableone.net> writes:
>>
>>> On Wed, 30 Jan 2013 19:43:41 GMT, scott@slp53.sl.home (Scott Lurndal)
>>> wrote:
>>>> "Charles Richmond" <numerist@aquaporin4.com> writes:

>>>> >"Scott Lurndal" <scott@slp53.sl.home> wrote in message
>>>> >news:xgaOs.300951$ja6.160944@fed10.iad...
>>>> >> jmfbahciv <See.above@aol.com> writes:
>>>> >>
>>>> >>>
>>>> >>>Your procedures will work fine for the new CPU designs and
>>>> >>>developments.
>>>> >>>That's not how we did it in 60s and early 70s.  There wasn't time in
>>>> >>>those
>>>> >>>early days to have the luxury of emulation.  What were we going to
>>>> >>>run it
>>>> >>>on?  A PDP-8?
>>>> >>>
>>>> >>
>>>> >> A B-3500.  A S/360.  A CDC 6600.
>>>> >>
>>>> >> And yes, you could have run it on a PDP-8, albeit slowly.
>>>> >>
>>>> >
>>>> >Mi$uck used to have a DEC VAX that they used to help develop different
>>>> >BASIC's for the various microprocessors. So it does *not* seem
>>>> >unreasonable
>>>> >for DEC to use another company's computer to do some things.  The story
>>>> >is
>>>> >that Seymour Cray used a Mac to help him in the design of some of his
>>>> >latter
>>>> >machines.
>>>>
>>>> At burroughs we had a VAX 11/750 specifically to run Simula.
>>>
>>>  At university in 1986-1990, we had a VAX 11/730 to do our VAX PASCAL
>>>  homework on.
>>>  .
>>>  JimP.
>>
>> That must have been painful.  I had a '730 all to myself and thought it
>> was sluggish.  I can't imagine how awful it would had been with other
>> people using it.
>>
>> FWIW:  If anyone has a 730 (or the 725 variant) I'd be quite interested
>> in buying it.
>
>  The main campus had a 11/780. Our '730 had a total of 10 DEC VT102
>  terminals on two campuses. Along with one 1200 bps modem port.
>  .

Perhaps your VAX 11/730 is what Carly Simon was writing about in her song "Anticipation".

se-e-even thirty.... se-e-even thirty... is making me wait, is keeping me
wa-a-a-aiting.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 03 Feb 2013 00:51:28 GMT
View Forum Message <> Reply to Message

On 2/2/2013 10:05 AM, jmfbahciv wrote:
> Charlie Gibbs wrote:
>> In article <PM0004D4967B588154@aca21c56.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> Stanley Daniel de Liver wrote:
>>>
>>>> PERFORM AA0-OPEN
>>>> ...
>>>>
>>>> AA0-OPEN SECTION
>>>>  PERFORM BB0-OPEN
>>>> ...
>>
>> I once met a fellow whose style was:
>>
>>  PROCEDURE DIVISION.
>>  A000-MAIN.
>>  PERFORM A000-EXECUTIVE.
>>  STOP RUN.
>>
>> This was followed by a bunch of boilerplate subroutines, enabling
>> him to put all common DATA DIVISION and PROCEDURE DIVISION stuff
>> into a single copy module. A dubious saving, IMHO.
>>
>>> I once was handed an accounting package where the original programmer
>>> thought he would "save" instructions by PERFORMing a subroutine which
>>> ADDed 1 TO FOO or some stupid thing like that.
>>
>> One program for which I was called in to analyze excessive CPU usage
>> cleared a 3-dimensional array with a 3-level PERFORM VARYING that
>> called the single line MOVE ZERO TO ARRAY(A,B,C). To add insult to
>> injury, the genius who wrote this thing declared all subscripts as
>> COMP-3 (packed decimal). Using a table of instruction execution
>> times and a look at the input data, I calculated that the program

>> would clear this 1800-element array 32,000 times, and spend 25 minutes
>> doing so.
>>
>>> I really liked COBOL to SORT using an input procedure and an output
>>> procedure.
>>
>> That was sort of handy. I never got into Report Writer, though.
>
> Oh, if the goal was to generate a report, using the full SORT
> procedure options was beautiful. Input a MESS^Wbunch of records,
> massage them and output added or collected various data for report.
>

If you were clever you could do almost anything, and it was usually
faster to sort records than other techniques. I'd read some records,
build a sort key to get them in the order I wanted and sort them. The
rest of the program was almost a no-brainer.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 03 Feb 2013 00:55:30 GMT
View Forum Message <> Reply to Message

On 2/2/2013 10:46 AM, Morten Reistad wrote:
>
> With an (emulator|virtual machine)
> you could run code before hardware was available. Never mind standalone
> hardware.
>
> This was how Microsoft got their shot at the basic market. They
> emulated the machines (on a PDP10, actually) and ran/debugged the code
> for them there. When hardware was available, they just loaded and ran,
> and found the hardware bugs within 60 minutes.

Likewise with PL/M - the first compiler was written in FORTRAN for a PDP-10.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 03 Feb 2013 00:59:49 GMT

View Forum Message <> Reply to Message

On 2/2/2013 2:20 PM, blmblm@myrealbox.com wrote:
> In article <PM0004D446A7923606@aca21c14.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Ahem A Rivet's Shot wrote:
>>> On Fri, 25 Jan 2013 10:54:50 -0600
>>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>>
>>>> Java conventions (and some in C++ and Pascal) say variables should be
>>>> like: LinePrinterOutput. In C, I prefer the style: line_printer_output.
>>>
>>> Nitpick - the Java conventions (often borrowed in other OO
>>> languages) have LinePrinterOutput for classes and linePrinterOutput for
>>> variables, methods and member names.
>>>
>> That is horrible!!!!
>>
>
> What it is you don't like about this style? It's verbose, yeah,
> but then again in my experience those long names do help a bit
> with remembering, or guessing, what the library classes/methods do.
> They're a pain to type, but I suspect a lot of developers these days
> use tools that help with that (e.g., you type part of the name and
> the tool presents you with some possible completions).
>
> But then I may be biased by having spent a lot of time using Java,
> where (as Steve just pointed out?) this style is customary.
>
> So -- is it the verbosity, or the mixed case, or what?
>

Real programmers use only UPPER CASE!

--
Pete

---

Subject: Re: New HD
Posted by D.J. on Sun, 03 Feb 2013 02:27:32 GMT
View Forum Message <> Reply to Message

On Sat, 2 Feb 2013 18:23:57 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:
> "JimP." <pongbill127@cableone.net> wrote in message
> news:3c1rg85kfuam7vmel5idvcmb3spfvlushp@4ax.com...
>> On Thu, 31 Jan 2013 02:55:45 +0100, lawrence@gandi.cluon.com wrote:

>>> JimP. <pongbill127@cableone.net> writes:
>>>
>>>>  On Wed, 30 Jan 2013 19:43:41 GMT, scott@slp53.sl.home (Scott Lurndal)
>>>>  wrote:
>>>> >"Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >>"Scott Lurndal" <scott@slp53.sl.home> wrote in message
>>>> >>news:xgaOs.300951$ja6.160944@fed10.iad...
>>>> >>> jmfbahciv <See.above@aol.com> writes:
>>>> >>>
>>>> >>>>
>>>> >>>>Your procedures will work fine for the new CPU designs and
>>>> >>>>developments.
>>>> >>>>That's not how we did it in 60s and early 70s.  There wasn't time in
>>>> >>>>those
>>>> >>>>early days to have the luxury of emulation.  What were we going to
>>>> >>>>run it
>>>> >>>>on?  A PDP-8?
>>>> >>>>
>>>> >>>
>>>> >>> A B-3500.  A S/360.  A CDC 6600.
>>>> >>>
>>>> >>> And yes, you could have run it on a PDP-8, albeit slowly.
>>>> >>>
>>>> >>
>>>> >>Mi$uck used to have a DEC VAX that they used to help develop different
>>>> >>BASIC's for the various microprocessors. So it does *not* seem
>>>> >>unreasonable
>>>> >>for DEC to use another company's computer to do some things.  The story
>>>> >>is
>>>> >>that Seymour Cray used a Mac to help him in the design of some of his
>>>> >>latter
>>>> >>machines.
>>>> >
>>>> >At burroughs we had a VAX 11/750 specifically to run Simula.
>>>>
>>>>  At university in 1986-1990, we had a VAX 11/730 to do our VAX PASCAL
>>>>  homework on.
>>>>  .
>>>>  JimP.
>>>
>>> That must have been painful.  I had a '730 all to myself and thought it
>>> was sluggish.  I can't imagine how awful it would had been with other
>>> people using it.
>>>
>>> FWIW:  If anyone has a 730 (or the 725 variant) I'd be quite interested
>>> in buying it.
>>
>>  The main campus had a 11/780. Our '730 had a total of 10 DEC VT102

>> terminals on two campuses. Along with one 1200 bps modem port.
>> .
>
> Perhaps your VAX 11/730 is what Carly Simon was writing about in her song
> "Anticipation".
>
> se-e-even thirty.... se-e-even thirty... is making me wait, is keeping me
> wa-a-a-aiting.

It wasn't too bad... until the time one professor got ADA and ran that
on it. Glaciers move faster up hill.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 03 Feb 2013 02:40:22 GMT
View Forum Message <> Reply to Message

In <510BC87D.5CC026E1@bytecraft.com>, on 02/01/2013
at 08:51 AM, Walter Banks <walter@bytecraft.com> said:

> They did better than that they indexed the documents and cataloged
> the contents.

I've got 20 shelves of manuals that I'm willing to donate in exchange
for that.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 03 Feb 2013 02:47:18 GMT
View Forum Message <> Reply to Message

In <icsj5gm4db.fsf@home.home>, on 02/01/2013

at 10:38 AM, Dan Espen <despen@verizon.net> said:

> For some values of "concise":

>  1...5...10...15...20...25...30..
> COBOL  ADD DET-AMT TO TOTAL-AMT.
> PL/I  TOTAL_AMT = TOTAL_AMT + DET_AMT;

I've seen very little code that just adds one variable to another.

> Is "+=" something more recent?

I don't recall when compound assignment operators came in. It was some time after the word "enterprise" was added to the name.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 03 Feb 2013 02:51:17 GMT
View Forum Message <> Reply to Message

In <997.815T74T6563803@kltpzyxm.invalid>, on 02/01/2013
at 10:56 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:

> But at a casual glance, COBOL _looks_ so much more readable and
> friendly

Ask a manager[1] who's never used COBOL what levels 77 and 88 mean.
That's more cryptic than any assembler I've ever used.

[1] Or an accountant, for that matter.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 03 Feb 2013 02:53:19 GMT
View Forum Message <> Reply to Message

In <keh6hp$hi$2@dont-email.me>, on 02/01/2013
at 01:54 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> I used to work with this older guy in the 80's who was originally
> from Michigan. He went to Michigan State (I think that was the
> school) and took one of the first computer courses offered to
> undergraduates there. They programmed in binary (represented by
> hex). They would store the binary in memory and leave extra no-ops
> between branches and destinations... so extra instructions could be
> patched in without changing the branch addresses. For the numbers
> 10 through 15, they used K S N J F L instead of A B C D E F.

That sound like the Michigan State Integral Computer (MISTIC, see
<http://en.wikipedia.org/wiki/MISTIC>), which we used to claim stood
for MIchigan STolen from Illinois Computer and which was a clone of
the ILLIAC (see <http://en.wikipedia.org/wiki/ILLIAC#ILLIAC_I>). MSU
wound up with a CDC 3600, which made me jealous.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 03 Feb 2013 05:10:28 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <icsj5gm4db.fsf@home.home>, on 02/01/2013
> at 10:38 AM, Dan Espen <despen@verizon.net> said:
>
>> For some values of "concise":
>
>> 1...5...10...15...20...25...30..
>> COBOL ADD DET-AMT TO TOTAL-AMT.
>> PL/I TOTAL_AMT = TOTAL_AMT + DET_AMT;
>
> I've seen very little code that just adds one variable to another.

Never seen code that accumulates a total?

Works out the same way adding 1 to a counter.

CTR = CTR + 1;
ADD 1 TO CTR.

(For some subset of counters.)

--
Dan Espen

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 03 Feb 2013 15:02:01 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Scott Lurndal wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>> Shmuel (Seymour J.) Metz wrote:
>>>> > In <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>, on 01/27/2013
>>>> > at 03:18 PM, jmfbahciv <See.above@aol.com> said:
>>>> >
>>>> >>Someone asked me about my work. OS development requires _real_
>>>> >>stand-alone time.
>>>> >
>>>> > IBM used a S/360 simulator for OS development before there was a S/360
>>>> > to have standalone time on. Nothing
>>>>
>>>> Except it was cheaper to not write a simulator.
>>>
>>> How do you justify this statement? What analysis of the alternatives
have
>>> you done to show that the costs saved by validating the architecture
before
>>> the backplane is fully wired don't exceed those required to develop the
>>> simulator (which is around one and 1/2 man-year of effort,
>>
>> We didn't have even 1/2 year. It took about 1-2 months to write/debug a
>> CPU driver.
>
> From the time the cpu could run code, yes. With an (emulator|virtual
machine)
> you could run code before hardware was available. Never mind standalone
> hardware.

>
> This was how Microsoft got their shot at the basic market. They
> emulated the machines (on a PDP10, actually) and ran/debugged the code
> for them there. When hardware was available, they just loaded and ran,
> and found the hardware bugs within 60 minutes.
>
> This gave them a year or so head start on the competition.

this all assumes that the hardware you get is the hardware on paper. Part
of debugging the hardware was the software worki. ******For you others,
this is how DEC worked and is not to be construed as any statement aobut
other manufacturers' methods of development*********.

>
>>> which in the
>>> 70's would have been somewhere around USD40,000 with bene's). It has been
>> my experience that
>>> the availability of a simulator would have accelerated delivery of the
>>> system sufficiently to recoup the relatively minor costs of simulator
>>> development.
>>
>> And the hardware would have cost $500K- a million. We didn't have that
>> kind money for developmetn. It wasn't the people-cost I was referring to;
>> it was the hardware cost.
>
> No, you would use the same hardware as was otherwise used for development,
> you just didn't have to do all that stand-alone time.

You can't have a hardware type twekaing the damned emulator when you're trying
to debug the hardware. An emulator doesn't fix anything w.r.t. hardware.

>
>>> If Digital really couldn't afford to lease time on a B5500, 709x or 360
for
>> that
>>> purpose, then they were operating on a much smaller shoestring than one
>>> would expect.
>>
>> Leasing time would not keep Company Confidential papers/bits out of the
>> hands of the public. I don't understand why you simply cannot accept
>> that we didn't use emulators. The cost was too much and the people
>> who did the work did it in far less time.
>
> I think the reason is as you stated, DEC (and DIGITAL, too) was
> a hardware company where software played the third violin (after
> support). Pampering the LCG with hardware and development software
> was not even considered.

That's what I've been saying for years and years and years in the
two newsgroups.  But just about everybody, ecept maybe Lynn had
to argue, call me Rush Linbaugh and wrong and stupid.

>
>  This again shows that DEC was pretty much without a real management.
>  At least one that acted like one. It runs to the credit of all the
>  employees that the company survived for as long as it did.

I guess I'll never understand what real management is supposed to be like :-).

<snip>

>>>
>>>  Who was Ed Lucente? And why did he get such a lucrative parachute in 94?
>>
>> [emoticon bites tongue]  I don't know.
>
>  I seem to remember DEC taking the second place in computer turnover
>  sometime around 1980-82, about 1/7th the size of IBM by 1985.
>
>  But I may be wrong.

What do you mean "turnover time"?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 03 Feb 2013 15:02:03 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
>  In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>  jmfbahciv  <See.above@aol.com> wrote:
>> Shmuel (Seymour J.) Metz wrote:
>>>  In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>     at 12:14 PM, Morten Reistad <first@last.name> said:
>>>
>>>> That the hardware showed up with different implementations than
>>>> what was planned is also an issue. There never was a "POO" manual
>>>> for the PDP(8/10/11) series.
>>>
>>>  There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>  three very different series. Off the top of my head DEC had the
>>>  following:
>

> No, I know that. I just tried to group together the three major
> series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>
> I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
> that much.
>
>> Morent meant product lines and that's how I read it.
>>
>>>
>>> Alpha
>>> LINC, in various packages
>>> PDP-5 and 8
>>> PDP-6, PDP-10 and derivatives
>>> PDP-7, -9 and -15
>>> PDP-11 and LSI-11
>>> VAX
>>>
>>> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>> PDP-7 or separate lines. I vaguely recall that they may have been
>>> derived from the TX-0.
>>>
>>
>> The above is a tad mixed up but that's all documented somewhere.
>
> I never saw a POO (Principles of Operation) manual from DEC before
> the VAX pretty late in the VAX careers (long after the 8500).

I don't think I"ve ever seen a POO. We documented everything so
are you talking about the way the information was presented?

>
> Not for the PDP-10, PDP-11s or PDP-8s.
>
> This is the "meta-manual" for the whole series. Like the ones
> IBM made for the 360, 370 and later architectures. If you code
> to that, you are safe that it will work on the next generation
> hardware too.

What informatioon ismissing from our processor and hardware reference
manuals which is in POOs?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 03 Feb 2013 15:02:04 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <icsj5gm4db.fsf@home.home>, on 02/01/2013
>> at 10:38 AM, Dan Espen <despen@verizon.net> said:
>>
>>> For some values of "concise":
>>
>>> 1...5...10...15...20...25...30..
>>> COBOL ADD DET-AMT TO TOTAL-AMT.
>>> PL/I TOTAL_AMT = TOTAL_AMT + DET_AMT;
>>
>> I've seen very little code that just adds one variable to another.
>
> Never seen code that accumulates a total?
>
> Works out the same way adding 1 to a counter.
>
> CTR = CTR + 1;
> ADD 1 TO CTR.
>
> (For some subset of counters.)

One of the difficulies algebra-trained people had was
the fact that the first CTR was not the second CTR.

Most human-written math statements would use subscripts.

/BAH

>

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 03 Feb 2013 15:02:08 GMT
View Forum Message <> Reply to Message

JimP. wrote:
> On Thu, 31 Jan 2013 14:51:12 -0600, "Charles Richmond"
> <numerist@aquaporin4.com> wrote:
>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>> news:kecioo$kqs$2@dont-email.me...
>>> On 1/30/2013 7:12 PM, JimP. wrote:
>>>> On 30 Jan 2013 21:07:39 GMT, greymausg <maus@mail.com> wrote:
>>>> > On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid>
>>>> > wrote:
>>>> >> On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
>>>> >> <numerist@aquaporin4.com> wrote:

>>>> >>
>>>> >>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>>> >>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> >>>> Gene Wirchenko wrote:
>>>> >>>>
>>>> >>>>> Andy Burns wrote:
>>>> >>>>>
>>>> >>>>>> could you put up with having to write "SUBTRACT x FROM y" instead
>>>> >>>>>> of
>>>> >>>>>> just using a hyphen as a minus sign?
>>>> >>>>>
>>>> >>>>>        compute y = y - x
>>>> >>>>
>>>> >>>> Mercifully I only had to use COBOL for a few months and BEER seems to
>>>> >>>> have helped flush most of the damage from my brain :-)
>>>> >>>>
>>>> >>>
>>>> >>> You cashed the paychecks, didn't you???   ;-)  COBOL is *not* a
>>>> >>> language
>>>> >>> I would *enjoy* working it so much, but it does present a challenge.
>>>> >>> And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code
>>>> >>> out
>>>> >>> there. Thus he has the opporunity to *fix* it and be the "hero".
>>>> >>>
>>>> >>
>>>> >> y2k was the time to cash in on COBOL;  strange to think there's still
>>>> >> code
>>>> >> out there was laste fixed up 12 years ago, but probably well older!
>>>> >> When COBOL programs were written in the mid 80's and even early 90's
>>>> >> there
>>>> >> was no expectation they would still be live by the year 2000.
>>>> >
>>>> > Better a big fish in a small pond.
>>>> > As an longtime Perl person, I note the recent message on Slashdot
>>>> > announcing its demise. A bit soon to announce that?
>>>>
>>>>  Demise of Perl or slashdot ?
>>>>
>>>>  If perl, darn, I was going to learn that some day.
>>>>
>>>  Think of the time you'll save.
>>>>
>>
>> GNU one, Perl two...  pretty soon you'll have a software sweater!
>
>  A wildebeast knitting would be something to see.

Inside a PYTHON?

/BAH

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 03 Feb 2013 16:39:10 GMT
View Forum Message <> Reply to Message

In <PM0004D4BEC4C05726@ac81932f.ipt.aol.com>, on 02/02/2013
at 03:05 PM, jmfbahciv <See.above@aol.com> said:

> We did machine code in our shop

Why not assembler?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 03 Feb 2013 16:44:18 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Morten Reistad wrote:
>> In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Scott Lurndal wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>> >Shmuel (Seymour J.) Metz wrote:
>>>> >> In <PM0004D4469A8CD9FF@aca21c14.ipt.aol.com>, on 01/27/2013
>>>> >> at 03:18 PM, jmfbahciv <See.above@aol.com> said:
>>>> >>
>>>> >>>Someone asked me about my work. OS development requires _real_
>>>> >>>stand-alone time.
>>>> >>
>>>> >> IBM used a S/360 simulator for OS development before there was a S/360
>>>> >> to have standalone time on. Nothing
>>>> >
>>>> >Except it was cheaper to not write a simulator.
>>>>

>>>>  How do you justify this statement?  What analysis of the alternatives
>  have
>>>>  you done to show that the costs saved by validating the architecture
>  before
>>>>  the backplane is fully wired don't exceed those required to develop the
>>>>  simulator (which is around one and 1/2 man-year of effort,
>>>
>>> We didn't have even 1/2 year.  It took about 1-2 months to write/debug a
>>> CPU driver.
>>
>>  From the time the cpu could run code, yes. With an (emulator|virtual
>  machine)
>>  you could run code before hardware was available. Never mind standalone
>>  hardware.
>>
>>  This was how Microsoft got their shot at the basic market. They
>>  emulated the machines (on a PDP10, actually) and ran/debugged the code
>>  for them there. When hardware was available, they just loaded and ran,
>>  and found the hardware bugs within 60 minutes.
>>
>>  This gave them a year or so head start on the competition.
>
>  this all assumes that the hardware you get is the hardware on paper.  Part
>  of debugging the hardware was the software worki.  ******For you others,
>  this is how DEC worked and is not to be construed as any statement aobut
>  other manufacturers' methods of development*********.
>
>>
>>>> which in the
>>>>  70's would have been somewhere around USD40,000 with bene's).  It has been
>>> my experience that
>>>>  the availability of a simulator would have accelerated delivery of the
>>>>  system sufficiently to recoup the relatively minor costs of simulator
>>>>  development.
>>>
>>> And the hardware would have cost $500K- a million.  We didn't have that
>>> kind money for developmetn.  It wasn't the people-cost I was referring to;
>>> it was the hardware cost.
>>
>>  No, you would use the same hardware as was otherwise used for development,
>>  you just didn't have to do all that stand-alone time.
>
>  You can't have a hardware type twekaing the damned emulator when you're trying
>  to debug the hardware.  An emulator doesn't fix anything w.r.t. hardware.
>
>>
>>>>  If Digital really couldn't afford to lease time on a B5500, 709x or 360
>  for

>>> that
>>>>  purpose, then they were operating on a much smaller shoestring than one
>>>>  would expect.
>>>
>>> Leasing time would not keep Company Confidential papers/bits out of the
>>> hands of the public.  I don't understand why you simply cannot accept
>>> that we didn't use emulators.  The cost was too much and the people
>>> who did the work did it in far less time.
>>
>>  I think the reason is as you stated, DEC (and DIGITAL, too) was
>>  a hardware company where software played the third violin (after
>>  support). Pampering the LCG with hardware and development software
>>  was not even considered.
>
>  That's what I've been saying for years and years and years in the
>  two newsgroups.  But just about everybody, ecept maybe Lynn had
>  to argue, call me Rush Linbaugh and wrong and stupid.

Real persecution complex you're showing there.

You ONLY get Rush Limbaugh comments when you make outrageous right wing claims.

Why you've decided that you are also persecuted on this issue is beyond me.  DEC didn't use simulators.  Fine.  Other people have pointed out that other vendors did use simulators, and did use them in the same time frame that DEC was around.  They've also pointed out some of the advantages.

You're comments that DEC didn't use simulators is a good contribution to AFC.  I don't see what you expect beyond that.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 03 Feb 2013 16:47:03 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

>  Morten Reistad wrote:
>>  In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>> Shmuel (Seymour J.) Metz wrote:
>>>>  In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>>     at 12:14 PM, Morten Reistad <first@last.name> said:

>>>>
>>>> >That the hardware showed up with different implementations than
>>>> >what was planned is also an issue. There never was a "POO" manual
>>>> >for the PDP(8/10/11) series.
>>>>
>>>>  There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>>  three very different series. Off the top of my head DEC had the
>>>>  following:
>>
>>  No, I know that. I just tried to group together the three major
>>  series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>
>>  I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>  that much.
>>
>>> Morent meant product lines and that's how I read it.
>>>
>>>>
>>>>  Alpha
>>>>  LINC, in various packages
>>>>  PDP-5 and 8
>>>>  PDP-6, PDP-10 and derivatives
>>>>  PDP-7, -9 and -15
>>>>  PDP-11 and LSI-11
>>>>  VAX
>>>>
>>>>  I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>>  PDP-7 or separate lines. I vaguely recall that they may have been
>>>>  derived from the TX-0.
>>>>
>>>
>>> The above is a tad mixed up but that's all documented somewhere.
>>
>>  I never saw a POO (Principles of Operation) manual from DEC before
>>  the VAX pretty late in the VAX careers (long after the 8500).
>
>  I don't think I"ve ever seen a POO.  We documented everything so
>  are you talking about the way the information was presented?
>
>>
>>  Not for the PDP-10, PDP-11s or PDP-8s.
>>
>>  This is the "meta-manual" for the whole series. Like the ones
>>  IBM made for the 360, 370 and later architectures. If you code
>>  to that, you are safe that it will work on the next generation
>>  hardware too.
>
>  What informatioon ismissing from our processor and hardware reference

> manuals which is in POOs?

An IBM POO (Principles Of Operation) describes addressing modes,
instruction format, how I/O works and each instruction.

--
Dan Espen

---

Subject: Re: New HD
Posted by James O. Brown on Sun, 03 Feb 2013 18:32:05 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icr4kxibug.fsf@home.home...
> jmfbahciv <See.above@aol.com> writes:
>
>> Morten Reistad wrote:
>>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Shmuel (Seymour J.) Metz wrote:
>>>> > In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> > at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >
>>>> >>That the hardware showed up with different implementations than
>>>> >>what was planned is also an issue. There never was a "POO" manual
>>>> >>for the PDP(8/10/11) series.
>>>> >
>>>> > There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> > three very different series. Off the top of my head DEC had the
>>>> > following:
>>>
>>> No, I know that. I just tried to group together the three major
>>> series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>
>>> I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>> that much.
>>>
>>>> Morent meant product lines and that's how I read it.
>>>>
>>>> >
>>>> > Alpha
>>>> > LINC, in various packages
>>>> > PDP-5 and 8
>>>> > PDP-6, PDP-10 and derivatives
>>>> > PDP-7, -9 and -15
>>>> > PDP-11 and LSI-11
>>>> > VAX

>>>> >
>>>> > I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> > PDP-7 or separate lines. I vaguely recall that they may have been
>>>> > derived from the TX-0.
>>>> >
>>>>
>>>> The above is a tad mixed up but that's all documented somewhere.
>>>
>>>  I never saw a POO (Principles of Operation) manual from DEC before
>>>  the VAX pretty late in the VAX careers (long after the 8500).
>>
>>  I don't think I"ve ever seen a POO.  We documented everything so
>>  are you talking about the way the information was presented?
>>
>>>
>>>  Not for the PDP-10, PDP-11s or PDP-8s.
>>>
>>>  This is the "meta-manual" for the whole series. Like the ones
>>>  IBM made for the 360, 370 and later architectures. If you code
>>>  to that, you are safe that it will work on the next generation
>>>  hardware too.
>>
>>  What informatioon ismissing from our processor and hardware reference
>>  manuals which is in POOs?
>
>  An IBM POO (Principles Of Operation) describes addressing modes,
>  instruction format, how I/O works and each instruction.

Which is what the DEC processor and hardware reference manuals did.

I think the main difference is that the IBM POO at least in theory
meant that if you only used stuff spelt out there, you could be
confident that new machines that hadn't showed up yet would
still support that approach. DEC never really had that approach.

Corse it got more complicated than that with the stuff that
was not in the 360/370 series and even with the 360/370
series, specific machines had stuff that some of the members
of the series didn’t have.

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 03 Feb 2013 19:04:38 GMT
View Forum Message <> Reply to Message

"James O. Brown" <job654@ax.com> writes:

>  "Dan Espen" <despen@verizon.net> wrote in message

> news:icr4kxibug.fsf@home.home...
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Morten Reistad wrote:
>>>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> >Shmuel (Seymour J.) Metz wrote:
>>>> >> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> >> at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >>
>>>> >>>That the hardware showed up with different implementations than
>>>> >>>what was planned is also an issue. There never was a "POO" manual
>>>> >>>for the PDP(8/10/11) series.
>>>> >>
>>>> >> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> >> three very different series. Off the top of my head DEC had the
>>>> >> following:
>>>>
>>>> No, I know that. I just tried to group together the three major
>>>> series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>>
>>>> I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>>> that much.
>>>>
>>>> >Morent meant product lines and that's how I read it.
>>>> >
>>>> >>
>>>> >> Alpha
>>>> >> LINC, in various packages
>>>> >> PDP-5 and 8
>>>> >> PDP-6, PDP-10 and derivatives
>>>> >> PDP-7, -9 and -15
>>>> >> PDP-11 and LSI-11
>>>> >> VAX
>>>> >>
>>>> >> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> >> PDP-7 or separate lines. I vaguely recall that they may have been
>>>> >> derived from the TX-0.
>>>> >>
>>>> >
>>>> >The above is a tad mixed up but that's all documented somewhere.
>>>>
>>>> I never saw a POO (Principles of Operation) manual from DEC before
>>>> the VAX pretty late in the VAX careers (long after the 8500).
>>>
>>> I don't think I"ve ever seen a POO. We documented everything so
>>> are you talking about the way the information was presented?
>>>

>>>>
>>>> Not for the PDP-10, PDP-11s or PDP-8s.
>>>>
>>>> This is the "meta-manual" for the whole series. Like the ones
>>>> IBM made for the 360, 370 and later architectures. If you code
>>>> to that, you are safe that it will work on the next generation
>>>> hardware too.
>>>
>>> What informatioon ismissing from our processor and hardware reference
>>> manuals which is in POOs?
>>
>> An IBM POO (Principles Of Operation) describes addressing modes,
>> instruction format, how I/O works and each instruction.
>
> Which is what the DEC processor and hardware reference manuals did.
>
> I think the main difference is that the IBM POO at least in theory
> meant that if you only used stuff spelt out there, you could be
> confident that new machines that hadn't showed up yet would
> still support that approach. DEC never really had that approach.
>
> Corse it got more complicated than that with the stuff that
> was not in the 360/370 series and even with the 360/370
> series, specific machines had stuff that some of the members
> of the series didn’t have.

POO tries to be clear about features that are model dependent.
For example some of the string functions are interuptable.

If you try to move 12 million bytes from A to B, the move may
interrupt, set a condition code and you need to branch back to
continue. How many bytes get moved before this happens is
model dependent. POO typically won't tell you which models do
what, rather they just declare it unspecified.

--
Dan Espen

---

Subject: Re: New HD
Posted by Andrew Swallow on Sun, 03 Feb 2013 19:05:55 GMT
View Forum Message <> Reply to Message

On 03/02/2013 15:02, jmfbahciv wrote:
> Morten Reistad wrote:
>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Shmuel (Seymour J.) Metz wrote:

>>>>  In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>>  at 12:14 PM, Morten Reistad <first@last.name> said:
>>>>
>>>> > That the hardware showed up with different implementations than
>>>> > what was planned is also an issue. There never was a "POO" manual
>>>> > for the PDP(8/10/11) series.
>>>>
>>>>  There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>>  three very different series. Off the top of my head DEC had the
>>>>  following:
>>
>>  No, I know that. I just tried to group together the three major
>>  series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>
>>  I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>  that much.
>>
>>>  Morent meant product lines and that's how I read it.
>>>
>>>>
>>>>  Alpha
>>>>  LINC, in various packages
>>>>  PDP-5 and 8
>>>>  PDP-6, PDP-10 and derivatives
>>>>  PDP-7, -9 and -15
>>>>  PDP-11 and LSI-11
>>>>  VAX
>>>>
>>>>  I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>>  PDP-7 or separate lines. I vaguely recall that they may have been
>>>>  derived from the TX-0.
>>>>
>>>
>>>  The above is a tad mixed up but that's all documented somewhere.
>>
>>  I never saw a POO (Principles of Operation) manual from DEC before
>>  the VAX pretty late in the VAX careers (long after the 8500).
>
>  I don't think I"ve ever seen a POO.  We documented everything so
>  are you talking about the way the information was presented?
>
>>
>>  Not for the PDP-10, PDP-11s or PDP-8s.
>>
>>  This is the "meta-manual" for the whole series. Like the ones
>>  IBM made for the 360, 370 and later architectures. If you code
>>  to that, you are safe that it will work on the next generation
>>  hardware too.

>
> What informatioon ismissing from our processor and hardware reference
> manuals which is in POOs?
>
> /BAH
>

A POO is boss document. The hardware had to meet its requirements.

Andrew Swallow

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Sun, 03 Feb 2013 19:25:39 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> POO tries to be clear about features that are model dependent.
> For example some of the string functions are interuptable.
>
> If you try to move 12 million bytes from A to B, the move may
> interrupt, set a condition code and you need to branch back to
> continue. How many bytes get moved before this happens is
> model dependent. POO typically won't tell you which models do
> what, rather they just declare it unspecified.

POO was one of the first major corporate documents moved to CMS script. POO was actually subset of the architecture "red book" (from distribution in red 3-ring binders). cms script command line would either produce the POO subset or the full architecture "red book" (about twice as large as POO). The architecture "red book" had lots of stuff about instruction/feature justification, design trade-offs, model dependent &/or implementation considerations (lots of stuff that doesn't showup in the POO).

misc. recent posts mentioning architecture red book:
http://www.garlic.com/~lynn/2012.html#64 Has anyone successfully migrated off mainframes?
http://www.garlic.com/~lynn/2012e.html#49 US payments system failing to meet the needs of the digital economy
http://www.garlic.com/~lynn/2012e.html#59 Word Length
http://www.garlic.com/~lynn/2012f.html#19 Can Mainframes Be Part Of Cloud Computing?
http://www.garlic.com/~lynn/2012j.html#82 printer history Languages influenced by PL/1
http://www.garlic.com/~lynn/2012l.html#23 PDP-10 system calls, was 1132 printer history
http://www.garlic.com/~lynn/2012l.html#24 "execs" or "scripts"
http://www.garlic.com/~lynn/2012l.html#73 PDP-10 system calls, was 1132 printer history
http://www.garlic.com/~lynn/2012o.html#11 Mainframes are still the best platform for high volume transaction processing
http://www.garlic.com/~lynn/2013.html#72 IBM documentation - anybody know the current tool?

(from Mislocated Doc thread)
http://www.garlic.com/~lynn/2013b.html#7 mainframe "selling" points

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sun, 03 Feb 2013 19:28:25 GMT
View Forum Message <> Reply to Message

In article <kek922$nr3$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D4BEC8630124@ac81932f.ipt.aol.com...
>
>> Charlie Gibbs wrote:
>>
>>> In article <PM0004D4968EDDC370@aca21c56.ipt.aol.com>,
>>> See.above@aol.com (jmfbahciv) writes:
>>>
>>>> Wake up. I've read a book using that font within the last 3 years..
>>>> maybe 5 years. Even though it was a work of fiction, I had trouble
>>>> reading it because of the I character meaning two different things:
>>>> If you read the text "foobar drove down the I96 for 20 minutes..."
>>>> how would you interpret it?
>>>
>>> Dunno. Give me IO minutes to think about it.
>>>
>> ROTFLMAO. Smarty pants. You spelled I/O wrong.
>
> Yes, Charlie... and a few posts back you misspelled X. It is really
> spelled EKS. See??? ;-)

Harry Harrison dealt with that in "Bill, the Galactic Hero".
Except he spelled it Ecks.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sun, 03 Feb 2013 19:53:47 GMT

View Forum Message <> Reply to Message

In article <an576dFfea4U3@mid.individual.net>,
blmblm.myrealbox@gmail.com (blmblm@myrealbox.com) writes:

> In article <kdhhki$c30$1@dont-email.me>,
> Charles Richmond <numerist@aquaporin4.com> wrote:
>
>> What the current crop of computer science students *think* is going
>> on inside the computer... is most likely far removed from reality.
>
> That's sure my perception (as someone who teaches them and also
> has been working in what /BAH calls "the biz" for -- a lot of
> years now). They seem to have some mental model of how things work
> at a low level that's, hm, "different from mine" is the closest
> I can come to describing it -- well, that and "wrong-headed". :-)?
> My best guess is that some of the difference has to do with the fact
> that most of what they've done with computers, even in CS classes,
> has been pretty far removed from what the hardware was doing, while
> I spent some of my formative years writing IBM assembler code.
> They *are* required to take a course in which they're taught a bit
> about an assembler language (MIPS) and about circuit design at the
> level of logic gates, but maybe it doesn't take.

The impression I always got was that CS weenies look upon that
low-level stuff with the same sort of distaste shown by an
upper-class twit towards all that icky oil and grease and
mechanical parts in his car. It's the job of mechanics and
other lower classes to worry about such things.

> How to make them understand .... But I do question sometimes
> whether *I*'m the one who doesn't really understand how things
> work, since keeping up with field is not, alas, one of my best
> things.

It's a lost cause if their lack of understanding is worn as a
badge of pride.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: computer models and architecture, was New HD
Posted by John Levine on Sun, 03 Feb 2013 19:54:42 GMT
View Forum Message <> Reply to Message

> What informatioon is missing from our processor and hardware reference
> manuals which is in POOs?

Rules about what won't change from one implementation to another. IBM also had (has) Functional Characteristics manuals that describe the software-visible details of each implementation.

Before the 360 series, IBM did roughly what DEC did. New computers would come out that would be largely compatible with the previous ones, give or take some warts around the edges that didn't affect most programs.

For the 360 series, they invented the idea of (and the name of) computer architecture. The 360 was defined independent of any implementation. Then they went out and implemented it in ways ranging from the heavily microprogrammed byte serial 360/30 up to the doubleword parallel random logic cached 360/85. Unlike previous machines, they were both downward and upward compatible. If you had a program that ran on a 360/85, it would also run on a 360/30 so long as it avoided a short list of documented limitations like enough memory and peripherals and timing loops.

--
Regards,
John Levine, johnl@iecc.com, Primary Perpetrator of "The Internet for Dummies",
Please consider the environment before reading this e-mail. http://jl.ly

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sun, 03 Feb 2013 19:56:26 GMT
View Forum Message <> Reply to Message

In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>, See.above@aol.com (jmfbahciv) writes:

> I guess I'll never understand what real management is supposed to be
> like :-).

That's because there are so few good examples. 1/2 :-)

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.

/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

Subject: Re: New HD
Posted by Peter Flass on Sun, 03 Feb 2013 20:01:05 GMT
View Forum Message <> Reply to Message

On 2/3/2013 10:02 AM, jmfbahciv wrote:
>  Morten Reistad wrote:
>>  In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>>  Shmuel (Seymour J.) Metz wrote:
>>>>  In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>>      at 12:14 PM, Morten Reistad <first@last.name> said:
>>>>
>>>> > That the hardware showed up with different implementations than
>>>> > what was planned is also an issue. There never was a "POO" manual
>>>> > for the PDP(8/10/11) series.
>>>>
>>>>  There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>>  three very different series. Off the top of my head DEC had the
>>>>  following:
>>
>>  No, I know that. I just tried to group together the three major
>>  series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>
>>  I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>  that much.
>>
>>>  Morent meant product lines and that's how I read it.
>>>
>>>>
>>>>      Alpha
>>>>      LINC, in various packages
>>>>      PDP-5 and 8
>>>>      PDP-6, PDP-10 and derivatives
>>>>      PDP-7, -9 and -15
>>>>      PDP-11 and LSI-11
>>>>      VAX
>>>>
>>>>  I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>>  PDP-7 or separate lines. I vaguely recall that they may have been
>>>>  derived from the TX-0.
>>>>
>>>
>>>  The above is a tad mixed up but that's all documented somewhere.
>>
>>  I never saw a POO (Principles of Operation) manual from DEC before

>> the VAX pretty late in the VAX careers (long after the 8500).
>
> I don't think I"ve ever seen a POO. We documented everything so
> are you talking about the way the information was presented?
>
>>
>> Not for the PDP-10, PDP-11s or PDP-8s.
>>
>> This is the "meta-manual" for the whole series. Like the ones
>> IBM made for the 360, 370 and later architectures. If you code
>> to that, you are safe that it will work on the next generation
>> hardware too.
>
> What informatioon ismissing from our processor and hardware reference
> manuals which is in POOs?
>

DEC seems to have been a rather "seat-of-the-pants" operation as you describe it. This has some advantages in "agility", but also disadvantages. You apparently wrote the manuals after the fact based on what the hardware folks came up with. The difference between this and a POO isn't what they contain but rather in the fact that the POO was written first, and the hardware guys had to implement what was written or find a darn good reason why they couldn't. This probably takes longer up front, but then as we've said, the advantage is that the hardware and software work proceed in parallel.

This is all moot now, of course. It's always easy to say how things might have been done after the fact.

--
Pete

---

Subject: Re: New HD
Posted by Morten Reistad on Sun, 03 Feb 2013 21:05:35 GMT
View Forum Message <> Reply to Message

In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Morten Reistad wrote:
>> In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Scott Lurndal wrote:

>>>> >Except it was cheaper to not write a simulator.
>>>>

>>>>  How do you justify this statement?  What analysis of the alternatives
> have
>>>>  you done to show that the costs saved by validating the architecture
> before
>>>>  the backplane is fully wired don't exceed those required to develop the
>>>>  simulator (which is around one and 1/2 man-year of effort,
>>>
>>> We didn't have even 1/2 year.  It took about 1-2 months to write/debug a
>>> CPU driver.
>>
>>  From the time the cpu could run code, yes. With an (emulator|virtual
> machine)
>>  you could run code before hardware was available. Never mind standalone
>>  hardware.
>>
>>  This was how Microsoft got their shot at the basic market. They
>>  emulated the machines (on a PDP10, actually) and ran/debugged the code
>>  for them there. When hardware was available, they just loaded and ran,
>>  and found the hardware bugs within 60 minutes.
>>
>>  This gave them a year or so head start on the competition.
>
> this all assumes that the hardware you get is the hardware on paper.  Part
> of debugging the hardware was the software worki.  ******For you others,
> this is how DEC worked and is not to be construed as any statement aobut
> other manufacturers' methods of development*********.

Even with hardware differing from the spec, emulators are _very_
useful. Or rather, especially in that case.

>>>> which in the
>>>>  70's would have been somewhere around USD40,000 with bene's).  It has been
>>> my experience that
>>>>  the availability of a simulator would have accelerated delivery of the
>>>>  system sufficiently to recoup the relatively minor costs of simulator
>>>>  development.
>>>
>>> And the hardware would have cost $500K- a million.  We didn't have that
>>> kind money for developmetn.  It wasn't the people-cost I was referring to;
>>> it was the hardware cost.
>>
>>  No, you would use the same hardware as was otherwise used for development,
>>  you just didn't have to do all that stand-alone time.
>
> You can't have a hardware type twekaing the damned emulator when you're trying
> to debug the hardware.  An emulator doesn't fix anything w.r.t. hardware.
>
>>

>>>>  If Digital really couldn't afford to lease time on a B5500, 709x or 360
> for
>>> that
>>>>  purpose, then they were operating on a much smaller shoestring than one
>>>>  would expect.
>>>
>>> Leasing time would not keep Company Confidential papers/bits out of the
>>> hands of the public.  I don't understand why you simply cannot accept
>>> that we didn't use emulators.  The cost was too much and the people
>>> who did the work did it in far less time.
>>
>>  I think the reason is as you stated, DEC (and DIGITAL, too) was
>>  a hardware company where software played the third violin (after
>>  support). Pampering the LCG with hardware and development software
>>  was not even considered.
>
> That's what I've been saying for years and years and years in the
> two newsgroups.  But just about everybody, ecept maybe Lynn had
> to argue, call me Rush Linbaugh and wrong and stupid.

You tend to generalise somewhat from the DEC experience, and when
what DEC had as a policy differ from what was generally understood
they tend to howl back.

This topic intreagues me. How far was the KA10 (or the other PDP10s, for that
matter)  from being a self-virtualising engine?

>>  This again shows that DEC was pretty much without a real management.
>>  At least one that acted like one. It runs to the credit of all the
>>  employees that the company survived for as long as it did.
>
> I guess I'll never understand what real management is supposed to be like :-).

First and foremost, it would take a long, hard look at how your
own organisation differed from the industry mainstream, and analyse
strengths and weaknesses, and work directly on those.

I never saw any evidence anything like this happened in DEC.

> <snip>
>
>>>>
>>>>  Who was Ed Lucente? And why did he get such a lucrative parachute in 94?
>>>
>>> [emoticon bites tongue]  I don't know.
>>
>>  I seem to remember DEC taking the second place in computer turnover
>>  sometime around 1980-82, about 1/7th the size of IBM by 1985.

>>
>> But I may be wrong.
>
> What do you mean "turnover time"?

No, not turnover time. Turnover. British English for gross sales,
periodised. (so sales for next year is attributed there instead of
on this budget)

-- mrr

---

Subject: Re: New HD
Posted by Morten Reistad on Sun, 03 Feb 2013 21:10:49 GMT
View Forum Message <> Reply to Message

In article <PM0004D4D3036C913F@aca269d9.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Morten Reistad wrote:
>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Shmuel (Seymour J.) Metz wrote:
(no poo (principles of operations))
>> Not for the PDP-10, PDP-11s or PDP-8s.
>>
>> This is the "meta-manual" for the whole series. Like the ones
>> IBM made for the 360, 370 and later architectures. If you code
>> to that, you are safe that it will work on the next generation
>> hardware too.
>
> What informatioon ismissing from our processor and hardware reference
> manuals which is in POOs?

A POO will describe what a PDP-11 or a PDP-10 is, not the
specific KL/KI/KA, not the /20, /70 etc.

When you have dozens of implementations this becomes a very
important document.

It needs to be good enough to write an OS and compilers from,
but need not have exact information on each implementation.
(Like timings, exact capacities etc).

Even Prime had a manual like this.

-- mrr

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 03 Feb 2013 21:56:23 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icehgyj83f.fsf@home.home...
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> I've seen very little code that just adds one variable to another.
>
> Never seen code that accumulates a total?
>
> Works out the same way adding 1 to a counter.
>
> CTR = CTR + 1;
> ADD 1 TO CTR.
>
> (For some subset of counters.)
>

On this side of the pond, programmers like to call adding one to a
variable... incrementing the variable. Some processors (like the 6502) have
an INC instruction that does that for a byte. ISTM that I have seen some
British "order codes" (aka "instruction sets") that use the mnemonic TALLY
for adding one to a variable, instead of INC. Does anyone recognize this???

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 03 Feb 2013 22:01:24 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D4D331CA3FDE@aca269d9.ipt.aol.com...
> Dan Espen wrote:
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>>
>>> [snip...] [snip..] [snip..]
>>>
>>> I've seen very little code that just adds one variable to another.
>>
>> Never seen code that accumulates a total?

>>
>> Works out the same way adding 1 to a counter.
>>
>> CTR = CTR + 1;
>> ADD 1 TO CTR.
>>
>> (For some subset of counters.)
>
> One of the difficulies algebra-trained people had was
> the fact that the first CTR was not the second CTR.
>
> Most human-written math statements would use subscripts.
>

BAH, ISTM that the problem is... in math, the equal sign is a statement of existing equality. In FORTRAN, the equal sign is an assignment operator. Both CTR references are the same. On the right of the equal sign, the CTR reference is a "load" operation, and on the left of the equal sign, a "store" operation. The math heads are saying: "How can anything be equal to itself plus one???" But the equal sign here does *not* indicate equality, other than the assignment makes what's on the left *equal* to the result obtained from evaluating what's on the right.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 03 Feb 2013 22:14:05 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D4D331CA3FDE@aca269d9.ipt.aol.com...
>> Dan Espen wrote:
>>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>>>
>>>> [snip...] [snip..] [snip..]
>>>>
>>>> I've seen very little code that just adds one variable to another.
>>>
>>> Never seen code that accumulates a total?
>>>
>>> Works out the same way adding 1 to a counter.
>>>
>>> CTR = CTR + 1;

>>>  ADD 1 TO CTR.
>>>
>>>  (For some subset of counters.)
>>
>>  One of the difficulies algebra-trained people had was
>>  the fact that the first CTR was not the second CTR.
>>
>>  Most human-written math statements would use subscripts.
>>
>
>  BAH, ISTM that the problem is... in math, the equal sign is a
>  statement of existing equality.  In FORTRAN, the equal sign is an
>  assignment operator. Both CTR references are the same.  On the right
>  of the equal sign, the CTR reference is a "load" operation, and on the
>  left of the equal sign, a "store" operation.  The math heads are
>  saying:  "How can anything be equal to itself plus one???"  But the
>  equal sign here does *not* indicate equality, other than the
>  assignment makes what's on the left *equal* to the result obtained
>  from evaluating what's on the right.

I had no idea what BAH was talking about.

When I read "Most human-written math statements" it just didn't parse.

Come to think of it, it still doesn't.
Too vague.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 03 Feb 2013 22:16:03 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:510dd11f$10$fuzhry+tra$mr2ice@news.patriot.net...
>  In <keh6hp$hi$2@dont-email.me>, on 02/01/2013
>    at 01:54 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> I used to work with this older guy in the 80's who was originally
>> from  Michigan.  He went to Michigan State (I think that was the
>> school) and took  one of the first computer courses offered to
>> undergraduates there.  They  programmed in binary (represented by
>> hex).  They would store the binary in  memory and leave extra no-ops
>> between branches and destinations... so extra  instructions could be
>> patched in without changing the branch addresses.  For  the numbers
>> 10 through 15, they used K S N J F L instead of A B C D E F.

>
> That sound like the Michigan State Integral Computer (MISTIC, see
> <http://en.wikipedia.org/wiki/MISTIC>), which we used to claim stood
> for MIchigan STolen from Illinois Computer and which was a clone of
> the ILLIAC (see <http://en.wikipedia.org/wiki/ILLIAC#ILLIAC_I>). MSU
> wound up with a CDC 3600, which made me jealous.
>

Since K S N J F L was used for 10 through 15 in hex, instead of the now
customery A throught F... some mnemonics were developed for this:

"Kind souls never josh fat ladies"  or  "King size numbers just for
laughs"

I think there was one other mnemonic which I do *not* recall right now...
If I can't recall the mnemonic, then it must be a non-functioning mnemonic
that does *not* trigger my memory.  :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 01:28:47 GMT
View Forum Message <> Reply to Message

In <PM0004D4BEF7A00431@ac81932f.ipt.aol.com>, on 02/02/2013
  at 03:05 PM, jmfbahciv <See.above@aol.com> said:

> Look, the software work schedule for a new piece of hardware did not
> wait until the hardware was in manufacturing production.  The first
> hardware they used was in the hardware labs and as soon as it was
> hooked up to look like a system, the OS developers were debugging the
> code they wrote.

That's still a lengthy delay.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 01:31:50 GMT
View Forum Message <> Reply to Message

In <PM0004D4BEA0016FDF@ac81932f.ipt.aol.com>, on 02/02/2013
at 03:05 PM, jmfbahciv <See.above@aol.com> said:

> Sigh! It means that any COBOL programmer can read it, understand it,
> and change it no matter what machine it runs on.

FORTRAN is more readable than COBOL in that sense.-

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 01:40:18 GMT
View Forum Message <> Reply to Message

In <icehgyj83f.fsf@home.home>, on 02/03/2013
at 12:10 AM, Dan Espen <despen@verizon.net> said:

> Never seen code that accumulates a total?

Not in a significant fraction of the arithmetic code.

> CTR = CTR + 1;
> ADD 1 TO CTR.

I've rarely seen that for anything other than loop control, and it's
clearer to do something like

DO CTR=1 to FOO;

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 01:48:49 GMT
View Forum Message <> Reply to Message

In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> The math heads are saying: "How can anything be equal
> to itself plus one???"

No. Those with a background in Mathematics understand the need to
learn the nomenclature of a new discipline.

However, I must admit that I prefer the ALGOL convention of having
separate operators for assignment and equality, although I regard the
use of == as an operator to be an abomination.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: computer models and architecture, was New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 01:58:00 GMT
View Forum Message <> Reply to Message

In <kemfa2$1k69$1@leila.iecc.com>, on 02/03/2013
at 07:54 PM, John Levine <johnl@iecc.com> said:

> For the 360 series, they invented the idea of (and the name of)
> computer architecture. The 360 was defined independent of any
> implementation. Then they went out and implemented it in ways ranging
> from the heavily microprogrammed byte serial 360/30 up to the
> doubleword parallel random logic cached 360/85.

WTF? The 3168 E-unit used a VLIW engine to simulate the S/360
instructions. The only[1] hard wired models were the 44, 75, 91, 95
and 195.

[1] Not counting the ones announced and dropped.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 04 Feb 2013 13:07:32 GMT
View Forum Message <> Reply to Message

In article <20130202210022.ddee6d6bc0a48a9eb3ada2e9@eircom.net>,
Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>  On 2 Feb 2013 19:20:24 GMT
>  blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>
>>  In article <20130123071108.0eb76a8c8471d12548232a73@eircom.net>,
>>  Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>>>  On 22 Jan 2013 23:15:02 GMT
>>>  Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>>
>>>>  On Mon, 2013-01-21, Ahem A Rivet's Shot wrote:
>>>>  > On 21 Jan 2013 09:21:40 GMT
>>>
>>>>  >  Actually no - the first time I saw concurrency biting bad
>>>>  > code there were no threads, just multiple processes and a shared
>>>>  > memory segment.
>>>>
>>>>  OK, but I'd argue such applications were and are not the norm.
>>>
>>>  I wrote quite a lot of code that used shared memory before
>>>  threads became popular. Given my druthers I'd still do things that way.
>>>
>>>>  If you're going to drop your process's memory protection anyway, why
>>>>  not use threads?  (Assuming processes and threads were available in
>>>>  your environment.)
>>>
>>>  In a word control. With shared memory it's easy to know exactly
>>>  where the danger points are, with threads it's not so easy.
>>>
>>>
>>
>>  How so?  it seems to me that the potential pitfalls are the same --
>>  problems resulting from unsynchronized access to shared variables --
>>  but maybe there's something different about how you do that with, hm,
>>  what's the non-threads version of that?  access to memory explicitly
>>  shared among processes?
>
>  Precisely, so using processes and shared memory it's easy to know

> exactly which memory can be accessed concurrently, and more importantly
> which cannot. Whereas with threads it can be harder to tell - especially
> with Spring wired Java code where you have to double check the scope
> associated with the bean you're looking at (which of course is buried in an
> XML file somewhere a long way from the code) to figure out whether or not
> it's methods might be executed in more than one thread, and then decide
> whether it should be fixed by going to prototype scope or adding
> synchronised in suitable places.
>

Well, okay, I guess that makes sense. (Maybe if I knew something about
Spring I'd be more ready to agree? I do speak Java but not Spring.)

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 04 Feb 2013 13:10:50 GMT
View Forum Message <> Reply to Message

In article <1967.817T2398T7135911@kltpzyxm.invalid>,
Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
> In article <an576dFfea4U3@mid.individual.net>,
> blmblm.myrealbox@gmail.com (blmblm@myrealbox.com) writes:
>
>> In article <kdhhki$c30$1@dont-email.me>,
>> Charles Richmond <numerist@aquaporin4.com> wrote:
>>
>>> What the current crop of computer science students *think* is going
>>> on inside the computer... is most likely far removed from reality.
>>
>> That's sure my perception (as someone who teaches them and also
>> has been working in what /BAH calls "the biz" for -- a lot of
>> years now). They seem to have some mental model of how things work
>> at a low level that's, hm, "different from mine" is the closest
>> I can come to describing it -- well, that and "wrong-headed". :-)?
>> My best guess is that some of the difference has to do with the fact
>> that most of what they've done with computers, even in CS classes,
>> has been pretty far removed from what the hardware was doing, while
>> I spent some of my formative years writing IBM assembler code.
>> They *are* required to take a course in which they're taught a bit
>> about an assembler language (MIPS) and about circuit design at the
>> level of logic gates, but maybe it doesn't take.
>
> The impression I always got was that CS weenies look upon that
> low-level stuff with the same sort of distaste shown by an

> upper-class twit towards all that icky oil and grease and
> mechanical parts in his car. It's the job of mechanics and
> other lower classes to worry about such things.

Huh. I don't observe that. I'll admit that my understanding of
the hardware side of the hardware/software boundary (the software
side of which is what that assembler/hardware course focuses on) is
sketchy at best, and I'm apt to punt some potential questions with
"it's the hardware designers' job to make this work as specified",
but I wouldn't say I'm *proud* of that gap in my knowledge. ?
But then I have a soft spot for Fortran too, so I'm not 100%
typical of "CS weenies", at least the academic variety. :-)?

>
>> How to make them understand .... But I do question sometimes
>> whether *I*'m the one who doesn't really understand how things
>> work, since keeping up with field is not, alas, one of my best
>> things.
>
> It's a lost cause if their lack of understanding is worn as a
> badge of pride.
>

I guess that's possible, but if so it doesn't show -- they do seem
a bit clueless, but more in an "unknown unknowns" way than in an
"ignorant and proud of it" way. And now that I think about it,
some of them seem quite competent, or at least comfortable, with
hardware at the macro level (swapping out components, e.g.).

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 04 Feb 2013 13:15:09 GMT
View Forum Message <> Reply to Message

On 2/3/2013 4:56 PM, Charles Richmond wrote:
> "Dan Espen" <despen@verizon.net> wrote in message
> news:icehgyj83f.fsf@home.home...
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>>
>>> [snip...] [snip...] [snip...]
>>>
>>> I've seen very little code that just adds one variable to another.
>>
>> Never seen code that accumulates a total?

>>
>> Works out the same way adding 1 to a counter.
>>
>> CTR = CTR + 1;
>> ADD 1 TO CTR.
>>
>> (For some subset of counters.)
>>
>
> On this side of the pond, programmers like to call adding one to a
> variable... incrementing the variable. Some processors (like the 6502)
> have an INC instruction that does that for a byte. ISTM that I have
> seen some British "order codes" (aka "instruction sets") that use the
> mnemonic TALLY for adding one to a variable, instead of INC. Does
> anyone recognize this???
>

TALLY is a COBOL and a Burroughs term...

--
Pete

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 04 Feb 2013 14:12:02 GMT
View Forum Message <> Reply to Message

On 4 Feb 2013 13:07:32 GMT
blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

> In article <20130202210022.ddee6d6bc0a48a9eb3ada2e9@eircom.net>,
> Ahem A Rivet's Shot <steveo@eircom.net> wrote:

>> Precisely, so using processes and shared memory it's easy to
>> know exactly which memory can be accessed concurrently, and more
>> importantly which cannot. Whereas with threads it can be harder to tell
>> - especially with Spring wired Java code where you have to double check
>> the scope associated with the bean you're looking at (which of course
>> is buried in an XML file somewhere a long way from the code) to figure
>> out whether or not it's methods might be executed in more than one
>> thread, and then decide whether it should be fixed by going to
>> prototype scope or adding synchronised in suitable places.
>>
>
> Well, okay, I guess that makes sense. (Maybe if I knew something about
> Spring I'd be more ready to agree? I do speak Java but not Spring.)

With Spring you write all your classes as beans but don't instantiate any of them. Instead you write Spring configuration in XML (or as annotations or both) and Spring takes care of instantiating your objects and wiring them together by injecting instances into beans. One of the controls is called scope which can be 'singleton' (only one instance) or 'prototype' (which means every reference gets a unique instance), or in some contexts 'request' and 'session' are available.

Just in case that didn't lead to sufficient confusion, Spring also supports Aspect Weaving to inject code in arbitrary places. So a class that has no internal state and is quite happy to exist as a singleton can unexpectedly gain hooks that call out to something that (for example) uses the web server generated request context to add details to a performance tracking addition. Suddenly your (apparently unchanged) class is not safe as a singleton because of something done by a cow orker in an apparently unrelated place.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:25 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <an576dFfea4U3@mid.individual.net>,
> blmblm.myrealbox@gmail.com (blmblm@myrealbox.com) writes:
>
>> In article <kdhhki$c30$1@dont-email.me>,
>> Charles Richmond <numerist@aquaporin4.com> wrote:
>>
>>> What the current crop of computer science students *think* is going
>>> on inside the computer... is most likely far removed from reality.
>>
>> That's sure my perception (as someone who teaches them and also
>> has been working in what /BAH calls "the biz" for -- a lot of
>> years now). They seem to have some mental model of how things work
>> at a low level that's, hm, "different from mine" is the closest
>> I can come to describing it -- well, that and "wrong-headed". :-)?
>> My best guess is that some of the difference has to do with the fact
>> that most of what they've done with computers, even in CS classes,
>> has been pretty far removed from what the hardware was doing, while
>> I spent some of my formative years writing IBM assembler code.
>> They *are* required to take a course in which they're taught a bit

>> about an assembler language (MIPS) and about circuit design at the
>> level of logic gates, but maybe it doesn't take.
>
> The impression I always got was that CS weenies look upon that
> low-level stuff with the same sort of distaste shown by an
> upper-class twit towards all that icky oil and grease and
> mechanical parts in his car. It's the job of mechanics and
> other lower classes to worry about such things.

I think this attitude was jelled during the GOTOless insanity.

>
>> How to make them understand .... But I do question sometimes
>> whether *I*'m the one who doesn't really understand how things
>> work, since keeping up with field is not, alas, one of my best
>> things.
>
> It's a lost cause if their lack of understanding is worn as a
> badge of pride.
>
This seems to be a common human aspect. I have never understood
this kind of thinking.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:27 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D4BEA0016FDF@ac81932f.ipt.aol.com>, on 02/02/2013
> at 03:05 PM, jmfbahciv <See.above@aol.com> said:
>
>> Sigh! It means that any COBOL programmer can read it, understand it,
>> and change it no matter what machine it runs on.
>
> FORTRAN is more readable than COBOL in that sense.-
>
Not for accountants.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:30 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Morten Reistad wrote:
>>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Shmuel (Seymour J.) Metz wrote:
>>>> > In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> > at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >
>>>> >>That the hardware showed up with different implementations than
>>>> >>what was planned is also an issue. There never was a "POO" manual
>>>> >>for the PDP(8/10/11) series.
>>>> >
>>>> > There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> > three very different series. Off the top of my head DEC had the
>>>> > following:
>>>
>>> No, I know that. I just tried to group together the three major
>>> series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>
>>> I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>> that much.
>>>
>>>> Morent meant product lines and that's how I read it.
>>>>
>>>> >
>>>> > Alpha
>>>> > LINC, in various packages
>>>> > PDP-5 and 8
>>>> > PDP-6, PDP-10 and derivatives
>>>> > PDP-7, -9 and -15
>>>> > PDP-11 and LSI-11
>>>> > VAX
>>>> >
>>>> > I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> > PDP-7 or separate lines. I vaguely recall that they may have been
>>>> > derived from the TX-0.
>>>> >
>>>>
>>>> The above is a tad mixed up but that's all documented somewhere.
>>>
>>> I never saw a POO (Principles of Operation) manual from DEC before
>>> the VAX pretty late in the VAX careers (long after the 8500).
>>
>> I don't think I''ve ever seen a POO. We documented everything so
>> are you talking about the way the information was presented?
>>

>>>
>>> Not for the PDP-10, PDP-11s or PDP-8s.
>>>
>>> This is the "meta-manual" for the whole series. Like the ones
>>> IBM made for the 360, 370 and later architectures. If you code
>>> to that, you are safe that it will work on the next generation
>>> hardware too.
>>
>> What informatioon ismissing from our processor and hardware reference
>> manuals which is in POOs?
>
> An IBM POO (Principles Of Operation) describes addressing modes,
> instruction format, how I/O works and each instruction.

Which is in our manuals.

/BAH

>

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:31 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <icehgyj83f.fsf@home.home>, on 02/03/2013
> at 12:10 AM, Dan Espen <despen@verizon.net> said:
>
>> Never seen code that accumulates a total?
>
> Not in a significant fraction of the arithmetic code.
>
>> CTR = CTR + 1;
>> ADD 1 TO CTR.
>
> I've rarely seen that for anything other than loop control, and it's
> clearer to do something like
>
> DO CTR=1 to FOO;
>
You do the two for diags.

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:32 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D4D331CA3FDE@aca269d9.ipt.aol.com...
>> Dan Espen wrote:
>>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>>>
>>>> [snip...] [snip..] [snip..]
>>>>
>>>> I've seen very little code that just adds one variable to another.
>>>
>>> Never seen code that accumulates a total?
>>>
>>> Works out the same way adding 1 to a counter.
>>>
>>> CTR = CTR + 1;
>>> ADD 1 TO CTR.
>>>
>>> (For some subset of counters.)
>>
>> One of the difficulies algebra-trained people had was
>> the fact that the first CTR was not the second CTR.
>>
>> Most human-written math statements would use subscripts.
>>
>
> BAH, ISTM that the problem is... in math, the equal sign is a statement of
> existing equality. In FORTRAN, the equal sign is an assignment operator.
> Both CTR references are the same. On the right of the equal sign, the CTR
> reference is a "load" operation, and on the left of the equal sign, a
> "store" operation. The math heads are saying: "How can anything be equal
> to itself plus one???" But the equal sign here does *not* indicate
> equality, other than the assignment makes what's on the left *equal* to the
> result obtained from evaluating what's on the right.

Sure. Don't you remember trying to teach a math type the difference? :-)
Some brains were never able to comprehend; I found that very interesting.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:34 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:

> In article <PM0004D4D3036C913F@aca269d9.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:
>>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Shmuel (Seymour J.) Metz wrote:
> (no poo (principles of operations))
>>> Not for the PDP-10, PDP-11s or PDP-8s.
>>>
>>> This is the "meta-manual" for the whole series. Like the ones
>>> IBM made for the 360, 370 and later architectures. If you code
>>> to that, you are safe that it will work on the next generation
>>> hardware too.
>>
>> What informatioon ismissing from our processor and hardware reference
>> manuals which is in POOs?
>
> A POO will describe what a PDP-11 or a PDP-10 is, not the
> specific KL/KI/KA, not the /20, /70 etc.

And don't our hardware and processor reference manuals and system
reference manuals have this information?
>
> When you have dozens of implementations this becomes a very
> important document.
>
> It needs to be good enough to write an OS and compilers from,
> but need not have exact information on each implementation.
> (Like timings, exact capacities etc).
>
> Even Prime had a manual like this.

I still don't see (from your explanations) why our hardware
manuls weren't POOs by your definition. Even the System
Reference Card contains what you say is in a POO.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:35 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D4BEF7A00431@ac81932f.ipt.aol.com>, on 02/02/2013
> at 03:05 PM, jmfbahciv <See.above@aol.com> said:
>
>> Look, the software work schedule for a new piece of hardware did not

>> wait until the hardware was in manufacturing production. The first
>> hardware they used was in the hardware labs and as soon as it was
>> hooked up to look like a system, the OS developers were debugging the
>> code they wrote.
>
> That's still a lengthy delay.

How do you figure? The hardware ain't ready until it's ready no matter
how much virtual software had been written. Programmers could spend their
time writing an emulator or they could be spending their time writing
code for the new piece of hardware on the floor. The choice was to
write the code for the hardware since we wanted to sell bunches of it.

I don't understand why you can't understand this. We made our money
from selling hardware. The software people didn't need years to make
a new piece work. That may be part of your misunderstanding.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:36 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> I guess I'll never understand what real management is supposed to be
>> like :-).
>
> That's because there are so few good examples. 1/2 :-)
>
<GRIN> I'm not sure a real manager would have survived.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:38 GMT
View Forum Message <> Reply to Message

Anne & Lynn Wheeler wrote:
>
> Dan Espen <despen@verizon.net> writes:
>> POO tries to be clear about features that are model dependent.
>> For example some of the string functions are interuptable.

>>
>> If you try to move 12 million bytes from A to B, the move may
>> interrupt, set a condition code and you need to branch back to
>> continue. How many bytes get moved before this happens is
>> model dependent. POO typically won't tell you which models do
>> what, rather they just declare it unspecified.
>
> POO was one of the first major corporate documents moved to CMS
> script. POO was actually subset of the architecture "red book" (from
> distribution in red 3-ring binders). cms script command line would
> either produce the POO subset or the full architecture "red book" (about
> twice as large as POO). The architecture "red book" had lots of stuff
> about instruction/feature justification, design trade-offs, model
> dependent &/or implementation considerations (lots of stuff that doesn't
> showup in the POO).

So your red book was our project notebook which was a bound volume
kept by the project leader.

Our docs were produced based on such things, including all the specs
which were required for each project.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:39 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D4BEC4C05726@ac81932f.ipt.aol.com>, on 02/02/2013
> at 03:05 PM, jmfbahciv <See.above@aol.com> said:
>
>> We did machine code in our shop
>
> Why not assembler?
>
Oh, fuck off.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:41 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:

>  In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>,
>  jmfbahciv  <See.above@aol.com> wrote:
>> Morten Reistad wrote:
>>>  In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> Scott Lurndal wrote:
>
>>>> >>Except it was cheaper to not write a simulator.
>>>> >
>>>> > How do you justify this statement?   What analysis of the alternatives
>> have
>>>> > you done to show that the costs saved by validating the architecture
>> before
>>>> > the backplane is fully wired don't exceed those required to develop the
>>>> > simulator (which is around one and 1/2 man-year of effort,
>>>>
>>>> We didn't have even 1/2 year.  It took about 1-2 months to write/debug a
>>>> CPU driver.
>>>
>>>  From the time the cpu could run code, yes. With an (emulator|virtual
>> machine)
>>>  you could run code before hardware was available. Never mind standalone
>>>  hardware.
>>>
>>>  This was how Microsoft got their shot at the basic market. They
>>>  emulated the machines (on a PDP10, actually) and ran/debugged the code
>>>  for them there. When hardware was available, they just loaded and ran,
>>>  and found the hardware bugs within 60 minutes.
>>>
>>>  This gave them a year or so head start on the competition.
>>
>> this all assumes that the hardware you get is the hardware on paper.  Part
>> of debugging the hardware was the software worki.  ******For you others,
>> this is how DEC worked and is not to be construed as any statement aobut
>> other manufacturers' methods of development*********.
>
>  Even with hardware differing from the spec, emulators are _very_
>  useful. Or rather, especially in that case.

I can see how they would be useful.  I'm not stupid as some others like
to believe.  I simply cannot see how an emulator would have been useful
for our work back then _given DEC's business plan_ which was to sell
hardware.  I have the sense that most people here think that the software
effort would have taken years.  It never did.  If it took two months,
from the first MAKE FOO.MAC command to having it running, albeit crashing,
the project was in trouble.

while the hardware was in the throes of being created, the software people

were working on other hardware which was in the pipeline.  If think
of our work as a production line, then you will understand the inner
working of DEC.

>
>>>> >which in the
>>>> > 70's would have been somewhere around USD40,000 with bene's).  It has
been
>>>> my experience that
>>>> > the availability of a simulator would have accelerated delivery of the
>>>> > system sufficiently to recoup the relatively minor costs of simulator
>>>> > development.
>>>>
>>>> And the hardware would have cost $500K- a million.  We didn't have that
>>>> kind money for developmetn.  It wasn't the people-cost I was referring to;
>>>> it was the hardware cost.
>>>
>>>  No, you would use the same hardware as was otherwise used for development,
>>>  you just didn't have to do all that stand-alone time.
>>
>> You can't have a hardware type twekaing the damned emulator when you're
trying
>> to debug the hardware.  An emulator doesn't fix anything w.r.t. hardware.
>>
>>>
>>>> > If Digital really couldn't afford to lease time on a B5500, 709x or 360
>> for
>>>> that
>>>> > purpose, then they were operating on a much smaller shoestring than one
>>>> > would expect.
>>>>
>>>> Leasing time would not keep Company Confidential papers/bits out of the
>>>> hands of the public.  I don't understand why you simply cannot accept
>>>> that we didn't use emulators.  The cost was too much and the people
>>>> who did the work did it in far less time.
>>>
>>>  I think the reason is as you stated, DEC (and DIGITAL, too) was
>>>  a hardware company where software played the third violin (after
>>>  support). Pampering the LCG with hardware and development software
>>>  was not even considered.
>>
>> That's what I've been saying for years and years and years in the
>> two newsgroups.  But just about everybody, ecept maybe Lynn had
>> to argue, call me Rush Linbaugh and wrong and stupid.
>
>  You tend to generalise somewhat from the DEC experience,

That's the way I write these posts; if I have to write them as specs

then I would be more careful.  it would take me all day to do a good
job.  By this time, I would think that most people would have prepended
an "at DEC" for all my posts.  It's safe to do that because I know
nothing about other manufacturers; I stated this a lot--it just
doesn't seem to take root.

>  and when
>  what DEC had as a policy differ from what was generally understood
>  they tend to howl back.

I don't mind the howling.  I do  mind the continued howling becuase
the initial jump to conclusion has beeen brurnt into their brains.
I have never ever been able to correct this kind of thinking in
anybody.  Once it's burned in, there is no way to change it.  I'd
love to find a method becasue I'm in a personal situation now which
requires it.

>
>  This topic intreagues me. How far was the KA10 (or the other PDP10s, for
that
>  matter)  from being a self-virtualising engine?

I don't understand the question.  I guess I don't know the defintion of
"self-virutalization" and I'm not sure what you mean by engine.

>
>>>  This again shows that DEC was pretty much without a real management.
>>>  At least one that acted like one. It runs to the credit of all the
>>>  employees that the company survived for as long as it did.
>>
>> I guess I'll never understand what real management is supposed to be like
:-).
>
>  First and foremost, it would take a long, hard look at how your
>  own organisation differed from the industry mainstream, and analyse
>  strengths and weaknesses, and work directly on those.
>
>  I never saw any evidence anything like this happened in DEC.

All I know is that DEC went downhill rapidly when we got that influx
of IBM middle management.  I supppose before that, everybody was
part of management even if we did the engineering work.  Each new
employee knew the business plan and how we made money.  Even the
secretaries knew how to make their decsions based on that.  We
all knew how to the tradeoffs.  If we didn't, we were guided by
someone who did; this decision and working did not have a top-down
structure.  I could walk into KOs office at any time to get a decision
or tell him something.  I never did have a need to do that but I could

have done it even when I was in Tape Prep.

>
>> <snip>
>>
>>>> >
>>>> > Who was Ed Lucente? And why did he get such a lucrative parachute in 94?
>>>>
>>>> [emoticon bites tongue]  I don't know.
>>>
>>>  I seem to remember DEC taking the second place in computer turnover
>>>  sometime around 1980-82, about 1/7th the size of IBM by 1985.
>>>
>>>  But I may be wrong.
>>
>> What do you mean "turnover time"?
>
>  No, not turnover time. Turnover. British English for gross sales,
>  periodised. (so sales for next year is attributed there instead of
>  on this budget)

ah!  I never heard of that term and I'm currently reading a history
of the Merchant Bankers.  I wonder if I missed the reference.  Thanks.

Well, I can remember Jack Shields telling me that his goal was to gross
$5 billion by (well, he said 5 years so that would make it the late
70s).  And that was just Field Service.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 04 Feb 2013 16:16:43 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
>  On 2/3/2013 10:02 AM, jmfbahciv wrote:
>>  Morten Reistad wrote:
>>>  In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>>  Shmuel (Seymour J.) Metz wrote:
>>>> > In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> >     at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >
>>>> >> That the hardware showed up with different implementations than
>>>> >> what was planned is also an issue. There never was a "POO" manual
>>>> >> for the PDP(8/10/11) series.
>>>> >

>>>> > There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> > three very different series. Off the top of my head DEC had the
>>>> > following:
>>>
>>>  No, I know that. I just tried to group together the three major
>>>  series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>
>>>  I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>>  that much.
>>>
>>>>  Morent meant product lines and that's how I read it.
>>>>
>>>> >
>>>> >     Alpha
>>>> >     LINC, in various packages
>>>> >     PDP-5 and 8
>>>> >     PDP-6, PDP-10 and derivatives
>>>> >     PDP-7, -9 and -15
>>>> >     PDP-11 and LSI-11
>>>> >     VAX
>>>> >
>>>> > I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> > PDP-7 or separate lines. I vaguely recall that they may have been
>>>> > derived from the TX-0.
>>>> >
>>>>
>>>>  The above is a tad mixed up but that's all documented somewhere.
>>>
>>>  I never saw a POO (Principles of Operation) manual from DEC before
>>>  the VAX pretty late in the VAX careers (long after the 8500).
>>
>>  I don't think I"ve ever seen a POO.  We documented everything so
>>  are you talking about the way the information was presented?
>>
>>>
>>>  Not for the PDP-10, PDP-11s or PDP-8s.
>>>
>>>  This is the "meta-manual" for the whole series. Like the ones
>>>  IBM made for the 360, 370 and later architectures. If you code
>>>  to that, you are safe that it will work on the next generation
>>>  hardware too.
>>
>>  What informatioon ismissing from our processor and hardware reference
>>  manuals which is in POOs?
>>
>
>  DEC seems to have been a rather "seat-of-the-pants" operation as you
>  describe it.  This has some advantages in "agility", but also

> disadvantages. You apparently wrote the manuals after the fact based on
> what the hardware folks came up with.

No, those were the manuals which got shipped to customers.

> The difference between this and a
> POO isn't what they contain but rather in the fact that the POO was
> written first, and the hardware guys had to implement what was written
> or find a darn good reason why they couldn't.

that work got done. We had architectural specs, functional specs design specs, project plans, and others which I can't remember right now; these were all written (mostly) before the development work started. For a real description of how a project was done, there is a notebook called the Project Notebook. It was an internal document which taught you how to do a proejct in-house. The first one was written by Dave Stone and typed up by me in RUNOFF. 10 years later the Project Notebook had evolved into a large 3-ring binder.

> This probably takes
> longer up front, but then as we've said, the advantage is that the
> hardware and software work proceed in parallel.

Even though no software was written, the designated developer went to the status meetings of the hardware. If the software development would have taken years, then I can see doing an emulator. Since it never did (usually a month, maybe two) to write and debug something which could run in a system in our machine labs, I don't see why you all are having kittens shits of objections.

> This is all moot now, of course. It's always easy to say how things
> might have been done after the fact.

It worked; DEC was living proof. It stopped working when the middle management consisted of all those manageers who quit IBM.. Lynn has oodles of ref-lists for this era.

/BAH

---

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 04 Feb 2013 16:22:29 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Morten Reistad wrote:
>>>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> >Shmuel (Seymour J.) Metz wrote:
>>>> >> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> >> at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >>
>>>> >>>That the hardware showed up with different implementations than
>>>> >>>what was planned is also an issue. There never was a "POO" manual
>>>> >>>for the PDP(8/10/11) series.
>>>> >>
>>>> >> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> >> three very different series. Off the top of my head DEC had the
>>>> >> following:
>>>>
>>>> No, I know that. I just tried to group together the three major
>>>> series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>>
>>>> I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>>> that much.
>>>>
>>>> >Morent meant product lines and that's how I read it.
>>>> >
>>>> >>
>>>> >> Alpha
>>>> >> LINC, in various packages
>>>> >> PDP-5 and 8
>>>> >> PDP-6, PDP-10 and derivatives
>>>> >> PDP-7, -9 and -15
>>>> >> PDP-11 and LSI-11
>>>> >> VAX
>>>> >>
>>>> >> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> >> PDP-7 or separate lines. I vaguely recall that they may have been
>>>> >> derived from the TX-0.
>>>> >>
>>>> >
>>>> >The above is a tad mixed up but that's all documented somewhere.
>>>>
>>>> I never saw a POO (Principles of Operation) manual from DEC before

>>>>  the VAX pretty late in the VAX careers (long after the 8500).
>>>
>>>  I don't think I"ve ever seen a POO.  We documented everything so
>>>  are you talking about the way the information was presented?
>>>
>>>>
>>>>  Not for the PDP-10, PDP-11s or PDP-8s.
>>>>
>>>>  This is the "meta-manual" for the whole series. Like the ones
>>>>  IBM made for the 360, 370 and later architectures. If you code
>>>>  to that, you are safe that it will work on the next generation
>>>>  hardware too.
>>>
>>>  What informatioon ismissing from our processor and hardware reference
>>>  manuals which is in POOs?
>>
>>  An IBM POO (Principles Of Operation) describes addressing modes,
>>  instruction format, how I/O works and each instruction.
>
>  Which is in our manuals.

Which makes sense.

My guess is that the DEC manuals are equivalent even if they
didn't use the same naming conventions.

--
Dan Espen

---

Subject: Re: New HD
Posted by scott on Mon, 04 Feb 2013 16:54:28 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Morten Reistad wrote:
>>  In article <PM0004D4D3036C913F@aca269d9.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>> Morten Reistad wrote:
>>>>  In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> >Shmuel (Seymour J.) Metz wrote:
>>    (no poo (principles of operations))
>>>>  Not for the PDP-10, PDP-11s or PDP-8s.
>>>>
>>>>  This is the "meta-manual" for the whole series. Like the ones
>>>>  IBM made for the 360, 370 and later architectures. If you code
>>>>  to that, you are safe that it will work on the next generation

>>>>  hardware too.
>>>
>>> What informatioon ismissing from our processor and hardware reference
>>> manuals which is in POOs?
>>
>>  A POO will describe what a PDP-11 or a PDP-10 is, not the
>>  specific KL/KI/KA, not the /20, /70 etc.
>
> And don't our hardware and processor reference manuals and system
> reference manuals have this information?

The POO describes the _Architecture_, across many implementations.  The
DEC manuals describe each implementation of the architecture separately
and there doesn't seem to be an "Architecture" manual which is independent
of any implementation.

scott

---

Subject: Re: New HD
Posted by scott on Mon, 04 Feb 2013 17:06:14 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Shmuel (Seymour J.) Metz wrote:
>>  In <PM0004D4BEF7A00431@ac81932f.ipt.aol.com>, on 02/02/2013
>>     at 03:05 PM, jmfbahciv <See.above@aol.com> said:
>>
>>> Look, the software work schedule for a new piece of hardware did not
>>> wait until the hardware was in manufacturing production.  The first
>>> hardware they used was in the hardware labs and as soon as it was
>>> hooked up to look like a system, the OS developers were debugging the
>>> code they wrote.
>>
>>  That's still a lengthy delay.
>
> How do you figure?  The hardware ain't ready until it's ready no matter
> how much virtual software had been written.  Programmers could spend their
> time writing an emulator or they could be spending their time writing
> code for the new piece of hardware on the floor.  The choice was to
> write the code for the hardware since we wanted to sell bunches of it.

Barb, the experiences of other manufacturers showed that doing an
emulation/simulation of the hardware in advance of hardware availability
had the following benefits:

- Defects or potential performance limitations could be identified
  early enough to allow the hardware to be changed without delaying

delivery timeframes.
- The operating system would be _ready_ when the first hardware was available, reducing time to market (For example, I have linux running on an ARM  Aarch64 processor; yet no such processor will exist in reality until later this year (APM) or mid next year (most other vendors)).
- The OS/Monitor developers could debug their code on simulated hardware long before the real hardware floated along.  This increased productivity of the developers considerably.

>
> I don't understand why you can't understand this.

We understand it, we just don't agree with it as a design philosophy.

> We made our money
> from selling hardware.  The software people didn't need years to make
> a new piece work.  That may be part of your misunderstanding.

Nobody is telling you that it takes the software guys "years" to do anything.  However, everyone is telling you that the effect of using a simulator/emulator in advance of hardware availability has had positive effects in ever other non-DEC computer system provider then, now and in the future.

We all accept that DEC didn't do things that way.  Their loss.

scott

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 17:12:11 GMT
View Forum Message <> Reply to Message

In <PM0004D4E7D6BA5731@aca2fe98.ipt.aol.com>, on 02/04/2013
at 04:16 PM, jmfbahciv <See.above@aol.com> said:

> Shmuel (Seymour J.) Metz wrote:
>>  In <PM0004D4BEA0016FDF@ac81932f.ipt.aol.com>, on 02/02/2013
>>  at 03:05 PM, jmfbahciv <See.above@aol.com> said:
>>
>>> Sigh!  It means that any COBOL programmer can read it, understand it,
>>> and change it no matter what machine it runs on.
>>
>>  FORTRAN is more readable than COBOL in that sense.-
>>
> Not for accountants.

What do "77" and "88" mean to accountants? Further, what you wrote was

"It means that any COBOL programmer can read it, understand it, and
change it no matter what machine it runs on."; if the accountant knows
FORTRAN, he can read FORTRAN and if the accountant doesn't know COBOL
then he can't read COBOL.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 17:14:04 GMT
View Forum Message <> Reply to Message

In <PM0004D4E7C3209D55@aca2fe98.ipt.aol.com>, on 02/04/2013
at 04:16 PM, jmfbahciv <See.above@aol.com> said:

> Oh, fuck off.

Does that mean that you don't know the difference, or that you think
assembler is for wimps. Either way, ESAD.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 17:19:04 GMT
View Forum Message <> Reply to Message

In <PM0004D4E7D16D8E59@aca2fe98.ipt.aol.com>, on 02/04/2013
at 04:16 PM, jmfbahciv <See.above@aol.com> said:

> How do you figure?

It takes time to build the hardware.

> The hardware ain't ready until it's ready no matter

> how much virtual software had been written.

With a simulator you can start testing the software as soon as you've
written it.

> I don't understand why you can't understand this.

Your premise is wrong; I fully understand the mismanagement involved.
Pretending that the critics of DEC don't understand is a pretty stupid
form of spin control.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 17:23:00 GMT
View Forum Message <> Reply to Message

In <PM0004D4E86F468103@aca2fe98.ipt.aol.com>, on 02/04/2013
at 04:16 PM, jmfbahciv <See.above@aol.com> said:

> I'm not stupid as some others like to believe.

PKB.

> I know nothing about other manufacturers

That's been obvious all along; you have a bad case of the NIH
syndrome.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Mon, 04 Feb 2013 17:23:04 GMT

jmfbahciv <See.above@aol.com> writes:
> So your red book was our project notebook which was a bound volume
> kept by the project leader.
>
> Our docs were produced based on such things, including all the specs
> which were required for each project.
>
> /BAH

re:
http://www.garlic.com/~lynn/2013b.html#17 New HD

the red-book was superset of the POO ... with each item containing the POO description as well as a lot of architecture trade-offs, implementation considerations, model dependent issues, etc. all intermixed ... as a single document.

the cms script command line options resulted in either producing the full architecture redbook or just the POO subset. part of the isse of moving to cms script was being able to have all the POO stuff intermixed with all the other stuff (not for open publication) ... which tended to improve the quality of updates. Redbook would also include features that still hadn't been announced.

if you had the POO, you could go see the description of what an item is .... if you had the full architecture redbook, you not only got to see the "what" for an item ... but lots of the "why".

now the detailed specs for specific models would be separate from the redbook ... however the redbook might have justification for not doing various alternative designs because of model dependent considerations.

one of the issues was that the original 370 architecture redbook contained the full 370 virtual memory architecutre across all the processors (before announcement). I've periodically mentioned that the 370/165 was running into schedule problems retro-fitting the full virtual memory hardware architecture. 370/165 proposed dropping several features from the 370 virtual memory architecture to gain six months in ship schedule. The arguments were all played out in the "architecture" group that *OWNED* the architecture.

After quite a bit of argument ... it was decided to drop the features .... which met that all the other processors had to remove the dropped features as well as any software already written supporting the dropped features had to be reworked.

one of the dropped features was virtual memory r/o sharing ... which was already implemented in the other models. also in the morph from cp67/cms to vm370/cms ... the virtual memory sharing and cms kernel layout had been reworked for the virtual memory r/o sharing (being able to have a common copy across all virtual address spaces). When that feature was dropped, vm370/cms had to drop back to a really, really hokey implementation to provide r/o sharing. part of the reason that it got dropped was all of the other operating systems said that they had no plans for using virtual memory r/o sharing. recent post over in comp.arch mentioning dropping the r/o sharing disaster: http://www.garlic.com/~lynn/2013b.html#13 moo cow, was what makes a computer architect great?

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Morten Reistad on Mon, 04 Feb 2013 17:30:18 GMT
View Forum Message <> Reply to Message

In article <PM0004D4E86F468103@aca2fe98.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Morten Reistad wrote:
>> In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Morten Reistad wrote:
>>>> In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> >Scott Lurndal wrote:
>>
[snip]
>>
>> Even with hardware differing from the spec, emulators are _very_
>> useful. Or rather, especially in that case.
>
> I can see how they would be useful. I'm not stupid as some others like
> to believe. I simply cannot see how an emulator would have been useful
> for our work back then _given DEC's business plan_ which was to sell
> hardware. I have the sense that most people here think that the software
> effort would have taken years. It never did. If it took two months,
> from the first MAKE FOO.MAC command to having it running, albeit crashing,
> the project was in trouble.
>
> while the hardware was in the throes of being created, the software people
> were working on other hardware which was in the pipeline. If think
> of our work as a production line, then you will understand the inner
> working of DEC.

Yes, I understand how it worked. It was probably the best solution
in the early years, but it survived too long in "ad-hoc" mode.

>>> That's what I've been saying for years and years and years in the
>>> two newsgroups.  But just about everybody, ecept maybe Lynn had
>>> to argue, call me Rush Linbaugh and wrong and stupid.
>>
>>  You tend to generalise somewhat from the DEC experience,
>
> That's the way I write these posts; if I have to write them as specs
> then I would be more careful.  it would take me all day to do a good
> job.  By this time, I would think that most people would have prepended
> an "at DEC" for all my posts.  It's safe to do that because I know
> nothing about other manufacturers; I stated this a lot--it just
> doesn't seem to take root.
>
>>  and when
>>  what DEC had as a policy differ from what was generally understood
>>  they tend to howl back.
>
> I don't mind the howling.  I do  mind the continued howling becuase
> the initial jump to conclusion has beeen brurnt into their brains.
> I have never ever been able to correct this kind of thinking in
> anybody.  Once it's burned in, there is no way to change it.  I'd
> love to find a method becasue I'm in a personal situation now which
> requires it.

They are not the only ones with "burnt-in responses" here. You tend
to give some responses like this too, and when there are two people
like that we get yelling loops.

Like the response about "we didn't do emulators, we never could
afford that" (or similar) the cost of an emulator ($40k-ish) is
held against hardware for standalone ($0.5m-ish) and the argument
loses it's validity.

I would still have loved to see emulation/vm on the PDP10.

>>  This topic intreagues me. How far was the KA10 (or the other PDP10s, for
> that
>>  matter)  from being a self-virtualising engine?
>
> I don't understand the question.  I guess I don't know the defintion of
> "self-virutalization" and I'm not sure what you mean by engine.

Self-virtualisation means you can start another copy of the OS as
a user program.

>>>>  This again shows that DEC was pretty much without a real management.
>>>>  At least one that acted like one. It runs to the credit of all the
>>>>  employees that the company survived for as long as it did.
>>>
>>> I guess I'll never understand what real management is supposed to be like
> :-).
>>
>>  First and foremost, it would take a long, hard look at how your
>>  own organisation differed from the industry mainstream, and analyse
>>  strengths and weaknesses, and work directly on those.
>>
>>  I never saw any evidence anything like this happened in DEC.
>
> All I know is that DEC went downhill rapidly when we got that influx
> of IBM middle management.  I supppose before that, everybody was
> part of management even if we did the engineering work.  Each new
> employee knew the business plan and how we made money.  Even the
> secretaries knew how to make their decsions based on that.  We
> all knew how to the tradeoffs.  If we didn't, we were guided by
> someone who did; this decision and working did not have a top-down
> structure.  I could walk into KOs office at any time to get a decision
> or tell him something.  I never did have a need to do that but I could
> have done it even when I was in Tape Prep.

Indeed, DEC must have been unique in the size it got to grow to
as such a totally flat organisation. You must have gotten to 5k+
employees while being DEC (not DIGITAL?)

>>>>  But I may be wrong.
>>>
>>> What do you mean "turnover time"?
>>
>>  No, not turnover time. Turnover. British English for gross sales,
>>  periodised. (so sales for next year is attributed there instead of
>>  on this budget)
>
> ah!  I never heard of that term and I'm currently reading a history
> of the Merchant Bankers.  I wonder if I missed the reference.  Thanks.
>
> Well, I can remember Jack Shields telling me that his goal was to gross
> $5 billion by (well, he said 5 years so that would make it the late
> 70s).  And that was just Field Service.

$5B was the total size of Burroughs, and most of the BUNCH were at
$8B or below at any one time. IBM was closer to $50B, bigger than
all of the BUNCH+DEC+Prime+DG+Wang++ together.

-- mrr

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 04 Feb 2013 17:59:33 GMT
View Forum Message <> Reply to Message

On Mon, 04 Feb 2013 17:06:14 GMT
scott@slp53.sl.home (Scott Lurndal) wrote:

> Nobody is telling you that it takes the software guys "years" to do
> anything. However, everyone is telling you that the effect of using
> a simulator/emulator in advance of hardware availability has had positive
> effects in ever other non-DEC computer system provider then, now and
> in the future.
>
> We all accept that DEC didn't do things that way. Their loss.

I think I see one reason why DEC did not do this buried in this conversation. In order to have an emulator available before the hardware somebody has to write it after the hardware specification is complete but before the hardware exists. Being able to do this depends on having some programmers available for the purpose.

Barb has described the working arrangements at DEC as being like a pipeline, which to me means that while the hardware for the next version is being done all the programmers are busy writing/debugging stuff to help sell the previous version and so none are available to write an emulator of the next version, or for that matter to write software for the next version.

If you start off with creating emulators you get a smooth run, but switching to using emulators would involve stalling the pipeline by taking people off whatever they were doing to write an emulator for the freshly specified hardware and then using it which would impact business (irritate existing customers and possibly cost sales) for the current hardware. I suppose you could also bring in a bunch of contractors to avoid stalling the pipeline.

I am of course guessing and reading between the lines - Barb feel free to shoot me down in flames where I've got it all wrong.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 04 Feb 2013 18:28:06 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <PM0004D4E7D6BA5731@aca2fe98.ipt.aol.com>, on 02/04/2013
>  at 04:16 PM, jmfbahciv <See.above@aol.com> said:
>
>> Shmuel (Seymour J.) Metz wrote:
>>> In <PM0004D4BEA0016FDF@ac81932f.ipt.aol.com>, on 02/02/2013
>>>  at 03:05 PM, jmfbahciv <See.above@aol.com> said:
>>>
>>>> Sigh! It means that any COBOL programmer can read it, understand it,
>>>> and change it no matter what machine it runs on.
>>>
>>> FORTRAN is more readable than COBOL in that sense.-
>>>
>> Not for accountants.
>
> What do "77" and "88" mean to accountants? Further, what you wrote was
> "It means that any COBOL programmer can read it, understand it, and
> change it no matter what machine it runs on."; if the accountant knows
> FORTRAN, he can read FORTRAN and if the accountant doesn't know COBOL
> then he can't read COBOL.

Are 77 and 88 the only COBOL features you object to?

If so, I think COBOL wins. If COBOL only has 2 issues
that a non-programmer may have difficultly with, that puts it miles
ahead of any other language I can think of.

66 isn't 100% intuitive but:

66 TOT-THINGS RENAMES GEN-THINGS.

sort of explains itself.

--
Dan Espen

---

Subject: Re: computer models and architecture, was New HD
Posted by John Levine on Mon, 04 Feb 2013 18:35:01 GMT
View Forum Message <> Reply to Message

>> For the 360 series, they invented the idea of (and the name of)
>> computer architecture. The 360 was defined independent of any

>> implementation. Then they went out and implemented it in ways ranging
>> from the heavily microprogrammed byte serial 360/30 up to the
>> doubleword parallel random logic cached 360/85.
>
> WTF? The 3168 E-unit used a VLIW engine to simulate the S/360
> instructions. The only[1] hard wired models were the 44, 75, 91, 95
> and 195.

Oh, right, the 85 was more or less a 65 reimplemented in faster logic
with a cache.  Very nice computer, didn't sell well because it was so
late.

The /91 wasn't really a 360 due to no decimal arithmetic and the
accursed imprecise interrupts (S0C0!), but it was close enough to get
a lot of work done.

--
Regards,
John Levine, johnl@iecc.com, Primary Perpetrator of "The Internet for Dummies",
Please consider the environment before reading this e-mail. http://jl.ly

---

Subject: Re: New HD
Posted by jgk on Mon, 04 Feb 2013 18:42:07 GMT
View Forum Message <> Reply to Message

In article <PM0004D4A96D7F7759@aca2d605.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
> Except it was cheaper to not write a simulator.  DEC didn't have lots
> of money to waste until the late 70s.

If you have a computer made out of SSI chips, it's easy to do a
snip-snip, and possibly see some results within minutes.

I would guess that went out of style pretty quick with custom
integrated circuits.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 04 Feb 2013 19:56:32 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D4E81AE67301@aca2fe98.ipt.aol.com...
>  Morten Reistad wrote:
>>  In article <PM0004D4D3036C913F@aca269d9.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:

>>> Morten Reistad wrote:
>>>>  In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> >Shmuel (Seymour J.) Metz wrote:
>>    (no poo (principles of operations))
>>>>  Not for the PDP-10, PDP-11s or PDP-8s.
>>>>
>>>>  This is the "meta-manual" for the whole series. Like the ones
>>>>  IBM made for the 360, 370 and later architectures. If you code
>>>>  to that, you are safe that it will work on the next generation
>>>>  hardware too.
>>>
>>> What informatioon ismissing from our processor and hardware reference
>>> manuals which is in POOs?
>>
>>  A POO will describe what a PDP-11 or a PDP-10 is, not the
>>  specific KL/KI/KA, not the /20, /70 etc.
>
>  And don't our hardware and processor reference manuals and system
>  reference manuals have this information?
>>
>>  When you have dozens of implementations this becomes a very
>>  important document.
>>
>>  It needs to be good enough to write an OS and compilers from,
>>  but need not have exact information on each implementation.
>>  (Like timings, exact capacities etc).
>>
>>  Even Prime had a manual like this.
>
>  I still don't see (from your explanations) why our hardware
>  manuls weren't POOs by your definition.  Even the System
>  Reference Card contains what you say is in a POO.

The difference is that DEC's were always machine specific.

Real POOs apply to an entire line of machines over one
hell of a range of performance in the case of IBM.

---

Subject: Re: New HD
Posted by James O. Brown on Mon, 04 Feb 2013 20:07:40 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icboc0gibe.fsf@home.home...
>  jmfbahciv <See.above@aol.com> writes:
>

>>  Dan Espen wrote:
>>>  jmfbahciv <See.above@aol.com> writes:
>>>
>>>>  Morten Reistad wrote:
>>>> > In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>> > jmfbahciv  <See.above@aol.com> wrote:
>>>> >>Shmuel (Seymour J.) Metz wrote:
>>>> >>> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> >>>    at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >>>
>>>> >>>>That the hardware showed up with different implementations than
>>>> >>>>what was planned is also an issue. There never was a "POO" manual
>>>> >>>>for the PDP(8/10/11) series.
>>>> >>>
>>>> >>> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> >>> three very different series. Off the top of my head DEC had the
>>>> >>> following:
>>>> >
>>>> > No, I know that. I just tried to group together the three major
>>>> > series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>> >
>>>> > I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>>> > that much.
>>>> >
>>>> >>Morent meant product lines and that's how I read it.
>>>> >>
>>>> >>>
>>>> >>>    Alpha
>>>> >>>    LINC, in various packages
>>>> >>>    PDP-5 and 8
>>>> >>>    PDP-6, PDP-10 and derivatives
>>>> >>>    PDP-7, -9 and -15
>>>> >>>    PDP-11 and LSI-11
>>>> >>>    VAX
>>>> >>>
>>>> >>> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> >>> PDP-7 or separate lines. I vaguely recall that they may have been
>>>> >>> derived from the TX-0.
>>>> >>>
>>>> >>
>>>> >>The above is a tad mixed up but that's all documented somewhere.
>>>> >
>>>> > I never saw a POO (Principles of Operation) manual from DEC before
>>>> > the VAX pretty late in the VAX careers (long after the 8500).
>>>>
>>>>  I don't think I"ve ever seen a POO.  We documented everything so
>>>>  are you talking about the way the information was presented?
>>>>

>>>> >
>>>> > Not for the PDP-10, PDP-11s or PDP-8s.
>>>> >
>>>> > This is the "meta-manual" for the whole series. Like the ones
>>>> > IBM made for the 360, 370 and later architectures. If you code
>>>> > to that, you are safe that it will work on the next generation
>>>> > hardware too.
>>>>
>>>>  What informatioon ismissing from our processor and hardware reference
>>>>  manuals which is in POOs?
>>>
>>>  An IBM POO (Principles Of Operation) describes addressing modes,
>>>  instruction format, how I/O works and each instruction.
>>
>>  Which is in our manuals.
>
>  Which makes sense.
>
>  My guess is that the DEC manuals are equivalent even if they
>  didn't use the same naming conventions.

They arent. DEC's were much more machine specific than an IBM POO.

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 04 Feb 2013 20:14:07 GMT
View Forum Message <> Reply to Message

"James O. Brown" <job654@ax.com> writes:

>  "Dan Espen" <despen@verizon.net> wrote in message
>  news:icboc0gibe.fsf@home.home...
>>  jmfbahciv <See.above@aol.com> writes:
>>
>>>  Dan Espen wrote:
>>>>  jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Morten Reistad wrote:
>>>> >> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>> >> jmfbahciv  <See.above@aol.com> wrote:
>>>> >>>Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> >>>>    at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >>>>
>>>> >>>>>That the hardware showed up with different implementations than
>>>> >>>>>what was planned is also an issue. There never was a "POO" manual
>>>> >>>>>for the PDP(8/10/11) series.
>>>> >>>>

>>>> >>>> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> >>>> three very different series. Off the top of my head DEC had the
>>>> >>>> following:
>>>> >>
>>>> >> No, I know that. I just tried to group together the three major
>>>> >> series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>> >>
>>>> >> I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>>> >> that much.
>>>> >>
>>>> >>>Morent meant product lines and that's how I read it.
>>>> >>>
>>>> >>>>
>>>> >>>>  Alpha
>>>> >>>>  LINC, in various packages
>>>> >>>>  PDP-5 and 8
>>>> >>>>  PDP-6, PDP-10 and derivatives
>>>> >>>>  PDP-7, -9 and -15
>>>> >>>>  PDP-11 and LSI-11
>>>> >>>>  VAX
>>>> >>>>
>>>> >>>> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> >>>> PDP-7 or separate lines. I vaguely recall that they may have been
>>>> >>>> derived from the TX-0.
>>>> >>>>
>>>> >>>
>>>> >>>The above is a tad mixed up but that's all documented somewhere.
>>>> >>
>>>> >> I never saw a POO (Principles of Operation) manual from DEC before
>>>> >> the VAX pretty late in the VAX careers (long after the 8500).
>>>> >
>>>> > I don't think I"ve ever seen a POO.  We documented everything so
>>>> > are you talking about the way the information was presented?
>>>> >
>>>> >>
>>>> >> Not for the PDP-10, PDP-11s or PDP-8s.
>>>> >>
>>>> >> This is the "meta-manual" for the whole series. Like the ones
>>>> >> IBM made for the 360, 370 and later architectures. If you code
>>>> >> to that, you are safe that it will work on the next generation
>>>> >> hardware too.
>>>> >
>>>> > What informatioon ismissing from our processor and hardware reference
>>>> > manuals which is in POOs?
>>>>
>>>>  An IBM POO (Principles Of Operation) describes addressing modes,
>>>>  instruction format, how I/O works and each instruction.
>>>

>>>  Which is in our manuals.
>>
>>  Which makes sense.
>>
>>  My guess is that the DEC manuals are equivalent even if they
>>  didn't use the same naming conventions.
>
>  They arent. DEC's were much more machine specific than an IBM POO.

Interesting.  Maybe because they didn't use a common architecture
for all those models?  I think I read somewhere that VAX was different.
Can't see how they expected to keep customers changing the architecture.

--
Dan Espen

---

Subject: Re: New HD
Posted by Andrew Swallow on Mon, 04 Feb 2013 20:45:14 GMT
View Forum Message <> Reply to Message

On 04/02/2013 20:14, Dan Espen wrote:
>  "James O. Brown" <job654@ax.com> writes:
>
>>  "Dan Espen" <despen@verizon.net> wrote in message
>>  news:icboc0gibe.fsf@home.home...
>>>  jmfbahciv <See.above@aol.com> writes:
>>>
>>>>  Dan Espen wrote:
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >
>>>> >> Morten Reistad wrote:
>>>> >>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>> >>> jmfbahciv  <See.above@aol.com> wrote:
>>>> >>>> Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> >>>>>     at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >>>>>
>>>> >>>>>> That the hardware showed up with different implementations than
>>>> >>>>>> what was planned is also an issue. There never was a "POO" manual
>>>> >>>>>> for the PDP(8/10/11) series.
>>>> >>>>>
>>>> >>>>> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> >>>>> three very different series. Off the top of my head DEC had the
>>>> >>>>> following:
>>>> >>>
>>>> >>> No, I know that. I just tried to group together the three major
>>>> >>> series, the PDP-8, the PDP-10 and the PDP-11 using an expression.

>>>> >>>
>>>> >>> I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>>> >>> that much.
>>>> >>>
>>>> >>>> Morent meant product lines and that's how I read it.
>>>> >>>>
>>>> >>>>>
>>>> >>>>>  Alpha
>>>> >>>>>  LINC, in various packages
>>>> >>>>>  PDP-5 and 8
>>>> >>>>>  PDP-6, PDP-10 and derivatives
>>>> >>>>>  PDP-7, -9 and -15
>>>> >>>>>  PDP-11 and LSI-11
>>>> >>>>>  VAX
>>>> >>>>>
>>>> >>>>> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> >>>>> PDP-7 or separate lines. I vaguely recall that they may have been
>>>> >>>>> derived from the TX-0.
>>>> >>>>>
>>>> >>>>
>>>> >>>> The above is a tad mixed up but that's all documented somewhere.
>>>> >>>
>>>> >>> I never saw a POO (Principles of Operation) manual from DEC before
>>>> >>> the VAX pretty late in the VAX careers (long after the 8500).
>>>> >>
>>>> >> I don't think I"ve ever seen a POO.  We documented everything so
>>>> >> are you talking about the way the information was presented?
>>>> >>
>>>> >>>
>>>> >>> Not for the PDP-10, PDP-11s or PDP-8s.
>>>> >>>
>>>> >>> This is the "meta-manual" for the whole series. Like the ones
>>>> >>> IBM made for the 360, 370 and later architectures. If you code
>>>> >>> to that, you are safe that it will work on the next generation
>>>> >>> hardware too.
>>>> >>
>>>> >> What informatioon ismissing from our processor and hardware reference
>>>> >> manuals which is in POOs?
>>>> >
>>>> > An IBM POO (Principles Of Operation) describes addressing modes,
>>>> > instruction format, how I/O works and each instruction.
>>>>
>>>>  Which is in our manuals.
>>>
>>>  Which makes sense.
>>>
>>>  My guess is that the DEC manuals are equivalent even if they
>>>  didn't use the same naming conventions.

>>
>> They arent. DEC's were much more machine specific than an IBM POO.
>
> Interesting. Maybe because they didn't use a common architecture
> for all those models? I think I read somewhere that VAX was different.
> Can't see how they expected to keep customers changing the architecture.
>

DEC may have had an internal architecture documents specifying the equipment and external documents describing the machines. Also DEC machines were used as numerical controllers - the customers changed the fielded hardware by adding cutting edge peripherals with real cutting edges.

Andrew Swallow

---

Subject: Re: computer models and architecture, was New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 21:52:38 GMT
View Forum Message <> Reply to Message

In <keov0l$2ft8$1@leila.iecc.com>, on 02/04/2013
at 06:35 PM, John Levine <johnl@iecc.com> said:

> Oh, right, the 85 was more or less a 65 reimplemented in faster logic
> with a cache.

Now; it had a new microinstruction format and a new console; the machines related to it were the 3165, 3168, 3032 and 3033.

> The /91 wasn't really a 360 due to no decimal arithmetic

Decimal and floating point were optional.

> and the accursed imprecise interrupts (S0C0!)

I believe that multiple imprecise interrupts was a deviation from the architecture, but an individual imprecise interrupt was not. See A22-6821-7, Location Determination, p.78.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dave Garland on Mon, 04 Feb 2013 22:03:41 GMT
View Forum Message <> Reply to Message

On 2/4/2013 10:16 AM, jmfbahciv wrote:
> Charles Richmond wrote:

>> BAH, ISTM that the problem is... in math, the equal sign is a statement of
>> existing equality. In FORTRAN, the equal sign is an assignment operator.
>> Both CTR references are the same. On the right of the equal sign, the CTR
>> reference is a "load" operation, and on the left of the equal sign, a
>> "store" operation. The math heads are saying: "How can anything be equal
>> to itself plus one???" But the equal sign here does *not* indicate
>> equality, other than the assignment makes what's on the left *equal* to the
>> result obtained from evaluating what's on the right.
>
> Sure. Don't you remember trying to teach a math type the difference? :-)
> Some brains were never able to comprehend; I found that very interesting.
>

When I learned FORTRAN II in my Intro to Engineering class, it took maybe a few days for us to get used to the fact that in the context of FORTRAN, "=" meant assignment rather than equality. In a first-semester freshman class, I don't think there was that much of a distinction between "math types" and others, though we were certainly more so than the liberal arts students. Maybe it was more of a problem for people who'd been doing higher math for 20 years than it was for us, or maybe you were expecting instant understanding.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 04 Feb 2013 22:31:08 GMT
View Forum Message <> Reply to Message

In <ic7gmogci1.fsf@home.home>, on 02/04/2013
at 01:28 PM, Dan Espen <despen@verizon.net> said:

> Are 77 and 88 the only COBOL features you object to?

ALTER, COMPUTATIONAL-n and PERFORM come to mind.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Peter Flass on Tue, 05 Feb 2013 00:01:19 GMT
View Forum Message <> Reply to Message

On 2/4/2013 8:10 AM, blmblm@myrealbox.com wrote:
>
> I guess that's possible, but if so it doesn't show -- they do seem
> a bit clueless, but more in an "unknown unknowns" way than in an
> "ignorant and proud of it" way. And now that I think about it,
> some of them seem quite competent, or at least comfortable, with
> hardware at the macro level (swapping out components, e.g.).
>

I suppose no one person can know anything. The recent discussion of
Java and shared memory might as well have been written in Swahili as far
as I'm concerned. I don't even know enough to comment.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 05 Feb 2013 00:12:40 GMT
View Forum Message <> Reply to Message

On 2/4/2013 12:06 PM, Scott Lurndal wrote:
>
> Nobody is telling you that it takes the software guys "years" to do
> anything. However, everyone is telling you that the effect of using
> a simulator/emulator in advance of hardware availability has had positive
> effects in ever other non-DEC computer system provider then, now and
> in the future.
>

I get Barb's point that DEC was a hardware company. They were part of
the grand tradition where users were expected to write their own
software. Eventually they did have to adapt to the new world where
users expected an OS, compilers, etc. with their hardware.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 05 Feb 2013 00:17:09 GMT

View Forum Message <> Reply to Message

On 2/4/2013 12:30 PM, Morten Reistad wrote:
>
> $5B was the total size of Burroughs, and most of the BUNCH were at
> $8B or below at any one time. IBM was closer to $50B, bigger than
> all of the BUNCH+DEC+Prime+DG+Wang++ together.
>

Wasn't DEC #2 to IBM at one point? Has someone said that already?

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 05 Feb 2013 00:33:16 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <ic7gmogci1.fsf@home.home>, on 02/04/2013
> at 01:28 PM, Dan Espen <despen@verizon.net> said:
>
>> Are 77 and 88 the only COBOL features you object to?
>
> ALTER, COMPUTATIONAL-n and PERFORM come to mind.

PERFORM isn't intuitively obvious?

I suppose PERFORM treating SECTIONS differently isn't obvious
but PERFORM and PERFORM THRU, I don't see a big problem.

Not sure what would be a better word, CALL-SUBROUTINE,
DO-PARAGRAPH/SECTION?

ALTER, well, clear enough word but agreed, bad idea.

COMP-1, oh, that's clear enough. It's some kind of variable used for
computation. My guess is IBM invented COMP-3. I don't know if COMP-1
and COMP-2 were from a standard or not. But words like PACKED, BINARY,
FLOAT would sure make a lot more sense.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 05 Feb 2013 00:35:15 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> The math heads are saying: "How can anything be equal
>> to itself plus one???"
>
> No. Those with a background in Mathematics understand the need to
> learn the nomenclature of a new discipline.
>
> However, I must admit that I prefer the ALGOL convention of having
> separate operators for assignment and equality, although I regard the
> use of == as an operator to be an abomination.
>

Shmuel, I have personally known "math heads" who could *not* make the leap
to computer programming. I have known them... but *not* understood their
problem with programming.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 05 Feb 2013 00:39:06 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130204141202.d869e9cd0710579f70a67351@eircom.net...
> On 4 Feb 2013 13:07:32 GMT
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <20130202210022.ddee6d6bc0a48a9eb3ada2e9@eircom.net>,
>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>
>>> Precisely, so using processes and shared memory it's easy to
>>> know exactly which memory can be accessed concurrently, and more
>>> importantly which cannot. Whereas with threads it can be harder to tell
>>> - especially with Spring wired Java code where you have to double check
>>> the scope associated with the bean you're looking at (which of course
>>> is buried in an XML file somewhere a long way from the code) to figure
>>> out whether or not it's methods might be executed in more than one

>>>  thread, and then decide whether it should be fixed by going to
>>>  prototype scope or adding synchronised in suitable places.
>>>
>>
>>  Well, okay, I guess that makes sense.  (Maybe if I knew something about
>>  Spring I'd be more ready to agree?  I do speak Java but not Spring.)
>
>  With Spring you write all your classes as beans but don't
>  instantiate any of them. Instead you write Spring configuration in XML (or
>  as annotations or both) and Spring takes care of instantiating your
>  objects
>  and wiring them together by injecting instances into beans. One of the
>  controls is called scope which can be 'singleton' (only one instance) or
>  'prototype' (which means every reference gets a unique instance), or in
>  some contexts 'request' and 'session' are available.
>
>  Just in case that didn't lead to sufficient confusion, Spring also
>  supports Aspect Weaving to inject code in arbitrary places. So a class
>  that
>  has no internal state and is quite happy to exist as a singleton can
>  unexpectedly gain hooks that call out to something that (for example) uses
>  the web server generated request context to add details to a performance
>  tracking addition. Suddenly your (apparently unchanged) class is not safe
>  as
>  a singleton because of something done by a cow orker in an apparently
>  unrelated place.
>

This is all starting to sound like playing Cribbage...  "if you have three
of a kind of any odd non-face card, plus the five of spades... you get a
point".  Cribbage is full of all sorts of arbirary rules that are hard to
remember IMHO.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 05 Feb 2013 00:50:31 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

>  "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>  in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>  In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>    at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

>>
>>> The math heads are saying:  "How can anything be equal
>>> to itself plus one???"
>>
>>  No. Those with a background in Mathematics understand the need to
>>  learn the nomenclature of a new discipline.
>>
>>  However, I must admit that I prefer the ALGOL convention of having
>>  separate operators for assignment and equality, although I regard the
>>  use of == as an operator to be an abomination.
>
>  Shmuel, I have personally known "math heads" who could *not* make the
>  leap to computer programming.  I have known them... but *not*
>  understood their problem with programming.

All kinds of very smart people can't do it.
I've also known some people that were lucky to get out of HS
pick it up easily.
Anyone that could answer the question "how do you identify someone
with programming talent" could make himself a fortune.

--
Dan Espen

---

Subject: Re: New HD
Posted by sidd on Tue, 05 Feb 2013 00:52:01 GMT
View Forum Message <> Reply to Message

In article <20130204141202.d869e9cd0710579f70a67351@eircom.net>,
Ahem A Rivet's Shot  <steveo@eircom.net> wrote:

>  ... Aspect Weaving to inject code in arbitrary places. So a class that
> has no internal state and is quite happy to exist as a singleton can
> unexpectedly gain hooks that call out to something ...

this is very evil ... i like it, in the sense of fascination for the
horrible ...

sidd

---

Subject: Re: New HD
Posted by James O. Brown on Tue, 05 Feb 2013 02:01:15 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message

news:ictxprg7lc.fsf@home.home...
>  "James O. Brown" <job654@ax.com> writes:
>
>>  "Dan Espen" <despen@verizon.net> wrote in message
>>  news:icboc0gibe.fsf@home.home...
>>>  jmfbahciv <See.above@aol.com> writes:
>>>
>>>>  Dan Espen wrote:
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >
>>>> >> Morten Reistad wrote:
>>>> >>> In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>> >>> jmfbahciv  <See.above@aol.com> wrote:
>>>> >>>>Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> >>>>>    at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >>>>>
>>>> >>>>>>That the hardware showed up with different implementations than
>>>> >>>>>>what was planned is also an issue. There never was a "POO" manual
>>>> >>>>>>for the PDP(8/10/11) series.
>>>> >>>>>
>>>> >>>>> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong
>>>> >>>>> to
>>>> >>>>> three very different series. Off the top of my head DEC had the
>>>> >>>>> following:
>>>> >>>
>>>> >>> No, I know that. I just tried to group together the three major
>>>> >>> series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>> >>>
>>>> >>> I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>>> >>> that much.
>>>> >>>
>>>> >>>>Morent meant product lines and that's how I read it.
>>>> >>>>
>>>> >>>>>
>>>> >>>>>    Alpha
>>>> >>>>>    LINC, in various packages
>>>> >>>>>    PDP-5 and 8
>>>> >>>>>    PDP-6, PDP-10 and derivatives
>>>> >>>>>    PDP-7, -9 and -15
>>>> >>>>>    PDP-11 and LSI-11
>>>> >>>>>    VAX
>>>> >>>>>
>>>> >>>>> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> >>>>> PDP-7 or separate lines. I vaguely recall that they may have been
>>>> >>>>> derived from the TX-0.
>>>> >>>>>
>>>> >>>>

>>>> >>>>The above is a tad mixed up but that's all documented somewhere.
>>>> >>>
>>>> >>> I never saw a POO (Principles of Operation) manual from DEC before
>>>> >>> the VAX pretty late in the VAX careers (long after the 8500).
>>>> >>
>>>> >> I don't think I"ve ever seen a POO.  We documented everything so
>>>> >> are you talking about the way the information was presented?
>>>> >>
>>>> >>>
>>>> >>> Not for the PDP-10, PDP-11s or PDP-8s.
>>>> >>>
>>>> >>> This is the "meta-manual" for the whole series. Like the ones
>>>> >>> IBM made for the 360, 370 and later architectures. If you code
>>>> >>> to that, you are safe that it will work on the next generation
>>>> >>> hardware too.
>>>> >>
>>>> >> What informatioon ismissing from our processor and hardware reference
>>>> >> manuals which is in POOs?
>>>> >
>>>> > An IBM POO (Principles Of Operation) describes addressing modes,
>>>> > instruction format, how I/O works and each instruction.
>>>>
>>>>  Which is in our manuals.
>>>
>>>  Which makes sense.
>>>
>>>  My guess is that the DEC manuals are equivalent even if they
>>>  didn't use the same naming conventions.
>>
>>  They arent. DEC's were much more machine specific than an IBM POO.

>  Interesting.  Maybe because they didn't use
>  a common architecture for all those models?

They did with the later 11 and VAX lines.

>  I think I read somewhere that VAX was different.

Different to what ? That it had a POO ?  No it didn’t in the IBM sense.

>  Can't see how they expected to keep
>  customers changing the architecture.

They basically did that the same way that IBM did with the VAX
particularly supporting most of what was important with the 11.

And by then hardly anyone was writing much in assembler anyway so it
really wasn’t any big deal to move quite a bit of stuff from 11s to VAXs.

It was for some who chose to have almost entirely hand crafted
assembler, and they did stick with the 11s long past their useby date.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 05 Feb 2013 02:12:53 GMT
View Forum Message <> Reply to Message

Dave Garland <dave.garland@wizinfo.com> wrote
> jmfbahciv wrote
>> Charles Richmond wrote

>>> BAH, ISTM that the problem is... in math, the equal sign is a statement
>>> of
>>> existing equality. In FORTRAN, the equal sign is an assignment
>>> operator.
>>> Both CTR references are the same. On the right of the equal sign, the
>>> CTR
>>> reference is a "load" operation, and on the left of the equal sign, a
>>> "store" operation. The math heads are saying: "How can anything be
>>> equal
>>> to itself plus one???" But the equal sign here does *not* indicate
>>> equality, other than the assignment makes what's on the left *equal* to
>>> the
>>> result obtained from evaluating what's on the right.

>> Sure. Don't you remember trying to teach a math type the difference?
>> :-)
>> Some brains were never able to comprehend; I found that very interesting.

> When I learned FORTRAN II in my Intro to Engineering class,

I learnt it from the McKracken book.

> it took maybe a few days for us to get used to the fact that in the
> context of FORTRAN, "=" meant assignment rather than equality.

For me it was instantaneous, just a curiosity.

> In a first-semester freshman class, I don't think there was that much of a
> distinction between "math types" and others,

Yeah, I would have thought that most would have had some
exposure to the most basic algebra in school, even with those
that ended up in retail rather than science and engineering.

> though we were certainly more so than the liberal arts students.

I'm not sure that any of those ever bothered with programming early on.

> Maybe it was more of a problem for people who'd been doing higher math for
> 20 years than it was for us,

I doubt it. I cant see anyone who had that sort of
mentality would have a problem with a different
use of symbols, as someone else said here.

> or maybe you were expecting instant understanding.

I never saw anyone not get that and I taught
a hell of a lot of people programming later.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 05 Feb 2013 02:16:00 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kepibu$c17$1@dont-email.me...
> On 2/4/2013 12:06 PM, Scott Lurndal wrote:
>>
>> Nobody is telling you that it takes the software guys "years" to do
>> anything. However, everyone is telling you that the effect of using
>> a simulator/emulator in advance of hardware availability has had positive
>> effects in ever other non-DEC computer system provider then, now and
>> in the future.
>>
>
> I get Barb's point that DEC was a hardware company. They were part of the
> grand tradition where users were expected to write their own software.

Not with the 10s she is talking about they weren't.

> Eventually they did have to adapt to the new world where users expected an
> OS, compilers, etc. with their hardware.

Virtually all of them did with the 10s she is talking about.

---

Subject: Re: New HD
Posted by James O. Brown on Tue, 05 Feb 2013 02:23:16 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message

news:ic6227fuso.fsf@home.home...
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> The math heads are saying: "How can anything be equal
>>>> to itself plus one???"
>>>
>>> No. Those with a background in Mathematics understand the need to
>>> learn the nomenclature of a new discipline.
>>>
>>> However, I must admit that I prefer the ALGOL convention of having
>>> separate operators for assignment and equality, although I regard the
>>> use of == as an operator to be an abomination.
>>
>> Shmuel, I have personally known "math heads" who could *not* make the
>> leap to computer programming. I have known them... but *not*
>> understood their problem with programming.

> All kinds of very smart people can't do it.

Not sure that they can't in the sense that they couldn't even
if you told them that you would kill their children if they didn't.

Certainly some decide that it isnt for them, but that's a different matter
entirely to can't do it.

> I've also known some people that were lucky to get out of HS pick it up
> easily.

Yes, but that's even more true of mechanical stuff.

With plenty of very smart people who never can manage the basics,
even if you tell them that you will kill their kids if they don't.

> Anyone that could answer the question "how do you identify
> someone with programming talent" could make himself a fortune.

Sure, but that's much more about identifying those who are
prepared to continue to do what can be so irritating and picky
that plenty decide that they just hate it and don't want to do it.

You get the same thing with maths in school, some are just
so bad at it that they are wasting their time doing any more
than the most basic arithmetic like balancing a check book.

Plenty of engineers couldn't explain something very well
even if their kid's lives depended on them doing that either.

---

Subject: Re: New HD
Posted by Walter Bushell on Tue, 05 Feb 2013 03:42:13 GMT
View Forum Message <> Reply to Message

In article <511036ac$43$fuzhry+tra$mr2ice@news.patriot.net>,
 Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
 wrote:

> In <ic7gmogci1.fsf@home.home>, on 02/04/2013
>  at 01:28 PM, Dan Espen <despen@verizon.net> said:
>
>> Are 77 and 88 the only COBOL features you object to?
>
> ALTER, COMPUTATIONAL-n and PERFORM come to mind.

Not to mention the distinction between "SEARCH" and "SEARCH ALL".

Still Cobol never had a computed "COME FROM".

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Morten Reistad on Tue, 05 Feb 2013 12:05:12 GMT
View Forum Message <> Reply to Message

In article <kepik6$c17$2@dont-email.me>,
Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 2/4/2013 12:30 PM, Morten Reistad wrote:
>>
>> $5B was the total size of Burroughs, and most of the BUNCH were at
>> $8B or below at any one time. IBM was closer to $50B, bigger than
>> all of the BUNCH+DEC+Prime+DG+Wang++ together.
>>
>
> Wasn't DEC #2 to IBM at one point? Has someone said that already?

I was commenting about that.

ISTR it happened just before the cancellation of Jupiter,

May 17th 1983.

But I may remember that date wrong.

-- mrr

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 05 Feb 2013 12:53:09 GMT
View Forum Message <> Reply to Message

On 2/4/2013 7:33 PM, Dan Espen wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <ic7gmogci1.fsf@home.home>, on 02/04/2013
>> at 01:28 PM, Dan Espen <despen@verizon.net> said:
>>
>>> Are 77 and 88 the only COBOL features you object to?
>>
>> ALTER, COMPUTATIONAL-n and PERFORM come to mind.
>
> PERFORM isn't intuitively obvious?
>
> I suppose PERFORM treating SECTIONS differently isn't obvious
> but PERFORM and PERFORM THRU, I don't see a big problem.
>
> Not sure what would be a better word, CALL-SUBROUTINE,
> DO-PARAGRAPH/SECTION?
>
> ALTER, well, clear enough word but agreed, bad idea.

All languages ah it in the oldeb days - FORTRAN"ASSIGN, PL/I:Label
variables, etc. It was a direct translation of the assembler idiom
which was quite common back then.

>
> COMP-1, oh, that's clear enough. It's some kind of variable used for
> computation. My guess is IBM invented COMP-3. I don't know if COMP-1
> and COMP-2 were from a standard or not. But words like PACKED, BINARY,
> FLOAT would sure make a lot more sense.
>

*THAT'S* what COBOL needed - more reserved words.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 05 Feb 2013 12:56:52 GMT
View Forum Message <> Reply to Message

On 2/4/2013 7:50 PM, Dan Espen wrote:
>
> All kinds of very smart people can't do it.
> I've also known some people that were lucky to get out of HS
> pick it up easily.
> Anyone that could answer the question "how do you identify someone
> with programming talent" could make himself a fortune.
>

The so-called "programmer aptitude tests" that were common years ago might better have been called "test-taker's aptitude tests." Has anyone done personality studies on programmers? Do good ones have anything in common? Crossword-puzzles? Rugby?

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 05 Feb 2013 13:52:49 GMT
View Forum Message <> Reply to Message

In <icehgvfvlf.fsf@home.home>, on 02/04/2013
at 07:33 PM, Dan Espen <despen@verizon.net> said:

> PERFORM isn't intuitively obvious?

No. Here there be dragons. The Devil is in the details.

> Not sure what would be a better word,

The problem isn't the nomenclature, it's the semantics.

> ALTER, well, clear enough word but agreed, bad idea.

We can blame that one on FORTRAN.

> COMP-1, oh, that's clear enough.

Not even close.

> It's some kind

Aha! If you're interested in portability, "some kind" isn't good enough.

> My guess is IBM invented COMP-3.

No; CODASYL invented COMPUTATIONAL-n and defined it to be non-portable. Each vendor decided what values meant what on which compiler, although I would hope that each vendor was consistent in its own product line.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 05 Feb 2013 13:54:41 GMT
View Forum Message <> Reply to Message

In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> Shmuel, I have personally known "math heads" who could *not* make the
> leap to computer programming.

What do you mean by "Math heads"? I've certainly never met anybody in a Mathematics department who had that problem.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 05 Feb 2013 13:57:28 GMT
View Forum Message <> Reply to Message

In <ic6227fuso.fsf@home.home>, on 02/04/2013
at 07:50 PM, Dan Espen <despen@verizon.net> said:

> Anyone that could answer the question "how do you identify someone
> with programming talent" could make himself a fortune.

Musical talent? Admittedly my sample size is too small to be
sadistically significant.

Lrf, gur glcb vf qryvorengr. Jul qb lbh nfx?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 05 Feb 2013 14:00:53 GMT
View Forum Message <> Reply to Message

In <proto-F227A2.22421304022013@news.panix.com>, on 02/04/2013
at 10:42 PM, Walter Bushell <proto@panix.com> said:

> In article <511036ac$43$fuzhry+tra$mr2ice@news.patriot.net>,
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
> wrote:

>> In <ic7gmogci1.fsf@home.home>, on 02/04/2013
>> at 01:28 PM, Dan Espen <despen@verizon.net> said:
>>
>>> Are 77 and 88 the only COBOL features you object to?
>>
>> ALTER, COMPUTATIONAL-n and PERFORM come to mind.

> Not to mention the distinction between "SEARCH" and "SEARCH
> ALL".

I forgot to mention COMMENT, which doesn't do what you might naïvely
expect.

> Still Cobol never had a computed "COME FROM".

No, that was a joke in Datamation, as was nybble.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Feb 2013 14:53:26 GMT
View Forum Message <> Reply to Message

In article <kekc8b$5n1$3@dont-email.me>,
Peter Flass  <Peter_Flass@Yahoo.com> wrote:
>  On 2/2/2013 2:20 PM, blmblm@myrealbox.com wrote:
>>  In article <PM0004D446A7923606@aca21c14.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>>  Ahem A Rivet's Shot wrote:
>>>>  On Fri, 25 Jan 2013 10:54:50 -0600
>>>>  "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>>>
>>>> > Java conventions (and some in C++ and Pascal) say variables should be
>>>> > like: LinePrinterOutput.  In C, I prefer the style:   line_printer_output.
>>>>
>>>>      Nitpick - the Java conventions (often borrowed in other OO
>>>>  languages) have LinePrinterOutput for classes and linePrinterOutput for
>>>>  variables, methods and member names.
>>>>
>>>  That is horrible!!!!
>>>
>>
>>  What it is you don't like about this style?  It's verbose, yeah,
>>  but then again in my experience those long names do help a bit
>>  with remembering, or guessing, what the library classes/methods do.
>>  They're a pain to type, but I suspect a lot of developers these days
>>  use tools that help with that (e.g., you type part of the name and
>>  the tool presents you with some possible completions).
>>
>>  But then I may be biased by having spent a lot of time using Java,
>>  where (as Steve just pointed out?) this style is customary.
>>
>>  So -- is it the verbosity, or the mixed case, or what?
>>
>
>
>  Real programmers use only UPPER CASE!
>

And variable names that are at most six characters, right?  :-)?

I still want to know what *Barb* thinks.  Probably not going to happen,
though.  <shrug>

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Feb 2013 14:53:45 GMT
View Forum Message <> Reply to Message

In article <PM0004D4E7C026E82A@aca2fe98.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
>  Charlie Gibbs wrote:
>>  In article <an576dFfea4U3@mid.individual.net>,
>>  blmblm.myrealbox@gmail.com (blmblm@myrealbox.com) writes:
>>
>>>  In article <kdhhki$c30$1@dont-email.me>,
>>>  Charles Richmond <numerist@aquaporin4.com> wrote:
>>>
>>>>  What the current crop of computer science students *think* is going
>>>>  on inside the computer... is most likely far removed from reality.
>>>
>>>  That's sure my perception (as someone who teaches them and also
>>>  has been working in what /BAH calls "the biz" for -- a lot of
>>>  years now).  They seem to have some mental model of how things work
>>>  at a low level that's, hm, "different from mine" is the closest
>>>  I can come to describing it -- well, that and "wrong-headed".  :-)?
>>>  My best guess is that some of the difference has to do with the fact
>>>  that most of what they've done with computers, even in CS classes,
>>>  has been pretty far removed from what the hardware was doing, while
>>>  I spent some of my formative years writing IBM assembler code.
>>>  They *are* required to take a course in which they're taught a bit
>>>  about an assembler language (MIPS) and about circuit design at the
>>>  level of logic gates, but maybe it doesn't take.
>>
>>  The impression I always got was that CS weenies look upon that
>>  low-level stuff with the same sort of distaste shown by an
>>  upper-class twit towards all that icky oil and grease and
>>  mechanical parts in his car.  It's the job of mechanics and
>>  other lower classes to worry about such things.
>
>  I think this attitude was jelled during the GOTOless insanity.

"GOTOless insanity"?

Well, okay, the fanatics who think there are *no* reasonable or
legitimate uses of "GOTO" are no more reasonable than fanatical
supporters of other ideas.

It's hard for me to imagine, though, how someone with any interest
in writing human-readable code could object to replacing most uses of
GOTO with explicit constructs for conditional execution (if/else)
and looping.  ?

>>>  How to make them understand ....  But I do question sometimes
>>>  whether *I*'m the one who doesn't really understand how things
>>>  work, since keeping up with field is not, alas, one of my best
>>>  things.
>>
>>  It's a lost cause if their lack of understanding is worn as a
>>  badge of pride.
>>
>  This seems to be a common human aspect.  I have never understood
>  this kind of thinking.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Feb 2013 14:55:41 GMT
View Forum Message <> Reply to Message

In article <kephmr$5ev$1@dont-email.me>,
Peter Flass  <Peter_Flass@Yahoo.com> wrote:
>  On 2/4/2013 8:10 AM, blmblm@myrealbox.com wrote:
>>
>>  I guess that's possible, but if so it doesn't show -- they do seem
>>  a bit clueless, but more in an "unknown unknowns" way than in an
>>  "ignorant and proud of it" way.  And now that I think about it,
>>  some of them seem quite competent, or at least comfortable, with
>>  hardware at the macro level (swapping out components, e.g.).
>>
>
>  I suppose no one person can know anything.  The recent discussion of
>  Java and shared memory might as well have been written in Swahili as far
>  as I'm concerned.  I don't even know enough to comment.
>

For what it's worth, I didn't exactly find that discussion
crystal clear either, and I've written a lot of Java, some of it

multithreaded.  It seems to be more about Spring, which is some
sort of ....  Apparently the term is "application framework"?

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Feb 2013 14:57:28 GMT
View Forum Message <> Reply to Message

In article <anb8onFqv7nU1@mid.individual.net>,
James O. Brown <job654@ax.com> wrote:
>
>
>  "Dan Espen" <despen@verizon.net> wrote in message
>  news:ic6227fuso.fsf@home.home...
>>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>>  "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>  in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>>  In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>>    at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> >The math heads are saying:  "How can anything be equal
>>>> >to itself plus one???"
>>>>
>>>>  No. Those with a background in Mathematics understand the need to
>>>>  learn the nomenclature of a new discipline.
>>>>
>>>>  However, I must admit that I prefer the ALGOL convention of having
>>>>  separate operators for assignment and equality, although I regard the
>>>>  use of == as an operator to be an abomination.
>>>
>>>  Shmuel, I have personally known "math heads" who could *not* make the
>>>  leap to computer programming.  I have known them... but *not*
>>>  understood their problem with programming.
>
>>  All kinds of very smart people can't do it.
>
>  Not sure that they can't in the sense that they couldn't even
>  if you told them that you would kill their children if they didn't.

Well, I don't know ....  One of my students last semester started
taking programming classes thinking he wanted to major in CS, and
it sure seemed like he was making his best effort to learn to code,

but he seemed to just not get programming in some fundamental way
(an opinion shared by another instructor, so not just me).

Would threats from someone else have motivated him more than his own
enthusiasm?  I guess it's possible, though I'm skeptical.

I remember once coming across an essay by Asimov about how at some point
he hit the wall, so to speak, in learning math, and concluded that while
he still loved math it no longer loved him.  Apparently for some people
programming is like that?

> Certainly some decide that it isnt for them, but that's a different matter
> entirely to can't do it.
>
>> I've also known some people that were lucky to get out of HS pick it up
>> easily.
>
> Yes, but that's even more true of mechanical stuff.
>
> With plenty of very smart people who never can manage the basics,
> even if you tell them that you will kill their kids if they don't.
>
>> Anyone that could answer the question "how do you identify
>> someone with programming talent" could make himself a fortune.
>
> Sure, but that's much more about identifying those who are
> prepared to continue to do what can be so irritating and picky
> that plenty decide that they just hate it and don't want to do it.
>
> You get the same thing with maths in school, some are just
> so bad at it that they are wasting their time doing any more
> than the most basic arithmetic like balancing a check book.
>
> Plenty of engineers couldn't explain something very well
> even if their kid's lives depended on them doing that either.
>

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Nick Spalding on Tue, 05 Feb 2013 15:10:18 GMT
View Forum Message <> Reply to Message

Peter Flass wrote, in <keqv46$9u4$1@dont-email.me>

on Tue, 05 Feb 2013 07:56:52 -0500:

> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>
>> All kinds of very smart people can't do it.
>> I've also known some people that were lucky to get out of HS
>> pick it up easily.
>> Anyone that could answer the question "how do you identify someone
>> with programming talent" could make himself a fortune.
>>
>
> The so-called "programmer aptitude tests" that were common years ago
> might better have been called "test-taker's aptitude tests." Has anyone
> done personality studies on programmers? Do good ones have anything in
> common? Crossword-puzzles? Rugby?

Curiosity.
--
Nick Spalding

---

Subject: Re: New HD
Posted by Walter Banks on Tue, 05 Feb 2013 15:28:15 GMT
View Forum Message <> Reply to Message

"blmblm@myrealbox.com" wrote:

> In article <anb8onFqv7nU1@mid.individual.net>,
> James O. Brown <job654@ax.com> wrote:
>>
>>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:ic6227fuso.fsf@home.home...
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>
>>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> > In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> > at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >>The math heads are saying: "How can anything be equal
>>>> >>to itself plus one???"
>>>> >
>>>> > No. Those with a background in Mathematics understand the need to
>>>> > learn the nomenclature of a new discipline.
>>>> >
>>>> > However, I must admit that I prefer the ALGOL convention of having
>>>> > separate operators for assignment and equality, although I regard the

>>>> > use of == as an operator to be an abomination.
>>>>
>>>> Shmuel, I have personally known "math heads" who could *not* make the
>>>> leap to computer programming. I have known them... but *not*
>>>> understood their problem with programming.
>>
>>> All kinds of very smart people can't do it.
>>
>> Not sure that they can't in the sense that they couldn't even
>> if you told them that you would kill their children if they didn't.
>
> Well, I don't know .... One of my students last semester started
> taking programming classes thinking he wanted to major in CS, and
> it sure seemed like he was making his best effort to learn to code,
> but he seemed to just not get programming in some fundamental way
> (an opinion shared by another instructor, so not just me).
>
> Would threats from someone else have motivated him more than his own
> enthusiasm? I guess it's possible, though I'm skeptical.
>
> I remember once coming across an essay by Asimov about how at some point
> he hit the wall, so to speak, in learning math, and concluded that while
> he still loved math it no longer loved him. Apparently for some people
> programming is like that?

Programing is very much like writing they need to want to do and like
doing it to be successful. Authors work for days trying to craft a sentence
or phrase so it conveys the correct exact meaning and emotion. Good
programmers share the same characteristic. The biggest difference is
authors choose alcohol as drink of choice programmers choose coke. :)

w..

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:08 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:
> On Mon, 04 Feb 2013 17:06:14 GMT
> scott@slp53.sl.home (Scott Lurndal) wrote:
>
>> Nobody is telling you that it takes the software guys "years" to do
>> anything. However, everyone is telling you that the effect of using
>> a simulator/emulator in advance of hardware availability has had positive
>> effects in ever other non-DEC computer system provider then, now and
>> in the future.
>>

>> We all accept that DEC didn't do things that way. Their loss.
>
> I think I see one reason why DEC did not do this buried in this
> conversation. In order to have an emulator available before the hardware
> somebody has to write it after the hardware specification is complete but
> before the hardware exists. Being able to do this depends on having some
> programmers available for the purpose.
>
> Barb has described the working arrangements at DEC as being like a
> pipeline, which to me means that while the hardware for the next version is
> being done all the programmers are busy writing/debugging stuff to help sell
> the previous version and so none are available to write an emulator of the
> next version, or for that matter to write software for the next version.
>
> If you start off with creating emulators you get a smooth run, but
> switching to using emulators would involve stalling the pipeline by taking
> people off whatever they were doing to write an emulator for the freshly
> specified hardware and then using it which would impact business (irritate
> existing customers and possibly cost sales) for the current hardware. I
> suppose you could also bring in a bunch of contractors to avoid stalling
> the pipeline.
>
> I am of course guessing and reading between the lines - Barb feel
> free to shoot me down in flames where I've got it all wrong.

I could kiss you. [relieved emoticon here] You understand just fine.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:09 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/4/2013 7:33 PM, Dan Espen wrote:
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> In <ic7gmogci1.fsf@home.home>, on 02/04/2013
>>> at 01:28 PM, Dan Espen <despen@verizon.net> said:
>>>
>>>> Are 77 and 88 the only COBOL features you object to?
>>>
>>> ALTER, COMPUTATIONAL-n and PERFORM come to mind.
>>
>> PERFORM isn't intuitively obvious?
>>
>> I suppose PERFORM treating SECTIONS differently isn't obvious

>> but PERFORM and PERFORM THRU, I don't see a big problem.
>>
>> Not sure what would be a better word, CALL-SUBROUTINE,
>> DO-PARAGRAPH/SECTION?
>>
>> ALTER, well, clear enough word but agreed, bad idea.
>
> All languages ah it in the oldeb days - FORTRAN"ASSIGN, PL/I:Label
> variables, etc. It was a direct translation of the assembler idiom
> which was quite common back then.
>
>>
>> COMP-1, oh, that's clear enough. It's some kind of variable used for
>> computation. My guess is IBM invented COMP-3. I don't know if COMP-1
>> and COMP-2 were from a standard or not. But words like PACKED, BINARY,
>> FLOAT would sure make a lot more sense.
>>
>
> *THAT'S* what COBOL needed - more reserved words.

<snort> Riiight. I got the unwanted pleasure of expaling to a bank
why binary arithemtic didn't add like decimal.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:12 GMT
View Forum Message <> Reply to Message

sidd wrote:
> In article <20130204141202.d869e9cd0710579f70a67351@eircom.net>,
> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>
>> ... Aspect Weaving to inject code in arbitrary places. So a class that
>> has no internal state and is quite happy to exist as a singleton can
>> unexpectedly gain hooks that call out to something ...
>
> this is very evil ... i like it, in the sense of fascination for the
> horrible ...

<grin>

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:14 GMT
View Forum Message <> Reply to Message

Anne & Lynn Wheeler wrote:
> jmfbahciv <See.above@aol.com> writes:
>> So your red book was our project notebook which was a bound volume
>> kept by the project leader.
>>
>> Our docs were produced based on such things, including all the specs
>> which were required for each project.
>>
>> /BAH
>
> re:
> http://www.garlic.com/~lynn/2013b.html#17 New HD
>
> the red-book was superset of the POO ... with each item containing the
> POO description as well as a lot of architecture trade-offs,
> implementation considerations, model dependent issues, etc. all
> intermixed ... as a single document.

I understand that.
>
> the cms script command line options resulted in either producing the
> full architecture redbook or just the POO subset. part of the isse of
> moving to cms script was being able to have all the POO stuff intermixed
> with all the other stuff (not for open publication) ... which tended to
> improve the quality of updates. Redbook would also include features that
> still hadn't been announced.
>
> if you had the POO, you could go see the description of what an item is
> ... if you had the full architecture redbook, you not only got to see
> the "what" for an item ... but lots of the "why".
>
> now the detailed specs for specific models would be separate from the
> redbook ... however the redbook might have justification for not doing
> various alternative designs because of model dependent considerations.

I don't know how hardware did their development. My guess is that
there are bound project notebooks someplace...they were those brown
books you could buy in a stationery (or is ary?) store. I didn't
get to see any specs after I left Tape Prep. Most of the hardware
types didn't use computers to do their work. They didn't start using
terminals until mid-KL hardware development and then only the CAD
people used them. None of the CPU, disk, tape and other hardware designers
who didn't also do OS development, used a computer.

>
>

> one of the issues was that the original 370 architecture redbook
> contained the full 370 virtual memory architecutre across all the
> processors (before announcement). I've periodically mentioned that the
> 370/165 was running into schedule problems retro-fitting the full
> virtual memory hardware architecture. 370/165 proposed dropping several
> features from the 370 virtual memory architecture to gain six months in
> ship schedule. The arguments were all played out in the "architecture"
> group that *OWNED* the architecture.
>
> After quite a bit of argument ... it was decided to drop the features
> ... which met that all the other processors had to remove the dropped
> features as well as any software already written supporting the dropped
> features had to be reworked.
>
> one of the dropped features was virtual memory r/o sharing ... which was
> already implemented in the other models. also in the morph from cp67/cms
> to vm370/cms ... the virtual memory sharing and cms kernel layout had
> been reworked for the virtual memory r/o sharing (being able to have a
> common copy across all virtual address spaces). When that feature was
> dropped, vm370/cms had to drop back to a really, really hokey
> implementation to provide r/o sharing. part of the reason that it got
> dropped was all of the other operating systems said that they had no
> plans for using virtual memory r/o sharing. recent post over in
> comp.arch mentioning dropping the r/o sharing disaster:
> http://www.garlic.com/~lynn/2013b.html#13 moo cow, was what makes a computer
architect great?

Somehow, having more than hardware group thinking about owning a project
makes me shudder ;-).

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:16 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D4E86F468103@aca2fe98.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:
>>> In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Morten Reistad wrote:
>>>> > In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >>Scott Lurndal wrote:
>>>

>  [snip]
>>>
>>>  Even with hardware differing from the spec, emulators are _very_
>>>  useful. Or rather, especially in that case.
>>
>> I can see how they would be useful.  I'm not stupid as some others like
>> to believe.  I simply cannot see how an emulator would have been useful
>> for our work back then _given DEC's business plan_ which was to sell
>> hardware.  I have the sense that most people here think that the software
>> effort would have taken years.  It never did.  If it took two months,
>> from the first MAKE FOO.MAC command to having it running, albeit crashing,
>> the project was in trouble.
>>
>> while the hardware was in the throes of being created, the software people
>> were working on other hardware which was in the pipeline.  If think
>> of our work as a production line, then you will understand the inner
>> working of DEC.
>
>  Yes, I understand how it worked. It was probably the best solution
>  in the early years, but it survived too long in "ad-hoc" mode.

From the PDP-10's biz, the procedures didn't change other than putting
in more delaying tactics before FCS sign-off.  I don't know how the
VAX worked out.  They had all kinds of problems.

>
>>>> That's what I've been saying for years and years and years in the
>>>> two newsgroups.  But just about everybody, ecept maybe Lynn had
>>>> to argue, call me Rush Linbaugh and wrong and stupid.
>>>
>>>  You tend to generalise somewhat from the DEC experience,
>>
>> That's the way I write these posts; if I have to write them as specs
>> then I would be more careful.  it would take me all day to do a good
>> job.  By this time, I would think that most people would have prepended
>> an "at DEC" for all my posts.  It's safe to do that because I know
>> nothing about other manufacturers; I stated this a lot--it just
>> doesn't seem to take root.
>>
>>>  and when
>>>  what DEC had as a policy differ from what was generally understood
>>>  they tend to howl back.
>>
>> I don't mind the howling.  I do  mind the continued howling becuase
>> the initial jump to conclusion has beeen brurnt into their brains.
>> I have never ever been able to correct this kind of thinking in
>> anybody.  Once it's burned in, there is no way to change it.  I'd
>> love to find a method becasue I'm in a personal situation now which

>> requires it.
>
> They are not the only ones with "burnt-in responses" here. You tend
> to give some responses like this too, and when there are two people
> like that we get yelling loops.
>
> Like the response about "we didn't do emulators, we never could
> afford that" (or similar) the cost of an emulator ($40k-ish) is
> held against hardware for standalone ($0.5m-ish) and the argument
> loses it's validity.

But that wasn't the cost of hardware stand-alone. the $40K estimate
for an emullator is way, way too low. Just the delay in FCS would
cost way more money.

>
> I would still have loved to see emulation/vm on the PDP10.

We would have loved to have seen lots of stuff done. We had plans
which could have kept us busy for decades.

>
>>> This topic intreagues me. How far was the KA10 (or the other PDP10s, for
>> that
>>> matter) from being a self-virtualising engine?
>>
>> I don't understand the question. I guess I don't know the defintion of
>> "self-virutalization" and I'm not sure what you mean by engine.
>
> Self-virtualisation means you can start another copy of the OS as
> a user program.

I did propose that in 1983 or 4 just after Jupiter was cancelled and the
PDP-10 product line had been declared cancelled. Noone, not even
other OS developers, understood what I meant. They all looked at me as
if I'd grown three new heads and was talking in Martian.

>
>>>> > This again shows that DEC was pretty much without a real management.
>>>> > At least one that acted like one. It runs to the credit of all the
>>>> > employees that the company survived for as long as it did.
>>>>
>>>> I guess I'll never understand what real management is supposed to be like
>> :-).
>>>
>>> First and foremost, it would take a long, hard look at how your

>>>  own organisation differed from the industry mainstream, and analyse
>>>  strengths and weaknesses, and work directly on those.
>>>
>>>  I never saw any evidence anything like this happened in DEC.
>>
>> All I know is that DEC went downhill rapidly when we got that influx
>> of IBM middle management.  I supppose before that, everybody was
>> part of management even if we did the engineering work.  Each new
>> employee knew the business plan and how we made money.  Even the
>> secretaries knew how to make their decsions based on that.  We
>> all knew how to the tradeoffs.  If we didn't, we were guided by
>> someone who did; this decision and working did not have a top-down
>> structure.  I could walk into KOs office at any time to get a decision
>> or tell him something.  I never did have a need to do that but I could
>> have done it even when I was in Tape Prep.
>
>  Indeed, DEC must have been unique in the size it got to grow to
>  as such a totally flat organisation. You must have gotten to 5k+
>  employees while being DEC (not DIGITAL?)

Much more than that.  My badge number was 14567 and I started in 1971.

>
>
>>>> > But I may be wrong.
>>>>
>>>> What do you mean "turnover time"?
>>>
>>>  No, not turnover time. Turnover. British English for gross sales,
>>>  periodised. (so sales for next year is attributed there instead of
>>>  on this budget)
>>
>> ah!  I never heard of that term and I'm currently reading a history
>> of the Merchant Bankers.  I wonder if I missed the reference.  Thanks.
>>
>> Well, I can remember Jack Shields telling me that his goal was to gross
>> $5 billion by (well, he said 5 years so that would make it the late
>> 70s).  And that was just Field Service.
>
>  $5B was the total size of Burroughs, and most of the BUNCH were at
>  $8B or below at any one time. IBM was closer to $50B, bigger than
>  all of the BUNCH+DEC+Prime+DG+Wang++ together.

Right.  We didn't have a lot of money to "waste" on writing emulators.  ;-)

Not until VMS/VAX was there a lot of money to fund projects.  Of course,
the PDP-10 product line didn't get much of it and we were their cash
cow.  JMF wanted to have the PDP-10 product line spun off and let us

sink or swim.  But funding continued to be all mixed up.  He made
his comment around 1978 or so.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:17 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
>  In <PM0004D4E7D16D8E59@aca2fe98.ipt.aol.com>, on 02/04/2013
>  at 04:16 PM, jmfbahciv <See.above@aol.com> said:
>
>> How do you figure?
>
>  It takes time to build the hardware.
>
>> The hardware ain't ready until it's ready no matter
>> how much virtual software had been written.
>
>  With a simulator you can start testing the software as soon as you've
>  written it.
>
>> I don't understand why you can't understand this.
>
>  Your premise is wrong; I fully understand the mismanagement involved.

I understood that your assumption was mismangement.  YOu are wrong.
You don't seem to understand how we did our work.

>  Pretending that the critics of DEC don't understand is a pretty stupid
>  form of spin control.
>
It's clear you don't understand.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:18 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
>  In <PM0004D4E7C3209D55@aca2fe98.ipt.aol.com>, on 02/04/2013
>  at 04:16 PM, jmfbahciv <See.above@aol.com> said:

>
>> Oh, fuck off.
>
> Does that mean that you don't know the difference, or that you think
> assembler is for wimps. Either way, ESAD.
>
Since you are continuing to isolate every comment from context, I can't
answer your question.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:19 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>> Shmuel (Seymour J.) Metz wrote:
>>> In <PM0004D4BEF7A00431@ac81932f.ipt.aol.com>, on 02/02/2013
>>> at 03:05 PM, jmfbahciv <See.above@aol.com> said:
>>>
>>>> Look, the software work schedule for a new piece of hardware did not
>>>> wait until the hardware was in manufacturing production. The first
>>>> hardware they used was in the hardware labs and as soon as it was
>>>> hooked up to look like a system, the OS developers were debugging the
>>>> code they wrote.
>>>
>>> That's still a lengthy delay.
>>
>> How do you figure? The hardware ain't ready until it's ready no matter
>> how much virtual software had been written. Programmers could spend their
>> time writing an emulator or they could be spending their time writing
>> code for the new piece of hardware on the floor. The choice was to
>> write the code for the hardware since we wanted to sell bunches of it.
>
> Barb, the experiences of other manufacturers showed that doing an
> emulation/simulation of the hardware in advance of hardware availability
> had the following benefits:
>
> - Defects or potential performance limitations could be identified
> early enough to allow the hardware to be changed without delaying
> delivery timeframes.
> - The operating system would be _ready_ when the first hardware was
> available, reducing time to market (For example, I have linux running
> on an ARM Aarch64 processor; yet no such processor will exist in
reality
> until later this year (APM) or mid next year (most other vendors)).

>  - The OS/Monitor developers could debug their code on simulated hardware
>  long before the real hardware floated along.  This increased
>  productivity of the developers considerably.

Except the emulator would have been ready months or a year after the hardware
was on the floor waiting for the OS developer.

>
>>
>> I don't understand why you can't understand this.
>
>  We understand it, we just don't agree with it as a design philosophy.

WE didn't have a philosophy; we just made hardware work and sold it.
>
>> We made our money
>> from selling hardware.  The software people didn't need years to make
>> a new piece work.  That may be part of your misunderstanding.
>
>  Nobody is telling you that it takes the software guys "years" to do
>  anything.  However, everyone is telling you that the effect of using
>  a simulator/emulator in advance of hardware availability has had positive
>  effects in ever other non-DEC computer system provider then, now and
>  in the future.

Look, I understand that it's useful now, probably necessary.  it wasn't
back then in our shop.

>
>  We all accept that DEC didn't do things that way.  Their loss.

But it wasn't a loss.  That's what you don't seem to understand.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:20 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
>  On 2/4/2013 12:06 PM, Scott Lurndal wrote:
>>
>>  Nobody is telling you that it takes the software guys "years" to do
>>  anything.  However, everyone is telling you that the effect of using
>>  a simulator/emulator in advance of hardware availability has had positive

>> effects in ever other non-DEC computer system provider then, now and
>> in the future.
>>
>
> I get Barb's point that DEC was a hardware company. They were part of
> the grand tradition where users were expected to write their own
> software. Eventually they did have to adapt to the new world where
> users expected an OS, compilers, etc. with their hardware.
>
>
That was actually a very strong selling point. A lot of people
bought DEC gear so they didn't have to be bossed around by IBM.

We provided software for the general systems if the customer
wanted to buy software and its maintenance. DEC also created
a hard/software custom-made system for a customer. If the
software done for those projects were useful for a general
distribution, the software was merged and shipped on the
regular tapes. ANF-10 is a good example of this.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:21 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D4E7D6BA5731@aca2fe98.ipt.aol.com>, on 02/04/2013
> at 04:16 PM, jmfbahciv <See.above@aol.com> said:
>
>> Shmuel (Seymour J.) Metz wrote:
>>> In <PM0004D4BEA0016FDF@ac81932f.ipt.aol.com>, on 02/02/2013
>>> at 03:05 PM, jmfbahciv <See.above@aol.com> said:
>>>
>>>> Sigh! It means that any COBOL programmer can read it, understand it,
>>>> and change it no matter what machine it runs on.
>>>
>>> FORTRAN is more readable than COBOL in that sense.-
>>>
>> Not for accountants.
>
> What do "77" and "88" mean to accountants? Further, what you wrote was
> "It means that any COBOL programmer can read it, understand it, and
> change it no matter what machine it runs on."; if the accountant knows
> FORTRAN, he can read FORTRAN and if the accountant doesn't know COBOL
> then he can't read COBOL.
>

Look at accounting pages.  there are blanks for different kinds of
notations.  an 88 or 77 would just be some kind of category.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:24 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
>  On 2/4/2013 7:50 PM, Dan Espen wrote:
>>
>>  All kinds of very smart people can't do it.
>>  I've also known some people that were lucky to get out of HS
>>  pick it up easily.
>>  Anyone that could answer the question "how do you identify someone
>>  with programming talent" could make himself a fortune.
>>
>
>  The so-called "programmer aptitude tests" that were common years ago
>  might better have been called "test-taker's aptitude tests."  Has anyone
>  done personality studies on programmers?  Do good ones have anything in
>  common?  Crossword-puzzles?  Rugby?
>
>
Math and physics degrees beyond the BS.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:25 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
>  On 2/4/2013 12:30 PM, Morten Reistad wrote:
>>
>>  $5B was the total size of Burroughs, and most of the BUNCH were at
>>  $8B or below at any one time. IBM was closer to $50B, bigger than
>>  all of the BUNCH+DEC+Prime+DG+Wang++ together.
>>
>
>  Wasn't DEC #2 to IBM at one point?  Has someone said that already?
>
>
Only in the late 80s.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:26 GMT
View Forum Message <> Reply to Message

Dave Garland wrote:
> On 2/4/2013 10:16 AM, jmfbahciv wrote:
>> Charles Richmond wrote:
>
>>> BAH, ISTM that the problem is... in math, the equal sign is a statement of
>>> existing equality. In FORTRAN, the equal sign is an assignment operator.
>>> Both CTR references are the same. On the right of the equal sign, the CTR
>>> reference is a "load" operation, and on the left of the equal sign, a
>>> "store" operation. The math heads are saying: "How can anything be equal
>>> to itself plus one???" But the equal sign here does *not* indicate
>>> equality, other than the assignment makes what's on the left *equal* to
the
>>> result obtained from evaluating what's on the right.
>>
>> Sure. Don't you remember trying to teach a math type the difference? :-)
>> Some brains were never able to comprehend; I found that very interesting.
>>
>
> When I learned FORTRAN II in my Intro to Engineering class, it took
> maybe a few days for us to get used to the fact that in the context of
> FORTRAN, "=" meant assignment rather than equality. In a
> first-semester freshman class, I don't think there was that much of a
> distinction between "math types" and others, though we were certainly
> more so than the liberal arts students. Maybe it was more of a
> problem for people who'd been doing higher math for 20 years than it
> was for us, or maybe you were expecting instant understanding.
>
No. I was trying to teach it. the problem was that FORTRAN
looked too much like an algebra statement and the equals sign
got them very confused. When you read FORTRAN code, you have
to remember you're not reading an algebraic solution.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:28 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
> message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> The math heads are saying: "How can anything be equal
>>> to itself plus one???"
>>
>> No. Those with a background in Mathematics understand the need to
>> learn the nomenclature of a new discipline.
>>
>> However, I must admit that I prefer the ALGOL convention of having
>> separate operators for assignment and equality, although I regard the
>> use of == as an operator to be an abomination.
>>
>
> Shmuel, I have personally known "math heads" who could *not* make the leap
> to computer programming. I have known them... but *not* understood their
> problem with programming.

I figured out how to teach them. They seem to do a mindset adjustment
before reading a line of code. I never looked at [can'tremember the name]
Python? to see why math types love that computer language.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:30 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Dan Espen wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Morten Reistad wrote:
>>>> > In article <PM0004D4BF36E4436C@ac81932f.ipt.aol.com>,
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >>Shmuel (Seymour J.) Metz wrote:
>>>> >>> In <l90qt9-aql.ln1@wair.reistad.name>, on 01/31/2013
>>>> >>> at 12:14 PM, Morten Reistad <first@last.name> said:
>>>> >>>
>>>> >>>>That the hardware showed up with different implementations than
>>>> >>>>what was planned is also an issue. There never was a "POO" manual
>>>> >>>>for the PDP(8/10/11) series.

>>>> >>>
>>>> >>> There was no PDP series; The PDP-8, PDP-10 and the PDP-11 belong to
>>>> >>> three very different series. Off the top of my head DEC had the
>>>> >>> following:
>>>> >
>>>> > No, I know that. I just tried to group together the three major
>>>> > series, the PDP-8, the PDP-10 and the PDP-11 using an expression.
>>>> >
>>>> > I didn't see any PDP-7,'-9 or '-15s. I don't think they sold
>>>> > that much.
>>>> >
>>>> >>Morent meant product lines and that's how I read it.
>>>> >>
>>>> >>>
>>>> >>>  Alpha
>>>> >>>  LINC, in various packages
>>>> >>>  PDP-5 and 8
>>>> >>>  PDP-6, PDP-10 and derivatives
>>>> >>>  PDP-7, -9 and -15
>>>> >>>  PDP-11 and LSI-11
>>>> >>>  VAX
>>>> >>>
>>>> >>> I don't recall whether the PDP-1 and PDP-4 were precursors to the
>>>> >>> PDP-7 or separate lines. I vaguely recall that they may have been
>>>> >>> derived from the TX-0.
>>>> >>>
>>>> >>
>>>> >>The above is a tad mixed up but that's all documented somewhere.
>>>> >
>>>> > I never saw a POO (Principles of Operation) manual from DEC before
>>>> > the VAX pretty late in the VAX careers (long after the 8500).
>>>>
>>>>  I don't think I"ve ever seen a POO.  We documented everything so
>>>>  are you talking about the way the information was presented?
>>>>
>>>> >
>>>> > Not for the PDP-10, PDP-11s or PDP-8s.
>>>> >
>>>> > This is the "meta-manual" for the whole series. Like the ones
>>>> > IBM made for the 360, 370 and later architectures. If you code
>>>> > to that, you are safe that it will work on the next generation
>>>> > hardware too.
>>>>
>>>>  What informatioon ismissing from our processor and hardware reference
>>>>  manuals which is in POOs?
>>>
>>>  An IBM POO (Principles Of Operation) describes addressing modes,
>>>  instruction format, how I/O works and each instruction.

>>
>> Which is in our manuals.
>
> Which makes sense.
>
> My guess is that the DEC manuals are equivalent even if they
> didn't use the same naming conventions.

But Morten said this wasn't enough for a POO.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 05 Feb 2013 15:36:31 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> The math heads are saying: "How can anything be equal
>>>> to itself plus one???"
>>>
>>> No. Those with a background in Mathematics understand the need to
>>> learn the nomenclature of a new discipline.
>>>
>>> However, I must admit that I prefer the ALGOL convention of having
>>> separate operators for assignment and equality, although I regard the
>>> use of == as an operator to be an abomination.
>>
>> Shmuel, I have personally known "math heads" who could *not* make the
>> leap to computer programming. I have known them... but *not*
>> understood their problem with programming.
>
> All kinds of very smart people can't do it.
> I've also known some people that were lucky to get out of HS
> pick it up easily.
> Anyone that could answer the question "how do you identify someone
> with programming talent" could make himself a fortune.
>
It's easy to do.

/BAH

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 05 Feb 2013 15:39:06 GMT
View Forum Message <> Reply to Message

On 5 Feb 2013 14:55:41 GMT
blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

> For what it's worth, I didn't exactly find that discussion
> crystal clear either, and I've written a lot of Java, some of it
> multithreaded. It seems to be more about Spring, which is some
> sort of .... Apparently the term is "application framework"?

I have called it all sorts of other things at times, but yes that's
the official description. It's not the only thing in the Java world that
can cause this much confusion AspectJ is just as bad.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by scott on Tue, 05 Feb 2013 15:55:10 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
> In article <kephmr$5ev$1@dont-email.me>,
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>> On 2/4/2013 8:10 AM, blmblm@myrealbox.com wrote:
>>>
>>> I guess that's possible, but if so it doesn't show -- they do seem
>>> a bit clueless, but more in an "unknown unknowns" way than in an
>>> "ignorant and proud of it" way. And now that I think about it,
>>> some of them seem quite competent, or at least comfortable, with
>>> hardware at the macro level (swapping out components, e.g.).
>>>
>>
>> I suppose no one person can know anything. The recent discussion of
>> Java and shared memory might as well have been written in Swahili as far
>> as I'm concerned. I don't even know enough to comment.
>>
>
> For what it's worth, I didn't exactly find that discussion
> crystal clear either, and I've written a lot of Java, some of it
> multithreaded. It seems to be more about Spring, which is some
> sort of .... Apparently the term is "application framework"?

Spring used to be a microkernel-based experimental operating system at Sun, where technologies were developed and sometimes backported to Solaris (e.g. doors).

http://en.wikipedia.org/wiki/Spring_(operating_system)

Java Spring is a framework/application model like Java EE Beans or .NET that provides classes for most of the functionality required by a modern application so the programmer doesn't need to (re)write them from scratch along with the linkages to connect the elements together into an application.

---

Subject: Re: New HD
Posted by lawrence on Tue, 05 Feb 2013 16:18:06 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>
>> All kinds of very smart people can't do it.
>> I've also known some people that were lucky to get out of HS
>> pick it up easily.
>> Anyone that could answer the question "how do you identify someone
>> with programming talent" could make himself a fortune.
>>
>
> The so-called "programmer aptitude tests" that were common years ago
> might better have been called "test-taker's aptitude tests." Has
> anyone done personality studies on programmers? Do good ones have
> anything in common? Crossword-puzzles? Rugby?

I've had one litmus test that has never gone wrong in 20 years: "When you were in sixth grade, how did you feel about math problems like 'If John gets on a southbound train going 20 miles per hour, and Barry gets on a northbound train ... '"

Everyone I've met who answered that question with "LOVED THEM! BEST PART EVARRR!!!! A++++!+!+!+!+!+!!!!!" has had The Hacker Nature. Everyone who answerd "BLEAH! Hated that shit. Waste of my time" was binned.

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 05 Feb 2013 17:00:24 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dave Garland wrote:
>> On 2/4/2013 10:16 AM, jmfbahciv wrote:
>>> Charles Richmond wrote:
>>
>>>> BAH, ISTM that the problem is... in math, the equal sign is a statement of
>>>> existing equality. In FORTRAN, the equal sign is an assignment operator.
>>>> Both CTR references are the same. On the right of the equal sign, the CTR
>>>> reference is a "load" operation, and on the left of the equal sign, a
>>>> "store" operation. The math heads are saying: "How can anything be equal
>>>> to itself plus one???" But the equal sign here does *not* indicate
>>>> equality, other than the assignment makes what's on the left *equal* to
> the
>>>> result obtained from evaluating what's on the right.
>>>
>>> Sure. Don't you remember trying to teach a math type the difference? :-)
>>> Some brains were never able to comprehend; I found that very interesting.
>>>
>>
>> When I learned FORTRAN II in my Intro to Engineering class, it took
>> maybe a few days for us to get used to the fact that in the context of
>> FORTRAN, "=" meant assignment rather than equality. In a
>> first-semester freshman class, I don't think there was that much of a
>> distinction between "math types" and others, though we were certainly
>> more so than the liberal arts students. Maybe it was more of a
>> problem for people who'd been doing higher math for 20 years than it
>> was for us, or maybe you were expecting instant understanding.
>>
> No. I was trying to teach it. the problem was that FORTRAN
> looked too much like an algebra statement and the equals sign
> got them very confused. When you read FORTRAN code, you have
> to remember you're not reading an algebraic solution.

Someone should have mentioned to these students that a program
consists of a series of INSTRUCTIONS which the computer executes.

A computer can solve a formula but it's going to need instructions
to do so.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 05 Feb 2013 17:02:52 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Charles Richmond wrote:
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> The math heads are saying: "How can anything be equal
>>>> to itself plus one???"
>>>
>>> No. Those with a background in Mathematics understand the need to
>>> learn the nomenclature of a new discipline.
>>>
>>> However, I must admit that I prefer the ALGOL convention of having
>>> separate operators for assignment and equality, although I regard the
>>> use of == as an operator to be an abomination.
>>>
>>
>> Shmuel, I have personally known "math heads" who could *not* make the leap
>> to computer programming. I have known them... but *not* understood their
>> problem with programming.
>
> I figured out how to teach them. They seem to do a mindset adjustment
> before reading a line of code. I never looked at [can'tremember the name]
> Python? to see why math types love that computer language.

Can't think of anything in Python that would appeal to math types.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 05 Feb 2013 17:15:55 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/4/2013 7:33 PM, Dan Espen wrote:
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> In <ic7gmogci1.fsf@home.home>, on 02/04/2013
>>> at 01:28 PM, Dan Espen <despen@verizon.net> said:
>>>
>>>> Are 77 and 88 the only COBOL features you object to?
>>>
>>> ALTER, COMPUTATIONAL-n and PERFORM come to mind.

>>
>> PERFORM isn't intuitively obvious?
>>
>> I suppose PERFORM treating SECTIONS differently isn't obvious
>> but PERFORM and PERFORM THRU, I don't see a big problem.
>>
>> Not sure what would be a better word, CALL-SUBROUTINE,
>> DO-PARAGRAPH/SECTION?
>>
>> ALTER, well, clear enough word but agreed, bad idea.
>
> All languages ah it in the oldeb days - FORTRAN"ASSIGN, PL/I:Label
> variables, etc. It was a direct translation of the assembler idiom
> which was quite common back then.
>
>>
>> COMP-1, oh, that's clear enough. It's some kind of variable used for
>> computation. My guess is IBM invented COMP-3. I don't know if COMP-1
>> and COMP-2 were from a standard or not. But words like PACKED, BINARY,
>> FLOAT would sure make a lot more sense.
>
> *THAT'S* what COBOL needed - more reserved words.

A weakness in the COBOL standard.
Back during the standards round that added END-IF, and company
I took the time to write up a paper with my suggestions.

One of them is that COBOL get the reserved word issue under control
once and for all.

I objected to END-IF, END-PERFORM etc saying that they should
use the existing reserved word "END" and that the new syntax
be "END IF", and "END PEFORM".

They objected to the problems

AT END PERFORM ROUTINE

might present the parsers. I'm not sure I agree.

More important, I suggested that the COBOL standard should warn that
new COBOL reserved words would be words without dashes.
So programmers should not use things named
TOTAL, HOUSE, BUCKET, etc, but if they coded MY-TOTAL or SLOP-BUCKET
things would be fine.

Of course, that suggestion was not accepted either.

I did have one success, the COLUMN directive.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 05 Feb 2013 17:18:08 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> >The math heads are saying: "How can anything be equal
>>>> >to itself plus one???"
>>>>
>>>> No. Those with a background in Mathematics understand the need to
>>>> learn the nomenclature of a new discipline.
>>>>
>>>> However, I must admit that I prefer the ALGOL convention of having
>>>> separate operators for assignment and equality, although I regard the
>>>> use of == as an operator to be an abomination.
>>>
>>> Shmuel, I have personally known "math heads" who could *not* make the
>>> leap to computer programming. I have known them... but *not*
>>> understood their problem with programming.
>>
>> All kinds of very smart people can't do it.
>> I've also known some people that were lucky to get out of HS
>> pick it up easily.
>> Anyone that could answer the question "how do you identify someone
>> with programming talent" could make himself a fortune.
>>
> It's easy to do.

What's easy to do finding talent or programming?

Programming is easy for people that can do it.
But just about impossible for lots of people despite it appearing
simple to some.

--
Dan Espen

---

Subject: Re: New HD
Posted by Morten Reistad on Tue, 05 Feb 2013 17:49:49 GMT
View Forum Message <> Reply to Message

In article <PM0004D4FB664F8094@ac8106c2.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Morten Reistad wrote:
>>>> >> I never saw a POO (Principles of Operation) manual from DEC before
>>>> >> the VAX pretty late in the VAX careers (long after the 8500).
>>>> >
>>>> > I don't think I"ve ever seen a POO. We documented everything so
>>>> > are you talking about the way the information was presented?
>>>> >
>>>> >>
>>>> >> Not for the PDP-10, PDP-11s or PDP-8s.
>>>> >>
>>>> >> This is the "meta-manual" for the whole series. Like the ones
>>>> >> IBM made for the 360, 370 and later architectures. If you code
>>>> >> to that, you are safe that it will work on the next generation
>>>> >> hardware too.
>>>> >
>>>> > What informatioon ismissing from our processor and hardware reference
>>>> > manuals which is in POOs?
>>>>
>>>> An IBM POO (Principles Of Operation) describes addressing modes,
>>>> instruction format, how I/O works and each instruction.
>>>
>>> Which is in our manuals.
>>
>> Which makes sense.
>>
>> My guess is that the DEC manuals are equivalent even if they
>> didn't use the same naming conventions.
>
> But Morten said this wasn't enough for a POO.

A POO is a "meta-manual", the difference is one of mindset. You document
a whole series of machines and what they have in common. even the ones

that haven't been designed or built yet.

It docoments what a general machine will do.

Like a document describing the x86 in the detail needed for a Linux
kernel developer. Here there are literally thousands of implementations,
so the manual has to be in "POO"-mode to be useful.

-- mrr

---

Subject: Re: New HD
Posted by greymausg on Tue, 05 Feb 2013 17:56:10 GMT
View Forum Message <> Reply to Message

On 2013-02-05, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>
>> All kinds of very smart people can't do it.
>> I've also known some people that were lucky to get out of HS
>> pick it up easily.
>> Anyone that could answer the question "how do you identify someone
>> with programming talent" could make himself a fortune.
>>
>
> The so-called "programmer aptitude tests" that were common years ago
> might better have been called "test-taker's aptitude tests." Has anyone
> done personality studies on programmers? Do good ones have anything in
> common? Crossword-puzzles? Rugby?
>
>

Thats true of every exam.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Walter Bushell on Tue, 05 Feb 2013 17:57:29 GMT
View Forum Message <> Reply to Message

In article <g682h8l72b5ftott182qmubnklvv5ktg7v@4ax.com>,

Nick Spalding <spalding@iol.ie> wrote:

> Peter Flass wrote, in <keqv46$9u4$1@dont-email.me>
> on Tue, 05 Feb 2013 07:56:52 -0500:
>
>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>
>>> All kinds of very smart people can't do it.
>>> I've also known some people that were lucky to get out of HS
>>> pick it up easily.
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>>
>>
>> The so-called "programmer aptitude tests" that were common years ago
>> might better have been called "test-taker's aptitude tests." Has anyone
>> done personality studies on programmers? Do good ones have anything in
>> common? Crossword-puzzles? Rugby?
>
> Curiosity.

Ability to focus. Ability to persist at hard problems.

And there are different types of programmers a good device driver
programmers are probably very different from an application programmer.

Fondness for Chinese restaurant food?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Tue, 05 Feb 2013 18:28:13 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:
> Spring used to be a microkernel-based experimental operating system at
> Sun, where technologies were developed and sometimes backported to
> Solaris (e.g. doors).
>
> http://en.wikipedia.org/wiki/Spring_(operating_system)
>
> Java Spring is a framework/application model like Java EE Beans or .NET that
> provides classes for most of the functionality required by a modern
> application so the programmer doesn't need to (re)write them from scratch
> along with the linkages to connect the elements together into an application.

at one point we were brought in and asked to look at whether we would commercialize and ship spring as product ... not long before the time they were to pull off all the people on put them on java. the general manager of the business unit had previously been vp of software development at MIPS ... before that a couple startups, and before that was at the IBM Los Gatos VLSI lab ... where he and another person had done (mainframe) Pascal ... originally as part of effort for developing VLSI tools.

from long ago and far away ...

Date: Tue, 10 Jan 95 23:52:09 -0800
From: lynn

they have but together proposal that looks much closer to original SLAC/SCI objectives and evaluating Suns "SPRING" as an operating system (SPRING is an advanced technology, OO-implemented, micro, distributed kernel). Part of "SPRING" contribution were from some of the Berkeley Sprite filesystem people (stateful, scallable, high performance .... vis-a-vis nsf). Tic chip would allow very high speed interconnect & intraconnect between machine clusters (both memory bus & i/o).

.... snip ...

some past spring/doe posts:
http://www.garlic.com/~lynn/2000e.html#48 Where are they now : Taligent and Pink
http://www.garlic.com/~lynn/2001j.html#32 Whom Do Programmers Admire Now???
http://www.garlic.com/~lynn/2002m.html#60 The next big things that weren't
http://www.garlic.com/~lynn/2003d.html#45 IBM says AMD dead in 5yrs ... -- Microsoft Monopoly vs. IBM
http://www.garlic.com/~lynn/2003e.html#28 A Speculative question
http://www.garlic.com/~lynn/2003e.html#51 A Speculative question
http://www.garlic.com/~lynn/2007g.html#69 The Perfect Computer - 36 bits?
http://www.garlic.com/~lynn/2007l.html#1 The top 10 dead (or dying) computer skills
http://www.garlic.com/~lynn/2008.html#46 Computer Science Education: Where Are the Software Engineers of Tomorrow?
http://www.garlic.com/~lynn/2008b.html#22 folklore indeed
http://www.garlic.com/~lynn/2008e.html#24 Berkeley researcher describes parallel path
http://www.garlic.com/~lynn/2008i.html#3 Microsoft versus Digital Equipment Corporation
http://www.garlic.com/~lynn/2008p.html#33 Making tea
http://www.garlic.com/~lynn/2009f.html#17 Opinion: The top 10 operating system stinkers
http://www.garlic.com/~lynn/2010d.html#80 Senior Java Developer vs. MVS Systems Programmer
http://www.garlic.com/~lynn/2010e.html#18 Senior Java Developer vs. MVS Systems Programmer (warning: Conley rant)
http://www.garlic.com/~lynn/2010f.html#47 Nonlinear systems and nonlocal supercomputing
http://www.garlic.com/~lynn/2010g.html#9 Far and near pointers on the 80286 and later
http://www.garlic.com/~lynn/2010g.html#53 Far and near pointers on the 80286 and later
http://www.garlic.com/~lynn/2011k.html#50 The real reason IBM didn't want to dump more money

into Blue Waters
http://www.garlic.com/~lynn/2012c.html#3 zSeries Manpower Sizing
http://www.garlic.com/~lynn/2012f.html#94 Time to competency for new software language?
http://www.garlic.com/~lynn/2013.html#27 Java Security?

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Feb 2013 19:11:32 GMT
View Forum Message <> Reply to Message

In article <v103u9-phl.ln1@wair.reistad.name>,
Morten Reistad <first@last.name> wrote:
> In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:
>>> In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Scott Lurndal wrote:
>

[ snip ]

>>> I seem to remember DEC taking the second place in computer turnover
>>> sometime around 1980-82, about 1/7th the size of IBM by 1985.
>>>
>>> But I may be wrong.
>>
>> What do you mean "turnover time"?
>
> No, not turnover time. Turnover. British English for gross sales,
> periodised. (so sales for next year is attributed there instead of
> on this budget)
>

Interesting! in (my?) American English usage it's more apt to refer
to personnel changes (e.g., "the company had high turnover" means
a lot of people were leaving / being hired).

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD

Posted by James O. Brown on Tue, 05 Feb 2013 19:20:58 GMT
View Forum Message <> Reply to Message

"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
news:anckunF5quvU5@mid.individual.net...
> In article <anb8onFqv7nU1@mid.individual.net>,
> James O. Brown <job654@ax.com> wrote:
>>
>>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:ic6227fuso.fsf@home.home...
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>
>>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> > In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> > at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >>The math heads are saying: "How can anything be equal
>>>> >>to itself plus one???"
>>>> >
>>>> > No. Those with a background in Mathematics understand the need to
>>>> > learn the nomenclature of a new discipline.
>>>> >
>>>> > However, I must admit that I prefer the ALGOL convention of having
>>>> > separate operators for assignment and equality, although I regard the
>>>> > use of == as an operator to be an abomination.
>>>>
>>>> Shmuel, I have personally known "math heads" who could *not* make the
>>>> leap to computer programming. I have known them... but *not*
>>>> understood their problem with programming.
>>
>>> All kinds of very smart people can't do it.
>>
>> Not sure that they can't in the sense that they couldn't even
>> if you told them that you would kill their children if they didn't.

> Well, I don't know .... One of my students last semester started
> taking programming classes thinking he wanted to major in CS,
> and it sure seemed like he was making his best effort to learn to
> code, but he seemed to just not get programming in some fundamental
> way (an opinion shared by another instructor, so not just me).

Sure, but was he one of those VERY SMART PEOPLE ?

And surely he did manage to grasp what an assignment statement did ?

> Would threats from someone else have motivated him more than
> his own enthusiasm? I guess it's possible, though I'm skeptical.

I'm not with something as basic as an assignment statement.

> I remember once coming across an essay by Asimov about how
> at some point he hit the wall, so to speak, in learning math, and
> concluded that while he still loved math it no longer loved him.
> Apparently for some people programming is like that?

Sure, but not with something as basic as an assignment statement.

>> Certainly some decide that it isnt for them, but that's a different
>> matter
>> entirely to can't do it.
>>
>>> I've also known some people that were lucky to get out of HS pick it up
>>> easily.
>>
>> Yes, but that's even more true of mechanical stuff.
>>
>> With plenty of very smart people who never can manage the basics,
>> even if you tell them that you will kill their kids if they don't.
>>
>>> Anyone that could answer the question "how do you identify
>>> someone with programming talent" could make himself a fortune.
>>
>> Sure, but that's much more about identifying those who are
>> prepared to continue to do what can be so irritating and picky
>> that plenty decide that they just hate it and don't want to do it.
>>
>> You get the same thing with maths in school, some are just
>> so bad at it that they are wasting their time doing any more
>> than the most basic arithmetic like balancing a check book.
>>
>> Plenty of engineers couldn't explain something very well
>> even if their kid's lives depended on them doing that either.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 05 Feb 2013 19:25:14 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5111250F.3B40DEAE@bytecraft.com...
>
>
> "blmblm@myrealbox.com" wrote:
>
>> In article <anb8onFqv7nU1@mid.individual.net>,

>>  James O. Brown <job654@ax.com> wrote:
>>>
>>>
>>>  "Dan Espen" <despen@verizon.net> wrote in message
>>>  news:ic6227fuso.fsf@home.home...
>>>>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>>
>>>> > "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid>
>>>> > wrote
>>>> > in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >>   at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>
>>>> >>>The math heads are saying:  "How can anything be equal
>>>> >>>to itself plus one???"
>>>> >>
>>>> >> No. Those with a background in Mathematics understand the need to
>>>> >> learn the nomenclature of a new discipline.
>>>> >>
>>>> >> However, I must admit that I prefer the ALGOL convention of having
>>>> >> separate operators for assignment and equality, although I regard
>>>> >> the
>>>> >> use of == as an operator to be an abomination.
>>>> >
>>>> > Shmuel, I have personally known "math heads" who could *not* make
>>>> > the
>>>> > leap to computer programming.  I have known them... but *not*
>>>> > understood their problem with programming.
>>>>
>>>>  All kinds of very smart people can't do it.
>>>>
>>>  Not sure that they can't in the sense that they couldn't even
>>>  if you told them that you would kill their children if they didn't.
>>
>>  Well, I don't know ....  One of my students last semester started
>>  taking programming classes thinking he wanted to major in CS, and
>>  it sure seemed like he was making his best effort to learn to code,
>>  but he seemed to just not get programming in some fundamental way
>>  (an opinion shared by another instructor, so not just me).
>>
>>  Would threats from someone else have motivated him more than his own
>>  enthusiasm?  I guess it's possible, though I'm skeptical.
>>
>>  I remember once coming across an essay by Asimov about how at some point
>>  he hit the wall, so to speak, in learning math, and concluded that while
>>  he still loved math it no longer loved him.  Apparently for some people
>>  programming is like that?

> Programing is very much like writing they need
> to want to do and like doing it to be successful.

And to not get too irritated by the need to get even
the most basic stuff right for it to work properly too.

> Authors work for days trying to craft a sentence or phrase
> so it conveys the correct exact meaning and emotion.
> Good programmers share the same characteristic.

Dunno, depends on what you call good. Plenty of those
that are employed to do the hack work don't need that.

> The biggest difference is authors choose alcohol
> as drink of choice programmers choose coke. :)

Don't buy that either. I don't.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 05 Feb 2013 19:45:09 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
> Peter Flass wrote:
>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>
>>> All kinds of very smart people can't do it.
>>> I've also known some people that were lucky to get out of HS
>>> pick it up easily.
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>>
>>
>> The so-called "programmer aptitude tests" that were common years ago
>> might better have been called "test-taker's aptitude tests." Has anyone
>> done personality studies on programmers? Do good ones have anything in
>> common? Crossword-puzzles? Rugby?
>>
>>
> Math and physics degrees beyond the BS.

That’s just plain wrong.

In those days the best programmers came from all sorts of areas, not just
those two.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 05 Feb 2013 19:47:00 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D4FBCDE17E4B@ac8106c2.ipt.aol.com...
> Dave Garland wrote:
>> On 2/4/2013 10:16 AM, jmfbahciv wrote:
>>> Charles Richmond wrote:
>>
>>>> BAH, ISTM that the problem is... in math, the equal sign is a statement
>>>> of
>>>> existing equality. In FORTRAN, the equal sign is an assignment
>>>> operator.
>>>> Both CTR references are the same. On the right of the equal sign, the
>>>> CTR
>>>> reference is a "load" operation, and on the left of the equal sign, a
>>>> "store" operation. The math heads are saying: "How can anything be
>>>> equal
>>>> to itself plus one???" But the equal sign here does *not* indicate
>>>> equality, other than the assignment makes what's on the left *equal* to
> the
>>>> result obtained from evaluating what's on the right.
>>>
>>> Sure. Don't you remember trying to teach a math type the difference?
>>> :-)
>>> Some brains were never able to comprehend; I found that very
>>> interesting.
>>>
>>
>> When I learned FORTRAN II in my Intro to Engineering class, it took
>> maybe a few days for us to get used to the fact that in the context of
>> FORTRAN, "=" meant assignment rather than equality. In a
>> first-semester freshman class, I don't think there was that much of a
>> distinction between "math types" and others, though we were certainly
>> more so than the liberal arts students. Maybe it was more of a
>> problem for people who'd been doing higher math for 20 years than it
>> was for us, or maybe you were expecting instant understanding.

> No. I was trying to teach it. the problem was that FORTRAN
> looked too much like an algebra statement and the equals sign
> got them very confused.

Not when you explain to them that is nothing like what it means with
algebra.

> When you read FORTRAN code, you have to
> remember you're not reading an algebraic solution.

That's only true with those that have had any exposure to algebra.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 05 Feb 2013 19:50:05 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D4FBBFB86EC8@ac8106c2.ipt.aol.com...
> Dan Espen wrote:
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> >The math heads are saying: "How can anything be equal
>>>> >to itself plus one???"
>>>>
>>>> No. Those with a background in Mathematics understand the need to
>>>> learn the nomenclature of a new discipline.
>>>>
>>>> However, I must admit that I prefer the ALGOL convention of having
>>>> separate operators for assignment and equality, although I regard the
>>>> use of == as an operator to be an abomination.
>>>
>>> Shmuel, I have personally known "math heads" who could *not* make the
>>> leap to computer programming. I have known them... but *not*
>>> understood their problem with programming.
>>
>> All kinds of very smart people can't do it.
>> I've also known some people that were lucky to get out of HS
>> pick it up easily.
>> Anyone that could answer the question "how do you identify someone
>> with programming talent" could make himself a fortune.
>>
> It's easy to do.

Not before they have had any exposure to programming it isnt.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 05 Feb 2013 19:52:20 GMT
View Forum Message <> Reply to Message

<lawrence@gandi.cluon.com> wrote in message

news:87obfy68g1.fsf@gandi.cluon.com...
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>
>>> All kinds of very smart people can't do it.
>>> I've also known some people that were lucky to get out of HS
>>> pick it up easily.
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>>
>>
>> The so-called "programmer aptitude tests" that were common years ago
>> might better have been called "test-taker's aptitude tests." Has
>> anyone done personality studies on programmers? Do good ones have
>> anything in common? Crossword-puzzles? Rugby?
>
> I've had one litmus test that has never gone wrong in 20 years: "When
> you were in sixth grade, how did you feel about math problems like 'If
> John gets on a southbound train going 20 miles per hour, and Barry gets
> on a northbound train ... '"
>
> Everyone I've met who answered that question with "LOVED THEM! BEST
> PART EVARRR!!!! A++++!+!+!+!+!!!!!" has had The Hacker Nature. Everyone
> who answerd "BLEAH! Hated that shit. Waste of my time" was binned.

Trouble is that you'll never know how many who were binned would
have been good programmers.

---

Subject: Re: New HD
Posted by Patrick Scheible on Tue, 05 Feb 2013 21:36:41 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <PM0004D4E86F468103@aca2fe98.ipt.aol.com>, on 02/04/2013
> at 04:16 PM, jmfbahciv <See.above@aol.com> said:
>
>> I know nothing about other manufacturers
>
> That's been obvious all along; you have a bad case of the NIH
> syndrome.

No. NIH syndrome means refusing to use a good idea because it came from
outside, while what Barb is doing is giving people a reference point
about how things worked at one company that was very successful in its
time.

-- Patrick

---

Subject: Re: New HD
Posted by Patrick Scheible on Tue, 05 Feb 2013 21:45:16 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/4/2013 12:06 PM, Scott Lurndal wrote:
>>
>> Nobody is telling you that it takes the software guys "years" to do
>> anything. However, everyone is telling you that the effect of using
>> a simulator/emulator in advance of hardware availability has had positive
>> effects in ever other non-DEC computer system provider then, now and
>> in the future.
>>
>
> I get Barb's point that DEC was a hardware company. They were part of
> the grand tradition where users were expected to write their own
> software. Eventually they did have to adapt to the new world where
> users expected an OS, compilers, etc. with their hardware.

It also ties in with software in those days being mostly bundled with
the machine. The systems software was written in assembler and thus
useless on anyone else's computer, and no other computer's systems
software would be very useful on DEC's hardware. So the software was
included but a necessary overhead rather than a profit center.

-- Patrick

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 05 Feb 2013 23:06:18 GMT
View Forum Message <> Reply to Message

On 2/5/2013 10:28 AM, Walter Banks wrote:
>
> Programing is very much like writing they need to want to do and like
> doing it to be successful. Authors work for days trying to craft a sentence
> or phrase so it conveys the correct exact meaning and emotion. Good
> programmers share the same characteristic. The biggest difference is
> authors choose alcohol as drink of choice programmers choose coke. :)
>

This generation, probably. Used to be coffee.

--
Pete

---

Subject: Re: New HD
Posted by Bernd Felsche on Wed, 06 Feb 2013 00:28:50 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> wrote:
> Charles Richmond wrote:
>> "Shmuel (Seymour J.) Metz" wrote in
>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

>>>> The math heads are saying: "How can anything be equal to itself
>>>> plus one???"

>>> No. Those with a background in Mathematics understand the need
>>> to learn the nomenclature of a new discipline.

>>> However, I must admit that I prefer the ALGOL convention of
>>> having separate operators for assignment and equality, although
>>> I regard the use of == as an operator to be an abomination.

>> Shmuel, I have personally known "math heads" who could *not* make
>> the leap to computer programming. I have known them... but *not*
>> understood their problem with programming.

> I figured out how to teach them. They seem to do a mindset
> adjustment before reading a line of code. I never looked at [can't
> remember the name] Python? to see why math types love that computer
> language.

The preference for ANY language in a particular field is because it
doesn't get in the way of the thinking. It has to be easy and,
pretty much out of the box, do everything that the user requires
without having to learn new stuff - of how things work.

Certain environment (*nix especially) encourage "polyglots" where a
problem is broken down into components which can be easily coded in
one language or twenty different ones, exploiting the strengths of
each. The only connections between the "modules" being well-defined
data streams. That isn't ideal for computer performance, but it
works well to quickly get something that solves the problem. Even if
it doesn't solve the problem quickly.

For programs that need performance, performance analysis of each module (especially in isolation) identifies the best place to start "tuning".

Python, like Perl, has lots of libraries to do stuff. Amazing stuff in some cases. In some respects, those things are a hinderance because the "whole thing" offers so many ways of doing things; and making the choice to do it in one way often precludes doing other things optimally; without building one's own library from the ground up. Not that that building is "bad" per se; it just adds to the maintenance headaches.
--
/"\ Bernd Felsche - Somewhere in Western Australia
\ /  ASCII ribbon campaign | For every complex problem there is an
 X   against HTML mail     | answer that is clear, simple, and wrong.
/ \  and postings          |  --HL Mencken

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 06 Feb 2013 00:58:35 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <ic6227fuso.fsf@home.home>, on 02/04/2013
>  at 07:50 PM, Dan Espen <despen@verizon.net> said:
>
>> Anyone that could answer the question "how do you identify someone
>> with programming talent" could make himself a fortune.
>
> Musical talent? Admittedly my sample size is too small to be
> sadistically significant.

I think I qualify as a programmer.
No musical talent at all.  Zilch.

If it were as simple as that, someone would already be rich from the discovery.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 02:12:15 GMT
View Forum Message <> Reply to Message

In article <proto-29F9CE.12572905022013@news.panix.com>, proto@panix.com
(Walter Bushell) writes:

> In article <g682h8l72b5ftott182qmubnklvv5ktg7v@4ax.com>,
> Nick Spalding <spalding@iol.ie> wrote:
>
>> Peter Flass wrote, in <keqv46$9u4$1@dont-email.me>
>> on Tue, 05 Feb 2013 07:56:52 -0500:
>>
>>> The so-called "programmer aptitude tests" that were common years ago
>>> might better have been called "test-taker's aptitude tests." Has
>>> anyone done personality studies on programmers? Do good ones have
>>> anything in common? Crossword-puzzles? Rugby?
>>
>> Curiosity.
>
> Ability to focus. Ability to persist at hard problems.

A burning desire to Do The Right Thing. Your typical PHB might
not like this, though - it might interfere with his fantasies.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 02:17:26 GMT
View Forum Message <> Reply to Message

In article <anckunF5quvU5@mid.individual.net>, blmblm.myrealbox@gmail.com
(blmblm@myrealbox.com) writes:

> I remember once coming across an essay by Asimov about how at some
> point he hit the wall, so to speak, in learning math, and concluded
> that while he still loved math it no longer loved him. Apparently
> for some people programming is like that?

Asimov always did have a way with words. I hit my math wall halfway
through second year. Fortunately, programming still loved me, so I
dropped out and found a programming job in the Real World [tm].

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.

/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 02:22:54 GMT
View Forum Message <> Reply to Message

In article <anckq0F5quvU3@mid.individual.net>, blmblm.myrealbox@gmail.com
(blmblm@myrealbox.com) writes:

> In article <PM0004D4E7C026E82A@aca2fe98.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>
>> I think this attitude was jelled during the GOTOless insanity.
>
> "GOTOless insanity"?
>
> Well, okay, the fanatics who think there are *no* reasonable or
> legitimate uses of "GOTO" are no more reasonable than fanatical
> supporters of other ideas.
>
> It's hard for me to imagine, though, how someone with any interest
> in writing human-readable code could object to replacing most uses
> of GOTO with explicit constructs for conditional execution (if/else)
> and looping. ?

Assuming such constructs exist in the language you're using (and are
decently implemented). The Structured Programming zealots of the time
were responsible for some pretty horrible code.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 06 Feb 2013 03:01:49 GMT
View Forum Message <> Reply to Message

Bernd Felsche <berfel@innovative.iinet.net.au> wrote
> jmfbahciv <See.above@aol.com> wrote
>> Charles Richmond wrote
>>> Shmuel (Seymour J.) Metz wrote
>>>> Charles Richmond <numerist@aquaporin4.com> wrote

>>>> > The math heads are saying:  "How can
>>>> > anything be equal to itself plus one???"

>>>>  No. Those with a background in Mathematics understand
>>>>  the need to learn the nomenclature of a new discipline.

>>>>  However, I must admit that I prefer the ALGOL convention of
>>>>  having separate operators for assignment and equality, although
>>>>  I regard the use of == as an operator to be an abomination.

>>>  Shmuel, I have personally known "math heads" who could *not*
>>>  make the leap to computer programming.  I have known them...
>>>  but *not* understood their problem with programming.

>>  I figured out how to teach them.  They seem to do a mindset
>>  adjustment before reading a line of code.  I never looked at
>>  [can't remember the name] Python? to see why math types
>>  love that computer language.

>  The preference for ANY language in a particular field
>  is because it doesn't get in the way of the thinking.

That's overstated with the days when the
choice was  just fortran, cobol or assembler.

>  It has to be easy and, pretty much out of the box, do everything that
>  the user requires without having to learn new stuff - of how things work.

Which can see some use fortran for the most basic accounting stuff.

>  Certain environment (*nix especially) encourage "polyglots" where a
>  problem is broken down into components which can be easily coded in
>  one language or twenty different ones, exploiting the strengths of each.

Most environments did that once we saw a multiplicity of languages.

>  The only connections between the "modules" being well-defined
>  data streams. That isn't ideal for computer performance, but it
>  works well to quickly get something that solves the problem.
>  Even if it doesn't solve the problem quickly.

>  For programs that need performance, performance analysis of each
>  module (especially in isolation) identifies the best place to start
>  "tuning".

That's just one way to do that.

>  Python, like Perl, has lots of libraries to do stuff. Amazing stuff

> in some cases. In some respects, those things are a hinderance
> because the "whole thing" offers so many ways of doing things;
> and making the choice to do it in one way often precludes doing
> other things optimally; without building one's own library from
> the ground up. Not that that building is "bad" per se; it just
> adds to the maintenance headaches.

---

Subject: Re: New HD
Posted by James O. Brown on Wed, 06 Feb 2013 03:04:58 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icr4kub6mc.fsf@home.home...
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <ic6227fuso.fsf@home.home>, on 02/04/2013
>> at 07:50 PM, Dan Espen <despen@verizon.net> said:
>>
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>
>> Musical talent? Admittedly my sample size is too small to be
>> sadistically significant.

> I think I qualify as a programmer.

I know I do.

> No musical talent at all. Zilch.

The only musical talent I have is to use a media player.

> If it were as simple as that, someone
> would already be rich from the discovery.

Yeah, I'm not convinced that its even possible,
otherwise it would have been done.

And it isnt good enough to identify those who
can grasp the basic concepts either, with a good
programmer you also need someone who is
interested in doing it for a substantial part of their
working life as well, not just someone who can do it.

---

Subject: Re: New HD

Posted by Rod Speed on Wed, 06 Feb 2013 03:09:32 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:808.819T1337T10974310@kltpzyxm.invalid...
> In article <anckunF5quvU5@mid.individual.net>, blmblm.myrealbox@gmail.com
> (blmblm@myrealbox.com) writes:
>
>> I remember once coming across an essay by Asimov about how at some
>> point he hit the wall, so to speak, in learning math, and concluded
>> that while he still loved math it no longer loved him. Apparently
>> for some people programming is like that?

> Asimov always did have a way with words.
> I hit my math wall halfway through second year.

I gave up on it at the end of the course where some
fool spent an entire lecture proving that when you
have two points on opposite sides of a line, that you
have to cross the line to get from one to the other.

> Fortunately, programming still loved me, so I dropped
> out and found a programming job in the Real World [tm].

I got involved in using a PDP8S and a 360/50 to measure
fluorescent decay to sub ns levels and decided that there was
a hell of a lot more future in computers than anything else.

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 05:52:50 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
> Peter Flass wrote:
>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>
>>> All kinds of very smart people can't do it.
>>> I've also known some people that were lucky to get out of HS
>>> pick it up easily.
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>>
>>
>> The so-called "programmer aptitude tests" that were common years ago
>> might better have been called "test-taker's aptitude tests." Has anyone
>> done personality studies on programmers? Do good ones have anything in

>> common? Crossword-puzzles? Rugby?
>>
>>
> Math and physics degrees beyond the BS.
>

Bzzzzzttt.... The "math head" I knew had a Masters in math and was working on his PhD. He just could *not* "wrap his head around" the concepts of programming.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 05:57:51 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...
> In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
> at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> Shmuel, I have personally known "math heads" who could *not* make the
>> leap to computer programming.
>
> What do you mean by "Math heads"? I've certainly never met anybody in
> a Mathematics department who had that problem.
>

I mean a graduate math student with a master's degree in mathematics.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 05:59:23 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message news:icr4kub6mc.fsf@home.home...
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <ic6227fuso.fsf@home.home>, on 02/04/2013

>>  at 07:50 PM, Dan Espen <despen@verizon.net> said:
>>
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>
>>  Musical talent? Admittedly my sample size is too small to be
>>  sadistically significant.
>
>  I think I qualify as a programmer.
>  No musical talent at all.  Zilch.
>
>  If it were as simple as that, someone would already be rich from
>  the discovery.
>

Supposedly very good chess players made good computer programmers.  I can
see a transferance of skills between these two...

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 06 Feb 2013 06:31:17 GMT
View Forum Message <> Reply to Message

On 5 Feb 2013 19:11:32 GMT
blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

>  In article <v103u9-phl.ln1@wair.reistad.name>,
>  Morten Reistad  <first@last.name> wrote:
>>  In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>> Morten Reistad wrote:
>>>>  In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
>>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> >Scott Lurndal wrote:
>>
>
>  [ snip ]
>
>>>>  I seem to remember DEC taking the second place in computer turnover
>>>>  sometime around 1980-82, about 1/7th the size of IBM by 1985.
>>>>
>>>>  But I may be wrong.
>>>
>>> What do you mean "turnover time"?

>>
>> No, not turnover time. Turnover. British English for gross sales,
>> periodised. (so sales for next year is attributed there instead of
>> on this budget)
>>
>
> Interesting! in (my?) American English usage it's more apt to refer
> to personnel changes (e.g., "the company had high turnover" means
> a lot of people were leaving / being hired).
>
That would be referred to as "staff turnover".

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Bernd Felsche on Wed, 06 Feb 2013 10:29:12 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote:
> "jmfbahciv" <See.above@aol.com> wrote:
>> Peter Flass wrote:
>>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>>
>>>> All kinds of very smart people can't do it.
>>>> I've also known some people that were lucky to get out of HS
>>>> pick it up easily.
>>>> Anyone that could answer the question "how do you identify someone
>>>> with programming talent" could make himself a fortune.

>>> The so-called "programmer aptitude tests" that were common years
>>> ago might better have been called "test-taker's aptitude tests."
>>> Has anyone done personality studies on programmers? Do good
>>> ones have anything in common? Crossword-puzzles? Rugby?

>> Math and physics degrees beyond the BS.

> Bzzzzzttttt.... The "math head" I knew had a Masters in math and
> was working on his PhD. He just could *not* "wrap his head around"
> the concepts of programming.

Failure to make the connect:
Follow instructions vs give instructions

--
/"\ Bernd Felsche - Somewhere in Western Australia
\ /  ASCII ribbon campaign | For every complex problem there is an
 X   against HTML mail     | answer that is clear, simple, and wrong.
/ \  and postings          |  --HL Mencken

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Wed, 06 Feb 2013 11:26:47 GMT
View Forum Message <> Reply to Message

On Wed, 30 Jan 2013 17:00:45 -0000, Dan Espen <despen@verizon.net> wrote:

>  "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> writes:
>
>>  On Tue, 29 Jan 2013 15:59:05 -0000, Charles Richmond
>>  <numerist@aquaporin4.com> wrote:
>>
>>>  "Dan Espen" <despen@verizon.net> wrote in message
>>>  news:icpq0ovvdf.fsf@home.home...
>>>>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>>
>>>> > "Dan Espen" <despen@verizon.net> wrote in message
>>>> > news:icy5fcwuy8.fsf@home.home...
>>>> >> Gene Wirchenko <genew@telus.net> writes:
>>>> >>
>>>> >>> On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>>> >>> <usenet.jan2013@adslpipe.co.uk> wrote:
>>>> >>>
>>>> >>>> Jorgen Grahn wrote:
>>>> >>>>
>>>> >>>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >>>>>
>>>> >>>>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >>>>>
>>>> >>>>> I didn't know that, but I sometimes wish I could use it in my own
>>>> >>>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>> >>>>>
>>>> >>>> But could you put up with having to write "SUBTRACT x FROM y"
>>>> >>>> instead of
>>>> >>>> just using a hyphen as a minus sign?
>>>> >>>>
>>>> >>>>      compute y = y - x
>>>> >>
>>>> >> Yep, but to get the true flavor:
>>>> >>
>>>> >>      COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>>>> >>

>>>> >> The verbosity never bothered me.
>>>> >
>>>> > It's *not* so much that verbosity "bothers" me... it's just that the
>>>> > mind seems to be able to understand more, when one can take in more
>>>> > in
>>>> > one scan of a more compacted form of line.  The above COBOL line is
>>>> > *not* so bad, but add more terms and it *can* become very bad!
>>>>
>>>>  True.
>>>>
>>>>  One of the COBOL tricks to lessen the problem is alignment.
>>>>
>>>>  This:
>>>>
>>>>   MOVE IN-NAME TO OU-NAME.
>>>>   MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>>   MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>>   MOVE IN-CITY TO OU-CITY.
>>>>   MOVE IN-STATE TO OU-STATE.
>>>>   MOVE IN-ZIP TO OU-ZIP.
>>>>
>>>>  versus:
>>>>
>>>>   MOVE IN-NAME      TO OU-NAME.
>>>>   MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>>   MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>>   MOVE IN-CITY      TO OU-CITY.
>>>>   MOVE IN-STATE     TO OU-STATE.
>>>>   MOVE IN-ZIP       TO OU-ZIP.
>>>>
>>>
>>>  The same is true of old FORTRAN FORMAT statements.  I have seen 12
>>>  line FORMAT statements that were *much* easier to read if aligned
>>>  properly. After all, the purpose of an HLL is so the programmer can
>>>  understand the program better... and blanks are *free* in
>>>  FORTRAN. :-)
>>>
>>
>>  It's just me then; the above text doesn't align, I just haven't got
>>  the font right!
>
OK now.  But shouldn't the programmer have used
MOVE CORRESPONDING ?


>  Usenet should ALWAYS be read in mono-space.
>
>  /:.  ,:\

```
>       .~=-./::: v  ::\,-~=.
>    ___|::  \    |    /  ::|___
>   \::  `.   \   |   /   .' :::/
>    \:    `.  \  |  /  .'    :/
>  .-: `-._   `.******.'   _.-' :-.
>  \::     `-***********-'     ::/
>> ~-------~***********~-------~<
>  /::    _.-***********-._    ::\
>  `-:_.-'   .`*******'.   `-._:-'
>     /    .'  /  |  \  `.   :\
>    /::_.'   /   |   \   `._::\
>        |:: /    |    \  ::|
>        `=-'\:::.^.:::/`-=-'
>            \:'   `:/
>
```

--
[dash dash space newline 4line sig]

Money/Life question

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 12:38:49 GMT
View Forum Message <> Reply to Message

In <anckq0F5quvU3@mid.individual.net>, on 02/05/2013
at 02:54 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> It's hard for me to imagine, though, how someone with any
> interest in writing human-readable code could object to replacing
> most uses of GOTO with explicit constructs for conditional
> execution (if/else) and looping.  ?

Do you know of any such someone? I certainly know of people who object
to using GOTO even when it makes the code clearer and easier to
maintain.

And, yes, new language features have eliminated cases<g> in which I
previously used GOTO.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to

domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 12:46:39 GMT
View Forum Message <> Reply to Message

In <5111250F.3B40DEAE@bytecraft.com>, on 02/05/2013
at 10:28 AM, Walter Banks <walter@bytecraft.com> said:

> Programing is very much like writing

Yes. As with composing and writing, there is a tension between craft
and art. You need both intuition and discipline.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 12:48:17 GMT
View Forum Message <> Reply to Message

In <PM0004D4FB422871B1@ac8106c2.ipt.aol.com>, on 02/05/2013
at 03:36 PM, jmfbahciv <See.above@aol.com> said:

> It's clear you don't understand.

It'sa clear that one of us doesn't. And, yes, I have worked for a
hardware vendor.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 12:52:42 GMT
View Forum Message <> Reply to Message

In <PM0004D4FB86922D6E@ac8106c2.ipt.aol.com>, on 02/05/2013
at 03:36 PM, jmfbahciv <See.above@aol.com> said:

> Since you are continuing to isolate every comment from context,

ROTF,LMAO!

> I can't answer your question.

Obviously; otherwise you would have come up with something more
relevant than "Oh, fuck off." when I asked "Why not assembler?"

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 12:57:38 GMT
View Forum Message <> Reply to Message

In <PM0004D4FBD4925351@ac8106c2.ipt.aol.com>, on 02/05/2013
at 03:36 PM, jmfbahciv <See.above@aol.com> said:

> Look at accounting pages. there are blanks for different kinds of
> notations. an 88 or 77 would just be some kind of category.

They're not categories in COBOL; one of them indicates a variable that
is not part of a structure and the other indicates a value that a
variable can take.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 06 Feb 2013 13:00:23 GMT
View Forum Message <> Reply to Message

On 2/5/2013 7:28 PM, Bernd Felsche wrote:
>
> Certain environment (*nix especially) encourage "polyglots" where a
> problem is broken down into components which can be easily coded in
> one language or twenty different ones, exploiting the strengths of
> each. The only connections between the "modules" being well-defined
> data streams. That isn't ideal for computer performance, but it
> works well to quickly get something that solves the problem. Even if
> it doesn't solve the problem quickly.

It's less than ideal for lots of reasons. A couple of times I wanted to rebuild a seemingly simple program from source. I found out I needed megabytes (gigabytes) of other programs, often with specific version dependencies. I'm not sure I ever got anything to build.

It used to be that all you needed would be the assembler and link editor that came standard with your system. Later you were probably good if you had a specific version of a specific C compiler, but at least it was only one thing. Now it seems that a lot of stuff needs such a specific build environment that it's almost impossible to replicate.

--
Pete

---

Subject: Re: New HD
Posted by lawrence on Wed, 06 Feb 2013 13:03:00 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:
>
> Supposedly very good chess players made good computer programmers. I
> can see a transferance of skills between these two...

Yeah, but what's the correlation? While many good programmers may be good chess players (actually: I see a high correlation between 'games' and 'good programmers' - if not chess - poker or go) how many good chess players suck as programmers and how many good programmers suck at chess?

I fall into that last category - although I have a Good Explanation in my defense: Growing up I never had a peer. I had a friend who was much, much, much better (practiced) than I, and could beat me in 99 out of 100 matches. I had another friend whom I was far superior to, and

would beat all the time.  Neither of these pairings was sufficiently emotionally satisfying to continue.  So, I stagnated at "where I was at 11".

--NK1G

---

Subject: Re: New HD
Posted by lawrence on Wed, 06 Feb 2013 13:11:37 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:
> It's less than ideal for lots of reasons.  A couple of times I wanted
> to rebuild a seemingly simple program from source.  I found out I
> needed megabytes (gigabytes) of other programs, often with specific
> version dependencies.  I'm not sure I ever got anything to build.

I'm sure I've gotten many things to build, but one that took an entire weekend was getting all of libxml2 and friends to compile from source on a stock Solaris box.

I can also remember the exact moment when I decided that C++ was a Stupid, Horrible Thing that Must Be Avoided.  I downloaded source to a card game that was written in C++, and lo-and-behold neither the version of g++ I had nor the "latest and greatest" could compile it, because it was targetted at a specific version of *the language* ( Not version of the compiler, version of the C++ spec).  It was not until years later that someone who Does The Stuff explained, there was almost certainly a compiler switch or pragma that I could have told the latest compiler "compile to such-and-such a version of C++".  Since then I've been exposed to enough "real" OO languages that going back and picking up C++ seems as quaint as going back to crank-start automobiles or multistage TRF receivers.  "Fun as a conscious exercise in nostalgia; not practical for anything I would want to do every day when I've got a client-facing deliverable."

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 13:22:17 GMT
View Forum Message <> Reply to Message

In <kesrc6$45o$1@dont-email.me>, on 02/05/2013
  at 11:57 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> I mean a graduate math student with a master's degree in mathematics.

Interesting; I never encountered one that couldn't understand
programming. For that matter, I can't recall even meeting an
undergraduate Mathematics major with that problem, although I had less
contact with undergraduates.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 06 Feb 2013 13:30:23 GMT
View Forum Message <> Reply to Message

In article <5111250F.3B40DEAE@bytecraft.com>,
Walter Banks  <walter@bytecraft.com> wrote:
>
>
>  "blmblm@myrealbox.com" wrote:
>
>>  In article <anb8onFqv7nU1@mid.individual.net>,
>>  James O. Brown <job654@ax.com> wrote:
>>>
>>>
>>>  "Dan Espen" <despen@verizon.net> wrote in message
>>>  news:ic6227fuso.fsf@home.home...
>>>>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>>
>>>> > "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> > in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >>   at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>
>>>> >>>The math heads are saying:  "How can anything be equal
>>>> >>>to itself plus one???"
>>>> >>
>>>> >> No. Those with a background in Mathematics understand the need to
>>>> >> learn the nomenclature of a new discipline.
>>>> >>
>>>> >> However, I must admit that I prefer the ALGOL convention of having
>>>> >> separate operators for assignment and equality, although I regard the
>>>> >> use of == as an operator to be an abomination.
>>>> >
>>>> > Shmuel, I have personally known "math heads" who could *not* make the

>>>> > leap to computer programming.  I have known them... but *not*
>>>> > understood their problem with programming.
>>>
>>>>  All kinds of very smart people can't do it.

[ snip ]

>  Programing is very much like writing they need to want to do and like
>  doing it to be successful. Authors work for days trying to craft a sentence
>  or phrase so it conveys the correct exact meaning and emotion. Good
>  programmers share the same characteristic. The biggest difference is
>  authors choose alcohol as drink of choice programmers choose coke. :)

A while back I came across another mention of programming being
like writing, but making a different point, which if I remember
right was that programming-in-the-large required some of the
same skills as writing-in-the-large, skills that are more about
organizing material than thinking logically, important as the latter
is to programming-in-the-small.  "Hm!" ?  (I'm inclined to agree,
since it seems to fit pretty well for me -- I think I do well with
programming-in-the-small, but programming-in-the-large, not so much.)

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 06 Feb 2013 13:31:00 GMT
View Forum Message <> Reply to Message

In article <ic7gmmels3.fsf@home.home>, Dan Espen  <despen@verizon.net> wrote:
>  jmfbahciv <See.above@aol.com> writes:
>
>>  Charles Richmond wrote:
>>>  "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>>>  message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>>  In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>>    at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> >The math heads are saying:  "How can anything be equal
>>>> >to itself plus one???"
>>>>
>>>>  No. Those with a background in Mathematics understand the need to
>>>>  learn the nomenclature of a new discipline.
>>>>
>>>>  However, I must admit that I prefer the ALGOL convention of having
>>>>  separate operators for assignment and equality, although I regard the

>>>>  use of == as an operator to be an abomination.
>>>>
>>>
>>>  Shmuel, I have personally known "math heads" who could *not* make the leap
>>>  to computer programming.  I have known them... but *not* understood their
>>>  problem with programming.
>>
>>  I figured out how to teach them.  They seem to do a mindset adjustment
>>  before reading a line of code.  I never looked at [can'tremember the name]
>>  Python? to see why math types love that computer language.
>
>  Can't think of anything in Python that would appeal to math types.
>

If you include libraries -- maybe NumPy (http://www.numpy.org/)??
I haven't worked with it myself but have heard of it and it does
sound like something math types *might* find of interest.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 06 Feb 2013 13:31:53 GMT
View Forum Message <> Reply to Message

In article <and4d0F9huaU1@mid.individual.net>,
James O. Brown <job654@ax.com> wrote:
>
>
>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
>  news:anckunF5quvU5@mid.individual.net...
>>  In article <anb8onFqv7nU1@mid.individual.net>,
>>  James O. Brown <job654@ax.com> wrote:
>>>
>>>
>>>  "Dan Espen" <despen@verizon.net> wrote in message
>>>  news:ic6227fuso.fsf@home.home...
>>>>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>>
>>>> > "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> > in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >>   at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>
>>>> >>>The math heads are saying:  "How can anything be equal
>>>> >>>to itself plus one???"

>>>> >>
>>>> >> No. Those with a background in Mathematics understand the need to
>>>> >> learn the nomenclature of a new discipline.
>>>> >>
>>>> >> However, I must admit that I prefer the ALGOL convention of having
>>>> >> separate operators for assignment and equality, although I regard the
>>>> >> use of == as an operator to be an abomination.
>>>> >
>>>> > Shmuel, I have personally known "math heads" who could *not* make the
>>>> > leap to computer programming.  I have known them... but *not*
>>>> > understood their problem with programming.
>>>
>>>>  All kinds of very smart people can't do it.
>>>
>>>  Not sure that they can't in the sense that they couldn't even
>>>  if you told them that you would kill their children if they didn't.
>
>>  Well, I don't know ....  One of my students last semester started
>>  taking programming classes thinking he wanted to major in CS,
>>  and it sure seemed like he was making his best effort to learn to
>>  code, but he seemed to just not get programming in some fundamental
>>  way (an opinion shared by another instructor, so not just me).
>
>  Sure, but was he one of those VERY SMART PEOPLE ?

(More evidence, if any were needed, that you are Rod Speed by another
name.  I'm not particularly interested in arguing about whether I've
responded to exactly the points you made or have gone off on a bit of
a tangent -- maybe so, and if so who cares.)

Define "very smart people".  All of our students are smart enough to
be admitted to a fairly selective school.  Whether that counts as
"very smart", eh, who knows.  Maybe not.

>  And surely he did manage to grasp what an assignment statement did ?

I don't really remember whether that was one of the things he struggled
with, but in any case I was interpreting "can't do it" to mean "can't
program".

>>  Would threats from someone else have motivated him more than
>>  his own enthusiasm?  I guess it's possible, though I'm skeptical.
>
>  I'm not with something as basic as an assignment statement.
>
>>  I remember once coming across an essay by Asimov about how
>>  at some point he hit the wall, so to speak, in learning math, and
>>  concluded that while he still loved math it no longer loved him.

>>  Apparently for some people programming is like that?
>
>  Sure, but not with something as basic as an assignment statement.
>
>>>  Certainly some decide that it isnt for them, but that's a different
>>>  matter
>>>  entirely to can't do it.
>>>
>>>>  I've also known some people that were lucky to get out of HS pick it up
>>>>  easily.
>>>
>>>  Yes, but that's even more true of mechanical stuff.
>>>
>>>  With plenty of very smart people who never can manage the basics,
>>>  even if you tell them that you will kill their kids if they don't.
>>>
>>>>  Anyone that could answer the question "how do you identify
>>>>  someone with programming talent" could make himself a fortune.
>>>
>>>  Sure, but that's much more about identifying those who are
>>>  prepared to continue to do what can be so irritating and picky
>>>  that plenty decide that they just hate it and don't want to do it.
>>>
>>>  You get the same thing with maths in school, some are just
>>>  so bad at it that they are wasting their time doing any more
>>>  than the most basic arithmetic like balancing a check book.
>>>
>>>  Plenty of engineers couldn't explain something very well
>>>  even if their kid's lives depended on them doing that either.
>
>
>

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 06 Feb 2013 13:33:00 GMT
View Forum Message <> Reply to Message

In article <20130206063117.026589b3eb4db7d79c4cdb51@eircom.net>,
Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>  On 5 Feb 2013 19:11:32 GMT
>  blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>
>>  In article <v103u9-phl.ln1@wair.reistad.name>,

>>  Morten Reistad  <first@last.name> wrote:
>>>  In article <PM0004D4D320D2A22C@aca269d9.ipt.aol.com>,
>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> Morten Reistad wrote:
>>>> > In article <PM0004D4BF142028BD@ac81932f.ipt.aol.com>,
>>>> > jmfbahciv  <See.above@aol.com> wrote:
>>>> >>Scott Lurndal wrote:
>>>
>>
>>  [ snip ]
>>
>>>> > I seem to remember DEC taking the second place in computer turnover
>>>> > sometime around 1980-82, about 1/7th the size of IBM by 1985.
>>>> >
>>>> > But I may be wrong.
>>>>
>>>> What do you mean "turnover time"?
>>>
>>>  No, not turnover time. Turnover. British English for gross sales,
>>>  periodised. (so sales for next year is attributed there instead of
>>>  on this budget)
>>>
>>
>>  Interesting!  in (my?) American English usage it's more apt to refer
>>  to personnel changes (e.g., "the company had high turnover" means
>>  a lot of people were leaving / being hired).
>>
>   That would be referred to as "staff turnover".
>

Yeah, maybe ....  But Morten's use of the term to mean gross sales
was new to me.  Maybe this is another UK/US difference?  I'm not
remembering (if it's ever come up) which side of the "pond" you're on.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 06 Feb 2013 13:43:35 GMT
View Forum Message <> Reply to Message

In article <51124ed9$51$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz  <spamtrap@library.lspace.org.invalid> wrote:
>  In <anckq0F5quvU3@mid.individual.net>, on 02/05/2013
>     at 02:54 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>  said:

>
>> It's hard for me to imagine, though, how someone with any
>> interest in writing human-readable code could object to replacing
>> most uses of GOTO with explicit constructs for conditional
>> execution (if/else) and looping.  ?
>
>  Do you know of any such someone? I certainly know of people who object
>  to using GOTO even when it makes the code clearer and easier to
>  maintain.

I might -- it depends on what /BAH meant when she said "GOTOless
insanity".  (Perhaps you could be slightly less aggressive about
removing quoted material?  I think my comment makes more sense in
the context of hers.)

>  And, yes, new language features have eliminated cases<g> in which I
>  previously used GOTO.

<g> indeed.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:17 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:
>  Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>>  In <PM0004D4E86F468103@aca2fe98.ipt.aol.com>, on 02/04/2013
>>     at 04:16 PM, jmfbahciv <See.above@aol.com> said:
>>
>>> I know nothing about other manufacturers
>>
>>  That's been obvious all along; you have a bad case of the NIH
>>  syndrome.
>
>  No.  NIH syndrome means refusing to use a good idea because it came from
>  outside, while what Barb is doing is giving people a reference point
>  about how things worked at one company that was very successful in its
>  time.

Thanks :-).  I keep assuming that people are interested in how we
made good stuff (or bad stuff work well) and then I'm reminded
I have to reexamine my assumption.

What I would be interested in finding out is if the other computer
manufacturers also did similar "production line work". From
Lynn's posts, IBM was too (how shall I write it????) organized.
A TOPS-10 monitor programmer would work on the PDP-10 release
for one period of time and then move to the PDP-8 and write OS/8
for another period of time, then move to another project when
that was done. this was a common thing to occur.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:18 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Dan Espen wrote:
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>
>>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> > In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> > at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >>The math heads are saying: "How can anything be equal
>>>> >>to itself plus one???"
>>>> >
>>>> > No. Those with a background in Mathematics understand the need to
>>>> > learn the nomenclature of a new discipline.
>>>> >
>>>> > However, I must admit that I prefer the ALGOL convention of having
>>>> > separate operators for assignment and equality, although I regard the
>>>> > use of == as an operator to be an abomination.
>>>>
>>>> Shmuel, I have personally known "math heads" who could *not* make the
>>>> leap to computer programming. I have known them... but *not*
>>>> understood their problem with programming.
>>>
>>> All kinds of very smart people can't do it.
>>> I've also known some people that were lucky to get out of HS
>>> pick it up easily.
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>>

>> It's easy to do.
>
> What's easy to do finding talent or programming?

Yes to the first and probably to the second.
>
> Programming is easy for people that can do it.
> But just about impossible for lots of people despite it appearing
> simple to some.

For those who have difficulty, it's usually a matter of figuring
out an analogy they do understand.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:21 GMT
View Forum Message <> Reply to Message

lawrence@gandi.cluon.com wrote:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>
>>> All kinds of very smart people can't do it.
>>> I've also known some people that were lucky to get out of HS
>>> pick it up easily.
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>>
>>
>> The so-called "programmer aptitude tests" that were common years ago
>> might better have been called "test-taker's aptitude tests." Has
>> anyone done personality studies on programmers? Do good ones have
>> anything in common? Crossword-puzzles? Rugby?
>
> I've had one litmus test that has never gone wrong in 20 years: "When
> you were in sixth grade, how did you feel about math problems like 'If
> John gets on a southbound train going 20 miles per hour, and Barry gets
> on a northbound train ... '"
>
> Everyone I've met who answered that question with "LOVED THEM! BEST
> PART EVARRR!!!! A++++!+!+!+!+!!!!!" has had The Hacker Nature. Everyone
> who answerd "BLEAH! Hated that shit. Waste of my time" was binned.
>
That's one way. I've also met females who claimed they hated algebra
but they didn't really; they were simply treated badly in class or

bought into the myth that females are supposed to hate math and not
be able to do the work.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:22 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D4FB664F8094@ac8106c2.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Dan Espen wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Dan Espen wrote:
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >
>>>> >> Morten Reistad wrote:
>>>> >>> I never saw a POO (Principles of Operation) manual from DEC before
>>>> >>> the VAX pretty late in the VAX careers (long after the 8500).
>>>> >>
>>>> >> I don't think I"ve ever seen a POO. We documented everything so
>>>> >> are you talking about the way the information was presented?
>>>> >>
>>>> >>>
>>>> >>> Not for the PDP-10, PDP-11s or PDP-8s.
>>>> >>>
>>>> >>> This is the "meta-manual" for the whole series. Like the ones
>>>> >>> IBM made for the 360, 370 and later architectures. If you code
>>>> >>> to that, you are safe that it will work on the next generation
>>>> >>> hardware too.
>>>> >>
>>>> >> What informatioon ismissing from our processor and hardware reference
>>>> >> manuals which is in POOs?
>>>> >
>>>> > An IBM POO (Principles Of Operation) describes addressing modes,
>>>> > instruction format, how I/O works and each instruction.
>>>>
>>>> Which is in our manuals.
>>>
>>> Which makes sense.
>>>
>>> My guess is that the DEC manuals are equivalent even if they
>>> didn't use the same naming conventions.
>>
>> But Morten said this wasn't enough for a POO.

>
> A POO is a "meta-manual", the difference is one of mindset. You document
> a whole series of machines and what they have in common. even the ones
> that haven't been designed or built yet.
>
> It docoments what a general machine will do.
>
> Like a document describing the x86 in the detail needed for a Linux
> kernel developer. Here there are literally thousands of implementations,
> so the manual has to be in "POO"-mode to be useful.

There may have been some which were kept as a doc within a hardware
group...but I doubt it. There wasn't any "CPU hardware engineering
group of people in DEC. A new CPU design would start with a working
group and go on from there. The people who worked on one CPU would
not necessarily work on the next design.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:23 GMT
View Forum Message <> Reply to Message

Bernd Felsche wrote:
> jmfbahciv <See.above@aol.com> wrote:
>> Charles Richmond wrote:
>>> "Shmuel (Seymour J.) Metz" wrote in
>>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>>>> >The math heads are saying: "How can anything be equal to itself
>>>> >plus one???"
>
>>>> No. Those with a background in Mathematics understand the need
>>>> to learn the nomenclature of a new discipline.
>
>>>> However, I must admit that I prefer the ALGOL convention of
>>>> having separate operators for assignment and equality, although
>>>> I regard the use of == as an operator to be an abomination.
>
>>> Shmuel, I have personally known "math heads" who could *not* make
>>> the leap to computer programming. I have known them... but *not*
>>> understood their problem with programming.
>
>> I figured out how to teach them. They seem to do a mindset
>> adjustment before reading a line of code. I never looked at [can't
>> remember the name] Python? to see why math types love that computer
>> language.

>
> The preference for ANY language in a particular field is because it
> doesn't get in the way of the thinking. It has to be easy and,
> pretty much out of the box, do everything that the user requires
> without having to learn new stuff - of how things work.
>
> Certain environment (*nix especially) encourage "polyglots" where a
> problem is broken down into components which can be easily coded in
> one language or twenty different ones, exploiting the strengths of
> each. The only connections between the "modules" being well-defined
> data streams. That isn't ideal for computer performance, but it
> works well to quickly get something that solves the problem. Even if
> it doesn't solve the problem quickly.
>
> For programs that need performance, performance analysis of each
> module (especially in isolation) identifies the best place to start
> "tuning".
>
> Python, like Perl, has lots of libraries to do stuff. Amazing stuff
> in some cases. In some respects, those things are a hinderance
> because the "whole thing" offers so many ways of doing things; and
> making the choice to do it in one way often precludes doing other
> things optimally; without building one's own library from the ground
> up. Not that that building is "bad" per se; it just adds to the
> maintenance headaches.

The people I was thinking about (I'm still not sure the language
was Python) were experts in numerical analysis. The language
was useful and didn't get in their way when they were doing their
work.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:28 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Charles Richmond wrote:
>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>>> message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> >The math heads are saying: "How can anything be equal

>>>> >to itself plus one???"
>>>>
>>>> No. Those with a background in Mathematics understand the need to
>>>> learn the nomenclature of a new discipline.
>>>>
>>>> However, I must admit that I prefer the ALGOL convention of having
>>>> separate operators for assignment and equality, although I regard the
>>>> use of == as an operator to be an abomination.
>>>>
>>>
>>> Shmuel, I have personally known "math heads" who could *not* make the leap
>>> to computer programming. I have known them... but *not* understood their
>>> problem with programming.
>>
>> I figured out how to teach them. They seem to do a mindset adjustment
>> before reading a line of code. I never looked at [can'tremember the name]
>> Python? to see why math types love that computer language.
>
> Can't think of anything in Python that would appeal to math types.
>
All I can recall and that may be faulty is the name started with P but
there is a compiler or interpreter out there which is useful.
I always meant to go to the bookstore and scan a book on it to see
why but never around to it.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:30 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
>> Peter Flass wrote:
>>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>>
>>>> All kinds of very smart people can't do it.
>>>> I've also known some people that were lucky to get out of HS
>>>> pick it up easily.
>>>> Anyone that could answer the question "how do you identify someone
>>>> with programming talent" could make himself a fortune.
>>>>
>>>
>>> The so-called "programmer aptitude tests" that were common years ago
>>> might better have been called "test-taker's aptitude tests." Has anyone
>>> done personality studies on programmers? Do good ones have anything in

>>>  common?  Crossword-puzzles?  Rugby?
>>>
>>>
>>  Math and physics degrees beyond the BS.
>>
>
>  Bzzzzzttt....  The "math head" I knew had a Masters in math and was working
>  on his PhD.  He just could *not* "wrap his head around" the concepts of
>  programming.

TW's background was math.  JMF's background was physics.  We did have
a good OS programmer whose background was philosophy--that one surprised
me.

A lot of people were physicists.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:31 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
>  "jmfbahciv" <See.above@aol.com> wrote in message
>  news:PM0004D4FBBFB86EC8@ac8106c2.ipt.aol.com...
>>  Dan Espen wrote:
>>>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>
>>>>  "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>>  in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> > In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >   at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >>The math heads are saying:  "How can anything be equal
>>>> >>to itself plus one???"
>>>> >
>>>> > No. Those with a background in Mathematics understand the need to
>>>> > learn the nomenclature of a new discipline.
>>>> >
>>>> > However, I must admit that I prefer the ALGOL convention of having
>>>> > separate operators for assignment and equality, although I regard the
>>>> > use of == as an operator to be an abomination.
>>>>
>>>>  Shmuel, I have personally known "math heads" who could *not* make the
>>>>  leap to computer programming.  I have known them... but *not*

>>>> understood their problem with programming.
>>>
>>> All kinds of very smart people can't do it.
>>> I've also known some people that were lucky to get out of HS
>>> pick it up easily.
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>>
>> It's easy to do.
>
> Not before they have had any exposure to programming it isnt.

Hand somone a knitting or crochet pattern and see if they can
handle thinking about loops and step by step instructions.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 06 Feb 2013 14:01:33 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/4/2013 12:06 PM, Scott Lurndal wrote:
>>>
>>> Nobody is telling you that it takes the software guys "years" to do
>>> anything. However, everyone is telling you that the effect of using
>>> a simulator/emulator in advance of hardware availability has had positive
>>> effects in ever other non-DEC computer system provider then, now and
>>> in the future.
>>>
>>
>> I get Barb's point that DEC was a hardware company. They were part of
>> the grand tradition where users were expected to write their own
>> software. Eventually they did have to adapt to the new world where
>> users expected an OS, compilers, etc. with their hardware.
>
> It also ties in with software in those days being mostly bundled with
> the machine. The systems software was written in assembler and thus
> useless on anyone else's computer, and no other computer's systems
> software would be very useful on DEC's hardware. So the software was
> included but a necessary overhead rather than a profit center.

Right. Software was in cost centers.

/BAH

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 06 Feb 2013 14:21:02 GMT
View Forum Message <> Reply to Message

"Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> writes:

> On Wed, 30 Jan 2013 17:00:45 -0000, Dan Espen <despen@verizon.net> wrote:
>
>> "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> writes:
>>
>>> On Tue, 29 Jan 2013 15:59:05 -0000, Charles Richmond
>>> <numerist@aquaporin4.com> wrote:
>>>
>>>> "Dan Espen" <despen@verizon.net> wrote in message
>>>> news:icpq0ovvdf.fsf@home.home...
>>>> > "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >
>>>> >> "Dan Espen" <despen@verizon.net> wrote in message
>>>> >> news:icy5fcwuy8.fsf@home.home...
>>>> >>> Gene Wirchenko <genew@telus.net> writes:
>>>> >>>
>>>> >>>> On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>>> >>>> <usenet.jan2013@adslpipe.co.uk> wrote:
>>>> >>>>
>>>> >>>>> Jorgen Grahn wrote:
>>>> >>>>>
>>>> >>>>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >>>>>>
>>>> >>>>>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >>>>>>
>>>> >>>>>> I didn't know that, but I sometimes wish I could use it in my own
>>>> >>>>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>> >>>>>>
>>>> >>>>> But could you put up with having to write "SUBTRACT x FROM y"
>>>> >>>>> instead of
>>>> >>>>> just using a hyphen as a minus sign?
>>>> >>>>>
>>>> >>>>>  compute y = y - x
>>>> >>>
>>>> >>> Yep, but to get the true flavor:
>>>> >>>
>>>> >>>  COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>>>> >>>
>>>> >>> The verbosity never bothered me.
>>>> >>
>>>> >> It's *not* so much that verbosity "bothers" me... it's just that the
>>>> >> mind seems to be able to understand more, when one can take in
>>>> >> more in
>>>> >> one scan of a more compacted form of line.  The above COBOL line is

```
>>>> >> *not* so bad, but add more terms and it *can* become very bad!
>>>> >
>>>> > True.
>>>> >
>>>> > One of the COBOL tricks to lessen the problem is alignment.
>>>> >
>>>> > This:
>>>> >
>>>> >  MOVE IN-NAME TO OU-NAME.
>>>> >  MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>> >  MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>> >  MOVE IN-CITY TO OU-CITY.
>>>> >  MOVE IN-STATE TO OU-STATE.
>>>> >  MOVE IN-ZIP TO OU-ZIP.
>>>> >
>>>> > versus:
>>>> >
>>>> >  MOVE IN-NAME      TO OU-NAME.
>>>> >  MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>> >  MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>> >  MOVE IN-CITY      TO OU-CITY.
>>>> >  MOVE IN-STATE     TO OU-STATE.
>>>> >  MOVE IN-ZIP       TO OU-ZIP.
>>>> >
>>>>
>>>>  The same is true of old FORTRAN FORMAT statements.  I have seen 12
>>>>  line FORMAT statements that were *much* easier to read if aligned
>>>>  properly. After all, the purpose of an HLL is so the programmer can
>>>>  understand the program better... and blanks are *free* in
>>>>  FORTRAN. :-)
>>>>
>>>
>>>  It's just me then; the above text doesn't align, I just haven't got
>>>  the font right!
>>
>  OK now.  But shouldn't the programmer have used
>  MOVE CORRESPONDING ?
```

No.

I never saw anyone use MOVE CORRESPONDING,
it's a nightmare.

With like named fields in 2 structures you end up with:

IF SALES-AMT IN INPUT-RECORD EQUAL TO SALES-AMT IN WORK-AREA

and you run into places where you don't want to move a couple

of fields.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 06 Feb 2013 14:29:11 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

> In article <ic7gmmels3.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Charles Richmond wrote:
>>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>>>> message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> > In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> > at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >>The math heads are saying: "How can anything be equal
>>>> >>to itself plus one???"
>>>> >
>>>> > No. Those with a background in Mathematics understand the need to
>>>> > learn the nomenclature of a new discipline.
>>>> >
>>>> > However, I must admit that I prefer the ALGOL convention of having
>>>> > separate operators for assignment and equality, although I regard the
>>>> > use of == as an operator to be an abomination.
>>>> >
>>>>
>>>> Shmuel, I have personally known "math heads" who could *not* make the leap
>>>> to computer programming. I have known them... but *not* understood their
>>>> problem with programming.
>>>
>>> I figured out how to teach them. They seem to do a mindset adjustment
>>> before reading a line of code. I never looked at [can'tremember the name]
>>> Python? to see why math types love that computer language.
>>
>> Can't think of anything in Python that would appeal to math types.
>
> If you include libraries -- maybe NumPy (http://www.numpy.org/)??
> I haven't worked with it myself but have heard of it and it does
> sound like something math types *might* find of interest.

Never done any scientific computing.
According to this:

http://perlgems.blogspot.com/2012/06/scientific-computing-in -perl.html

Perl has a number of packages for the same, but Python dominates the field.

--
Dan Espen

---

Subject: Re: New HD
Posted by hda on Wed, 06 Feb 2013 14:35:06 GMT
View Forum Message <> Reply to Message

On 6 Feb 2013 14:01:23 GMT, jmfbahciv <See.above@aol.com> wrote:

> Bernd Felsche wrote:
>> jmfbahciv <See.above@aol.com> wrote:
>>> Charles Richmond wrote:
>>>> "Shmuel (Seymour J.) Metz" wrote in
>>>> > at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>>> >>The math heads are saying: "How can anything be equal to itself
>>>> >>plus one???"
>>
>>>> > No. Those with a background in Mathematics understand the need
>>>> > to learn the nomenclature of a new discipline.
>>
>>>> > However, I must admit that I prefer the ALGOL convention of
>>>> > having separate operators for assignment and equality, although
>>>> > I regard the use of == as an operator to be an abomination.
>>
>>>> Shmuel, I have personally known "math heads" who could *not* make
>>>> the leap to computer programming. I have known them... but *not*
>>>> understood their problem with programming.
>>
>>> I figured out how to teach them. They seem to do a mindset
>>> adjustment before reading a line of code. I never looked at [can't
>>> remember the name] Python? to see why math types love that computer
>>> language.
>>
>> The preference for ANY language in a particular field is because it
>> doesn't get in the way of the thinking. It has to be easy and,
>> pretty much out of the box, do everything that the user requires
>> without having to learn new stuff - of how things work.
>>
>> Certain environment (*nix especially) encourage "polyglots" where a
>> problem is broken down into components which can be easily coded in
>> one language or twenty different ones, exploiting the strengths of

>> each. The only connections between the "modules" being well-defined
>> data streams. That isn't ideal for computer performance, but it
>> works well to quickly get something that solves the problem. Even if
>> it doesn't solve the problem quickly.
>>
>> For programs that need performance, performance analysis of each
>> module (especially in isolation) identifies the best place to start
>> "tuning".
>>
>> Python, like Perl, has lots of libraries to do stuff. Amazing stuff
>> in some cases. In some respects, those things are a hinderance
>> because the "whole thing" offers so many ways of doing things; and
>> making the choice to do it in one way often precludes doing other
>> things optimally; without building one's own library from the ground
>> up. Not that that building is "bad" per se; it just adds to the
>> maintenance headaches.
>
> The people I was thinking about (I'm still not sure the language
> was Python) were experts in numerical analysis. The language
> was useful and didn't get in their way when they were doing their
> work.
>
> /BAH

Pascal ? (seems to be compiler for PDP-10). Pascal (Wirth 1970) has
strict data types, differentiates for procedures from functions.
Pascal could do complex data structures w.r.t. ForTran (those days).

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 06 Feb 2013 14:44:05 GMT
View Forum Message <> Reply to Message

On 6 Feb 2013 13:33:00 GMT
blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

> In article <20130206063117.026589b3eb4db7d79c4cdb51@eircom.net>,
> Ahem A Rivet's Shot <steveo@eircom.net> wrote:

>> That would be referred to as "staff turnover".
>>
>
> Yeah, maybe .... But Morten's use of the term to mean gross sales
> was new to me. Maybe this is another UK/US difference? I'm not
> remembering (if it's ever come up) which side of the "pond" you're on.

I think it is, (I'm in Ireland), to me turnover on it's own always
means total gross income otherwise it's qualified by what is being turned

over (staff, tooling widgets, ...).

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by scott on Wed, 06 Feb 2013 15:22:06 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/4/2013 12:06 PM, Scott Lurndal wrote:
>>>
>>> Nobody is telling you that it takes the software guys "years" to do
>>> anything. However, everyone is telling you that the effect of using
>>> a simulator/emulator in advance of hardware availability has had positive
>>> effects in ever other non-DEC computer system provider then, now and
>>> in the future.
>>>
>>
>> I get Barb's point that DEC was a hardware company. They were part of
>> the grand tradition where users were expected to write their own
>> software. Eventually they did have to adapt to the new world where
>> users expected an OS, compilers, etc. with their hardware.
>
> It also ties in with software in those days being mostly bundled with
> the machine. The systems software was written in assembler and thus
> useless on anyone else's computer, and no other computer's systems
> software would be very useful on DEC's hardware. So the software was
> included but a necessary overhead rather than a profit center.

How was that different from Burroughs, CDC, NCR, Honeywell, Univac, ICL,
Bull, IBM et. al. in the same time period?

---

Subject: Re: New HD
Posted by scott on Wed, 06 Feb 2013 15:23:27 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:
> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
> message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...

>> In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
>> at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> Shmuel, I have personally known "math heads" who could *not* make the
>>> leap to computer programming.
>>
>> What do you mean by "Math heads"? I've certainly never met anybody in
>> a Mathematics department who had that problem.
>>
>
> I mean a graduate math student with a master's degree in mathematics.

One of the best programmers I ever worked with had a Phd in Mathematics.

Just goes to show that generalizations aren't.

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Wed, 06 Feb 2013 15:46:11 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:
> It also ties in with software in those days being mostly bundled with
> the machine. The systems software was written in assembler and thus
> useless on anyone else's computer, and no other computer's systems
> software would be very useful on DEC's hardware. So the software was
> included but a necessary overhead rather than a profit center.

recent note about IBM financials ... i.e. that mainframe hardware sales
account for 4% of revenue ... but total mainframe is 25% of ibm revenue
(and 40% of profit) ... i.e. for every dollar spent on mainframe, $5.25
dollars are spent on software, services, and storage (aka a $28M 80
processor z196 rated at 50BIPS then represents $175M total revenue).
http://www.garlic.com/~lynn/2012m.html#31 Still think the mainframe is going away soon: Think again. IBM mainframe computer sales are 4% of IBM's revenue; with software, services, and storage it's 25%
http://www.garlic.com/~lynn/2013.html#17 Still think the mainframe is going away soon: Think again. IBM mainframe computer sales are 4% of IBM's revenue; with software, services, and storage it's 25%

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Stan Barr on Wed, 06 Feb 2013 16:14:46 GMT
View Forum Message <> Reply to Message

On Tue, 05 Feb 2013 19:58:35 -0500, Dan Espen <despen@verizon.net> wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <ic6227fuso.fsf@home.home>, on 02/04/2013
>> at 07:50 PM, Dan Espen <despen@verizon.net> said:
>>
>>> Anyone that could answer the question "how do you identify someone
>>> with programming talent" could make himself a fortune.
>>
>> Musical talent? Admittedly my sample size is too small to be
>> sadistically significant.
>
> I think I qualify as a programmer.
> No musical talent at all. Zilch.
>
> If it were as simple as that, someone would already be rich from
> the discovery.
>

I'm a mediocre programmer and a pretty good guitarist so not much
correlation there.
--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 16:15:06 GMT
View Forum Message <> Reply to Message

In article <andvj1Ffbc6U1@mid.individual.net>, job654@ax.com
(James O. Brown) writes:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:icr4kub6mc.fsf@home.home...
>
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
>> writes:
>>
>>> In <ic6227fuso.fsf@home.home>, on 02/04/2013
>>> at 07:50 PM, Dan Espen <despen@verizon.net> said:
>>>
>>>> Anyone that could answer the question "how do you identify
>>>> someone with programming talent" could make himself a fortune.
>>>
>>> Musical talent? Admittedly my sample size is too small to be

>>> sadistically significant.
>>
>> I think I qualify as a programmer.
>
> I know I do.
>
>> No musical talent at all. Zilch.
>
> The only musical talent I have is to use a media player.

I could never really get into chess (see elsewhere in this
thread), but I am musical, with an intimate understanding
of theory. I guess as with so many other things, there
is more than one path to enlightenment (religious fanatics
notwithstanding).

>> If it were as simple as that, someone
>> would already be rich from the discovery.
>
> Yeah, I'm not convinced that its even possible,
> otherwise it would have been done.

Or maybe it's just not that important in a world where
the object is to make money by whatever means possible.
Look at Microsoft, for instance.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 16:20:08 GMT
View Forum Message <> Reply to Message

In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

> TW's background was math. JMF's background was physics. We did
> have a good OS programmer whose background was philosophy--that
> one surprised me.

It does seem a bit counter-intuitive. But then, that elective
course in logic that I took was under the philosophy department -
and wasn't even mentioned in the computer science curriculum.
(I wonder how many of my contemporaries learned what De Morgan's

theorem is...)

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 16:22:29 GMT
View Forum Message <> Reply to Message

In article <osn9u9xeml.ln2@innovative.iinet.net.au>,
berfel@innovative.iinet.net.au (Bernd Felsche) writes:

> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>> Bzzzzzttt....  The "math head" I knew had a Masters in math and
>> was working on his PhD.  He just could *not* "wrap his head around"
>> the concepts of programming.
>
> Failure to make the connect:
>  Follow instructions vs give instructions

An equation is static: an expression of an existing relationship.
An assignment statement, similar as it may look, is executed
on demand.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 16:33:27 GMT
View Forum Message <> Reply to Message

In article <PM0004D50E81346973@aca20fc8.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

> That's one way.  I've also met females who claimed they hated algebra
> but they didn't really; they were simply treated badly in class or
> bought into the myth that females are supposed to hate math and not
> be able to do the work.

"Math class is tough!"  -- Barbie

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 16:37:11 GMT
View Forum Message <> Reply to Message

In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

>  Dan Espen wrote:
>
>>  Programming is easy for people that can do it.
>>  But just about impossible for lots of people despite it appearing
>>  simple to some.
>
>  For those who have difficulty, it's usually a matter of figuring
>  out an analogy they do understand.

If I have difficulty figuring out a problem, I keep looking at it
from different angles until the light comes on.  People who cannot
(or will not) try different approaches won't do well in programming.

Sometimes it takes days to find the right approach.  (Sleeping on it
helps.)  Those who are too impatient won't find the solution.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by scott on Wed, 06 Feb 2013 16:42:28 GMT
View Forum Message <> Reply to Message

hda <agent33@xs4all.nl_invalid> writes:
> On 6 Feb 2013 14:01:23 GMT, jmfbahciv <See.above@aol.com> wrote:
>

>> Bernd Felsche wrote:
>>>  jmfbahciv <See.above@aol.com> wrote:
>>>> Charles Richmond wrote:
>>>> > "Shmuel (Seymour J.) Metz" wrote in
>>>> >>   at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> >>>The math heads are saying:  "How can anything be equal to itself
>>>> >>>plus one???"
>>>
>>>> >> No. Those with a background in Mathematics understand the need
>>>> >> to learn the nomenclature of a new discipline.
>>>
>>>> >> However, I must admit that I prefer the ALGOL convention of
>>>> >> having separate operators for assignment and equality, although
>>>> >> I regard the use of == as an operator to be an abomination.
>>>
>>>> > Shmuel, I have personally known "math heads" who could *not* make
>>>> > the leap to computer programming.  I have known them... but *not*
>>>> > understood their problem with programming.
>>>
>>>> I figured out how to teach them.  They seem to do a mindset
>>>> adjustment before reading a line of code.  I never looked at [can't
>>>> remember the name] Python? to see why math types love that computer
>>>> language.
>>>
>>>  The preference for ANY language in a particular field is because it
>>>  doesn't get in the way of the thinking. It has to be easy and,
>>>  pretty much out of the box, do everything that the user requires
>>>  without having to learn new stuff - of how things work.
>>>
>>>  Certain environment (*nix especially) encourage "polyglots" where a
>>>  problem is broken down into components which can be easily coded in
>>>  one language or twenty different ones, exploiting the strengths of
>>>  each. The only connections between the "modules" being well-defined
>>>  data streams. That isn't ideal for computer performance, but it
>>>  works well to quickly get something that solves the problem. Even if
>>>  it doesn't solve the problem quickly.
>>>
>>>  For programs that need performance, performance analysis of each
>>>  module (especially in isolation) identifies the best place to start
>>>  "tuning".
>>>
>>>  Python, like Perl, has lots of libraries to do stuff. Amazing stuff
>>>  in some cases. In some respects, those things are a hinderance
>>>  because the "whole thing" offers so many ways of doing things; and
>>>  making the choice to do it in one way often precludes doing other
>>>  things optimally; without building one's own library from the ground
>>>  up. Not that that building is "bad" per se; it just adds to the

>>> maintenance headaches.
>>
>> The people I was thinking about (I'm still not sure the language
>> was Python) were experts in numerical analysis. The language
>> was useful and didn't get in their way when they were doing their
>> work.
>>
>> /BAH
>
> Pascal ? (seems to be compiler for PDP-10). Pascal (Wirth 1970) has
> strict data types, differentiates for procedures from functions.
> Pascal could do complex data structures w.r.t. ForTran (those days).

Many of the math types have been using Mathematica or MATLAB since the late 80's.

There were a number of stat packages available for mainframes in the
60's, 70's and 80's (SAS, SPSS, et. al.). Today, "R" is a popular open
source stat package for windows/mac/linux.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 06 Feb 2013 16:43:24 GMT
View Forum Message <> Reply to Message

In article <PM0004D50E73E24140@aca20fc8.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

> Hand somone a knitting or crochet pattern and see if they can
> handle thinking about loops and step by step instructions.

Hand something like that to me and if it isn't sufficiently concise
I'll break it down into loops and extract subroutines, possibly
using abstractions that are incomprehensible to a casual observer.

Not that I have much experience following knitting instructions;
they look pretty concise already. I'm certainly impressed with
the amount of information conveyed by sheet music.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 06 Feb 2013 17:56:48 GMT

View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com...
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>>
>>>> > "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> > in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>
>>>> >>>The math heads are saying: "How can anything be equal
>>>> >>>to itself plus one???"
>>>> >>
>>>> >> No. Those with a background in Mathematics understand the need to
>>>> >> learn the nomenclature of a new discipline.
>>>> >>
>>>> >> However, I must admit that I prefer the ALGOL convention of having
>>>> >> separate operators for assignment and equality, although I regard the
>>>> >> use of == as an operator to be an abomination.
>>>> >
>>>> > Shmuel, I have personally known "math heads" who could *not* make the
>>>> > leap to computer programming. I have known them... but *not*
>>>> > understood their problem with programming.
>>>>
>>>> All kinds of very smart people can't do it.
>>>> I've also known some people that were lucky to get out of HS
>>>> pick it up easily.
>>>> Anyone that could answer the question "how do you identify someone
>>>> with programming talent" could make himself a fortune.
>>>>
>>> It's easy to do.
>>
>> What's easy to do finding talent or programming?
>
> Yes to the first and probably to the second.
>>
>> Programming is easy for people that can do it.
>> But just about impossible for lots of people despite it appearing
>> simple to some.
>
> For those who have difficulty, it's usually a matter of figuring
> out an analogy they do understand.

Cant see that with the assignment statement being discussed.

Subject: Re: New HD
Posted by Rod Speed on Wed, 06 Feb 2013 18:00:16 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D50E81346973@aca20fc8.ipt.aol.com...
> lawrence@gandi.cluon.com wrote:
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>>
>>>> All kinds of very smart people can't do it.
>>>> I've also known some people that were lucky to get out of HS
>>>> pick it up easily.
>>>> Anyone that could answer the question "how do you identify someone
>>>> with programming talent" could make himself a fortune.
>>>>
>>>
>>> The so-called "programmer aptitude tests" that were common years ago
>>> might better have been called "test-taker's aptitude tests." Has
>>> anyone done personality studies on programmers? Do good ones have
>>> anything in common? Crossword-puzzles? Rugby?
>>
>> I've had one litmus test that has never gone wrong in 20 years: "When
>> you were in sixth grade, how did you feel about math problems like 'If
>> John gets on a southbound train going 20 miles per hour, and Barry gets
>> on a northbound train ... '"
>>
>> Everyone I've met who answered that question with "LOVED THEM! BEST
>> PART EVARRR!!!! A++++!+!+!+!+!!!!!" has had The Hacker Nature. Everyone
>> who answerd "BLEAH! Hated that shit. Waste of my time" was binned.
>>
> That's one way. I've also met females who claimed they hated algebra
> but they didn't really; they were simply treated badly in class or
> bought into the myth that females are supposed to hate math and not
> be able to do the work.

I'm not convinced it’s a myth. Same with mechanical stuff too.

One I know believes that because she can change the wheel on a car
with a flat tyre, that she's as good at mechanical stuff as anyone else.

You should see what she did to a wooden thing that she keeps stuff
like VCRs etc in when using them. Fucking great holes in the back of
it to get the power cords and other stuff like antenna leads in.

---

Subject: Re: New HD

Posted by Rod Speed on Wed, 06 Feb 2013 18:02:32 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D50E9FD07BB8@aca20fc8.ipt.aol.com...
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Charles Richmond wrote:
>>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> in
>>>> message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> > In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> > at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >>The math heads are saying: "How can anything be equal
>>>> >>to itself plus one???"
>>>> >
>>>> > No. Those with a background in Mathematics understand the need to
>>>> > learn the nomenclature of a new discipline.
>>>> >
>>>> > However, I must admit that I prefer the ALGOL convention of having
>>>> > separate operators for assignment and equality, although I regard the
>>>> > use of == as an operator to be an abomination.
>>>> >
>>>>
>>>> Shmuel, I have personally known "math heads" who could *not* make the
>>>> leap
>>>> to computer programming. I have known them... but *not* understood
>>>> their
>>>> problem with programming.
>>>
>>> I figured out how to teach them. They seem to do a mindset adjustment
>>> before reading a line of code. I never looked at [can'tremember the
>>> name]
>>> Python? to see why math types love that computer language.
>>
>> Can't think of anything in Python that would appeal to math types.
>>
> All I can recall and that may be faulty is the name started with P but
> there is a compiler or interpreter out there which is useful.
> I always meant to go to the bookstore and scan a book on it to see
> why but never around to it.

You really should get off your arse and get decent dialup net access.

Wikipedia leaves that approach for dead.

Subject: Re: New HD
Posted by Rod Speed on Wed, 06 Feb 2013 18:06:39 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
> Charles Richmond wrote:
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
>>> Peter Flass wrote:
>>>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>> >
>>>> > All kinds of very smart people can't do it.
>>>> > I've also known some people that were lucky to get out of HS
>>>> > pick it up easily.
>>>> > Anyone that could answer the question "how do you identify someone
>>>> > with programming talent" could make himself a fortune.
>>>> >
>>>>
>>>> The so-called "programmer aptitude tests" that were common years ago
>>>> might better have been called "test-taker's aptitude tests." Has
>>>> anyone
>>>> done personality studies on programmers? Do good ones have anything in
>>>> common? Crossword-puzzles? Rugby?
>>>>
>>>>
>>> Math and physics degrees beyond the BS.
>>>
>>
>> Bzzzzzttt.... The "math head" I knew had a Masters in math and was
>> working
>> on his PhD. He just could *not* "wrap his head around" the concepts of
>> programming.
>
> TW's background was math. JMF's background was physics. We did have a
> good OS programmer whose background was philosophy--that one surprised me.

Doesn't surprise me. I saw all sorts of things at that time, including a
mate of mine who has a veterinary background, including a PhD in vet sci.

> A lot of people were physicists.

Not very many IMO.

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 06 Feb 2013 18:15:05 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D50E73E24140@aca20fc8.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D4FBBFB86EC8@ac8106c2.ipt.aol.com...
>>> Dan Espen wrote:
>>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>>
>>>> > "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> > in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>
>>>> >>>The math heads are saying: "How can anything be equal
>>>> >>>to itself plus one???"
>>>> >>
>>>> >> No. Those with a background in Mathematics understand the need to
>>>> >> learn the nomenclature of a new discipline.
>>>> >>
>>>> >> However, I must admit that I prefer the ALGOL convention of having
>>>> >> separate operators for assignment and equality, although I regard the
>>>> >> use of == as an operator to be an abomination.
>>>> >
>>>> > Shmuel, I have personally known "math heads" who could *not* make the
>>>> > leap to computer programming. I have known them... but *not*
>>>> > understood their problem with programming.
>>>>
>>>> All kinds of very smart people can't do it.
>>>> I've also known some people that were lucky to get out of HS
>>>> pick it up easily.
>>>> Anyone that could answer the question "how do you identify someone
>>>> with programming talent" could make himself a fortune.
>>>>
>>> It's easy to do.
>>
>> Not before they have had any exposure to programming it isnt.
>
> Hand somone a knitting or crochet pattern and see if they can
> handle thinking about loops and step by step instructions.

That approach will see plenty who would make good programmers
choose to not bother with the knitting or crochet pattern if you do that.

And I do know how to use a knitting or crochet pattern myself.

Subject: Re: New HD
Posted by James O. Brown on Wed, 06 Feb 2013 18:21:39 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1572.820T346T4953303@kltpzyxm.invalid...
> In article <andvj1Ffbc6U1@mid.individual.net>, job654@ax.com
> (James O. Brown) writes:
>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:icr4kub6mc.fsf@home.home...
>>
>>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
>>> writes:
>>>
>>>> In <ic6227fuso.fsf@home.home>, on 02/04/2013
>>>> at 07:50 PM, Dan Espen <despen@verizon.net> said:
>>>>
>>>> > Anyone that could answer the question "how do you identify
>>>> > someone with programming talent" could make himself a fortune.
>>>>
>>>> Musical talent? Admittedly my sample size is too small to be
>>>> sadistically significant.
>>>
>>> I think I qualify as a programmer.
>>
>> I know I do.
>>
>>> No musical talent at all. Zilch.
>>
>> The only musical talent I have is to use a media player.
>
> I could never really get into chess (see elsewhere in this
> thread), but I am musical, with an intimate understanding
> of theory. I guess as with so many other things, there
> is more than one path to enlightenment (religious fanatics
> notwithstanding).
>
>>> If it were as simple as that, someone
>>> would already be rich from the discovery.
>>
>> Yeah, I'm not convinced that its even possible,
>> otherwise it would have been done.
>
> Or maybe it's just not that important in a world where
> the object is to make money by whatever means possible.
> Look at Microsoft, for instance.

I would have thought with the operations that still use

programmers to do what the organisation needs done,
as opposed to producing software that's sold, that there
is still a need to identify those that are better at it than
others, particularly when deciding who to educate as
programmers, who is worth doing that with.

---

Subject: Re: New HD
Posted by James O. Brown on Wed, 06 Feb 2013 18:24:08 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:941.820T570T5174075@kltpzyxm.invalid...
> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Dan Espen wrote:
>>
>>> Programming is easy for people that can do it.
>>> But just about impossible for lots of people despite it appearing
>>> simple to some.
>>
>> For those who have difficulty, it's usually a matter of figuring
>> out an analogy they do understand.
>
> If I have difficulty figuring out a problem, I keep looking at it
> from different angles until the light comes on. People who cannot
> (or will not) try different approaches won't do well in programming.
>
> Sometimes it takes days to find the right approach. (Sleeping on it
> helps.) Those who are too impatient won't find the solution.

And plenty who discover good programming needs that approach
just decide that programming isnt for them, they just don't like it.

---

Subject: Re: New HD
Posted by Patrick Scheible on Wed, 06 Feb 2013 18:34:56 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

> Patrick Scheible <kkt@zipcon.net> writes:
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/4/2013 12:06 PM, Scott Lurndal wrote:
>>>>

>>>> Nobody is telling you that it takes the software guys "years" to do
>>>> anything. However, everyone is telling you that the effect of using
>>>> a simulator/emulator in advance of hardware availability has had positive
>>>> effects in ever other non-DEC computer system provider then, now and
>>>> in the future.
>>>>
>>>
>>> I get Barb's point that DEC was a hardware company. They were part of
>>> the grand tradition where users were expected to write their own
>>> software. Eventually they did have to adapt to the new world where
>>> users expected an OS, compilers, etc. with their hardware.
>>
>> It also ties in with software in those days being mostly bundled with
>> the machine. The systems software was written in assembler and thus
>> useless on anyone else's computer, and no other computer's systems
>> software would be very useful on DEC's hardware. So the software was
>> included but a necessary overhead rather than a profit center.
>
> How was that different from Burroughs, CDC, NCR, Honeywell, Univac, ICL,
> Bull, IBM et. al. in the same time period?

Well, IBM had to unbundle most of its software pretty early as part of
the antitrust case. They are also a special case of having higher
profit margin that the other companies.

Maybe another way of looking at it is that DEC's systems programmers
were so good that they could produce good software even on a shoestring
budget and tight timeline. :)

-- Patrick

---

Subject: Re: New HD
Posted by Patrick Scheible on Wed, 06 Feb 2013 18:40:52 GMT
View Forum Message <> Reply to Message

hda <agent33@xs4all.nl_invalid> writes:

> On 6 Feb 2013 14:01:23 GMT, jmfbahciv <See.above@aol.com> wrote:
>
>> Bernd Felsche wrote:
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Charles Richmond wrote:
>>>> > "Shmuel (Seymour J.) Metz" wrote in
>>>> >> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> >>>The math heads are saying: "How can anything be equal to itself
>>>> >>>plus one???"

>>>
>>>> >> No. Those with a background in Mathematics understand the need
>>>> >> to learn the nomenclature of a new discipline.
>>>
>>>> >> However, I must admit that I prefer the ALGOL convention of
>>>> >> having separate operators for assignment and equality, although
>>>> >> I regard the use of == as an operator to be an abomination.
>>>
>>>> > Shmuel, I have personally known "math heads" who could *not* make
>>>> > the leap to computer programming.  I have known them... but *not*
>>>> > understood their problem with programming.
>>>
>>>> I figured out how to teach them.  They seem to do a mindset
>>>> adjustment before reading a line of code.  I never looked at [can't
>>>> remember the name] Python? to see why math types love that computer
>>>> language.
>>>
>>>  The preference for ANY language in a particular field is because it
>>>  doesn't get in the way of the thinking. It has to be easy and,
>>>  pretty much out of the box, do everything that the user requires
>>>  without having to learn new stuff - of how things work.
>>>
>>>  Certain environment (*nix especially) encourage "polyglots" where a
>>>  problem is broken down into components which can be easily coded in
>>>  one language or twenty different ones, exploiting the strengths of
>>>  each. The only connections between the "modules" being well-defined
>>>  data streams. That isn't ideal for computer performance, but it
>>>  works well to quickly get something that solves the problem. Even if
>>>  it doesn't solve the problem quickly.
>>>
>>>  For programs that need performance, performance analysis of each
>>>  module (especially in isolation) identifies the best place to start
>>>  "tuning".
>>>
>>>  Python, like Perl, has lots of libraries to do stuff. Amazing stuff
>>>  in some cases. In some respects, those things are a hinderance
>>>  because the "whole thing" offers so many ways of doing things; and
>>>  making the choice to do it in one way often precludes doing other
>>>  things optimally; without building one's own library from the ground
>>>  up. Not that that building is "bad" per se; it just adds to the
>>>  maintenance headaches.
>>
>> The people I was thinking about (I'm still not sure the language
>> was Python) were experts in numerical analysis.  The language
>> was useful and didn't get in their way when they were doing their
>> work.
>>
>> /BAH

>
> Pascal ? (seems to be compiler for PDP-10). Pascal (Wirth 1970) has
> strict data types, differentiates for procedures from functions.
> Pascal could do complex data structures w.r.t. ForTran (those days).

There was a Pascal compiler for the PDP-10, but Pascal is not what I would describe as a language that doesn't get in the way. Especially if you restrict yourself to standard, portable Pascal. Most Pascal implementations had extensions that made it more pleasant, but then you were programming in a language that's just kind of like Pascal.

-- Patrick

---

Subject: Re: New HD
Posted by Patrick Scheible on Wed, 06 Feb 2013 18:48:49 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> TW's background was math. JMF's background was physics. We did
>> have a good OS programmer whose background was philosophy--that
>> one surprised me.
>
> It does seem a bit counter-intuitive. But then, that elective
> course in logic that I took was under the philosophy department -
> and wasn't even mentioned in the computer science curriculum.
> (I wonder how many of my contemporaries learned what De Morgan's
> theorem is...)

I learned it first in high school 10th grade geometry, and again in college in logic taught by the philosophy department. (When I took it, it had been promoted from a theorem to a law...)

-- Patrick

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 06 Feb 2013 18:56:16 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com

> (jmfbahciv) writes:
>
>> Dan Espen wrote:
>>
>>> Programming is easy for people that can do it.
>>> But just about impossible for lots of people despite it appearing
>>> simple to some.
>>
>> For those who have difficulty, it's usually a matter of figuring
>> out an analogy they do understand.
>
> If I have difficulty figuring out a problem, I keep looking at it
> from different angles until the light comes on. People who cannot
> (or will not) try different approaches won't do well in programming.
>
> Sometimes it takes days to find the right approach. (Sleeping on it
> helps.) Those who are too impatient won't find the solution.

One of my favorite mottos: "persistence pays off".

When someone tells me they have a problem they can't figure out,
that's like a magnet to me, I can't stay away.

I once came onto a project and they told me their test data generator
had a bug that no one could find. Everyone had looked.
That's all I had to hear.

About a week later I had it. Lots of driving to and from work trying
to figure it out. Finally I saw it. They were referencing data from
a previous record while processing the current record.

QSAM had meanwhile filled the buffer with the next record.

Explaining why the bug sometimes didn't show, especially when you
started adding debug code.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 06 Feb 2013 19:17:38 GMT
View Forum Message <> Reply to Message

In article <1015.819T780T10924581@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> A burning desire to Do The Right Thing. Your typical PHB might

> not like this, though - it might interfere with his fantasies.

Quite often the business case is for doing the wrong thing.

As for companies who stress this:

"You may put them on the list, you may put them on the list' for
they'd none of them be missed. They'd none of them be missed."

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 06 Feb 2013 19:19:52 GMT
View Forum Message <> Reply to Message

In article <766.820T425T5004254@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> TW's background was math. JMF's background was physics. We did
>> have a good OS programmer whose background was philosophy--that
>> one surprised me.
>
> It does seem a bit counter-intuitive. But then, that elective
> course in logic that I took was under the philosophy department -
> and wasn't even mentioned in the computer science curriculum.
> (I wonder how many of my contemporaries learned what De Morgan's
> theorem is...)

Good grief, how do you write a conditional statement then?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 06 Feb 2013 19:25:12 GMT
View Forum Message <> Reply to Message

In article <ichalpbk1d.fsf@home.home>, Dan Espen <despen@verizon.net>
wrote:

> "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> writes:

>
>>  On Wed, 30 Jan 2013 17:00:45 -0000, Dan Espen <despen@verizon.net> wrote:
>>
>>>  "Stanley Daniel de Liver" <notagoodone@invalid.org.invalid> writes:
>>>
>>>>  On Tue, 29 Jan 2013 15:59:05 -0000, Charles Richmond
>>>>  <numerist@aquaporin4.com> wrote:
>>>>
>>>> > "Dan Espen" <despen@verizon.net> wrote in message
>>>> > news:icpq0ovvdf.fsf@home.home...
>>>> >> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >>
>>>> >>> "Dan Espen" <despen@verizon.net> wrote in message
>>>> >>> news:icy5fcwuy8.fsf@home.home...
>>>> >>>> Gene Wirchenko <genew@telus.net> writes:
>>>> >>>>
>>>> >>>>> On Mon, 28 Jan 2013 23:18:05 +0000, Andy Burns
>>>> >>>>> <usenet.jan2013@adslpipe.co.uk> wrote:
>>>> >>>>>
>>>> >>>>>> Jorgen Grahn wrote:
>>>> >>>>>>
>>>> >>>>>>> On Sat, 2013-01-26, Andrew Swallow wrote:
>>>> >>>>>>>
>>>> >>>>>>>> COBOL used hyphens in variable names LINE-PRINTER-OUTPUT
>>>> >>>>>>>
>>>> >>>>>>> I didn't know that, but I sometimes wish I could use it in my own
>>>> >>>>>>> programs. It's easier on the eye than LINE_PRINTER_OUTPUT.
>>>> >>>>>>
>>>> >>>>>> But could you put up with having to write "SUBTRACT x FROM y"
>>>> >>>>>> instead of
>>>> >>>>>> just using a hyphen as a minus sign?
>>>> >>>>>
>>>> >>>>>      compute y = y - x
>>>> >>>>
>>>> >>>> Yep, but to get the true flavor:
>>>> >>>>
>>>> >>>>      COMPUTE TOTAL-THINGS = TOTAL-THINGS - DISAPPEARED-THINGS.
>>>> >>>>
>>>> >>>> The verbosity never bothered me.
>>>> >>>
>>>> >>> It's *not* so much that verbosity "bothers" me... it's just that the
>>>> >>> mind seems to be able to understand more, when one can take in
>>>> >>> more in
>>>> >>> one scan of a more compacted form of line.  The above COBOL line is
>>>> >>> *not* so bad, but add more terms and it *can* become very bad!
>>>> >>
>>>> >> True.
>>>> >>

```
>>>> >> One of the COBOL tricks to lessen the problem is alignment.
>>>> >>
>>>> >> This:
>>>> >>
>>>> >>  MOVE IN-NAME TO OU-NAME.
>>>> >>  MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>> >>  MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>> >>  MOVE IN-CITY TO OU-CITY.
>>>> >>  MOVE IN-STATE TO OU-STATE.
>>>> >>  MOVE IN-ZIP TO OU-ZIP.
>>>> >>
>>>> >> versus:
>>>> >>
>>>> >>  MOVE IN-NAME      TO OU-NAME.
>>>> >>  MOVE IN-ADDRESS-1 TO OU-ADDRESS1.
>>>> >>  MOVE IN-ADDRESS-2 TO OU-ADDRESS2.
>>>> >>  MOVE IN-CITY      TO OU-CITY.
>>>> >>  MOVE IN-STATE     TO OU-STATE.
>>>> >>  MOVE IN-ZIP       TO OU-ZIP.
>>>> >>
>>>> >
>>>> > The same is true of old FORTRAN FORMAT statements.  I have seen 12
>>>> > line FORMAT statements that were *much* easier to read if aligned
>>>> > properly. After all, the purpose of an HLL is so the programmer can
>>>> > understand the program better... and blanks are *free* in
>>>> > FORTRAN. :-)
>>>> >
>>>>
>>>>  It's just me then; the above text doesn't align, I just haven't got
>>>>  the font right!
>>>
>>  OK now.  But shouldn't the programmer have used
>>  MOVE CORRESPONDING ?
>
>  No.
>
>  I never saw anyone use MOVE CORRESPONDING,
>  it's a nightmare.
>
>  With like named fields in 2 structures you end up with:
>
>  IF SALES-AMT IN INPUT-RECORD EQUAL TO SALES-AMT IN WORK-AREA
>
>  and you run into places where you don't want to move a couple
>  of fields.
```

I used it in my one major COBOL adventure. It was a program to translate from a FORTRAN file to a COBOL file.

I can see why its use was discouraged as effective use is greatly facilitated by a heavy math background and those of us who have that background should not be writing COBOL.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 06 Feb 2013 19:43:33 GMT
View Forum Message <> Reply to Message

In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
wrote:

> They were referencing data from
> a previous record while processing the current record.
>
> QSAM had meanwhile filled the buffer with the next record.
>
> Explaining why the bug sometimes didn't show, especially when you
> started adding debug code.

Ah, a genuine Heisenbug!

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 06 Feb 2013 20:07:41 GMT
View Forum Message <> Reply to Message

Walter Bushell <proto@panix.com> writes:

> In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
> wrote:
>
>> They were referencing data from
>> a previous record while processing the current record.
>>
>> QSAM had meanwhile filled the buffer with the next record.
>>
>> Explaining why the bug sometimes didn't show, especially when you
>> started adding debug code.
>

> Ah, a genuine Heisenbug!

Interesting, I understood Heisenbug without looking it up,
but Wikipedia goes on:

Related terms

A bohrbug, by opposition, is a "good, solid bug". Like the deterministic Bohr atom model, they don't change their behavior and are relatively easily detected.

A mandelbug is a bug whose causes are so complex it defies repair, or makes its behavior appear chaotic or even non-deterministic.

A schrödinbug is a bug that manifests itself in running software after a programmer notices that the code should never have worked in the first place.

We see Heisenbugs pretty frequently with C on z/OS.

C always builds it's parm list in the same storage space.
If you are calling a function and you leave out a parm,
you may get an abend if the caller references the parm you haven't passed.

If you stick some debug code right before the failure, you just
may put something in the parm list area that causes the called
function to start to work.

--
Dan Espen

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 06 Feb 2013 20:23:37 GMT
View Forum Message <> Reply to Message

On 2/6/2013 8:30 AM, blmblm@myrealbox.com wrote:
> In article <5111250F.3B40DEAE@bytecraft.com>,
> Walter Banks <walter@bytecraft.com> wrote:
>>
>>
>> "blmblm@myrealbox.com" wrote:
>>
>>> In article <anb8onFqv7nU1@mid.individual.net>,
>>> James O. Brown <job654@ax.com> wrote:
>>>>
>>>>
>>>> "Dan Espen" <despen@verizon.net> wrote in message

>>>>  news:ic6227fuso.fsf@home.home...
>>>> > "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >
>>>> >> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> >> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >>>    at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>>
>>>> >>>> The math heads are saying:  "How can anything be equal
>>>> >>>> to itself plus one???"
>>>> >>>
>>>> >>> No. Those with a background in Mathematics understand the need to
>>>> >>> learn the nomenclature of a new discipline.
>>>> >>>
>>>> >>> However, I must admit that I prefer the ALGOL convention of having
>>>> >>> separate operators for assignment and equality, although I regard the
>>>> >>> use of == as an operator to be an abomination.
>>>> >>
>>>> >> Shmuel, I have personally known "math heads" who could *not* make the
>>>> >> leap to computer programming.  I have known them... but *not*
>>>> >> understood their problem with programming.
>>>>
>>>> > All kinds of very smart people can't do it.
>
>  [ snip ]
>
>>  Programing is very much like writing they need to want to do and like
>>  doing it to be successful. Authors work for days trying to craft a sentence
>>  or phrase so it conveys the correct exact meaning and emotion. Good
>>  programmers share the same characteristic. The biggest difference is
>>  authors choose alcohol as drink of choice programmers choose coke. :)
>
>  A while back I came across another mention of programming being
>  like writing, but making a different point, which if I remember
>  right was that programming-in-the-large required some of the
>  same skills as writing-in-the-large, skills that are more about
>  organizing material than thinking logically, important as the latter
>  is to programming-in-the-small.

Good point.  That's usually the difference between good and bad programs
- or programmers - the good stuff is organized logically, and the bad
stuff has lots of parts thrown together.

--
Pete

Subject: Re: New HD
Posted by Walter Banks on Wed, 06 Feb 2013 20:31:14 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:

> On 2/6/2013 8:30 AM, blmblm@myrealbox.com wrote:
>> In article <5111250F.3B40DEAE@bytecraft.com>,
>> Walter Banks <walter@bytecraft.com> wrote:
>>>
>>>
>>> "blmblm@myrealbox.com" wrote:
>>>
>>>> In article <anb8onFqv7nU1@mid.individual.net>,
>>>> James O. Brown <job654@ax.com> wrote:
>>>> >
>>>> >
>>>> > "Dan Espen" <despen@verizon.net> wrote in message
>>>> > news:ic6227fuso.fsf@home.home...
>>>> >> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >>
>>>> >>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> >>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >>>>  at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>>>
>>>> >>>>> The math heads are saying: "How can anything be equal
>>>> >>>>> to itself plus one???"
>>>> >>>>
>>>> >>>> No. Those with a background in Mathematics understand the need to
>>>> >>>> learn the nomenclature of a new discipline.
>>>> >>>>
>>>> >>>> However, I must admit that I prefer the ALGOL convention of having
>>>> >>>> separate operators for assignment and equality, although I regard the
>>>> >>>> use of == as an operator to be an abomination.
>>>> >>>
>>>> >>> Shmuel, I have personally known "math heads" who could *not* make the
>>>> >>> leap to computer programming. I have known them... but *not*
>>>> >>> understood their problem with programming.
>>>> >
>>>> >> All kinds of very smart people can't do it.
>>
>> [ snip ]
>>
>>> Programing is very much like writing they need to want to do and like
>>> doing it to be successful. Authors work for days trying to craft a sentence
>>> or phrase so it conveys the correct exact meaning and emotion. Good
>>> programmers share the same characteristic. The biggest difference is
>>> authors choose alcohol as drink of choice programmers choose coke. :)

>>
>> A while back I came across another mention of programming being
>> like writing, but making a different point, which if I remember
>> right was that programming-in-the-large required some of the
>> same skills as writing-in-the-large, skills that are more about
>> organizing material than thinking logically, important as the latter
>> is to programming-in-the-small.
>
> Good point. That's usually the difference between good and bad programs
> - or programmers - the good stuff is organized logically, and the bad
> stuff has lots of parts thrown together.
>

There is also that majically time when focus changes from
solving implementation problems to organizing and solving the
application. Real coding time becomes a small part of the
task.

It is more than familiarity with the programming language syntax, it
is the next step where the choice of implementation language is
part of the application choices and its use is as familiar as writing
with a pencil. (Actually not a good choice as a reference these days)

w..

---

Subject: Re: New HD
Posted by scott on Wed, 06 Feb 2013 20:55:14 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> Walter Bushell <proto@panix.com> writes:
>
>> In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>> wrote:
>>
>>> They were referencing data from
>>> a previous record while processing the current record.
>>>
>>> QSAM had meanwhile filled the buffer with the next record.
>>>
>>> Explaining why the bug sometimes didn't show, especially when you
>>> started adding debug code.
>>
>> Ah, a genuine Heisenbug!
>
> Interesting, I understood Heisenbug without looking it up,
> but Wikipedia goes on:

>
>  Related terms
>
>  A bohrbug, by opposition, is a "good, solid bug". Like the deterministic
>  Bohr atom  model, they  don't change their  behavior and  are relatively
>  easily detected.
>
>  A mandelbug is  a bug whose causes  are so complex it  defies repair, or
>  makes its behavior appear chaotic or even non-deterministic.
>
>  A schrödinbug is a bug that manifests itself in running software after a
>  programmer notices that  the code should never have worked  in the first
>  place.
>
> We see Heisenbugs pretty frequently with C on z/OS.
>
> C always builds it's parm list in the same storage space.
> If you are calling a function and you leave out a parm,
> you may get an abend if the caller references the parm you haven't passed.

How do you do this with any modern C compiler?  A modern (post K&R) compiler won't let you call a function with fewer than the required parameters.

I wonder how that "same storage space" concept can work with multithreaded
or even re-entrant code.

scott

---

Subject: Re: New HD
Posted by greymausg on Wed, 06 Feb 2013 20:56:12 GMT
View Forum Message <> Reply to Message

On 2013-02-06, Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
>  In article <PM0004D50E73E24140@aca20fc8.ipt.aol.com>, See.above@aol.com
>  (jmfbahciv) writes:
>
>>  Hand somone a knitting or crochet pattern and see if they can
>>  handle thinking about loops and step by step instructions.
>
>  Hand something like that to me and if it isn't sufficiently concise
>  I'll break it down into loops and extract subroutines, possibly
>  using abstractions that are incomprehensible to a casual observer.
>
>  Not that I have much experience following knitting instructions;
>  they look pretty concise already.  I'm certainly impressed with
>  the amount of information conveyed by sheet music.
>

Knitting is like programming, input read, knit each line as per
instructions, (adding or deleting a 'knot' as the area covered
increases or decreases (from neck down to shoulders and chest))..
Subroutines to do whorls or such, then at the last, stitch the arms
on ('make'?) to finish the garment. Hmm. Back to Jaquard cards

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 21:38:43 GMT
View Forum Message <> Reply to Message

"Scott Lurndal" <scott@slp53.sl.home> wrote in message
news:PzuQs.198953$7U.194296@fed04.iad...
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
>>> at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> Shmuel, I have personally known "math heads" who could *not* make the
>>>> leap to computer programming.
>>>
>>> What do you mean by "Math heads"? I've certainly never met anybody in
>>> a Mathematics department who had that problem.
>>>
>>
>> I mean a graduate math student with a master's degree in mathematics.
>
> One of the best programmers I ever worked with had a Phd in Mathematics.
>
> Just goes to show that generalizations aren't.

I did *not* say that all mathematicians had trouble programming... just that
I personally knew some who had trouble. I'm sure many math types are
naturals at programming... but as you said, being good at math is *no*
guarantee that you will do well at computer programming.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 21:45:46 GMT
View Forum Message <> Reply to Message

<lawrence@gandi.cluon.com> wrote in message
news:87a9rhfvcr.fsf@gandi.cluon.com...
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>> Supposedly very good chess players made good computer programmers. I
>> can see a transferance of skills between these two...
>
> Yeah, but what's the correlation? While many good programmers may be
> good chess players (actually: I see a high correlation between 'games'
> and 'good programmers' - if not chess - poker or go) how many good chess
> players suck as programmers and how many good programmers suck at chess?
>
> I fall into that last category - although I have a Good Explanation in
> my defense: Growing up I never had a peer. I had a friend who was
> much, much, much better (practiced) than I, and could beat me in 99 out
> of 100 matches. I had another friend whom I was far superior to, and
> would beat all the time. Neither of these pairings was sufficiently
> emotionally satisfying to continue. So, I stagnated at "where I was at
> 11".
>

I do *not* claim to be great at playing chess... probably quite below
average.

ISTM that the _Hackers_ book had a story in it about a company that had
hired a chess master to be a programmer. When some other chess player was
hired as a programmer... they tried to "trick" him by getting him to play a
game of chess with the chess master. But the trick failed... because the
new programmer recognized the chess master!!!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 06 Feb 2013 21:52:40 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

> Dan Espen <despen@verizon.net> writes:
>> Walter Bushell <proto@panix.com> writes:
>>

>>>  In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>>>  wrote:
>>>
>>>>  They were referencing data from
>>>>  a previous record while processing the current record.
>>>>
>>>>  QSAM had meanwhile filled the buffer with the next record.
>>>>
>>>>  Explaining why the bug sometimes didn't show, especially when you
>>>>  started adding debug code.
>>>
>>>  Ah, a genuine Heisenbug!
>>
>> Interesting, I understood Heisenbug without looking it up,
>> but Wikipedia goes on:
>>
>>   Related terms
>>
>>   A bohrbug, by opposition, is a "good, solid bug". Like the deterministic
>>   Bohr atom  model, they  don't change their  behavior and  are relatively
>>   easily detected.
>>
>>   A mandelbug is  a bug whose causes  are so complex it  defies repair, or
>>   makes its behavior appear chaotic or even non-deterministic.
>>
>>   A schrÃ¶dinbug is a bug that manifests itself in running software after a
>>   programmer notices that  the code should never have worked  in the first
>>   place.
>>
>> We see Heisenbugs pretty frequently with C on z/OS.
>>
>> C always builds it's parm list in the same storage space.
>> If you are calling a function and you leave out a parm,
>> you may get an abend if the caller references the parm you haven't passed.
>
>  How do you do this with any modern C compiler?  A modern (post K&R) compiler won't let you
>  call a function with fewer than the required parameters.

Simply call a function that lacks a prototype.

>  I wonder how that "same storage space" concept can work with multithreaded
>  or even re-entrant code.

The same storage space is in the stack.

```
   LA      r1,#MX_TEMP1(,r13,152)  <== PARM AREA, ALWAYS R13+X'152'
   ST      r7,#MX_TEMP1(,r13,152)  Parm 1
   ST      r4,#MX_TEMP1(,r13,156)  Parm 2
```

```
ST      r2,#MX_TEMP1(,r13,160)  Parm 3
ST      r0,#MX_TEMP1(,r13,164)  Parm 4
BASR    r14,r15                 Call routine
```

(Not the same space for every function, but a consistent space for each invocation of a function.)

--
Dan Espen

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Wed, 06 Feb 2013 21:59:16 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:
> Well, IBM had to unbundle most of its software pretty early as part of
> the antitrust case. They are also a special case of having higher
> profit margin that the other companies.
>
> Maybe another way of looking at it is that DEC's systems programmers
> were so good that they could produce good software even on a shoestring
> budget and tight timeline. :)

re:
http://www.garlic.com/~lynn/2013b.html#24 New HD

23jun69 "unbundling" starting to charge for application software, SE services, hardware maintenance, etc ... but managed to make the case that kernel software was still free ... some past posts
http://www.garlic.com/~lynn/submain.html#unbundle

also under constraints that price had to cover development & other costs .... which was quite traumatic for some organization ... however the requirement could be fuzzed where development organization could "grouped".

part of the practice was forecasting at 3 price points (low, medium, and high); there were fixed costs per copy ... but there was also upfront development costs. low-price had to cover the per copy costs plus have large enough forecast (aka sales) to also cover the upfront/development costs.

various of the software organizations were so bloated that there was no price point forecast that could cover costs. that was where grouping came in. case in point was JES2 networking ... there was no forecast at any price that would cover the JES2 networking cost. They eventually got around it by making a combined announcement of both JES2 and VM370

networking ... where they both had the same (relatively high) price. VM370 networking had such small upfront development and support costs that a price of nearly media distribution would have been satisfactory. However, making it a combined announcement, both priced the same ... in effect all the money from vm370 networking subsidized JES2 networking.

The vm370 had tended to be much leaner&agile software development ... especially at first (although over the years, it tended to acquire much more of the traditional corporate bureaucracy) ... and there were other instances where they used the efficiency of vm370 product to subsize some MVS product.

a large part of what kicked of "tandem memos" discussion from my distributed observations after visiting Jim at Tandem
http://www.garlic.com/~lynn/2013.html#47 AT&T Holmdel Computer Center films, 1973 Unix

was the coding efficency numbers ... which were significantly higher than the IBM corporate avgs. some more recent extracts from tandem memos
http://www.garlic.com/~lynn/2013b.html#23 AT&T Holmdel Computer Center films, 1973 Unix
http://www.garlic.com/~lynn/2013b.html#25 Still think the mainframe is going away soon: Think again. IBM mainframe computer sales are 4% of IBM's revenue; with software, services, and storage it's 25%

there have been several references that the distraction of FS allowed the clone processors to get market foothold (aka 370 software/hardware efforts being killed off)
http://www.garlic.com/~lynn/submain.html#futuresys

then with the death of FS, there was mad rush to get items back into the 370 product pipelines ... which contributed to decision to release various software that I had continued to do all thru the FS period. The other result was the decision was made to start charging for kernel software ... and one of my pieces ... was selected to guinea pig for priced kernel software.
http://www.garlic.com/~lynn/subtopic.html#fairshare

initially charged for kernel software were separate "add-ons" ... but over a period of a couple years ... the transition was made charging for increasing amounts of the kernel ... until all kernel software was charged for. then after that were the OCO-wars ... where not only was all software charged for ... but source code would no longer be shipped standard.

misc. past posts mentioning price-point forecasting ... and combined products where some software products subsidized tohers
http://www.garlic.com/~lynn/2000d.html#17 Where's all the VMers?
http://www.garlic.com/~lynn/2001m.html#33 XEDIT on MVS

http://www.garlic.com/~lynn/2002n.html#3 Tweaking old computers?
http://www.garlic.com/~lynn/2004d.html#62 microsoft antitrust
http://www.garlic.com/~lynn/2005e.html#35 Thou shalt have no other gods before the ANSI C standard
http://www.garlic.com/~lynn/2005t.html#40 FULIST
http://www.garlic.com/~lynn/2006k.html#50 TSO and more was: PDP-
http://www.garlic.com/~lynn/2009s.html#46 DEC-10 SOS Editor Intra-Line Editing
http://www.garlic.com/~lynn/2010b.html#44 sysout using machine control instead of ANSI control
http://www.garlic.com/~lynn/2010g.html#6 Call for XEDIT freaks, submit ISPF requirements
http://www.garlic.com/~lynn/2011b.html#6 Mainframe upgrade done with wire cutters?
http://www.garlic.com/~lynn/2011h.html#62 Do you remember back to June 23, 1969 when IBM unbundled
http://www.garlic.com/~lynn/2012f.html#62 Hard Disk Drive Construction
http://www.garlic.com/~lynn/2012n.html#64 Should you support or abandon the 3270 as a User Interface?

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 22:01:58 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:941.820T570T5174075@kltpzyxm.invalid...
> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Dan Espen wrote:
>>
>>> Programming is easy for people that can do it.
>>> But just about impossible for lots of people despite it appearing
>>> simple to some.
>>
>> For those who have difficulty, it's usually a matter of figuring
>> out an analogy they do understand.
>
> If I have difficulty figuring out a problem, I keep looking at it
> from different angles until the light comes on. People who cannot
> (or will not) try different approaches won't do well in programming.
>
> Sometimes it takes days to find the right approach. (Sleeping on it
> helps.) Those who are too impatient won't find the solution.
>

In this sense, programming is like a puzzle... some sort of crossword or
jigsaw puzzle that you have to try to put together in different ways. There

are also strategies used in programming, just like strategies for other
puzzles.  People who are good at and enjoy puzzling things out... ought to
do well in programming.

ISTM that another aspect of programmers is that they are essentially *lazy*.
The idea that the computer will do work for them "automatically" is
alluring.  I think this suckered a lot of folks into getting involved in
computer programming.  After you get hooked, it's too late when you realize
what amount of work is required.  It must have been quite a "future shock"
moment when Maurice Wilkes and his associates realized that they would spend
a significant amount of their lives to *debug* the programs they wrote!!!
:-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 22:16:34 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icr4kt9sq7.fsf@home.home...
>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
>
>>  In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>  (jmfbahciv) writes:
>>
>>>  Dan Espen wrote:
>>>
>>>>  Programming is easy for people that can do it.
>>>>  But just about impossible for lots of people despite it appearing
>>>>  simple to some.
>>>
>>>  For those who have difficulty, it's usually a matter of figuring
>>>  out an analogy they do understand.
>>
>>  If I have difficulty figuring out a problem, I keep looking at it
>>  from different angles until the light comes on.  People who cannot
>>  (or will not) try different approaches won't do well in programming.
>>
>>  Sometimes it takes days to find the right approach.  (Sleeping on it
>>  helps.)  Those who are too impatient won't find the solution.
>
>  One of my favorite mottos:  "persistence pays off".
>

"Nothing in this world can take the place of persistence. Talent will not; nothing is more common than unsuccessful people with talent. Genius will not; unrewarded genius is almost a proverb. Education will not; the world is full of educated derelicts. Persistence and determination alone are omnipotent. The slogan 'press on' has solved and always will solve the problems of the human race."  -- Calvin Coolidge

> When someone tells me they have a problem they can't figure out,
> that's like a magnet to me, I can't stay away.
>
> I once came onto a project and they told me their test data generator
> had a bug that no one could find. Everyone had looked.
> That's all I had to hear.
>
> About a week later I had it. Lots of driving to and from work trying
> to figure it out. Finally I saw it. They were referencing data from
> a previous record while processing the current record.
>
> QSAM had meanwhile filled the buffer with the next record.
>
> Explaining why the bug sometimes didn't show, especially when you
> started adding debug code.
>

Those darn intermittant bugs are some of the hardest to diagnose and fix. I have worked on those kind of bugs before.

For some hard problems: At a PPoE, we were developing an application that had several programs (processes) that communicated through some shared memory. The shared memory buffers were parcelled out by an assembly language program that one guy wrote. Problem is... when the assembly program ran, it would branch off into the weeds somewhere. The guy would single step through the code with a debugger, and everything would work great. Still, when the program ran... there was the problem again.

Turns out that one of the machine instructions was taking an address that had been calculated and placing in a memory location. The *very* next instruction was doing an indirect branch using the address in that memory location. Somehow, the cache was *not* being updated fast enough and the program was getting the old garbage that was previously in the location. The answer: between the instruction that stored the address and the instruction that used the address... a no-op was added. That gave the machine time to update the cache and the who thing worked fine!!! "A small leak can sink a great ship." or "The devil is in the details."

--

numerist at aquaporin4 dot com

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 22:21:10 GMT
View Forum Message <> Reply to Message

"Scott Lurndal" <scott@slp53.sl.home> wrote in message
news:SqzQs.488663$Wj3.435079@fed08.iad...
> Dan Espen <despen@verizon.net> writes:
>> Walter Bushell <proto@panix.com> writes:
>>
>>> In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>>> wrote:
>>>
>>>> They were referencing data from
>>>> a previous record while processing the current record.
>>>>
>>>> QSAM had meanwhile filled the buffer with the next record.
>>>>
>>>> Explaining why the bug sometimes didn't show, especially when you
>>>> started adding debug code.
>>>
>>> Ah, a genuine Heisenbug!
>>
>> Interesting, I understood Heisenbug without looking it up,
>> but Wikipedia goes on:
>>
>> Related terms
>>
>> A bohrbug, by opposition, is a "good, solid bug". Like the deterministic
>> Bohr atom model, they don't change their behavior and are relatively
>> easily detected.
>>
>> A mandelbug is a bug whose causes are so complex it defies repair, or
>> makes its behavior appear chaotic or even non-deterministic.
>>
>> A schrÃ¶dinbug is a bug that manifests itself in running software after
>> a
>> programmer notices that the code should never have worked in the first
>> place.
>>
>> We see Heisenbugs pretty frequently with C on z/OS.
>>
>> C always builds it's parm list in the same storage space.
>> If you are calling a function and you leave out a parm,
>> you may get an abend if the caller references the parm you haven't passed.
>

> How do you do this with any modern C compiler? A modern (post K&R)
> compiler won't let you
> call a function with fewer than the required parameters.
>
> I wonder how that "same storage space" concept can work with multithreaded
> or even re-entrant code.
>

In C, you *can* add *extra* parameters out at the end of the parameter list.
These parameters will get evaluated just like the others and the clean-up
code after the call will remove them from the stack. The called function
can even access the extra parameters with a little address manipulation.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 22:28:57 GMT
View Forum Message <> Reply to Message

"Patrick Scheible" <kkt@zipcon.net> wrote in message
news:86k3ql70az.fsf@chai.my.domain...
> hda <agent33@xs4all.nl_invalid> writes:
>
>> On 6 Feb 2013 14:01:23 GMT, jmfbahciv <See.above@aol.com> wrote:
>>
>>> Bernd Felsche wrote:
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> >Charles Richmond wrote:
>>>> >> "Shmuel (Seymour J.) Metz" wrote in
>>>> >>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> >>>>The math heads are saying: "How can anything be equal to itself
>>>> >>>>plus one???"
>>>>
>>>> >>> No. Those with a background in Mathematics understand the need
>>>> >>> to learn the nomenclature of a new discipline.
>>>>
>>>> >>> However, I must admit that I prefer the ALGOL convention of
>>>> >>> having separate operators for assignment and equality, although
>>>> >>> I regard the use of == as an operator to be an abomination.
>>>>
>>>> >> Shmuel, I have personally known "math heads" who could *not* make
>>>> >> the leap to computer programming. I have known them... but *not*
>>>> >> understood their problem with programming.
>>>>

>>>> >I figured out how to teach them.  They seem to do a mindset
>>>> >adjustment before reading a line of code.  I never looked at [can't
>>>> >remember the name] Python? to see why math types love that computer
>>>> >language.
>>>>
>>>>  The preference for ANY language in a particular field is because it
>>>>  doesn't get in the way of the thinking. It has to be easy and,
>>>>  pretty much out of the box, do everything that the user requires
>>>>  without having to learn new stuff - of how things work.
>>>>
>>>>  Certain environment (*nix especially) encourage "polyglots" where a
>>>>  problem is broken down into components which can be easily coded in
>>>>  one language or twenty different ones, exploiting the strengths of
>>>>  each. The only connections between the "modules" being well-defined
>>>>  data streams. That isn't ideal for computer performance, but it
>>>>  works well to quickly get something that solves the problem. Even if
>>>>  it doesn't solve the problem quickly.
>>>>
>>>>  For programs that need performance, performance analysis of each
>>>>  module (especially in isolation) identifies the best place to start
>>>>  "tuning".
>>>>
>>>>  Python, like Perl, has lots of libraries to do stuff. Amazing stuff
>>>>  in some cases. In some respects, those things are a hinderance
>>>>  because the "whole thing" offers so many ways of doing things; and
>>>>  making the choice to do it in one way often precludes doing other
>>>>  things optimally; without building one's own library from the ground
>>>>  up. Not that that building is "bad" per se; it just adds to the
>>>>  maintenance headaches.
>>>
>>> The people I was thinking about (I'm still not sure the language
>>> was Python) were experts in numerical analysis.  The language
>>> was useful and didn't get in their way when they were doing their
>>> work.
>>>
>>> /BAH
>>
>>  Pascal ? (seems to be compiler for PDP-10). Pascal (Wirth 1970) has
>>  strict data types, differentiates for procedures from functions.
>>  Pascal could do complex data structures w.r.t. ForTran (those days).
>
>  There was a Pascal compiler for the PDP-10, but Pascal is not what I
>  would describe as a language that doesn't get in the way.  Especially if
>  you restrict yourself to standard, portable Pascal.  Most Pascal
>  implementations had extensions that made it more pleasant, but then you
>  were programming in a language that's just kind of like Pascal.
>

You are talking about Pascal "level one" which conforms to the ISO 7185 standard. There is a *new* standard called ISO 10206 introduced in 1990, for Pascal "level two". The 10206 standard contains most of the "extensions" that make Pascal a pleasant and usable language.

(1990 was over 20 years ago... so it qualifies for <a.c.f.> :-) )
--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 22:31:25 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
>
> [snip...] [snip...]
> [snip..]
>
> TW's background was math. JMF's background was physics. We did have
> a good OS programmer whose background was philosophy--that one surprised
> me.
>
> A lot of people were physicists.
>

Physicists are nosy and disquieting people who ask all sorts of annoying questions!!! :-) They often pick things apart and find answers to the problems that others fail even to acknowledge as problems.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 22:35:56 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:766.820T425T5004254@kltpzyxm.invalid...
> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> TW's background was math. JMF's background was physics. We did

>> have a good OS programmer whose background was philosophy--that
>> one surprised me.
>
> It does seem a bit counter-intuitive. But then, that elective
> course in logic that I took was under the philosophy department -
> and wasn't even mentioned in the computer science curriculum.
> (I wonder how many of my contemporaries learned what De Morgan's
> theorem is...)
>

DeMorgan's Theorem I can handle. I still have trouble with min-terms,
max-terms, and Karnaugh maps!!!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 06 Feb 2013 22:40:08 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:847.820T1222T5234351@kltpzyxm.invalid...
> In article <PM0004D50E73E24140@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Hand somone a knitting or crochet pattern and see if they can
>> handle thinking about loops and step by step instructions.
>
> Hand something like that to me and if it isn't sufficiently concise
> I'll break it down into loops and extract subroutines, possibly
> using abstractions that are incomprehensible to a casual observer.
>
> Not that I have much experience following knitting instructions;
> they look pretty concise already. I'm certainly impressed with
> the amount of information conveyed by sheet music.
>

I've done some crocheting using a crochet pattern. Just like most
everything, the British patterns are different. What 'Merkins call a double
crochet, the British call a treble crochet, and etc. So one has to be
mindful of where the pattern came from.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 23:13:34 GMT
View Forum Message <> Reply to Message

In <87a9rhfvcr.fsf@gandi.cluon.com>, on 02/06/2013
at 02:03 PM, lawrence@gandi.cluon.com said:

> Yeah, but what's the correlation?

Analytical skills. Attention to detail. Intuition.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 23:18:58 GMT
View Forum Message <> Reply to Message

In <anf4ccFn1teU4@mid.individual.net>, on 02/06/2013
at 01:33 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> But Morten's use of the term to mean gross sales
> was new to me.

I'm pretty sure that using "turnover" for inventory came before using
it for staff, at least in the USA.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 23:21:08 GMT
View Forum Message <> Reply to Message

In <anf507Fn8s8U1@mid.individual.net>, on 02/06/2013

at 01:43 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> I might -- it depends on what /BAH meant when she said "GOTOless
> insanity".

Presumably those who advocared dropping the GOTO statement without any
concern for whether it actually made some structures awkward,
inefficient or unreadable.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 23:23:00 GMT
View Forum Message <> Reply to Message

In <PM0004D50E9FD07BB8@aca20fc8.ipt.aol.com>, on 02/06/2013
at 02:01 PM, jmfbahciv <See.above@aol.com> said:

> All I can recall and that may be faulty is the name started with P

Prolog seems more likely to appeal to those interested in Mathematics.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 23:27:22 GMT
View Forum Message <> Reply to Message

In <ichalpbk1d.fsf@home.home>, on 02/06/2013
at 09:21 AM, Dan Espen <despen@verizon.net> said:

> I never saw anyone use MOVE CORRESPONDING,

I've had situations where it was appropriate, but given a free hand I
used BY NAME <g>.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Feb 2013 23:30:48 GMT
View Forum Message <> Reply to Message

In <yyuQs.198952$7U.25059@fed04.iad>, on 02/06/2013
  at 03:22 PM, scott@slp53.sl.home (Scott Lurndal) said:

> How was that different from Burroughs, CDC, NCR, Honeywell, Univac,
> ICL, Bull, IBM et. al. in the same time period?

MCP was written in Extended ALGOL, DC ALGOL and ESPOL. Multics was
written mostly in PL/I. FORTRAN (H) was written in FORTRAN and big
chunks, e.g., TSO, of OS/360 were written in BSL.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 07 Feb 2013 00:03:13 GMT
View Forum Message <> Reply to Message

In <766.820T425T5004254@kltpzyxm.invalid>, on 02/06/2013
  at 08:20 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:

> It does seem a bit counter-intuitive.

Why? Historically CS was under the auspices of EE. The Mathematics and
Philosopy departments have a turf war over logic. The boundary between

pure and applied Mathematics is fuzzy. Rigid and static boundaries
between academic disciplines can be difficult.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 07 Feb 2013 00:08:10 GMT
View Forum Message <> Reply to Message

In <proto-A17F8B.14433306022013@news.panix.com>, on 02/06/2013
  at 02:43 PM, Walter Bushell <proto@panix.com> said:

> Ah, a genuine Heisenbug!

No, that's when I understand what's wrong and how to fix it, but don't
understand why it ever worked. )-:

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 07 Feb 2013 00:23:49 GMT
View Forum Message <> Reply to Message

In <keukn8$ong$1@dont-email.me>, on 02/06/2013
  at 04:16 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> "Nothing in this world can take the place of persistence. Talent will
> not;  nothing is more common than unsuccessful people with talent.
> Genius will  not; unrewarded genius is almost a proverb. Education
> will not; the world is  full of educated derelicts. Persistence and
> determination alone are  omnipotent. The slogan 'press on' has solved
> and always will solve the  problems of the human race."  -- Calvin
> Coolidge

Forward, the Light Brigade!"
Was there a man dismay'd?
Not tho' the soldier knew
Some one had blunder'd.
Theirs not to make reply,
Theirs not to reason why,
Theirs but to do and die.
Into the valley of Death
Rode the six hundred.
(Alfred, Lord Tennyson)

> Turns out that one of the machine instructions was taking an address
> that had been calculated and placing in a memory location. The
> *very* next instruction was doing an indirect branch using the
> address in that memory location. Somehow, the cache was *not*
> being updated fast enough and the program was getting the old
> garbage that was previously in the location.

That sounds like the bug was in the hardware, not the program. Or was
the machine broken as designed (BAD)?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Patrick Scheible on Thu, 07 Feb 2013 00:35:37 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Patrick Scheible" <kkt@zipcon.net> wrote in message
> news:86k3ql70az.fsf@chai.my.domain...
>> hda <agent33@xs4all.nl_invalid> writes:
>>
>>> On 6 Feb 2013 14:01:23 GMT, jmfbahciv <See.above@aol.com> wrote:
>>>
>>>> Bernd Felsche wrote:
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >>Charles Richmond wrote:
>>>> >>> "Shmuel (Seymour J.) Metz" wrote in
>>>> >>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

>>>> >
>>>> >>>>>The math heads are saying:  "How can anything be equal to itself
>>>> >>>>>plus one???"
>>>> >
>>>> >>>> No. Those with a background in Mathematics understand the need
>>>> >>>> to learn the nomenclature of a new discipline.
>>>> >
>>>> >>>> However, I must admit that I prefer the ALGOL convention of
>>>> >>>> having separate operators for assignment and equality, although
>>>> >>>> I regard the use of == as an operator to be an abomination.
>>>> >
>>>> >>> Shmuel, I have personally known "math heads" who could *not* make
>>>> >>> the leap to computer programming.  I have known them... but *not*
>>>> >>> understood their problem with programming.
>>>> >
>>>> >>I figured out how to teach them.  They seem to do a mindset
>>>> >>adjustment before reading a line of code.  I never looked at [can't
>>>> >>remember the name] Python? to see why math types love that computer
>>>> >>language.
>>>> >
>>>> > The preference for ANY language in a particular field is because it
>>>> > doesn't get in the way of the thinking. It has to be easy and,
>>>> > pretty much out of the box, do everything that the user requires
>>>> > without having to learn new stuff - of how things work.
>>>> >
>>>> > Certain environment (*nix especially) encourage "polyglots" where a
>>>> > problem is broken down into components which can be easily coded in
>>>> > one language or twenty different ones, exploiting the strengths of
>>>> > each. The only connections between the "modules" being well-defined
>>>> > data streams. That isn't ideal for computer performance, but it
>>>> > works well to quickly get something that solves the problem. Even if
>>>> > it doesn't solve the problem quickly.
>>>> >
>>>> > For programs that need performance, performance analysis of each
>>>> > module (especially in isolation) identifies the best place to start
>>>> > "tuning".
>>>> >
>>>> > Python, like Perl, has lots of libraries to do stuff. Amazing stuff
>>>> > in some cases. In some respects, those things are a hinderance
>>>> > because the "whole thing" offers so many ways of doing things; and
>>>> > making the choice to do it in one way often precludes doing other
>>>> > things optimally; without building one's own library from the ground
>>>> > up. Not that that building is "bad" per se; it just adds to the
>>>> > maintenance headaches.
>>>>
>>>> The people I was thinking about (I'm still not sure the language
>>>> was Python) were experts in numerical analysis.  The language
>>>> was useful and didn't get in their way when they were doing their

>>>> work.
>>>>
>>>> /BAH
>>>
>>> Pascal ? (seems to be compiler for PDP-10). Pascal (Wirth 1970) has
>>> strict data types, differentiates for procedures from functions.
>>> Pascal could do complex data structures w.r.t. ForTran (those days).
>>
>> There was a Pascal compiler for the PDP-10, but Pascal is not what I
>> would describe as a language that doesn't get in the way. Especially if
>> you restrict yourself to standard, portable Pascal. Most Pascal
>> implementations had extensions that made it more pleasant, but then you
>> were programming in a language that's just kind of like Pascal.
>>
>
> You are talking about Pascal "level one" which conforms to the ISO
> 7185 standard. There is a *new* standard called ISO 10206 introduced
> in 1990, for Pascal "level two". The 10206 standard contains most of
> the "extensions" that make Pascal a pleasant and usable language.
>
> (1990 was over 20 years ago... so it qualifies for <a.c.f.> :-) )

That's right. By 1990, I think a lot of people had given up on Pascal
and had gone on to Ada or C or something else.

-- Patrick

---

Subject: Re: New HD
Posted by cmadams on Thu, 07 Feb 2013 00:46:26 GMT
View Forum Message <> Reply to Message

Once upon a time, Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> said:
> Why? Historically CS was under the auspices of EE. The Mathematics and
> Philosopy departments have a turf war over logic.

CS was attached to EE at some schools, but not others. I attended two
schools to get my CS degree, and they had very different approaches. At
one, CS was in its own College of Computing, but was very much aligned
with EE and CompE. The other had CS under the College of Science, and
it was very math based (a math minor was required; I double-majored in
CS and math).

Both schools were strong engineering schools, but at the second, CS and
the College of Engineering were very different and very separated (to
the point the the engineering students took programming classes from
EE/CompE rather than CS instructors).

--
Chris Adams <cmadams@hiwaay.net>
Systems and Network Administrator - HiWAAY Internet Services
I don't speak for anybody but myself - that's enough trouble.

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 07 Feb 2013 01:04:51 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <yyuQs.198952$7U.25059@fed04.iad>, on 02/06/2013
>  at 03:22 PM, scott@slp53.sl.home (Scott Lurndal) said:
>
>> How was that different from Burroughs, CDC, NCR, Honeywell, Univac,
>> ICL, Bull, IBM et. al. in the same time period?
>
> MCP was written in Extended ALGOL, DC ALGOL and ESPOL. Multics was
> written mostly in PL/I. FORTRAN (H) was written in FORTRAN and big
> chunks, e.g., TSO, of OS/360 were written in BSL.

Never heard of anything other than PL/S so I had to look it up.
I see a 1968 BSL manual which eventually became PL/S, PL/S II,
PL/AS, PL/X, PL/DS, PL/DS II.

Any idea when the BSL-> PL/S change occurred
or is BSL still the correct term?

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 07 Feb 2013 01:10:52 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <proto-A17F8B.14433306022013@news.panix.com>, on 02/06/2013
>  at 02:43 PM, Walter Bushell <proto@panix.com> said:
>
>> Ah, a genuine Heisenbug!
>
> No, that's when I understand what's wrong and how to fix it, but don't
> understand why it ever worked. )-:

Those things bother me but I try to take the attitude that
incorrect code can pretty much do anything and it's near impossible
to say with certainty what it will do.

Of course most things can be figured out.

I just don't want to take the mental detour down that path.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 04:36:30 GMT
View Forum Message <> Reply to Message

In article <slrnkh5f6i.3su.maus@gmaus.org>, maus@mail.com (greymausg)
writes:

> On 2013-02-06, Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
>
>> In article <PM0004D50E73E24140@aca20fc8.ipt.aol.com>,
>> See.above@aol.com (jmfbahciv) writes:
>>
>>> Hand somone a knitting or crochet pattern and see if they can
>>> handle thinking about loops and step by step instructions.
>>
>> Hand something like that to me and if it isn't sufficiently concise
>> I'll break it down into loops and extract subroutines, possibly
>> using abstractions that are incomprehensible to a casual observer.
>>
>> Not that I have much experience following knitting instructions;
>> they look pretty concise already. I'm certainly impressed with
>> the amount of information conveyed by sheet music.
>
> Knitting is like programming, input read, knit each line as per
> instructions, (adding or deleting a 'knot' as the area covered
> increases or decreases (from neck down to shoulders and chest))..
> Subroutines to do whorls or such, then at the last, stitch the arms
> on ('make'?) to finish the garment. Hmm. Back to Jaquard cards

One of a PPOE's customers was a garment manufacturer. To get from
the entrance to the computer room I had to walk through a room
full of circular knitting machines, each one with its chain of
Jacquard cards which automatically advanced from time to time
to change the pattern that was being knitted into the tube of
fabric that emerged from the machine. It was quite a sight.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 04:39:28 GMT
View Forum Message <> Reply to Message

In article <proto-E5293E.14195206022013@news.panix.com>, proto@panix.com
(Walter Bushell) writes:

>  In article <766.820T425T5004254@kltpzyxm.invalid>,
>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>>  In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>,
>>  See.above@aol.com (jmfbahciv) writes:
>>
>>>  TW's background was math.  JMF's background was physics.  We did
>>>  have a good OS programmer whose background was philosophy--that
>>>  one surprised me.
>>
>>  It does seem a bit counter-intuitive.  But then, that elective
>>  course in logic that I took was under the philosophy department -
>>  and wasn't even mentioned in the computer science curriculum.
>>  (I wonder how many of my contemporaries learned what De Morgan's
>>  theorem is...)
>
>  Good grief, how do you write a conditional statement then?

Writing them is easy.  Writing them so they work... well, maybe
that's why some CS weenies get into trouble.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 04:41:24 GMT
View Forum Message <> Reply to Message

In article <keulrq$vl2$1@dont-email.me>, numerist@aquaporin4.com

(Charles Richmond) writes:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:766.820T425T5004254@kltpzyxm.invalid...
>
>> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>,
>> See.above@aol.com (jmfbahciv) writes:
>>
>>> TW's background was math. JMF's background was physics. We did
>>> have a good OS programmer whose background was philosophy--that
>>> one surprised me.
>>
>> It does seem a bit counter-intuitive. But then, that elective
>> course in logic that I took was under the philosophy department -
>> and wasn't even mentioned in the computer science curriculum.
>> (I wonder how many of my contemporaries learned what De Morgan's
>> theorem is...)
>
> DeMorgan's Theorem I can handle. I still have trouble with min-terms,
> max-terms, and Karnaugh maps!!!

I never got that far. Some day I should find out what they are;
probably I do similar things without knowing the names.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 04:44:06 GMT
View Forum Message <> Reply to Message

In article <5112ef41$64$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <766.820T425T5004254@kltpzyxm.invalid>, on 02/06/2013
> at 08:20 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>
>> It does seem a bit counter-intuitive.
>
> Why? Historically CS was under the auspices of EE. The Mathematics and
> Philosopy departments have a turf war over logic. The boundary between
> pure and applied Mathematics is fuzzy. Rigid and static boundaries
> between academic disciplines can be difficult.

At my school CS was under the math department, and its orientation
reflected this. Not long after I left CS became a full-fledged
department in its own right, even taking over the engineering
building where the mainframe lived.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 04:55:22 GMT
View Forum Message <> Reply to Message

In article <keulj2$u91$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
>
>> [snip...] [snip...]
>> [snip..]
>>
>> TW's background was math. JMF's background was physics. We did
>> have a good OS programmer whose background was philosophy--that one
>> surprised me.
>>
>> A lot of people were physicists.
>
> Physicists are nosy and disquieting people who ask all sorts of
> annoying questions!!! :-) They often pick things apart and find
> answers to the problems that others fail even to acknowledge as
> problems.

Or problems that people don't want answered. They'll be the next
ones up against the wall once our government finishes dealing with
those damned environmental scientists.

(PMO stands for Prime Minister's Office.)

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 07 Feb 2013 05:03:07 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:

> Walter Bushell <proto@panix.com> writes:
>
>> In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>
>> Ah, a genuine Heisenbug!
>
> Interesting, I understood Heisenbug without looking it up,
> but Wikipedia goes on:
>
> Related terms
>
> A bohrbug, by opposition, is a "good, solid bug". Like the deterministic
> Bohr atom model, they don't change their behavior and are relatively
> easily detected.
>
> A mandelbug is a bug whose causes are so complex it defies repair, or
> makes its behavior appear chaotic or even non-deterministic.
>
> A schrÃ¶dinbug is a bug that manifests itself in running software after a
> programmer notices that the code should never have worked in the first
> place.

O'tools law: Murphy was an optimist.

w..

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 05:03:31 GMT
View Forum Message <> Reply to Message

In article <icmwvh9pf6.fsf@home.home>, despen@verizon.net (Dan Espen)
writes:

> We see Heisenbugs pretty frequently with C on z/OS.
>
> C always builds it's parm list in the same storage space.
> If you are calling a function and you leave out a parm,
> you may get an abend if the caller references the parm you
> haven't passed.
>
> If you stick some debug code right before the failure, you just

> may put something in the parm list area that causes the called
> function to start to work.

Overrunning a local string variable is a good source of Heisenbugs.
If I suspect such a case, I put dummy 256-byte string variables at
each end of my list of local variables. If the bug disappears, I
then add code to initialize these dummy strings, as well as checks
to see whether they get changed.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 05:09:30 GMT
View Forum Message <> Reply to Message

In article <keujrs$jm7$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> In this sense, programming is like a puzzle... some sort of crossword
> or jigsaw puzzle that you have to try to put together in different
> ways. There are also strategies used in programming, just like
> strategies for other puzzles. People who are good at and enjoy
> puzzling things out... ought to do well in programming.

Some people, when they find out I'm a programmer, suggest all sorts
of puzzles for me as a diversion. I tell them that I spend all day
solving complex puzzles, and I want a break.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Bernd Felsche on Thu, 07 Feb 2013 05:32:36 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
> (jmfbahciv) writes:

>>  Hand somone a knitting or crochet pattern and see if they can
>>  handle thinking about loops and step by step instructions.

> Hand something like that to me and if it isn't sufficiently concise
> I'll break it down into loops and extract subroutines, possibly
> using abstractions that are incomprehensible to a casual observer.

> Not that I have much experience following knitting instructions;
> they look pretty concise already.  I'm certainly impressed with
> the amount of information conveyed by sheet music.

I understand that that sheet music is still insufficient for a
"reproduction". Those who've never heard a "piece", need to rely on
external data sources (experience, having heard similar pieces, etc)
to reproduce what was heard by the original writer.
--
/"\ Bernd Felsche - Somewhere in Western Australia
\ /  ASCII ribbon campaign | For every complex problem there is an
 X   against HTML mail     | answer that is clear, simple, and wrong.
/ \  and postings          |  --HL Mencken

---

Subject: Re: New HD
Posted by Stan Barr on Thu, 07 Feb 2013 09:34:18 GMT
View Forum Message <> Reply to Message

On Thu, 07 Feb 2013 13:32:36 +0800, Bernd Felsche
<berfel@innovative.iinet.net.au> wrote:
>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>> (jmfbahciv) writes:
>
>>>  Hand somone a knitting or crochet pattern and see if they can
>>>  handle thinking about loops and step by step instructions.
>
>> Hand something like that to me and if it isn't sufficiently concise
>> I'll break it down into loops and extract subroutines, possibly
>> using abstractions that are incomprehensible to a casual observer.
>
>> Not that I have much experience following knitting instructions;
>> they look pretty concise already.  I'm certainly impressed with
>> the amount of information conveyed by sheet music.
>
>  I understand that that sheet music is still insufficient for a
>  "reproduction". Those who've never heard a "piece", need to rely on
>  external data sources (experience, having heard similar pieces, etc)
>  to reproduce what was heard by the original writer.

It depends on how well the writer wrote the score.  Most published

sheet music depends on the performer knowing the piece, and is very
"bare bones".  Orchestal music is better annotated.

I've often had to play a brand new piece and the score is usually full
of marks in addition the the actual notes.  Such as accents, diminuendos,
crescendos etc.  Us guitarists often get instructions on which notes to
"bend" and other such performance data.

(Of course guitarists often just get a sheet covered in chord names like
Bbm13flat9 and are left to sort it out for ourselves!)

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Stan Barr on Thu, 07 Feb 2013 09:34:18 GMT
View Forum Message <> Reply to Message

On Wed, 06 Feb 2013 16:35:37 -0800, Patrick Scheible <kkt@zipcon.net> wrote:
>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>  You are talking about Pascal "level one" which conforms to the ISO
>>  7185 standard.  There is a *new* standard called ISO 10206 introduced
>>  in 1990, for Pascal "level two".  The 10206 standard contains most of
>>  the "extensions" that make Pascal a pleasant and usable language.
>>
>>  (1990 was over 20 years ago... so it qualifies for <a.c.f.>  :-)  )
>
>  That's right.  By 1990, I think a lot of people had given up on Pascal
>  and had gone on to Ada or C or something else.

By the late-80's I'd moved to Modula-2, a largely forgotten language
these days, but a step forward from Pascal.  FST Modula was a great
tool in the MSDOS days.  Freeware now if you want to try it, there's a
Windows IDE for it.

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Bernd Felsche on Thu, 07 Feb 2013 10:14:52 GMT
View Forum Message <> Reply to Message

Stan Barr <plan.b@dsl.pipex.com> wrote:
> Bernd Felsche wrote:
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>> (jmfbahciv) writes:

>>> Not that I have much experience following knitting instructions;
>>> they look pretty concise already. I'm certainly impressed with
>>> the amount of information conveyed by sheet music.

>> I understand that that sheet music is still insufficient for a
>> "reproduction". Those who've never heard a "piece", need to rely on
>> external data sources (experience, having heard similar pieces, etc)
>> to reproduce what was heard by the original writer.

> It depends on how well the writer wrote the score. Most published
> sheet music depends on the performer knowing the piece, and is very
> "bare bones". Orchestal music is better annotated.

> I've often had to play a brand new piece and the score is usually full
> of marks in addition the the actual notes. Such as accents, diminuendos,
> crescendos etc. Us guitarists often get instructions on which notes to
> "bend" and other such performance data.

> (Of course guitarists often just get a sheet covered in chord names like
> Bbm13flat9 and are left to sort it out for ourselves!)

Ah... more specifications than many a program.

You guys start coding. I'll go and see what they need.
--
/"\ Bernd Felsche - Somewhere in Western Australia
\ / ASCII ribbon campaign | For every complex problem there is an
X against HTML mail | answer that is clear, simple, and wrong.
/ \ and postings | --HL Mencken

---

Subject: Re: New HD
Posted by kenney on Thu, 07 Feb 2013 10:21:22 GMT
View Forum Message <> Reply to Message

In article <20130206144405.175434434e83c10421a20194@eircom.net>,
steveo@eircom.net (Ahem A Rivet's Shot) wrote:

> I think it is, (I'm in Ireland), to me turnover on it's own always

> means total gross income

Turnover is a defined measurement in UK tax accounting. For example depending on turnover of a company is the method of VAT accounting used.

Ken Young

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Thu, 07 Feb 2013 10:27:00 GMT
View Forum Message <> Reply to Message

On 7 Feb 2013 09:34:18 GMT
Stan Barr <plan.b@dsl.pipex.com> wrote:

> (Of course guitarists often just get a sheet covered in chord names like
> Bbm13flat9 and are left to sort it out for ourselves!)

Gems like that seem to appear most often in the middle of a long run of nice easy well known chords, to be played for only half a beat on the upstroke - usually first encountered just as you're getting into the feel of the song and then - roadblock - trainwreck - once more from the top - after disentangling the fingers which have attempted to fall into three related chords simultaneously while the brain is still trying to parse the chord name.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by hda on Thu, 07 Feb 2013 11:38:53 GMT
View Forum Message <> Reply to Message

On Thu, 7 Feb 2013 10:27:00 +0000, Ahem A Rivet's Shot
<steveo@eircom.net> wrote:

> On 7 Feb 2013 09:34:18 GMT
> Stan Barr <plan.b@dsl.pipex.com> wrote:
>
>> (Of course guitarists often just get a sheet covered in chord names like
>> Bbm13flat9 and are left to sort it out for ourselves!)
>
> Gems like that seem to appear most often in the middle of a long

> run of nice easy well known chords, to be played for only half a beat on the
> upstroke - usually first encountered just as you're getting into the feel
> of the song and then - roadblock - trainwreck - once more from the top -
> after disentangling the fingers which have attempted to fall into three
> related chords simultaneously while the brain is still trying to parse the
> chord name.

Or Steve Morse ;-)

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 07 Feb 2013 12:44:55 GMT
View Forum Message <> Reply to Message

In <icy5f17x3g.fsf@home.home>, on 02/06/2013
at 08:04 PM, Dan Espen <despen@verizon.net> said:

> Any idea when the BSL-> PL/S change occurred

GC28-6794-0, Guide to PL/S II was May 1974, so the name change would
have had to be in the early 1970's or late 1960's.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Feb 2013 13:30:40 GMT
View Forum Message <> Reply to Message

On 2/6/2013 3:55 PM, Scott Lurndal wrote:
> Dan Espen <despen@verizon.net> writes:
>> Walter Bushell <proto@panix.com> writes:
>>
>>> In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>>> wrote:
>>>
>>>> They were referencing data from
>>>> a previous record while processing the current record.
>>>>
>>>> QSAM had meanwhile filled the buffer with the next record.

>>>>
>>>> Explaining why the bug sometimes didn't show, especially when you
>>>> started adding debug code.
>>>
>>> Ah, a genuine Heisenbug!
>>
>> Interesting, I understood Heisenbug without looking it up,
>> but Wikipedia goes on:
>>
>> Related terms
>>
>> A bohrbug, by opposition, is a "good, solid bug". Like the deterministic
>> Bohr atom model, they don't change their behavior and are relatively
>> easily detected.
>>
>> A mandelbug is a bug whose causes are so complex it defies repair, or
>> makes its behavior appear chaotic or even non-deterministic.
>>
>> A schrÃ¶dinbug is a bug that manifests itself in running software after a
>> programmer notices that the code should never have worked in the first
>> place.
>>
>> We see Heisenbugs pretty frequently with C on z/OS.
>>
>> C always builds it's parm list in the same storage space.
>> If you are calling a function and you leave out a parm,
>> you may get an abend if the caller references the parm you haven't passed.
>
> How do you do this with any modern C compiler? A modern (post K&R) compiler won't let you
> call a function with fewer than the required parameters.
>
> I wonder how that "same storage space" concept can work with multithreaded
> or even re-entrant code.
>

I suspect it's reserved storage in the stack frame.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Feb 2013 13:34:46 GMT
View Forum Message <> Reply to Message

On 2/6/2013 5:01 PM, Charles Richmond wrote:
>

> ISTM that another aspect of programmers is that they are essentially
> *lazy*. The idea that the computer will do work for them "automatically"
> is alluring. I think this suckered a lot of folks into getting involved
> in computer programming. After you get hooked, it's too late when you
> realize what amount of work is required. It must have been quite a
> "future shock" moment when Maurice Wilkes and his associates realized
> that they would spend a significant amount of their lives to *debug* the
> programs they wrote!!! :-)
>

LOL! I've often said this. The goal of programming is to automate some
process to "save work," It turns out that for us it's a lot more work,
while others may reap all the benefits.

--
Pete

---

Subject: Re: New HD
Posted by greymausg on Thu, 07 Feb 2013 13:40:10 GMT
View Forum Message <> Reply to Message

On 2013-02-07, Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
> In article <slrnkh5f6i.3su.maus@gmaus.org>, maus@mail.com (greymausg)
> writes:
>
>> On 2013-02-06, Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> In article <PM0004D50E73E24140@aca20fc8.ipt.aol.com>,
>>> See.above@aol.com (jmfbahciv) writes:
>>>
>>>> Hand somone a knitting or crochet pattern and see if they can
>>>> handle thinking about loops and step by step instructions.
>>>
>>> Hand something like that to me and if it isn't sufficiently concise
>>> I'll break it down into loops and extract subroutines, possibly
>>> using abstractions that are incomprehensible to a casual observer.
>>>
>>> Not that I have much experience following knitting instructions;
>>> they look pretty concise already. I'm certainly impressed with
>>> the amount of information conveyed by sheet music.
>>
>> Knitting is like programming, input read, knit each line as per
>> instructions, (adding or deleting a 'knot' as the area covered
>> increases or decreases (from neck down to shoulders and chest))..
>> Subroutines to do whorls or such, then at the last, stitch the arms
>> on ('make'?) to finish the garment. Hmm. Back to Jaquard cards

>
> One of a PPOE's customers was a garment manufacturer. To get from
> the entrance to the computer room I had to walk through a room
> full of circular knitting machines, each one with its chain of
> Jacquard cards which automatically advanced from time to time
> to change the pattern that was being knitted into the tube of
> fabric that emerged from the machine. It was quite a sight.
>

Say payroll, in the olden days, readin [this subjects] name and grade,
if applicable, compute hours worked, tax, deductions]
Hmm.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by greymausg on Thu, 07 Feb 2013 13:40:11 GMT
View Forum Message <> Reply to Message

On 2013-02-06, Charles Richmond <numerist@aquaporin4.com> wrote:
> <lawrence@gandi.cluon.com> wrote in message
> news:87a9rhfvcr.fsf@gandi.cluon.com...
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>
>>> Supposedly very good chess players made good computer programmers. I
>>> can see a transferance of skills between these two...
>>
>> Yeah, but what's the correlation? While many good programmers may be
>> good chess players (actually: I see a high correlation between 'games'
>> and 'good programmers' - if not chess - poker or go) how many good chess
>> players suck as programmers and how many good programmers suck at chess?
>>
>> I fall into that last category - although I have a Good Explanation in
>> my defense: Growing up I never had a peer. I had a friend who was
>> much, much, much better (practiced) than I, and could beat me in 99 out
>> of 100 matches. I had another friend whom I was far superior to, and
>> would beat all the time. Neither of these pairings was sufficiently
>> emotionally satisfying to continue. So, I stagnated at "where I was at
>> 11".
>>
>
> I do *not* claim to be great at playing chess... probably quite below

> average.
>
> ISTM that the _Hackers_ book had a story in it about a company that had
> hired a chess master to be a programmer. When some other chess player was
> hired as a programmer... they tried to "trick" him by getting him to play a
> game of chess with the chess master. But the trick failed... because the
> new programmer recognized the chess master!!!
>

The Wartime Enigma people hired crossword solvers, more recently,
Cheltenham (UK-Nsa), also looking for solvers. Alright, not programmers
but problem solvers.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by greymausg on Thu, 07 Feb 2013 13:40:11 GMT
View Forum Message <> Reply to Message

On 2013-02-07, Bernd Felsche <berfel@innovative.iinet.net.au> wrote:
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>> (jmfbahciv) writes:
>
>>> Hand somone a knitting or crochet pattern and see if they can
>>> handle thinking about loops and step by step instructions.
>
>> Hand something like that to me and if it isn't sufficiently concise
>> I'll break it down into loops and extract subroutines, possibly
>> using abstractions that are incomprehensible to a casual observer.
>
>> Not that I have much experience following knitting instructions;
>> they look pretty concise already. I'm certainly impressed with
>> the amount of information conveyed by sheet music.
>
> I understand that that sheet music is still insufficient for a
> "reproduction". Those who've never heard a "piece", need to rely on
> external data sources (experience, having heard similar pieces, etc)
> to reproduce what was heard by the original writer.

I am told that what we have of Bach is the basic instructions, at that
time, that was the basis for a particular player to show his/her

creativity

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Feb 2013 13:54:03 GMT
View Forum Message <> Reply to Message

On 2/6/2013 6:21 PM, Shmuel (Seymour J.) Metz wrote:
> In <anf507Fn8s8U1@mid.individual.net>, on 02/06/2013
>  at 01:43 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> I might -- it depends on what /BAH meant when she said "GOTOless
>> insanity".
>
> Presumably those who advocared dropping the GOTO statement without any
> concern for whether it actually made some structures awkward,
> inefficient or unreadable.
>

One goto would greatly simplify the following pseudocode, which I didn't
even bother to finish, but you get the idea. If you get an error in the
innermost IF you have to set a flag and test it later all the way out.
Of course there are othr ways of structuring this, but sometimes a
"nested if" is the clearest and most straightforward.

```
IF condition /*IF 1*/
   stuff
   IF condition /*IF 2*/
      more stuff
      IF condition /*IF 3*/
         yet more stuff
         IF error condition /*IF 4*/
            error_has_occurred = true
         ELSE
            finish inner condition
         ENDIF  /*IF 4*/
         IF NOT error_has_occurred /*IF 5*/
            stuff
         ENDIF /*IF 5*/
      ENDIF /*IF 3*/
      IF NOT error has occurred
```

...

In PL/I I can use LEAVE to exit one or more groups, so I can structure
the code like this:

```
  IF condition
  THEN
    outermost: DO;
    ...
    stuff possibly including nested IFs
    ... /*lots more structure */
    IF error_condition
    THEN LEAVE outermost;
    /* This is essentially a branch to the end of
       the IF statement, minus the GOTO */
```

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Feb 2013 13:58:26 GMT
View Forum Message <> Reply to Message

On 2/6/2013 8:04 PM, Dan Espen wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <yyuQs.198952$7U.25059@fed04.iad>, on 02/06/2013
>> at 03:22 PM, scott@slp53.sl.home (Scott Lurndal) said:
>>
>>> How was that different from Burroughs, CDC, NCR, Honeywell, Univac,
>>> ICL, Bull, IBM et. al. in the same time period?
>>
>> MCP was written in Extended ALGOL, DC ALGOL and ESPOL. Multics was
>> written mostly in PL/I. FORTRAN (H) was written in FORTRAN and big
>> chunks, e.g., TSO, of OS/360 were written in BSL.
>
> Never heard of anything other than PL/S so I had to look it up.
> I see a 1968 BSL manual which eventually became PL/S, PL/S II,
> PL/AS, PL/X, PL/DS, PL/DS II.
>
> Any idea when the BSL-> PL/S change occurred
> or is BSL still the correct term?
>

BSL is long gone - like you I had to look it up the first time I heard
it. I sill think of it as "PL/S", but Dog knows what it's called this week.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Feb 2013 14:03:06 GMT
View Forum Message <> Reply to Message

On 2/6/2013 11:55 PM, Charlie Gibbs wrote:
> In article <keulj2$u91$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
>>
>>> [snip...] [snip...]
>>> [snip..]
>>>
>>> TW's background was math. JMF's background was physics. We did
>>> have a good OS programmer whose background was philosophy--that one
>>> surprised me.
>>>
>>> A lot of people were physicists.
>>
>> Physicists are nosy and disquieting people who ask all sorts of
>> annoying questions!!! :-) They often pick things apart and find
>> answers to the problems that others fail even to acknowledge as
>> problems.
>
> Or problems that people don't want answered. They'll be the next
> ones up against the wall once our government finishes dealing with
> those damned environmental scientists.
>
>
> (PMO stands for Prime Minister's Office.)
>

At least they didn't tent the building and fumigate it!

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Feb 2013 14:05:29 GMT
View Forum Message <> Reply to Message

On 2/7/2013 12:03 AM, Charlie Gibbs wrote:
> In article <icmwvh9pf6.fsf@home.home>, despen@verizon.net (Dan Espen)
> writes:
>
>> We see Heisenbugs pretty frequently with C on z/OS.
>>
>> C always builds it's parm list in the same storage space.
>> If you are calling a function and you leave out a parm,
>> you may get an abend if the caller references the parm you
>> haven't passed.
>>
>> If you stick some debug code right before the failure, you just
>> may put something in the parm list area that causes the called
>> function to start to work.
>
> Overrunning a local string variable is a good source of Heisenbugs.
> If I suspect such a case, I put dummy 256-byte string variables at
> each end of my list of local variables. If the bug disappears, I
> then add code to initialize these dummy strings, as well as checks
> to see whether they get changed.
>

On VM I used to set a PER trap to catch stores into them, I haven't had
as much luck on X86, although presumably I should be able to do it.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Feb 2013 14:06:59 GMT
View Forum Message <> Reply to Message

On 2/7/2013 12:32 AM, Bernd Felsche wrote:
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>> (jmfbahciv) writes:
>
>>> Hand somone a knitting or crochet pattern and see if they can
>>> handle thinking about loops and step by step instructions.
>
>> Hand something like that to me and if it isn't sufficiently concise
>> I'll break it down into loops and extract subroutines, possibly
>> using abstractions that are incomprehensible to a casual observer.
>
>> Not that I have much experience following knitting instructions;
>> they look pretty concise already. I'm certainly impressed with
>> the amount of information conveyed by sheet music.
>

> I understand that that sheet music is still insufficient for a
> "reproduction". Those who've never heard a "piece", need to rely on
> external data sources (experience, having heard similar pieces, etc)
> to reproduce what was heard by the original writer.
>

That's true of every medium. Reading Homer, even in Greek, is probably
only a faint echo of what his listeners got.

--
Pete

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:12 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com...
>> Dan Espen wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Dan Espen wrote:
>>>> > "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >
>>>> >> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> >> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>>
>>>> >>>>The math heads are saying: "How can anything be equal
>>>> >>>>to itself plus one???"
>>>> >>>
>>>> >>> No. Those with a background in Mathematics understand the need to
>>>> >>> learn the nomenclature of a new discipline.
>>>> >>>
>>>> >>> However, I must admit that I prefer the ALGOL convention of having
>>>> >>> separate operators for assignment and equality, although I regard the
>>>> >>> use of == as an operator to be an abomination.
>>>> >>
>>>> >> Shmuel, I have personally known "math heads" who could *not* make the
>>>> >> leap to computer programming. I have known them... but *not*
>>>> >> understood their problem with programming.
>>>> >
>>>> > All kinds of very smart people can't do it.

>>>> > I've also known some people that were lucky to get out of HS
>>>> > pick it up easily.
>>>> > Anyone that could answer the question "how do you identify someone
>>>> > with programming talent" could make himself a fortune.
>>>> >
>>>>  It's easy to do.
>>>
>>>  What's easy to do finding talent or programming?
>>
>>  Yes to the first and probably to the second.
>>>
>>>  Programming is easy for people that can do it.
>>>  But just about impossible for lots of people despite it appearing
>>>  simple to some.
>>
>>  For those who have difficulty, it's usually a matter of figuring
>>  out an analogy they do understand.
>
>  Cant see that with the assignment statement being discussed.

I was talking about training and identifying someone who might
be able to code well.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:12 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
>  In <766.820T425T5004254@kltpzyxm.invalid>, on 02/06/2013
>     at 08:20 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>
>> It does seem a bit counter-intuitive.
>
>  Why? Historically CS was under the auspices of EE.

Not in all colleges.  The one I went to was in the math department.

>  The Mathematics and
>  Philosopy departments have a turf war over logic. The boundary between
>  pure and applied Mathematics is fuzzy. Rigid and static boundaries
>  between academic disciplines can be difficult.
>
/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:14 GMT
View Forum Message <> Reply to Message

greymausg wrote:
> On 2013-02-06, Charles Richmond <numerist@aquaporin4.com> wrote:
>> <lawrence@gandi.cluon.com> wrote in message
>> news:87a9rhfvcr.fsf@gandi.cluon.com...
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>>
>>>> Supposedly very good chess players made good computer programmers. I
>>>> can see a transferance of skills between these two...
>>>
>>> Yeah, but what's the correlation? While many good programmers may be
>>> good chess players (actually: I see a high correlation between 'games'
>>> and 'good programmers' - if not chess - poker or go) how many good chess
>>> players suck as programmers and how many good programmers suck at chess?
>>>
>>> I fall into that last category - although I have a Good Explanation in
>>> my defense: Growing up I never had a peer. I had a friend who was
>>> much, much, much better (practiced) than I, and could beat me in 99 out
>>> of 100 matches. I had another friend whom I was far superior to, and
>>> would beat all the time. Neither of these pairings was sufficiently
>>> emotionally satisfying to continue. So, I stagnated at "where I was at
>>> 11".
>>>
>>
>> I do *not* claim to be great at playing chess... probably quite below
>> average.
>>
>> ISTM that the _Hackers_ book had a story in it about a company that had
>> hired a chess master to be a programmer. When some other chess player was
>> hired as a programmer... they tried to "trick" him by getting him to play
a
>> game of chess with the chess master. But the trick failed... because the
>> new programmer recognized the chess master!!!
>>
>
>
> The Wartime Enigma people hired crossword solvers, more recently,
> Cheltenham (UK-Nsa), also looking for solvers. Alright, not programmers
> but problem solvers.

And your crossword puzzles are not like our (US) crossword puzzles. I have
yet to figure out how to do yours.

/BAH

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:15 GMT
View Forum Message <> Reply to Message

kenney@cix.compulink.co.uk wrote:
> In article <20130206144405.175434434e83c10421a20194@eircom.net>,
> steveo@eircom.net (Ahem A Rivet's Shot) wrote:
>
>> I think it is, (I'm in Ireland), to me turnover on it's own always
>> means total gross income
>
> Turnover is a defined measurement in UK tax accounting. For example
> depending on turnover of a company is the method of VAT accounting used.

And Morten capitalized the term so it's not our (US) turnover which is
lower case.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:16 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D50E9FD07BB8@aca20fc8.ipt.aol.com>, on 02/06/2013
> at 02:01 PM, jmfbahciv <See.above@aol.com> said:
>
>> All I can recall and that may be faulty is the name started with P
>
> Prolog seems more likely to appeal to those interested in Mathematics.
>
That noun rings a bell. It could have been Prolog.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:17 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:847.820T1222T5234351@kltpzyxm.invalid...
>> In article <PM0004D50E73E24140@aca20fc8.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> Hand somone a knitting or crochet pattern and see if they can

>>>  handle thinking about loops and step by step instructions.
>>
>>  Hand something like that to me and if it isn't sufficiently concise
>>  I'll break it down into loops and extract subroutines, possibly
>>  using abstractions that are incomprehensible to a casual observer.
>>
>>  Not that I have much experience following knitting instructions;
>>  they look pretty concise already.  I'm certainly impressed with
>>  the amount of information conveyed by sheet music.
>>
>
>  I've done some crocheting using a crochet pattern.  Just like most
>  everything, the British patterns are different.  What 'Merkins call a double
>  crochet, the British call a treble crochet, and etc.  So one has to be
>  mindful of where the pattern came from.

OOOOHHHHH!!!!!  You have just answered a mystery in my life which I didn't
think would ever be answered.  I could never figure out why a double-treble
was three loops when a treble was 2.

Boy, do I love this newsgroup...out of the blue an mystery is solved.

Thank you!

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:18 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
>  In article <PM0004D50E81346973@aca20fc8.ipt.aol.com>, See.above@aol.com
>  (jmfbahciv) writes:
>
>>  That's one way.  I've also met females who claimed they hated algebra
>>  but they didn't really; they were simply treated badly in class or
>>  bought into the myth that females are supposed to hate math and not
>>  be able to do the work.
>
>  "Math class is tough!"  -- Barbie
>
Barbie was supposed to be a dumb blond.  Marilyn Savant was supposed
to be genius yet she dis'ed math all the time.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:19 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> TW's background was math. JMF's background was physics. We did
>> have a good OS programmer whose background was philosophy--that
>> one surprised me.
>
> It does seem a bit counter-intuitive. But then, that elective
> course in logic that I took was under the philosophy department -
> and wasn't even mentioned in the computer science curriculum.
> (I wonder how many of my contemporaries learned what De Morgan's
> theorem is...)
>
Yea, the logic class made sense. But the rest of it? Then I
found out that physics has its roots in philosophy. The only
"philosophy" I'd been exposed to was the shit which was taught
in humanities.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:20 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Dan Espen wrote:
>>
>>> Programming is easy for people that can do it.
>>> But just about impossible for lots of people despite it appearing
>>> simple to some.
>>
>> For those who have difficulty, it's usually a matter of figuring
>> out an analogy they do understand.
>
> If I have difficulty figuring out a problem, I keep looking at it
> from different angles until the light comes on. People who cannot
> (or will not) try different approaches won't do well in programming.
>
> Sometimes it takes days to find the right approach. (Sleeping on it

> helps.) Those who are too impatient won't find the solution.
>
Sleeping on it always solved them for me. But how do you teach
someone about radical apporaches when they've been trained to
start out with a small set of assumptions and buld from there? It
was easier to train scientists because they had been steeped
and soaked in the Scientific Method. Math types needed an odd
thinking push and then most were able to adjust. I think they
simply changed the small set of assumptions to the specs of the
language. That's how I always did it. If you do it this way,
you can also learn a new lanugage in less than a day.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:20 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/6/2013 5:01 PM, Charles Richmond wrote:
>>
>> ISTM that another aspect of programmers is that they are essentially
>> *lazy*. The idea that the computer will do work for them "automatically"
>> is alluring. I think this suckered a lot of folks into getting involved
>> in computer programming. After you get hooked, it's too late when you
>> realize what amount of work is required. It must have been quite a
>> "future shock" moment when Maurice Wilkes and his associates realized
>> that they would spend a significant amount of their lives to *debug* the
>> programs they wrote!!! :-)
>>
>
> LOL! I've often said this. The goal of programming is to automate some
> process to "save work," It turns out that for us it's a lot more work,
> while others may reap all the benefits.

After I took my first circuit analysis college course, I understood why
computers existed. Those engineers needed computers to do all the grunt
work. producing a machine to do the grunt work created the opportunity
for engineers to make more complex designs which created more grunt work,
rinse, repeat.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:22 GMT

hda wrote:
> On 6 Feb 2013 14:01:23 GMT, jmfbahciv <See.above@aol.com> wrote:
>
>> Bernd Felsche wrote:
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Charles Richmond wrote:
>>>> > "Shmuel (Seymour J.) Metz" wrote in
>>>> >> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> >>>The math heads are saying: "How can anything be equal to itself
>>>> >>>plus one???"
>>>
>>>> >> No. Those with a background in Mathematics understand the need
>>>> >> to learn the nomenclature of a new discipline.
>>>
>>>> >> However, I must admit that I prefer the ALGOL convention of
>>>> >> having separate operators for assignment and equality, although
>>>> >> I regard the use of == as an operator to be an abomination.
>>>
>>>> > Shmuel, I have personally known "math heads" who could *not* make
>>>> > the leap to computer programming. I have known them... but *not*
>>>> > understood their problem with programming.
>>>
>>>> I figured out how to teach them. They seem to do a mindset
>>>> adjustment before reading a line of code. I never looked at [can't
>>>> remember the name] Python? to see why math types love that computer
>>>> language.
>>>
>>> The preference for ANY language in a particular field is because it
>>> doesn't get in the way of the thinking. It has to be easy and,
>>> pretty much out of the box, do everything that the user requires
>>> without having to learn new stuff - of how things work.
>>>
>>> Certain environment (*nix especially) encourage "polyglots" where a
>>> problem is broken down into components which can be easily coded in
>>> one language or twenty different ones, exploiting the strengths of
>>> each. The only connections between the "modules" being well-defined
>>> data streams. That isn't ideal for computer performance, but it
>>> works well to quickly get something that solves the problem. Even if
>>> it doesn't solve the problem quickly.
>>>
>>> For programs that need performance, performance analysis of each
>>> module (especially in isolation) identifies the best place to start
>>> "tuning".
>>>
>>> Python, like Perl, has lots of libraries to do stuff. Amazing stuff
>>> in some cases. In some respects, those things are a hinderance

>>>  because the "whole thing" offers so many ways of doing things; and
>>>  making the choice to do it in one way often precludes doing other
>>>  things optimally; without building one's own library from the ground
>>>  up. Not that that building is "bad" per se; it just adds to the
>>>  maintenance headaches.
>>
>> The people I was thinking about (I'm still not sure the language
>> was Python) were experts in numerical analysis.  The language
>> was useful and didn't get in their way when they were doing their
>> work.
>>
>> /BAH
>
>  Pascal ? (seems to be compiler for PDP-10). Pascal (Wirth 1970) has
>  strict data types, differentiates for procedures from functions.
>  Pascal could do complex data structures w.r.t. ForTran (those days).

No.  Definitely not PASCAL.  the conversations I had with these people
were in the early aughts.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:23 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
>  "jmfbahciv" <See.above@aol.com> wrote in message
>  news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
>>  Charles Richmond wrote:
>>>  "jmfbahciv" <See.above@aol.com> wrote in message
>>>  news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
>>>>  Peter Flass wrote:
>>>> > On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>> >>
>>>> >> All kinds of very smart people can't do it.
>>>> >> I've also known some people that were lucky to get out of HS
>>>> >> pick it up easily.
>>>> >> Anyone that could answer the question "how do you identify someone
>>>> >> with programming talent" could make himself a fortune.
>>>> >>
>>>> >
>>>> > The so-called "programmer aptitude tests" that were common years ago
>>>> > might better have been called "test-taker's aptitude tests."  Has
>>>> > anyone

>>>> > done personality studies on programmers?  Do good ones have anything in
>>>> > common?  Crossword-puzzles?  Rugby?
>>>> >
>>>> >
>>>>  Math and physics degrees beyond the BS.
>>>>
>>>
>>>  Bzzzzzttt....  The "math head" I knew had a Masters in math and was
>>>  working
>>>  on his PhD.  He just could *not* "wrap his head around" the concepts of
>>>  programming.
>>
>>  TW's background was math.  JMF's background was physics.  We did have a
>>  good OS programmer whose background was philosophy--that one surprised me.
>
>  Doesn’t surprise me. I saw all sorts of things at that time, including a
>  mate of mine who has a veterinary background, including a PhD in vet sci.
>
>>  A lot of people were physicists.
>
>  Not very many IMO.

IME I kept tripping over them.  Dennis Ritchie's background was physics.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 07 Feb 2013 14:29:26 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:
>
>
>  Peter Flass wrote:
>
>>  On 2/6/2013 8:30 AM, blmblm@myrealbox.com wrote:
>>>  In article <5111250F.3B40DEAE@bytecraft.com>,
>>>  Walter Banks  <walter@bytecraft.com> wrote:
>>>>
>>>>
>>>>  "blmblm@myrealbox.com" wrote:
>>>>
>>>> > In article <anb8onFqv7nU1@mid.individual.net>,
>>>> > James O. Brown <job654@ax.com> wrote:
>>>> >>
>>>> >>
>>>> >> "Dan Espen" <despen@verizon.net> wrote in message

>>>> >> news:ic6227fuso.fsf@home.home...
>>>> >>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >>>
>>>> >>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid>
wrote
>>>> >>>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >>>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >>>>>  at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>>>>
>>>> >>>>>> The math heads are saying:  "How can anything be equal
>>>> >>>>>> to itself plus one???"
>>>> >>>>>
>>>> >>>>> No. Those with a background in Mathematics understand the need to
>>>> >>>>> learn the nomenclature of a new discipline.
>>>> >>>>>
>>>> >>>>> However, I must admit that I prefer the ALGOL convention of having
>>>> >>>>> separate operators for assignment and equality, although I regard
the
>>>> >>>>> use of == as an operator to be an abomination.
>>>> >>>>
>>>> >>>> Shmuel, I have personally known "math heads" who could *not* make
the
>>>> >>>> leap to computer programming.  I have known them... but *not*
>>>> >>>> understood their problem with programming.
>>>> >>
>>>> >>> All kinds of very smart people can't do it.
>>>
>>>  [ snip ]
>>>
>>>>  Programing is very much like writing they need to want to do and like
>>>>  doing it to be successful. Authors work for days trying to craft a
sentence
>>>>  or phrase so it conveys the correct exact meaning and emotion. Good
>>>>  programmers share the same characteristic. The biggest difference is
>>>>  authors choose alcohol as drink of choice programmers choose coke. :)
>>>
>>>  A while back I came across another mention of programming being
>>>  like writing, but making a different point, which if I remember
>>>  right was that programming-in-the-large required some of the
>>>  same skills as writing-in-the-large, skills that are more about
>>>  organizing material than thinking logically, important as the latter
>>>  is to programming-in-the-small.
>>
>>  Good point.  That's usually the difference between good and bad programs
>>  - or programmers - the good stuff is organized logically, and the bad
>>  stuff has lots of parts thrown together.
>>
>

> There is also that majically time when focus changes from
> solving implementation problems to organizing and solving the
> application. Real coding time becomes a small part of the
> task.

Ours was about 5% for a project.

>
> It is more than familiarity with the programming language syntax, it
> is the next step where the choice of implementation language is
> part of the application choices and its use is as familiar as writing
> with a pencil. (Actually not a good choice as a reference these days)

<grin>

/BAH

---

Subject: Re: New HD
Posted by scott on Thu, 07 Feb 2013 15:23:30 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> scott@slp53.sl.home (Scott Lurndal) writes:
>
>> Dan Espen <despen@verizon.net> writes:
>>> Walter Bushell <proto@panix.com> writes:
>>>
>>>> In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>>>> wrote:
>>>>
>>>> > They were referencing data from
>>>> > a previous record while processing the current record.
>>>> >
>>>> > QSAM had meanwhile filled the buffer with the next record.
>>>> >
>>>> > Explaining why the bug sometimes didn't show, especially when you
>>>> > started adding debug code.
>>>>
>>>> Ah, a genuine Heisenbug!
>>>
>>> Interesting, I understood Heisenbug without looking it up,
>>> but Wikipedia goes on:
>>>
>>> Related terms
>>>
>>> A bohrbug, by opposition, is a "good, solid bug". Like the deterministic
>>> Bohr atom model, they don't change their behavior and are relatively

>>>  easily detected.
>>>
>>>  A mandelbug is  a bug whose causes  are so complex it  defies repair, or
>>>  makes its behavior appear chaotic or even non-deterministic.
>>>
>>>  A schrÃ¶dinbug is a bug that manifests itself in running software after a
>>>  programmer notices that  the code should never have worked  in the first
>>>  place.
>>>
>>> We see Heisenbugs pretty frequently with C on z/OS.
>>>
>>> C always builds it's parm list in the same storage space.
>>> If you are calling a function and you leave out a parm,
>>> you may get an abend if the caller references the parm you haven't passed.
>>
>>  How do you do this with any modern C compiler?  A modern (post K&R) compiler won't let you
>>  call a function with fewer than the required parameters.
>
> Simply call a function that lacks a prototype.

You can't do that in any post 1990 C compiler.  You'll get a syntax error every time.

scott

---

Subject: Re: New HD
Posted by scott on Thu, 07 Feb 2013 15:35:29 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:
> "Scott Lurndal" <scott@slp53.sl.home> wrote in message
> news:SqzQs.488663$Wj3.435079@fed08.iad...
>>  Dan Espen <despen@verizon.net> writes:
>>> Walter Bushell <proto@panix.com> writes:
>>>
>>>>  In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>>>>  wrote:
>>>>
>>>> > They were referencing data from
>>>> > a previous record while processing the current record.
>>>> >
>>>> > QSAM had meanwhile filled the buffer with the next record.
>>>> >
>>>> > Explaining why the bug sometimes didn't show, especially when you
>>>> > started adding debug code.
>>>>
>>>>  Ah, a genuine Heisenbug!
>>>

>>> Interesting, I understood Heisenbug without looking it up,
>>> but Wikipedia goes on:
>>>
>>>  Related terms
>>>
>>>  A bohrbug, by opposition, is a "good, solid bug". Like the deterministic
>>>  Bohr atom  model, they  don't change their  behavior and  are relatively
>>>  easily detected.
>>>
>>>  A mandelbug is  a bug whose causes  are so complex it  defies repair, or
>>>  makes its behavior appear chaotic or even non-deterministic.
>>>
>>>  A schrödinbug is a bug that manifests itself in running software after
>>> a
>>>  programmer notices that  the code should never have worked  in the first
>>>  place.
>>>
>>> We see Heisenbugs pretty frequently with C on z/OS.
>>>
>>> C always builds it's parm list in the same storage space.
>>> If you are calling a function and you leave out a parm,
>>> you may get an abend if the caller references the parm you haven't passed.
>>
>>  How do you do this with any modern C compiler?  A modern (post K&R)
>>  compiler won't let you
>>  call a function with fewer than the required parameters.
>>
>>  I wonder how that "same storage space" concept can work with multithreaded
>>  or even re-entrant code.
>>
>
> In C, you *can* add *extra* parameters out at the end of the parameter list.
> These parameters will get evaluated just like the others  and the clean-up
> code after the call will remove them from the stack.  The called function
> can even access the extra parameters with a little address manipulation.
>

Actually since ANSI C replaced K&R C (mid 80's), one cannot call a function
without having a prior prototype declared for the function.  The compiler
will _not_ allow it.  That means the number of parameters passed _MUST_ be
equal to the number of parameters declared in the function prototype and
all the types must match, or must be promotable by standard conversions
(e.g. short int can be promoted automatically by the compiler to an int argument).

There is a type of function called a variadic function, which can take a
variable number of parameters.  Such a function would have a prototype like:

```
  int
```

```
printf(const char *format_string, ...);
```

This is the only way to declare a function that takes a variable number of parameters.

The implementation of such a function would then use the <stdarg.h> macros (which are specific to the compiler) to access the arguments:

```
int
printf(const char *format_string, ...)
{
   const char *first_arg;
   unsigned long int second_arg;
   va_list  ap;

   va_start(ap, format_string);

   first_arg = va_arg(ap, const char *);
   second_arg = va_arg(ap, unsigned long int);

   va_end(ap);
}
```

In the case of a function like printf, the "type" argument in the va_arg call will be chosen based on the format specifier (e.g. "char *" for a %s format, "int" for a %d format, "unsigned int" for %u, "unsigned long int" for %lu, etc.)

scott

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Thu, 07 Feb 2013 15:38:31 GMT
View Forum Message <> Reply to Message

On Thu, 07 Feb 2013 08:54:03 -0500
Peter Flass <Peter_Flass@Yahoo.com> wrote:

> One goto would greatly simplify the following pseudocode, which I didn't
> even bother to finish, but you get the idea. If you get an error in the
> innermost IF you have to set a flag and test it later all the way out.
> Of course there are othr ways of structuring this, but sometimes a
> "nested if" is the clearest and most straightforward.
>
> IF condition /*IF 1*/
>  stuff
>  IF condition /*IF 2*/
>  more stuff

```
>        IF condition /*IF 3*/
>          yet more stuff
>          IF error condition /*IF 4*/
>            error_has_occurred = true
>          ELSE
>            finish inner condition
>          ENDIF  /*IF 4*/
>          IF NOT error_has_occurred /*IF 5*/
>            stuff
>          ENDIF /*IF 5*/
>        ENDIF /*IF 3*/
>        IF NOT error has occurred
```

This is the sort of thing that try ... catch ... finally was
invented for.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by scott on Thu, 07 Feb 2013 15:40:19 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:
> On 2/6/2013 6:21 PM, Shmuel (Seymour J.) Metz wrote:
>> In <anf507Fn8s8U1@mid.individual.net>, on 02/06/2013
>> at 01:43 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>> said:
>>
>>> I might -- it depends on what /BAH meant when she said "GOTOless
>>> insanity".
>>
>> Presumably those who advocared dropping the GOTO statement without any
>> concern for whether it actually made some structures awkward,
>> inefficient or unreadable.
>>
>
> One goto would greatly simplify the following pseudocode, which I didn't
> even bother to finish, but you get the idea. If you get an error in the
> innermost IF you have to set a flag and test it later all the way out.
> Of course there are othr ways of structuring this, but sometimes a
> "nested if" is the clearest and most straightforward.

Or for something like:

```
/**
 * Constructor for a serial port.
 */
c_serialport::c_serialport(c_logger         *lp,
                           const char       *logstr,
                           c_port_transport *tp,
                           const char       *device,
                           uint32           baud)
    : c_port(tp),
      c_thread(device, lp)
{

  ...elided...

    if (bep->b_baudrate == 0) {
        s_logger->log("%s Unsupported baud rate %u for RS232 port '%s'\n",
                      s_logstr, baud, s_devname);
        goto leave;
    }

    s_attributes_set = false;
    s_send_queue.init();

    s_fd = ::open(s_devname, O_RDWR|O_NOCTTY|O_NONBLOCK, 0);
    if (s_fd == -1) {
        lp->log("%s Unable to open serial device '%s': %s\n",
                s_logstr, s_devname, strerror(errno));
        goto leave;
    }

    if (!::isatty(s_fd)) {
        lp->log("%s '%s' is not a serial device\n",
                s_logstr, s_devname);
        goto leave;
    }

   ...elided...

    /*
     * Ok, all initialization is complete.   Let the ::run function
     * run.
     */
    thread_initialized();
    unlock_thread();

    get_transport()->connect_callback(this);
```

```
    return;

leave:
    close();
    s_terminate = true;
    thread_initialized();

    unlock_thread();
}
```

---

Subject: Re: New HD
Posted by scott on Thu, 07 Feb 2013 15:45:11 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
> In <yyuQs.198952$7U.25059@fed04.iad>, on 02/06/2013
>  at 03:22 PM, scott@slp53.sl.home (Scott Lurndal) said:
>
>> How was that different from Burroughs, CDC, NCR, Honeywell, Univac,
>> ICL, Bull, IBM et. al. in the same time period?
>
> MCP was written in Extended ALGOL, DC ALGOL and ESPOL.

Which has nothing to do with the context you snipped.

Large systems MCP (B[567]x00) was originally written in ALGOL/DC ALGOL, which
became NEWP sometime in the 80's.

Medium systems MCP (B[234]x00) was written in Assembler prior to 1979, and
SPRITE/SPRASM
post 1979 (I wrote substantial portions of the SPRITE/SPRASM version).

Not sure about Small Systems MCP (B1x00) or CMS (B900).

scott

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 07 Feb 2013 16:17:56 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:

> On 2/6/2013 6:21 PM, Shmuel (Seymour J.) Metz wrote:
>> In <anf507Fn8s8U1@mid.individual.net>, on 02/06/2013
>>  at 01:43 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>

>>  said:
>>
>>>  I might -- it depends on what /BAH meant when she said "GOTOless
>>>  insanity".
>>
>>  Presumably those who advocared dropping the GOTO statement without any
>>  concern for whether it actually made some structures awkward,
>>  inefficient or unreadable.
>>
>
>  One goto would greatly simplify the following pseudocode, which I didn't
>  even bother to finish, but you get the idea.  If you get an error in the
>  innermost IF you have to set a flag and test it later all the way out.
>  Of course there are othr ways of structuring this, but sometimes a
>  "nested if" is the clearest and most straightforward.
>
>  IF condition /*IF 1*/
>      stuff
>      IF condition /*IF 2*/
>         more stuff
>         IF condition /*IF 3*/
>            yet more stuff
>            IF error condition /*IF 4*/
>               error_has_occurred = true
>            ELSE
>               finish inner condition
>            ENDIF  /*IF 4*/
>            IF NOT error_has_occurred /*IF 5*/
>               stuff5
>            ENDIF /*IF 5*/
>         ENDIF /*IF 3*/
>         IF NOT error has occurred
>

or possibly change the nesting and eliminate the boolean and the need for
goto

```
IF condition /*IF 1*/
   stuff
   IF condition /*IF 2*/
      more stuff
      IF condition /*IF 3*/
         yet more stuff
         IF NOT error condition /*IF 4*/

           finish inner condition
          stuff5
```

```
        . . .
        ELSE deal with error
        ENDIF  /*IF 4*/

      ENDIF /*IF 3*/
.. . .
```

I am not a no goto fanatic but most of them can be eliminated.

C cheats in its switch statement by giving goto a different name (break)

For what its worth compilers don't have any specific problems
dealing with goto's when analyzing program structures.

w..

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 07 Feb 2013 16:18:58 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

> "Charles Richmond" <numerist@aquaporin4.com> writes:
>> "Scott Lurndal" <scott@slp53.sl.home> wrote in message
>> news:SqzQs.488663$Wj3.435079@fed08.iad...
>>> Dan Espen <despen@verizon.net> writes:
>>>> Walter Bushell <proto@panix.com> writes:
>>>>
>>>> > In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>>>> > wrote:
>>>> >
>>>> >> They were referencing data from
>>>> >> a previous record while processing the current record.
>>>> >>
>>>> >> QSAM had meanwhile filled the buffer with the next record.
>>>> >>
>>>> >> Explaining why the bug sometimes didn't show, especially when you
>>>> >> started adding debug code.
>>>> >
>>>> > Ah, a genuine Heisenbug!
>>>>
>>>> Interesting, I understood Heisenbug without looking it up,
>>>> but Wikipedia goes on:
>>>>
>>>>  Related terms
>>>>
>>>>  A bohrbug, by opposition, is a "good, solid bug". Like the deterministic
>>>>  Bohr atom  model, they  don't change their  behavior and  are relatively

>>>>  easily detected.
>>>>
>>>>  A mandelbug is  a bug whose causes  are so complex it  defies repair, or
>>>>  makes its behavior appear chaotic or even non-deterministic.
>>>>
>>>>  A schrÃ¶dinbug is a bug that manifests itself in running software after
>>>> a
>>>>  programmer notices that  the code should never have worked  in the first
>>>>  place.
>>>>
>>>> We see Heisenbugs pretty frequently with C on z/OS.
>>>>
>>>> C always builds it's parm list in the same storage space.
>>>> If you are calling a function and you leave out a parm,
>>>> you may get an abend if the caller references the parm you haven't passed.
>>>
>>>  How do you do this with any modern C compiler?  A modern (post K&R)
>>>  compiler won't let you
>>>  call a function with fewer than the required parameters.
>>>
>>>  I wonder how that "same storage space" concept can work with multithreaded
>>>  or even re-entrant code.
>>>
>>
>> In C, you *can* add *extra* parameters out at the end of the parameter list.
>> These parameters will get evaluated just like the others  and the clean-up
>> code after the call will remove them from the stack.  The called function
>> can even access the extra parameters with a little address manipulation.
>>
>
>  Actually since ANSI C replaced K&R C (mid 80's), one cannot call a function
>  without having a prior prototype declared for the function.  The compiler
>  will _not_ allow it.  That means the number of parameters passed _MUST_ be
>  equal to the number of parameters declared in the function prototype and
>  all the types must match, or must be promotable by standard conversions
>  (e.g. short int can be promoted automatically by the compiler to an int argument).

Does gcc count?

```
#include <stdio.h>
int main()
{
  sub(1);
}
sub(int a, char *b)
{
  printf("int %d %s\n",a,b);
}
```

-*- mode: compilation; default-directory: "/tmp/" -*-
Compilation started at Thu Feb  7 11:15:41

gcc x.c && ./a.out
/bin/bash: line 1: 14819 Segmentation fault      ./a.out

Compilation exited abnormally with code 139 at Thu Feb  7 11:15:41

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 07 Feb 2013 16:27:57 GMT
View Forum Message <> Reply to Message

jmfbahciv wrote:

> Charles Richmond wrote:
>
>>
>> Bzzzzzttt....  The "math head" I knew had a Masters in math and was working
>> on his PhD.  He just could *not* "wrap his head around" the concepts of
>> programming.
>
> TW's background was math.  JMF's background was physics.  We did have
> a good OS programmer whose background was philosophy--that one surprised
> me.
>
> A lot of people were physicists.

A lot of people were educated in the 60's when physicists could do no
wrong and graduated a few years later when there were no careers for
them. I know I was one. Then again I discovered computers analyzing
data for my thesis.

The organizational and analytical skills and how errors accumulate
through a process were very useful

w..

---

Subject: Re: New HD
Posted by Bernd Felsche on Thu, 07 Feb 2013 16:31:58 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> wrote:
> Peter Flass wrote:

>> LOL! I've often said this. The goal of programming is to
>> automate some process to "save work," It turns out that for us
>> it's a lot more work, while others may reap all the benefits.

> After I took my first circuit analysis college course, I understood
> why computers existed. Those engineers needed computers to do all
> the grunt work. producing a machine to do the grunt work created
> the opportunity for engineers to make more complex designs which
> created more grunt work, rinse, repeat.

Not entirely correct: You forgot about more time to drink beer.

One of the primary motivations of real engineers is to do as little
work as possible. Doing more work is an inefficiency.
--
/"\ Bernd Felsche - Somewhere in Western Australia
\ / ASCII ribbon campaign | For every complex problem there is an
X against HTML mail | answer that is clear, simple, and wrong.
/ \ and postings | --HL Mencken

---

Subject: Re: New HD
Posted by scott on Thu, 07 Feb 2013 16:53:29 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> scott@slp53.sl.home (Scott Lurndal) writes:

>>
>> Actually since ANSI C replaced K&R C (mid 80's), one cannot call a function
>> without having a prior prototype declared for the function. The compiler
>> will _not_ allow it. That means the number of parameters passed _MUST_ be
>> equal to the number of parameters declared in the function prototype and
>> all the types must match, or must be promotable by standard conversions
>> (e.g. short int can be promoted automatically by the compiler to an int argument).
>
> Does gcc count?
>
> #include <stdio.h>
> int main()
> {
> sub(1);
> }
> sub(int a, char *b)
> {

```
>   printf("int %d %s\n",a,b);
> }
>
```

You've a point.  That said, most project use various flags, to prevent this:

```
$ gcc -Wall -o /tmp/a /tmp/a.c
/tmp/a.c: In function 'main':
/tmp/a.c:4: warning: implicit declaration of function 'sub'
/tmp/a.c: At top level:
/tmp/a.c:7: warning: return type defaults to 'int'
/tmp/a.c: In function 'sub':
/tmp/a.c:9: warning: control reaches end of non-void function
/tmp/a.c: In function 'main':
/tmp/a.c:5: warning: control reaches end of non-void function

$ gcc -Wall -Werror  -o /tmp/a /tmp/a.c
cc1: warnings being treated as errors
/tmp/a.c: In function 'main':
/tmp/a.c:4: error: implicit declaration of function 'sub'
/tmp/a.c: At top level:
/tmp/a.c:7: error: return type defaults to 'int'
```

And if you do add the prototype:

```
#include <stdio.h>
void sub(int a, char *b);

int main()
{
  sub(1);
}
sub(int a, char *b)
{
  printf("int %d %s\n",a,b);
}

$ gcc -Wall  -o /tmp/a /tmp/a.c
/tmp/a.c: In function 'main':
/tmp/a.c:6: error: too few arguments to function 'sub'
/tmp/a.c: At top level:
/tmp/a.c:9: warning: return type defaults to 'int'
/tmp/a.c:8: warning: conflicting types for 'sub'
/tmp/a.c:2: note: previous declaration of 'sub' was here
```

---

## Subject: Re: New HD

Posted by Walter Banks on Thu, 07 Feb 2013 16:58:00 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:

> Dan Espen <despen@verizon.net> writes:
>> scott@slp53.sl.home (Scott Lurndal) writes:
>
>>
>> Simply call a function that lacks a prototype.
>
> You can't do that in any post 1990 C compiler. You'll get a syntax error every time.

Define the function before you reference it and you won't need a prototype.

w,,

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 07 Feb 2013 17:02:48 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Peter Flass wrote:
>
>> On 2/6/2013 6:21 PM, Shmuel (Seymour J.) Metz wrote:
>>> In <anf507Fn8s8U1@mid.individual.net>, on 02/06/2013
>>> at 01:43 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>> said:
>>>
>>>> I might -- it depends on what /BAH meant when she said "GOTOless
>>>> insanity".
>>>
>>> Presumably those who advocared dropping the GOTO statement without any
>>> concern for whether it actually made some structures awkward,
>>> inefficient or unreadable.
>>>
>>
>> One goto would greatly simplify the following pseudocode, which I didn't
>> even bother to finish, but you get the idea. If you get an error in the
>> innermost IF you have to set a flag and test it later all the way out.
>> Of course there are othr ways of structuring this, but sometimes a
>> "nested if" is the clearest and most straightforward.
>>
>> IF condition /*IF 1*/
>> stuff
>> IF condition /*IF 2*/

```
>>        more stuff
>>        IF condition /*IF 3*/
>>          yet more stuff
>>          IF error condition /*IF 4*/
>>            error_has_occurred = true
>>          ELSE
>>            finish inner condition
>>          ENDIF  /*IF 4*/
>>          IF NOT error_has_occurred /*IF 5*/
>>            stuff5
>>          ENDIF /*IF 5*/
>>        ENDIF /*IF 3*/
>>        IF NOT error has occurred
>>
>
>  or possibly change the nesting and eliminate the boolean and the need for
>  goto
>
>
>  IF condition /*IF 1*/
>     stuff
>     IF condition /*IF 2*/
>       more stuff
>       IF condition /*IF 3*/
>         yet more stuff
>         IF NOT error condition /*IF 4*/
>
>           finish inner condition
>           stuff5
>          . . .
>         ELSE deal with error
>         ENDIF  /*IF 4*/
>
>       ENDIF /*IF 3*/
>  . . .
>  I am not a no goto fanatic but most of them can be eliminated.
>
>  C cheats in its switch statement by giving goto a different name (break)
>
>  For what its worth compilers don't have any specific problems
>  dealing with goto's when analyzing program structures.
```

I never drank the GOTO less kool aid.

When I was doing COBOL I adopted the style:

```
A100-DOSOMETHING SECTION.
  do initial stuff.
```

```
LOOP.
  do loop stuff
  if something GOTO EXIT
  do more loop stuff
  GOTO LOOP.
EXIT.
  do termination stuff.
END SECTION.
```

This worked pretty nicely until I got to Wang/VS which would
not allow duplicate paragraph names, but not a big deal,
just had to use A100-LOOP and A100-EXIT.

While using this style I ran into more than one looping situation
where I would have needed a combination PERFORM WHILE and PERFORM UNTIL.
Just using GOTO EXIT simplified loop control.

As long as you only use 2 labels in each SECTION in a disciplined
manner,  GOTOs work fine and are easy enough to follow.

--
Dan Espen

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Thu, 07 Feb 2013 17:05:05 GMT
View Forum Message <> Reply to Message

In article <766.820T425T5004254@kltpzyxm.invalid>,
Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> TW's background was math.  JMF's background was physics.  We did
>> have a good OS programmer whose background was philosophy--that
>> one surprised me.
>
> It does seem a bit counter-intuitive.  But then, that elective
> course in logic that I took was under the philosophy department -
> and wasn't even mentioned in the computer science curriculum.
> (I wonder how many of my contemporaries learned what De Morgan's
> theorem is...)
>

Maybe it depends on when and where those contemporaries were
educated.  The academic CS programs I know best include as
a requirement a course that presents, among other things, the

basics of symbolic logic (including de Morgan's theorem). At one school this course was offered by the philosophy department; at the other it's in CS. Both are fairly "good" (by academics' standards) programs, though, and my knowledge of them is fairly recent. I can well believe that other programs with more of a focus on practical skills don't include such a course.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Thu, 07 Feb 2013 17:06:07 GMT
View Forum Message <> Reply to Message

In article <5112e4e2$59$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
> In <anf4ccFn1teU4@mid.individual.net>, on 02/06/2013
> at 01:33 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> But Morten's use of the term to mean gross sales
>> was new to me.
>
> I'm pretty sure that using "turnover" for inventory came before using
> it for staff, at least in the USA.
>

Possible, though I'm in the USA and don't remember it being used that
way (and I'm in my late 50s [*]).

[*] Amazing though that sometimes seems.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Thu, 07 Feb 2013 17:06:45 GMT
View Forum Message <> Reply to Message

In article <5112e564$60$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
> In <anf507Fn8s8U1@mid.individual.net>, on 02/06/2013
> at 01:43 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>

> said:
>
>> I might -- it depends on what /BAH meant when she said "GOTOless
>> insanity".
>
> Presumably those who advocared dropping the GOTO statement without any
> concern for whether it actually made some structures awkward,
> inefficient or unreadable.
>

Could be. I brought it up because it seems to me that /BAH doesn't
have a very high opinion of academic-CS types, including the author
of the famed "GOTO considered harmful", so she might have a different
definition. 'Twould be nice if she'd say, but she no longer seems to
respond to anything I say.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Thu, 07 Feb 2013 17:07:49 GMT
View Forum Message <> Reply to Message

In article <1175.820T1430T12394847@kltpzyxm.invalid>,
Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
> In article <proto-E5293E.14195206022013@news.panix.com>, proto@panix.com
> (Walter Bushell) writes:
>
>> In article <766.820T425T5004254@kltpzyxm.invalid>,
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>,
>>> See.above@aol.com (jmfbahciv) writes:
>>>
>>>> TW's background was math. JMF's background was physics. We did
>>>> have a good OS programmer whose background was philosophy--that
>>>> one surprised me.
>>>
>>> It does seem a bit counter-intuitive. But then, that elective
>>> course in logic that I took was under the philosophy department -
>>> and wasn't even mentioned in the computer science curriculum.
>>> (I wonder how many of my contemporaries learned what De Morgan's
>>> theorem is...)
>>
>> Good grief, how do you write a conditional statement then?
>

> Writing them is easy. Writing them so they work... well, maybe
> that's why some CS weenies get into trouble.

Maybe it would be helpful for you to say more precisely what you mean by "CS weenie" -- I'd have said from context you meant people who'd had too much academic CS and not enough practical work, but if they'd had too much academics I'd think they'd know about De Morgan's rule(s). (Though then again "had" and "understood" are not necessarily the same .... :-)? )

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 17:07:56 GMT
View Forum Message <> Reply to Message

In article <PM0004D523209F2FD8@aca26dc6.ipt.aol.com>, See.above@aol.com (jmfbahciv) writes:

> After I took my first circuit analysis college course, I understood
> why computers existed. Those engineers needed computers to do all
> the grunt work. producing a machine to do the grunt work created
> the opportunity for engineers to make more complex designs which
> created more grunt work, rinse, repeat.

What's even worse, politicians and bureaucrats have eagerly embraced computers for the same reason. There's no way we could have such complex bureaucracies were it not for computers; I'd feel a pang of guilt over that were it not for the fact that computers are just a tool that is often misused.

"A power so great it can only be used for good or evil!"
-- Firesign Theatre

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Thu, 07 Feb 2013 17:08:20 GMT
View Forum Message <> Reply to Message

In article <PM0004D5234FEFCE48@aca26dc6.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
>  kenney@cix.compulink.co.uk wrote:
>>  In article <20130206144405.175434434e83c10421a20194@eircom.net>,
>>  steveo@eircom.net (Ahem A Rivet's Shot) wrote:
>>
>>>  I think it is, (I'm in Ireland), to me turnover on it's own always
>>>  means total gross income
>>
>>  Turnover is a defined measurement in UK tax accounting. For example
>>  depending on turnover of a company is the method of VAT accounting used.
>
>  And Morten capitalized the term so it's not our (US) turnover which is
>  lower case.
>

Not in his original message, and in the follow-up it was the first word
in a sentence (fragment).

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 07 Feb 2013 17:18:22 GMT
View Forum Message <> Reply to Message

In article <sdbcu9x41.ln2@innovative.iinet.net.au>,
berfel@innovative.iinet.net.au (Bernd Felsche) writes:

>  Stan Barr <plan.b@dsl.pipex.com> wrote:
>
>>  Bernd Felsche wrote:
>>
>>>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>
>>>>  Not that I have much experience following knitting instructions;
>>>>  they look pretty concise already.  I'm certainly impressed with
>>>>  the amount of information conveyed by sheet music.
>>>
>>>  I understand that that sheet music is still insufficient for a
>>>  "reproduction". Those who've never heard a "piece", need to rely on
>>>  external data sources (experience, having heard similar pieces, etc)
>>>  to reproduce what was heard by the original writer.
>>
>>  It depends on how well the writer wrote the score.  Most published
>>  sheet music depends on the performer knowing the piece, and is very

>> "bare bones". Orchestal music is better annotated.
>>
>> I've often had to play a brand new piece and the score is usually
>> full of marks in addition the the actual notes. Such as accents,
>> diminuendos, crescendos etc. Us guitarists often get instructions
>> on which notes to "bend" and other such performance data.
>>
>> (Of course guitarists often just get a sheet covered in chord names
>> like Bbm13flat9 and are left to sort it out for ourselves!)
>
> Ah... more specifications than many a program.

You should see some violin scores, with all the markings for
bowing, fingering, etc.

> You guys start coding. I'll go and see what they need.

OK, we'll just vamp unitl you get back.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Thu, 07 Feb 2013 17:39:47 GMT
View Forum Message <> Reply to Message

On Thu, 07 Feb 2013 11:17:56 -0500
Walter Banks <walter@bytecraft.com> wrote:

> C cheats in its switch statement by giving goto a different name (break)

There's an important difference between break, continue, leave etc.
and goto - the first set are all related to the scope within which they
occur - they have no label it is implicit. The real problem with goto is
not the interrupted flow, it's the *label* which you then have to go
searching for.

Note that this is the same problem that's caused by excessive use
of subroutine calls - you have to find the subroutine, but at least you
know it comes back unlike the goto.

> For what its worth compilers don't have any specific problems
> dealing with goto's when analyzing program structures.

Compilers are much happier about searching for the label than people.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 07 Feb 2013 18:11:32 GMT
View Forum Message <> Reply to Message

In article <slrnkh7bcv.239.maus@gmaus.org>, greymausg <maus@mail.com> wrote:

> On 2013-02-07, Bernd Felsche <berfel@innovative.iinet.net.au> wrote:
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>> (jmfbahciv) writes:
>>
>>>> Hand somone a knitting or crochet pattern and see if they can
>>>> handle thinking about loops and step by step instructions.
>>
>>> Hand something like that to me and if it isn't sufficiently concise
>>> I'll break it down into loops and extract subroutines, possibly
>>> using abstractions that are incomprehensible to a casual observer.
>>
>>> Not that I have much experience following knitting instructions;
>>> they look pretty concise already. I'm certainly impressed with
>>> the amount of information conveyed by sheet music.
>>
>> I understand that that sheet music is still insufficient for a
>> "reproduction". Those who've never heard a "piece", need to rely on
>> external data sources (experience, having heard similar pieces, etc)
>> to reproduce what was heard by the original writer.
>
>
> I am told that what we have of Bach is the basic instructions, at that
> time, that was the basis for a particular player to show his/her
> creativity

Beethoven famously said, "Don't ornament my ornaments." So the practice continued at least that long.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 07 Feb 2013 18:15:16 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Scott Lurndal wrote:
>
>> Dan Espen <despen@verizon.net> writes:
>>> scott@slp53.sl.home (Scott Lurndal) writes:
>>
>>>
>>> Simply call a function that lacks a prototype.
>>
>> You can't do that in any post 1990 C compiler. You'll get a syntax error every time.
>
> Define the function before you reference it and you won't need a prototype.

Yep, but I prefer not to code upside down.

For static functions, I prototype,
for everything else, header files.

Upside down coding really bothers me.

I've even been known to code C with:

```
a100_subroutine(int a, char *B)
{
}
```

--
Dan Espen

---

Subject: Re: New HD
Posted by greymausg on Thu, 07 Feb 2013 18:56:14 GMT
View Forum Message <> Reply to Message

On 2013-02-07, jmfbahciv <See.above@aol.com> wrote:
> greymausg wrote:
>> On 2013-02-06, Charles Richmond <numerist@aquaporin4.com> wrote:
>>> <lawrence@gandi.cluon.com> wrote in message
>>> news:87a9rhfvcr.fsf@gandi.cluon.com...
>>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >
>>>> > Supposedly very good chess players made good computer programmers. I

>>>> > can see a transferance of skills between these two...
>>>>
>>>> Yeah, but what's the correlation? While many good programmers may be
>>>> good chess players (actually: I see a high correlation between 'games'
>>>> and 'good programmers' - if not chess - poker or go) how many good chess
>>>> players suck as programmers and how many good programmers suck at chess?
>>>>
>>>> I fall into that last category - although I have a Good Explanation in
>>>> my defense: Growing up I never had a peer. I had a friend who was
>>>> much, much, much better (practiced) than I, and could beat me in 99 out
>>>> of 100 matches. I had another friend whom I was far superior to, and
>>>> would beat all the time. Neither of these pairings was sufficiently
>>>> emotionally satisfying to continue. So, I stagnated at "where I was at
>>>> 11".
>>>>
>>>
>>> I do *not* claim to be great at playing chess... probably quite below
>>> average.
>>>
>>> ISTM that the _Hackers_ book had a story in it about a company that had
>>> hired a chess master to be a programmer. When some other chess player was
>>> hired as a programmer... they tried to "trick" him by getting him to play
> a
>>> game of chess with the chess master. But the trick failed... because the
>>> new programmer recognized the chess master!!!
>>>
>>
>>
>> The Wartime Enigma people hired crossword solvers, more recently,
>> Cheltenham (UK-Nsa), also looking for solvers. Alright, not programmers
>> but problem solvers.
>
> And your crossword puzzles are not like our (US) crossword puzzles. I have
> yet to figure out how to do yours.
>
> /BAH

[omit comment that would have my picture being used in a face-recognition
database in US entry]

Thought that there was only simplex and cryptic

--
maus
.
.
....

Subject: Re: New HD
Posted by Rod Speed on Thu, 07 Feb 2013 18:57:33 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D523247E7924@aca26dc6.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com...
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >>
>>>> >>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid>
>>>> >>> wrote
>>>> >>> in message news:510f1381$35$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >>>> In <kemmmv$na0$1@dont-email.me>, on 02/03/2013
>>>> >>>> at 04:01 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>>>
>>>> >>>>>The math heads are saying: "How can anything be equal
>>>> >>>>>to itself plus one???"
>>>> >>>>
>>>> >>>> No. Those with a background in Mathematics understand the need to
>>>> >>>> learn the nomenclature of a new discipline.
>>>> >>>>
>>>> >>>> However, I must admit that I prefer the ALGOL convention of having
>>>> >>>> separate operators for assignment and equality, although I regard
>>>> >>>> the
>>>> >>>> use of == as an operator to be an abomination.
>>>> >>>
>>>> >>> Shmuel, I have personally known "math heads" who could *not* make
>>>> >>> the
>>>> >>> leap to computer programming. I have known them... but *not*
>>>> >>> understood their problem with programming.
>>>> >>
>>>> >> All kinds of very smart people can't do it.
>>>> >> I've also known some people that were lucky to get out of HS
>>>> >> pick it up easily.
>>>> >> Anyone that could answer the question "how do you identify someone
>>>> >> with programming talent" could make himself a fortune.
>>>> >>
>>>> > It's easy to do.
>>>>
>>>> What's easy to do finding talent or programming?
>>>

>>>  Yes to the first and probably to the second.
>>>>
>>>>  Programming is easy for people that can do it.
>>>>  But just about impossible for lots of people despite it appearing
>>>>  simple to some.
>>>
>>>  For those who have difficulty, it's usually a matter of figuring
>>>  out an analogy they do understand.
>>
>>  Cant see that with the assignment statement being discussed.
>
>  I was talking about training and identifying someone who might
>  be able to code well.

It isnt true of that either.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 07 Feb 2013 18:59:30 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D5234FEFCE48@aca26dc6.ipt.aol.com...
>  kenney@cix.compulink.co.uk wrote:
>>  In article <20130206144405.175434434e83c10421a20194@eircom.net>,
>>  steveo@eircom.net (Ahem A Rivet's Shot) wrote:
>>
>>>  I think it is, (I'm in Ireland), to me turnover on it's own always
>>>  means total gross income
>>
>>   Turnover is a defined measurement in UK tax accounting. For example
>>  depending on turnover of a company is the method of VAT accounting used.
>
>  And Morten capitalized the term

That isnt routinely done with the turnover in
the sense that he used the term, total income.

>  so it's not our (US) turnover which is lower case.

That’s just plain wrong.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 07 Feb 2013 19:01:14 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D522F83D605B@aca26dc6.ipt.aol.com...
> Charlie Gibbs wrote:
>> In article <PM0004D50E81346973@aca20fc8.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> That's one way. I've also met females who claimed they hated algebra
>>> but they didn't really; they were simply treated badly in class or
>>> bought into the myth that females are supposed to hate math and not
>>> be able to do the work.
>>
>> "Math class is tough!" -- Barbie
>>
> Barbie was supposed to be a dumb blond. Marilyn Savant was supposed
> to be genius yet she dis'ed math all the time.

Because that's the way quite a substantial group feel about it.

Particularly obvious with quite a few famous authors etc.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 07 Feb 2013 19:07:44 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D523072326DC@aca26dc6.ipt.aol.com...
> Charlie Gibbs wrote:
>> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> Dan Espen wrote:
>>>
>>>> Programming is easy for people that can do it.
>>>> But just about impossible for lots of people despite it appearing
>>>> simple to some.
>>>
>>> For those who have difficulty, it's usually a matter of figuring
>>> out an analogy they do understand.
>>
>> If I have difficulty figuring out a problem, I keep looking at it
>> from different angles until the light comes on. People who cannot
>> (or will not) try different approaches won't do well in programming.
>>
>> Sometimes it takes days to find the right approach. (Sleeping on it
>> helps.) Those who are too impatient won't find the solution.

> Sleeping on it always solved them for me. But how do you teach

> someone about radical apporaches when they've been trained
> to start out with a small set of assumptions and buld from there?

I've never been convinced that its about training with the best
programmers. ALL you ever need to do is at most tell them
about a particular approach that they are no aware of and
let them consider how useful that is for what they want to do.

> It was easier to train scientists because they had
> been steeped and soaked in the Scientific Method.

But quite a few of those are quite capable of believing
that their bible is quite literal truth as well.

> Math types needed an odd thinking
> push and then most were able to adjust.

I never saw any of those that needed any push.

> I think they simply changed the small set of
> assumptions to the specs of the language.

Stuff like the assignment statement being discussed
isnt an assumption, its just using a particular symbol
in a different way in different situations.

> That's how I always did it. If you do it this way, you
> can also learn a new lanugage in less than a day.

You don’t need to do it that way to be able to do that.

And there is a big difference between moving from say
fortran to basic and to some of the other more specialised
languages like snobol etc. With assembler in spades.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 07 Feb 2013 19:10:27 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D523209F2FD8@aca26dc6.ipt.aol.com...
> Peter Flass wrote:
>> On 2/6/2013 5:01 PM, Charles Richmond wrote:
>>>
>>> ISTM that another aspect of programmers is that they are essentially
>>> *lazy*. The idea that the computer will do work for them "automatically"
>>> is alluring. I think this suckered a lot of folks into getting involved

>>> in computer programming. After you get hooked, it's too late when you
>>> realize what amount of work is required. It must have been quite a
>>> "future shock" moment when Maurice Wilkes and his associates realized
>>> that they would spend a significant amount of their lives to *debug* the
>>> programs they wrote!!! :-)
>>>
>>
>> LOL! I've often said this. The goal of programming is to automate some
>> process to "save work," It turns out that for us it's a lot more work,
>> while others may reap all the benefits.

> After I took my first circuit analysis college course, I understood why
> computers existed.

It wasn't in fact why computers existed. They just got used for that
sort of thing, and a vast raft of completely different stuff as well.

> Those engineers needed computers to do all the grunt work.

Just as true of stuff like airline booking systems or the monthly accounts.

> producing a machine to do the grunt work created
> the opportunity for engineers to make more complex
> designs which created more grunt work, rinse, repeat.

A tiny subset of what computers got used for.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 07 Feb 2013 19:11:55 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D523372FBF07@aca26dc6.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
>>> Charles Richmond wrote:
>>>> "jmfbahciv" <See.above@aol.com> wrote in message
>>>> news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
>>>> > Peter Flass wrote:
>>>> >> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>> >>>
>>>> >>> All kinds of very smart people can't do it.
>>>> >>> I've also known some people that were lucky to get out of HS
>>>> >>> pick it up easily.

>>>> >>> Anyone that could answer the question "how do you identify someone
>>>> >>> with programming talent" could make himself a fortune.
>>>> >>>
>>>> >>
>>>> >> The so-called "programmer aptitude tests" that were common years ago
>>>> >> might better have been called "test-taker's aptitude tests."  Has
>>>> >> anyone
>>>> >> done personality studies on programmers?  Do good ones have anything
>>>> >> in
>>>> >> common?  Crossword-puzzles?  Rugby?
>>>> >>
>>>> >>
>>>> > Math and physics degrees beyond the BS.
>>>> >
>>>>
>>>>  Bzzzzzttttt....  The "math head" I knew had a Masters in math and was
>>>>  working
>>>>  on his PhD.  He just could *not* "wrap his head around" the concepts of
>>>>  programming.
>>>
>>>  TW's background was math.  JMF's background was physics.  We did have a
>>>  good OS programmer whose background was philosophy--that one surprised
>>>  me.
>>
>>  Doesn’t surprise me. I saw all sorts of things at that time, including a
>>  mate of mine who has a veterinary background, including a PhD in vet sci.
>>
>>>  A lot of people were physicists.
>>
>>  Not very many IMO.
>
>  IME I kept tripping over them.  Dennis Ritchie's background was physics.

The technical term for that is 'pathetically inadequate sample'

There weren't all that many of them in the field as a whole.

---

Subject: Re: New HD
Posted by Patrick Scheible on Thu, 07 Feb 2013 19:15:28 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

>  Charlie Gibbs wrote:
>>  In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
>>  (jmfbahciv) writes:
>>

>>> TW's background was math. JMF's background was physics. We did
>>> have a good OS programmer whose background was philosophy--that
>>> one surprised me.
>>
>> It does seem a bit counter-intuitive. But then, that elective
>> course in logic that I took was under the philosophy department -
>> and wasn't even mentioned in the computer science curriculum.
>> (I wonder how many of my contemporaries learned what De Morgan's
>> theorem is...)
>>
> Yea, the logic class made sense. But the rest of it? Then I
> found out that physics has its roots in philosophy. The only
> "philosophy" I'd been exposed to was the shit which was taught
> in humanities.

All the sciences started out as philosophy. As the bodies of knowledge
got good enough to really know what they were doing, they changed their
names.

-- Patrick

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 07 Feb 2013 19:39:48 GMT
View Forum Message <> Reply to Message

"Bernd Felsche" <berfel@innovative.iinet.net.au> wrote in message
news:ug1du9xv03.ln2@innovative.iinet.net.au...
> jmfbahciv <See.above@aol.com> wrote:
>> Peter Flass wrote:
>
>>> LOL! I've often said this. The goal of programming is to
>>> automate some process to "save work," It turns out that for us
>>> it's a lot more work, while others may reap all the benefits.
>
>> After I took my first circuit analysis college course, I understood
>> why computers existed. Those engineers needed computers to do all
>> the grunt work. producing a machine to do the grunt work created
>> the opportunity for engineers to make more complex designs which
>> created more grunt work, rinse, repeat.
>
> Not entirely correct: You forgot about more time to drink beer.
>
> One of the primary motivations of real engineers is to do as little
> work as possible. Doing more work is an inefficiency.
>

In the first installment of "The Machine That Changed the World" video from

PBS, Konrad Zuse said: "You might say that I invented the computer because I was lazy. Engineering students have more interesting things to do than to spend time in long calculations." Of course, he said this in German and one heard the English translation here in 'Merka. Being German, I am sure Zuse did his share of beer drinking.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 07 Feb 2013 19:47:35 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message news:1036.821T2815T5475676@kltpzyxm.invalid...
> In article <PM0004D523209F2FD8@aca26dc6.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> After I took my first circuit analysis college course, I understood
>> why computers existed. Those engineers needed computers to do all
>> the grunt work. producing a machine to do the grunt work created
>> the opportunity for engineers to make more complex designs which
>> created more grunt work, rinse, repeat.
>
> What's even worse, politicians and bureaucrats have eagerly embraced
> computers for the same reason. There's no way we could have such
> complex bureaucracies were it not for computers; I'd feel a pang of
> guilt over that were it not for the fact that computers are just a
> tool that is often misused.
>
> "A power so great it can only be used for good or evil!"
> -- Firesign Theatre
>

ISTM that computer programmers and hardware designers are as culpable as those people who make handguns and bullets. We don't kill people or cause crime... but we make it possible for *others* to do the evil. I am afraid the forward march of "progress" is *not* easily stopped... until "civilization" totally destroys itself.

I once read that a reported asked Ghandi what he thought of Western civilization. Ghandi said he thought it would be a good idea.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 07 Feb 2013 19:54:44 GMT
View Forum Message <> Reply to Message

"Scott Lurndal" <scott@slp53.sl.home> wrote in message
news:5RPQs.282203$W71.48491@fed07.iad...
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>> "Scott Lurndal" <scott@slp53.sl.home> wrote in message
>> news:SqzQs.488663$Wj3.435079@fed08.iad...
>>> Dan Espen <despen@verizon.net> writes:
>>>> Walter Bushell <proto@panix.com> writes:
>>>>
>>>> > In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>>>> > wrote:
>>>> >
>>>> >> They were referencing data from
>>>> >> a previous record while processing the current record.
>>>> >>
>>>> >> QSAM had meanwhile filled the buffer with the next record.
>>>> >>
>>>> >> Explaining why the bug sometimes didn't show, especially when you
>>>> >> started adding debug code.
>>>> >
>>>> > Ah, a genuine Heisenbug!
>>>>
>>>> Interesting, I understood Heisenbug without looking it up,
>>>> but Wikipedia goes on:
>>>>
>>>> Related terms
>>>>
>>>> A bohrbug, by opposition, is a "good, solid bug". Like the
>>>> deterministic
>>>> Bohr atom model, they don't change their behavior and are
>>>> relatively
>>>> easily detected.
>>>>
>>>> A mandelbug is a bug whose causes are so complex it defies repair,
>>>> or
>>>> makes its behavior appear chaotic or even non-deterministic.
>>>>
>>>> A schrÃ¶dinbug is a bug that manifests itself in running software
>>>> after
>>>> a
>>>> programmer notices that the code should never have worked in the
>>>> first
>>>> place.
>>>>
>>>> We see Heisenbugs pretty frequently with C on z/OS.
>>>>

>>>> C always builds it's parm list in the same storage space.
>>>> If you are calling a function and you leave out a parm,
>>>> you may get an abend if the caller references the parm you haven't
>>>> passed.
>>>
>>> How do you do this with any modern C compiler? A modern (post K&R)
>>> compiler won't let you
>>> call a function with fewer than the required parameters.
>>>
>>> I wonder how that "same storage space" concept can work with
>>> multithreaded
>>> or even re-entrant code.
>>>
>>
>> In C, you *can* add *extra* parameters out at the end of the parameter
>> list.
>> These parameters will get evaluated just like the others and the clean-up
>> code after the call will remove them from the stack. The called function
>> can even access the extra parameters with a little address manipulation.
>>
>
> Actually since ANSI C replaced K&R C (mid 80's), one cannot call a
> function
> without having a prior prototype declared for the function. The compiler
> will _not_ allow it. That means the number of parameters passed _MUST_ be
> equal to the number of parameters declared in the function prototype and
> all the types must match, or must be promotable by standard conversions
> (e.g. short int can be promoted automatically by the compiler to an int
> argument).
>

I am familiar with prototypes... I *never* use them, except as prototypes
appear in the standard C headers. I *can* still add extra parameters at the
end of function calls to functions I write.

> There is a type of function called a variadic function, which can take a
> variable number of parameters. Such a function would have a prototype
> like:
>

I am familiar with variadic functions. The standard way they are called
today is somewhat different that the way they were set up in C in the old
Sun 2 and Sun 3 workstation days.

--

numerist at aquaporin4 dot com

---

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 07 Feb 2013 19:59:49 GMT
View Forum Message <> Reply to Message

"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
news:ani594Fdl1lU3@mid.individual.net...
> In article <5112e564$60$fuzhry+tra$mr2ice@news.patriot.net>,
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>> In <anf507Fn8s8U1@mid.individual.net>, on 02/06/2013
>> at 01:43 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>> said:
>>
>>> I might -- it depends on what /BAH meant when she said "GOTOless
>>> insanity".
>>
>> Presumably those who advocared dropping the GOTO statement without any
>> concern for whether it actually made some structures awkward,
>> inefficient or unreadable.
>>
>
> Could be. I brought it up because it seems to me that /BAH doesn't
> have a very high opinion of academic-CS types, including the author
> of the famed "GOTO considered harmful", so she might have a different
> definition. 'Twould be nice if she'd say, but she no longer seems to
> respond to anything I say.
>

ISTM that BAH did *not* understand the thrust of "GOTOless programming".
She keeps thinking that one can *not* write assembly programs without the
use of "GOTO" branching. Of course, direct branching has to be used to
write any substantial assembly language program.

--

numerist aquaporin4 dot com

---

Subject: Re: New HD
Posted by sidd on Thu, 07 Feb 2013 20:06:16 GMT
View Forum Message <> Reply to Message

In article <keulj2$u91$1@dont-email.me>,
Charles Richmond <numerist@aquaporin4.com> wrote:

> problems that others fail even to acknowledge as problems.

verbatim from a conversation long ago ...

"There wasn't a problem until you noticed it ..."

sidd

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 07 Feb 2013 20:12:22 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:

> jmfbahciv <See.above@aol.com> writes:
>
>> Charlie Gibbs wrote:
>>> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
>>> (jmfbahciv) writes:
>>>
>>>> TW's background was math. JMF's background was physics. We did
>>>> have a good OS programmer whose background was philosophy--that
>>>> one surprised me.
>>>
>>> It does seem a bit counter-intuitive. But then, that elective
>>> course in logic that I took was under the philosophy department -
>>> and wasn't even mentioned in the computer science curriculum.
>>> (I wonder how many of my contemporaries learned what De Morgan's
>>> theorem is...)
>>>
>> Yea, the logic class made sense. But the rest of it? Then I
>> found out that physics has its roots in philosophy. The only
>> "philosophy" I'd been exposed to was the shit which was taught
>> in humanities.
>
> All the sciences started out as philosophy. As the bodies of knowledge
> got good enough to really know what they were doing, they changed their
> names.

To claim that physics or science started out as philosophy
pretty much misses the point.

The modern scientific method bears little resemblance to the ramblings
of early philosophers.

Wikipedia says philosophy includes metaphysics.
Metaphysics is clearly not physics.

On my quest to educate myself, I spent some time with Plato, Aristotle
and their ilk. I still like Plato's Allegory of the Cave. It was quite

insightful for it's time.  Other than that, I stick to science.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 07 Feb 2013 20:17:12 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
> news:ani594Fdl1lU3@mid.individual.net...
>> In article <5112e564$60$fuzhry+tra$mr2ice@news.patriot.net>,
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>>> In <anf507Fn8s8U1@mid.individual.net>, on 02/06/2013
>>>  at 01:43 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>> said:
>>>
>>>> I might -- it depends on what /BAH meant when she said "GOTOless
>>>> insanity".
>>>
>>> Presumably those who advocared dropping the GOTO statement without any
>>> concern for whether it actually made some structures awkward,
>>> inefficient or unreadable.
>>>
>>
>> Could be.  I brought it up because it seems to me that /BAH doesn't
>> have a very high opinion of academic-CS types, including the author
>> of the famed "GOTO considered harmful", so she might have a different
>> definition.  'Twould be nice if she'd say, but she no longer seems to
>> respond to anything I say.
>>
>
> ISTM that BAH did *not* understand the thrust of "GOTOless
> programming". She keeps thinking that one can *not* write assembly
> programs without the use of "GOTO" branching.  Of course, direct
> branching has to be used to write any substantial assembly language
> program.

For HLASM, we have a large collection of Structured Programming macros
at our disposal.  It's not all that hard to avoid GOTO in the guise of
Branch or Jump instructions.

Not that I think eliminating every branch or jump based solely on
ideology is a good thing.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 07 Feb 2013 20:21:49 GMT
View Forum Message <> Reply to Message

"Scott Lurndal" <scott@slp53.sl.home> wrote in message
news:SFPQs.281247$W71.37120@fed07.iad...
> Dan Espen <despen@verizon.net> writes:
>> scott@slp53.sl.home (Scott Lurndal) writes:
>>
>>> Dan Espen <despen@verizon.net> writes:
>>>> Walter Bushell <proto@panix.com> writes:
>>>>
>>>> > In article <icr4kt9sq7.fsf@home.home>, Dan Espen <despen@verizon.net>
>>>> > wrote:
>>>> >
>>>> >> They were referencing data from
>>>> >> a previous record while processing the current record.
>>>> >>
>>>> >> QSAM had meanwhile filled the buffer with the next record.
>>>> >>
>>>> >> Explaining why the bug sometimes didn't show, especially when you
>>>> >> started adding debug code.
>>>> >
>>>> > Ah, a genuine Heisenbug!
>>>>
>>>> Interesting, I understood Heisenbug without looking it up,
>>>> but Wikipedia goes on:
>>>>
>>>> Related terms
>>>>
>>>> A bohrbug, by opposition, is a "good, solid bug". Like the
>>>> deterministic
>>>> Bohr atom model, they don't change their behavior and are
>>>> relatively
>>>> easily detected.
>>>>
>>>> A mandelbug is a bug whose causes are so complex it defies repair,
>>>> or
>>>> makes its behavior appear chaotic or even non-deterministic.
>>>>
>>>> A schrÃfÂ¶dinbug is a bug that manifests itself in running software
>>>> after a
>>>> programmer notices that the code should never have worked in the

>>>> first
>>>> place.
>>>>
>>>> We see Heisenbugs pretty frequently with C on z/OS.
>>>>
>>>> C always builds it's parm list in the same storage space.
>>>> If you are calling a function and you leave out a parm,
>>>> you may get an abend if the caller references the parm you haven't
>>>> passed.
>>>
>>> How do you do this with any modern C compiler? A modern (post K&R)
>>> compiler won't let you
>>> call a function with fewer than the required parameters.
>>
>> Simply call a function that lacks a prototype.
>
> You can't do that in any post 1990 C compiler. You'll get a syntax error
> every time.
>

ISTM that prototypes are *optional* in C compilers. I have a GNU C compiler
from 2005 and it will allow functions *without* prototypes. Just use a
regular declaration of the function with *nothing* between the parentheses.
I have *not* tried calling functions I wrote... with too few parameters, but
I have called my functions with too many parameters with *no* problem in
compiling or running the code.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 07 Feb 2013 20:25:57 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1044.820T1560T12634453@kltpzyxm.invalid...
> In article <icmwvh9pf6.fsf@home.home>, despen@verizon.net (Dan Espen)
> writes:
>
>> We see Heisenbugs pretty frequently with C on z/OS.
>>
>> C always builds it's parm list in the same storage space.
>> If you are calling a function and you leave out a parm,
>> you may get an abend if the caller references the parm you
>> haven't passed.
>>

>> If you stick some debug code right before the failure, you just
>> may put something in the parm list area that causes the called
>> function to start to work.
>
> Overrunning a local string variable is a good source of Heisenbugs.
> If I suspect such a case, I put dummy 256-byte string variables at
> each end of my list of local variables. If the bug disappears, I
> then add code to initialize these dummy strings, as well as checks
> to see whether they get changed.
>

I have done overruns using a local array of structures in C (a table of
records in COBOL parlance). I defined an array of stuctures having *ten*
structures, then used structure sub 11!!! Since on most microprocessors,
the stack grows downward in memory... when you overrun the local array or
string, you are headed in the direction of where the return address is
stored on the stack. After overwriting the return address, your code goes
somewhere off in the ionosphere when you do the return.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 07 Feb 2013 20:31:15 GMT
View Forum Message <> Reply to Message

"Bernd Felsche" <berfel@innovative.iinet.net.au> wrote in message
news:sdbcu9x41.ln2@innovative.iinet.net.au...
> Stan Barr <plan.b@dsl.pipex.com> wrote:
>> Bernd Felsche wrote:
>>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>> (jmfbahciv) writes:
>
>>>> Not that I have much experience following knitting instructions;
>>>> they look pretty concise already. I'm certainly impressed with
>>>> the amount of information conveyed by sheet music.
>
>>> I understand that that sheet music is still insufficient for a
>>> "reproduction". Those who've never heard a "piece", need to rely on
>>> external data sources (experience, having heard similar pieces, etc)
>>> to reproduce what was heard by the original writer.
>
>> It depends on how well the writer wrote the score. Most published
>> sheet music depends on the performer knowing the piece, and is very
>> "bare bones". Orchestal music is better annotated.
>

>> I've often had to play a brand new piece and the score is usually full
>> of marks in addition the the actual notes.  Such as accents, diminuendos,
>> crescendos etc.  Us guitarists often get instructions on which notes to
>> "bend" and other such performance data.
>
>> (Of course guitarists often just get a sheet covered in chord names like
>> Bbm13flat9 and are left to sort it out for ourselves!)
>
>  Ah... more specifications than many a program.
>
>  You guys start coding. I'll go and see what they need.
>

http://aquaporin4.com/start_coding/

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Patrick Scheible on Thu, 07 Feb 2013 20:35:24 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:

>  Patrick Scheible <kkt@zipcon.net> writes:
>
>>  jmfbahciv <See.above@aol.com> writes:
>>
>>>  Charlie Gibbs wrote:
>>>>  In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>>  (jmfbahciv) writes:
>>>>
>>>> > TW's background was math.  JMF's background was physics.  We did
>>>> > have a good OS programmer whose background was philosophy--that
>>>> > one surprised me.
>>>>
>>>>  It does seem a bit counter-intuitive.  But then, that elective
>>>>  course in logic that I took was under the philosophy department -
>>>>  and wasn't even mentioned in the computer science curriculum.
>>>>  (I wonder how many of my contemporaries learned what De Morgan's
>>>>  theorem is...)
>>>>
>>>  Yea, the logic class made sense.  But the rest of it?  Then I
>>>  found out that physics has its roots in philosophy.  The only
>>>  "philosophy" I'd been exposed to was the shit which was taught
>>>  in humanities.

>>
>> All the sciences started out as philosophy. As the bodies of knowledge
>> got good enough to really know what they were doing, they changed their
>> names.
>
> To claim that physics or science started out as philosophy
> pretty much misses the point.
>
> The modern scientific method bears little resemblance to the ramblings
> of early philosophers.

Yes, the fields where there's a good enough paradigm to use the
scientific method are generally those that I described as having got
good enough to know what they were doing. What's left is the parts of
philosophy that are hard to experiment on or that are so far from a
working paradigm that we don't know what experiments to do.

> Wikipedia says philosophy includes metaphysics.
> Metaphysics is clearly not physics.
>
> On my quest to educate myself, I spent some time with Plato, Aristotle
> and their ilk. I still like Plato's Allegory of the Cave. It was quite
> insightful for it's time. Other than that, I stick to science.

-- Patrick

---

Subject: Re: New HD
Posted by Alfred Falk on Thu, 07 Feb 2013 21:00:41 GMT
View Forum Message <> Reply to Message

"Rod Speed" <rod.speed.aaa@gmail.com> wrote in
news:anick9Ffdm2U1@mid.individual.net:

>
>
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D523372FBF07@aca26dc6.ipt.aol.com...
>> Rod Speed wrote:
>>>
>>>
>>> "jmfbahciv" <See.above@aol.com> wrote in message
>>> news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
>>>> Charles Richmond wrote:
>>>> > "jmfbahciv" <See.above@aol.com> wrote in message
>>>> > news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
>>>> >> Peter Flass wrote:
>>>> >>> On 2/4/2013 7:50 PM, Dan Espen wrote:

>>>> >>>>
>>>> >>>> All kinds of very smart people can't do it.
>>>> >>>> I've also known some people that were lucky to get out of HS
>>>> >>>> pick it up easily.
>>>> >>>> Anyone that could answer the question "how do you identify
>>>> >>>> someone with programming talent" could make himself a fortune.
>>>> >>>>
>>>> >>>
>>>> >>> The so-called "programmer aptitude tests" that were common years
>>>> >>> ago might better have been called "test-taker's aptitude tests."
>>>> >>>  Has anyone
>>>> >>> done personality studies on programmers?  Do good ones have
>>>> >>> anything in
>>>> >>> common?  Crossword-puzzles?  Rugby?
>>>> >>>
>>>> >>>
>>>> >> Math and physics degrees beyond the BS.
>>>> >>
>>>> >
>>>> > Bzzzzzttt....  The "math head" I knew had a Masters in math and
>>>> > was working
>>>> > on his PhD.  He just could *not* "wrap his head around" the
>>>> > concepts of programming.

I remember seeing that when I was a Comp Sci TA. I think they got it
eventually.  In math, a statement generally expresses a relationship,
where as in programming it's an instruction.  Especially disturbing when
you see things like
    I = I + 1
(I remember going "Huh?" myself the first time.  Took me an hour or two
to get over it.)

>>>>  TW's background was math.  JMF's background was physics.  We did
>>>>  have a good OS programmer whose background was philosophy--that one
>>>>  surprised me.
>>>
>>>  Doesn't surprise me. I saw all sorts of things at that time,
>>>  including a mate of mine who has a veterinary background, including
>>>  a PhD in vet sci.
>>>
>>>>  A lot of people were physicists.
>>>
>>>  Not very many IMO.
>>
>>  IME I kept tripping over them.  Dennis Ritchie's background was
>>  physics.
>
>  The technical term for that is 'pathetically inadequate sample'

>
> There weren't all that many of them in the field as a whole.

Might have been true in the "early" days. I dunno. The reverse form "a lot of physicists ended up as programmers" is likely true. Certainly seemed to be true of my cohort (late 60's, early 70's) of astrophysics students.

---

Subject: Re: New HD
Posted by cb on Thu, 07 Feb 2013 21:27:25 GMT
View Forum Message <> Reply to Message

In article <slrnkh7bcv.239.maus@gmaus.org>, greymausg <maus@mail.com> wrote:
> I am told that what we have of Bach is the basic instructions, at that
> time, that was the basis for a particular player to show his/her
> creativity

For a great view of music and in particular the learning and teaching of the musician's craft, you might want to have a look at:

Johann Joachim Quantz
Versuch einer Anweisung, die Fl"ote Traversi`ere zu spielen

also known as

J J Quantz: On Playing the Flute

from 1752. Despite its title, it is not just about how to play the flute:

<quote src=" http://www.flutehistory.com/Players/Johann_Joachim_Quantz/in dex.php3">

Quantz was one of the first professional flute players in 18th-century Europe. He began as a town musician, trained to play all instruments, but after gaining a post as an oboist in the presitgious Dresden court ensemble, he began to specialise in the flute in 1719. he traveled to Italy, France, and England to broaden his musical education, then returned to Dresden. In 1741 he entered the service of Frederick the Great of Prussia, where he remained until his death, composing, performing, and making flutes for the king. His Essay on flute-playing (1752) made his famous throughout Europe and attracted pupils who formed a "school" of flute-playing which remained influential for another hundred years.

[ ... ]

Quantz's Essay of 1752 is less a tutor for the flute than a compendium covering musical taste and execution on all sorts of instruments. Because of this broad scope it became and has remained the most widely-known

instrumental method of the 18th century, except perhaps for C.P.E. Bach's
keyboard treatise.

</quote>

You can purchase new editions as well as facsimile reprints of the
original German, or translations into English or French.

Best wishes,

// Christian

---

Subject: Re: New HD
Posted by oscar on Thu, 07 Feb 2013 21:28:34 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote in message
news:kf10br$noh$1@dont-email.me...
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1036.821T2815T5475676@kltpzyxm.invalid...
>> In article <PM0004D523209F2FD8@aca26dc6.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> After I took my first circuit analysis college course, I understood
>>> why computers existed. Those engineers needed computers to do all
>>> the grunt work. producing a machine to do the grunt work created
>>> the opportunity for engineers to make more complex designs which
>>> created more grunt work, rinse, repeat.
>>
>> What's even worse, politicians and bureaucrats have eagerly embraced
>> computers for the same reason. There's no way we could have such
>> complex bureaucracies were it not for computers; I'd feel a pang of
>> guilt over that were it not for the fact that computers are just a
>> tool that is often misused.
>>
>> "A power so great it can only be used for good or evil!"
>> -- Firesign Theatre
>>
>
> ISTM that computer programmers and hardware designers are as culpable as
> those people who make handguns and bullets. We don't kill people or cause
> crime... but we make it possible for *others* to do the evil. I am afraid
> the forward march of "progress" is *not* easily stopped... until
> "civilization" totally destroys itself.

It never does. The most it ever does is to fade into obscurity.

> I once read that a reported asked Ghandi what he thought of Western
> civilization. Ghandi said he thought it would be a good idea.

A pretty silly comment given his involvement with it early on.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 07 Feb 2013 21:37:53 GMT
View Forum Message <> Reply to Message

"Alfred Falk" <falk@arc.REMOVE.ab.ca> wrote in message
news:XnsA1608E9E7C7D5falkarcabca@78.46.70.116...
> "Rod Speed" <rod.speed.aaa@gmail.com> wrote in
> news:anick9Ffdm2U1@mid.individual.net:
>
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D523372FBF07@aca26dc6.ipt.aol.com...
>>> Rod Speed wrote:
>>>>
>>>>
>>>> "jmfbahciv" <See.above@aol.com> wrote in message
>>>> news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
>>>> > Charles Richmond wrote:
>>>> >> "jmfbahciv" <See.above@aol.com> wrote in message
>>>> >> news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
>>>> >>> Peter Flass wrote:
>>>> >>>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>> >>>>>
>>>> >>>>> All kinds of very smart people can't do it.
>>>> >>>>> I've also known some people that were lucky to get out of HS
>>>> >>>>> pick it up easily.
>>>> >>>>> Anyone that could answer the question "how do you identify
>>>> >>>>> someone with programming talent" could make himself a fortune.
>>>> >>>>>
>>>> >>>>
>>>> >>>> The so-called "programmer aptitude tests" that were common years
>>>> >>>> ago might better have been called "test-taker's aptitude tests."
>>>> >>>> Has anyone
>>>> >>>> done personality studies on programmers? Do good ones have
>>>> >>>> anything in
>>>> >>>> common? Crossword-puzzles? Rugby?
>>>> >>>>
>>>> >>>>
>>>> >>> Math and physics degrees beyond the BS.
>>>> >>>
>>>> >>

>>>> >> Bzzzzzttt....  The "math head" I knew had a Masters in math and
>>>> >> was working
>>>> >> on his PhD.  He just could *not* "wrap his head around" the
>>>> >> concepts of programming.
>
>  I remember seeing that when I was a Comp Sci TA. I think they got it
>  eventually.  In math, a statement generally expresses a relationship,
>  where as in programming it's an instruction.  Especially disturbing when
>  you see things like
>     I = I + 1
>  (I remember going "Huh?" myself the first time.  Took me an hour or two
>  to get over it.)

Didn’t take me any time at all, it was obvious it had
nothing to do with the maths use of that construct.

Never had anyone with any particular problem with what
you need to do to swap the contents of two variables either.

>>>> > TW's background was math.  JMF's background was physics.  We did
>>>> > have a good OS programmer whose background was philosophy--that one
>>>> > surprised me.
>>>>
>>>>  Doesn't surprise me. I saw all sorts of things at that time,
>>>>  including a mate of mine who has a veterinary background, including
>>>>  a PhD in vet sci.
>>>>
>>>> > A lot of people were physicists.
>>>>
>>>>  Not very many IMO.
>>>
>>>  IME I kept tripping over them.  Dennis Ritchie's background was
>>>  physics.
>>
>>  The technical term for that is 'pathetically inadequate sample'
>>
>>  There weren't all that many of them in the field as a whole.

>  Might have been true in the "early" days.  I dunno.

I know it wasn’t, because I was doing it before Barb was.

>  The reverse form "a lot of physicists ended up as programmers" is likely
>  true.

I doubt it.

>  Certainly seemed to be true of my cohort

> (late 60's, early 70's) of astrophysics students.

Wasn't true of any I knew except those who were
employed in our govt scientific research operation
to do radiophysics, radio astronomy.

---

Subject: Re: New HD
Posted by Roberto Waltman on Thu, 07 Feb 2013 22:24:41 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:
> Remember the 40 megabyte drives.... the size of dishwashers.

The first mini+disk I worked on had a 5Mb disk.
40 Mb would have been a laundromat.
--
Roberto Waltman

[ Please reply to the group,
  return address is invalid ]

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 07 Feb 2013 23:29:41 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:5112f415$66$fuzhry+tra$mr2ice@news.patriot.net...
> In <keukn8$ong$1@dont-email.me>, on 02/06/2013
>  at 04:16 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>  [snip...]  [snip...]
> [snip...]
>
>> Turns out that one of the machine instructions was taking an address
>> that had been calculated and placing in a memory location. The
>> *very* next instruction was doing an indirect branch using the
>> address in that memory location. Somehow, the cache was *not*
>> being updated fast enough and the program was getting the old
>> garbage that was previously in the location.
>
> That sounds like the bug was in the hardware, not the program. Or was
> the machine broken as designed (BAD)?
>

Yes, the machine was broken... but we had to make the software work anyway.

*No* one was going to fix the machine.  We were a subcontractor anyway and
the main contractor provided the computer equipment.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by D.J. on Fri, 08 Feb 2013 00:09:44 GMT
View Forum Message <> Reply to Message

On 3 Feb 2013 15:02:08 GMT, jmfbahciv <See.above@aol.com> wrote:
> JimP. wrote:
>>  On Thu, 31 Jan 2013 14:51:12 -0600, "Charles Richmond"
>>  <numerist@aquaporin4.com> wrote:
>>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>>> news:kecioo$kqs$2@dont-email.me...
>>>>  On 1/30/2013 7:12 PM, JimP. wrote:
>>>> > On 30 Jan 2013 21:07:39 GMT, greymausg <maus@mail.com> wrote:
>>>> >> On 2013-01-30, Stanley Daniel de Liver <notagoodone@invalid.org.invalid>
>>>> >> wrote:
>>>> >>> On Tue, 29 Jan 2013 15:34:10 -0000, Charles Richmond
>>>> >>> <numerist@aquaporin4.com> wrote:
>>>> >>>
>>>> >>>> "Andy Burns" <usenet.jan2013@adslpipe.co.uk> wrote in message
>>>> >>>> news:C6adnavWxIs-DZrMnZ2dnUVZ8nqdnZ2d@brightview.co.uk...
>>>> >>>>> Gene Wirchenko wrote:
>>>> >>>>>
>>>> >>>>>> Andy Burns wrote:
>>>> >>>>>>
>>>> >>>>>>> could you put up with having to write "SUBTRACT x FROM y" instead
>>>> >>>>>>> of
>>>> >>>>>>> just using a hyphen as a minus sign?
>>>> >>>>>>>
>>>> >>>>>>>       compute y = y - x
>>>> >>>>>>
>>>> >>>>> Mercifully I only had to use COBOL for a few months and BEER seems to
>>>> >>>>> have helped flush most of the damage from my brain :-)
>>>> >>>>>
>>>> >>>>
>>>> >>>> You cashed the paychecks, didn't you???   ;-)  COBOL is *not* a
>>>> >>>> language
>>>> >>>> I would *enjoy* working it so much, but it does present a challenge.
>>>> >>>> And as Charlie Gibbs can atest, there is a *lot* of *bad* COBOL code
>>>> >>>> out
>>>> >>>> there. Thus he has the opporunity to *fix* it and be the "hero".
>>>> >>>>

>>>> >>>
>>>> >>> y2k was the time to cash in on COBOL;  strange to think there's still
>>>> >>> code
>>>> >>> out there was laste fixed up 12 years ago, but probably well older!
>>>> >>> When COBOL programs were written in the mid 80's and even early 90's
>>>> >>> there
>>>> >>> was no expectation they would still be live by the year 2000.
>>>> >>
>>>> >> Better a big fish in a small pond.
>>>> >> As an longtime Perl person, I note the recent message on Slashdot
>>>> >> announcing its demise. A bit soon to announce that?
>>>> >
>>>> > Demise of Perl or slashdot ?
>>>> >
>>>> > If perl, darn, I was going to learn that some day.
>>>>
>>>>  Think of the time you'll save.
>>>>
>>>
>>> GNU one, Perl two...  pretty soon you'll have a software sweater!
>>
>>  A wildebeast knitting would be something to see.
>
> Inside a PYTHON?

More likely in a li-on.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 08 Feb 2013 00:11:10 GMT
View Forum Message <> Reply to Message

In <PM0004D52329C0A197@aca26dc6.ipt.aol.com>, on 02/07/2013
  at 02:29 PM, jmfbahciv <See.above@aol.com> said:

> Yea, the logic class made sense.  But the rest of it?  Then I found
> out that physics has its roots in philosophy.  The only "philosophy"
> I'd been exposed to was the shit which was taught in humanities.

The Physics in Philosophy was also shit, at least prior to Galileo.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 08 Feb 2013 00:13:03 GMT
View Forum Message <> Reply to Message

In <PM0004D5232E659F7C@aca26dc6.ipt.aol.com>, on 02/07/2013
  at 02:29 PM, jmfbahciv <See.above@aol.com> said:

> Not in all colleges.  The one I went to was in the math department.

What year? By "historically" I meant the 1950's and 1960's.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 08 Feb 2013 00:16:12 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:51144310$3$fuzhry+tra$mr2ice@news.patriot.net...
>  In <PM0004D5232E659F7C@aca26dc6.ipt.aol.com>, on 02/07/2013
>    at 02:29 PM, jmfbahciv <See.above@aol.com> said:
>
>> Not in all colleges.  The one I went to was in the math department.
>
>  What year? By "historically" I meant the 1950's and 1960's.
>

My degree obtained in the late 70's was a Math degree with computer science
option.  Many computer courses were taught in the engineering department and
there was a nascent computer section in engineering, but *not* a
full-fledged department yet.  The math department had many computer courses

of their own, notably APL and numerical analysis.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 08 Feb 2013 00:22:06 GMT
View Forum Message <> Reply to Message

On 2/7/2013 12:39 PM, Ahem A Rivet's Shot wrote:
> On Thu, 07 Feb 2013 11:17:56 -0500
> Walter Banks <walter@bytecraft.com> wrote:
>
>> C cheats in its switch statement by giving goto a different name (break)
>
> There's an important difference between break, continue, leave etc.
> and goto - the first set are all related to the scope within which they
> occur - they have no label it is implicit. The real problem with goto is
> not the interrupted flow, it's the *label* which you then have to go
> searching for.
>
> Note that this is the same problem that's caused by excessive use
> of subroutine calls - you have to find the subroutine, but at least you
> know it comes back unlike the goto.
>
>> For what its worth compilers don't have any specific problems
>> dealing with goto's when analyzing program structures.
>
> Compilers are much happier about searching for the label than
> people.
>

Maybe a problem in the days before editors.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 08 Feb 2013 00:24:29 GMT
View Forum Message <> Reply to Message

On 2/7/2013 1:15 PM, Dan Espen wrote:
> Walter Banks <walter@bytecraft.com> writes:

>
>> Scott Lurndal wrote:
>>
>>> Dan Espen <despen@verizon.net> writes:
>>>> scott@slp53.sl.home (Scott Lurndal) writes:
>>>
>>>>
>>>> Simply call a function that lacks a prototype.
>>>
>>> You can't do that in any post 1990 C compiler. You'll get a syntax error every time.
>>
>> Define the function before you reference it and you won't need a prototype.
>
> Yep, but I prefer not to code upside down.
>
> For static functions, I prototype,
> for everything else, header files.
>
> Upside down coding really bothers me.

That was the thing I liked least about Pascal, "Darn it, where does this
program *start*?"

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 08 Feb 2013 00:31:36 GMT
View Forum Message <> Reply to Message

On 2/7/2013 6:29 PM, Charles Richmond wrote:
> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
> in message news:5112f415$66$fuzhry+tra$mr2ice@news.patriot.net...
>> In <keukn8$ong$1@dont-email.me>, on 02/06/2013
>> at 04:16 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>> [snip...] [snip...] [snip...]
>>
>>> Turns out that one of the machine instructions was taking an address
>>> that had been calculated and placing in a memory location. The
>>> *very* next instruction was doing an indirect branch using the
>>> address in that memory location. Somehow, the cache was *not*
>>> being updated fast enough and the program was getting the old
>>> garbage that was previously in the location.
>>
>> That sounds like the bug was in the hardware, not the program. Or was

>> the machine broken as designed (BAD)?
>>
>
> Yes, the machine was broken... but we had to make the software work
> anyway. *No* one was going to fix the machine. We were a subcontractor
> anyway and the main contractor provided the computer equipment.
>

A lot of early RISC was like that. I haven't looked lately to see if
any still have this sort of "feature." i think you had to insert
instructions between a test and a branch, or something like that. I
thought it was nuts, that's what hardware is for.

--
Pete

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 08 Feb 2013 01:44:59 GMT
View Forum Message <> Reply to Message

On 07/02/2013 17:05, blmblm@myrealbox.com wrote:
> In article <766.820T425T5004254@kltpzyxm.invalid>,
> Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
>> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> TW's background was math. JMF's background was physics. We did
>>> have a good OS programmer whose background was philosophy--that
>>> one surprised me.
>>
>> It does seem a bit counter-intuitive. But then, that elective
>> course in logic that I took was under the philosophy department -
>> and wasn't even mentioned in the computer science curriculum.
>> (I wonder how many of my contemporaries learned what De Morgan's
>> theorem is...)
>>
>
> Maybe it depends on when and where those contemporaries were
> educated. The academic CS programs I know best include as
> a requirement a course that presents, among other things, the
> basics of symbolic logic (including de Morgan's theorem). At one
> school this course was offered by the philosophy department; at the
> other it's in CS. Both are fairly "good" (by academics' standards)
> programs, though, and my knowledge of them is fairly recent. I can
> well believe that other programs with more of a focus on practical
> skills don't include such a course.

>

FORTRAN taught me that the laws of logic are practical.
  IF (condition) GOTO 100
Had the problem that condition was the .NOT. of what you wanted to test for.

Andrew Swallow

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 08 Feb 2013 02:32:44 GMT
View Forum Message <> Reply to Message

In <PM0004D523072326DC@aca26dc6.ipt.aol.com>, on 02/07/2013
  at 02:29 PM, jmfbahciv <See.above@aol.com> said:

> Sleeping on it always solved them for me.  But how do you teach
> someone about radical apporaches when they've  been trained to
> start out with a small set of assumptions and buld from there?

How do you teach someone about radical apporaches when they've been
trained to  start out with only 88 keys and buld from there? You have
to be creative to do Mathematics.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 08 Feb 2013 02:39:31 GMT
View Forum Message <> Reply to Message

In article <kf1g4g$msj$3@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

>  On 2/7/2013 1:15 PM, Dan Espen wrote:
>
>>  Walter Banks <walter@bytecraft.com> writes:
>>
>>>  Define the function before you reference it and you won't need a
>>>  prototype.
>>

>>  Yep, but I prefer not to code upside down.
>>
>>  For static functions, I prototype,
>>  for everything else, header files.
>>
>>  Upside down coding really bothers me.
>
>  That was the thing I liked least about Pascal, "Darn it, where does
>  this program *start*?"

I always found it ironic that people who code that way (even in C)
usually sing the praises of top-down development whlie organizing
their programs from the bottom up.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 08 Feb 2013 02:39:44 GMT
View Forum Message <> Reply to Message

In <b_PQs.282978$W71.243467@fed07.iad>, on 02/07/2013
   at 03:45 PM, scott@slp53.sl.home (Scott Lurndal) said:

> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
> writes: >In <yyuQs.198952$7U.25059@fed04.iad>, on 02/06/2013
>>    at 03:22 PM, scott@slp53.sl.home (Scott Lurndal) said:
>>
>>> How was that different from Burroughs, CDC, NCR, Honeywell, Univac,
>>> ICL, Bull, IBM et. al. in the same time period?
>>
>> MCP was written in Extended ALGOL, DC ALGOL and ESPOL.

> Which has nothing to do with the context you snipped.

How does it have nothing to do with your incorrect claim that "The
systems software was written in assembler"?

> Large systems MCP (B[567]x00) was originally written in ALGOL/DC
> ALGOL, which became NEWP sometime in the 80's.

What is ESPOL, chopped liver?

--

Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 08 Feb 2013 02:44:59 GMT
View Forum Message <> Reply to Message

In article <kf1g02$msj$2@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

>  On 2/7/2013 12:39 PM, Ahem A Rivet's Shot wrote:
>
>>  On Thu, 07 Feb 2013 11:17:56 -0500
>>  Walter Banks <walter@bytecraft.com> wrote:
>>
>>>  C cheats in its switch statement by giving goto a different name
>>>  (break)
>>
>>  There's an important difference between break, continue, leave
>>  etc. and goto - the first set are all related to the scope within
>>  which they occur - they have no label it is implicit. The real
>>  problem with goto is not the interrupted flow, it's the *label*
>>  which you then have to go searching for.
>>
>>  Note that this is the same problem that's caused by excessive
>>  use of subroutine calls - you have to find the subroutine, but at
>>  least you know it comes back unlike the goto.

Since a subroutine call is just a GOTO paired with a "come from",
it's still possible to write spaghetti code - it's just that the
strands are doubled.

>>>  For what its worth compilers don't have any specific problems
>>>  dealing with goto's when analyzing program structures.
>>
>>  Compilers are much happier about searching for the label than
>>  people.
>
>  Maybe a problem in the days before editors.

That's why I considered a good cross-reference listing to be a
necessity, not a luxury.  I wrote a lot of cross-reference utilities.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 08 Feb 2013 02:47:46 GMT
View Forum Message <> Reply to Message

In article <kf112o$rmn$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> ISTM that BAH did *not* understand the thrust of "GOTOless
> programming".  She keeps thinking that one can *not* write
> assembly programs without the use of "GOTO" branching.  Of
> course, direct branching has to be used to write any substantial
> assembly language program.

True, but if you use them in a disciplined manner (e.g. always
branching to the common exit point of a module rather than directly
back to the calling routine) the result is much more readable.
This is my beef with the GOTOless fanatics: undisciplined use of
subroutine calls is almost as bad as undisciplined use of GOTOs.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 08 Feb 2013 03:05:19 GMT
View Forum Message <> Reply to Message

In article <b_PQs.282978$W71.243467@fed07.iad>, scott@slp53.sl.home
(Scott Lurndal) writes:

> Large systems MCP (B[567]x00) was originally written in ALGOL/
> DC ALGOL, which became NEWP sometime in the 80's.
>
> Medium systems MCP (B[234]x00)  was written in Assembler prior to
> 1979, and SPRITE/SPRASM post 1979 (I wrote substantial portions of
> the SPRITE/SPRASM version).
>

> Not sure about Small Systems MCP (B1x00) or CMS (B900).

IIRC (backed up by a bit of googling) the B1700's system software
was written in SDL.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 08 Feb 2013 03:19:27 GMT
View Forum Message <> Reply to Message

In article <kf12tm$8la$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Bernd Felsche" <berfel@innovative.iinet.net.au> wrote in message
> news:sdbcu9x41.ln2@innovative.iinet.net.au...
>
>> You guys start coding. I'll go and see what they need.
>
> http://aquaporin4.com/start_coding/

Closely related to this is the story of the programmer and the
salesman who went to a cabin in the woods for a weekend of bear
hunting. As the programmer started setting up the cabin, the
salesman disappeared into the woods. A few minutes later the
salesman came tearing back into the clearing with a large, angry
bear on his heels. "Open the door!" the salesman yelled. The
programmer did so and stood aside. The salesman, with the bear
in hot pursuit, ran straight toward the open door. At the last
moment the salesman cut sideways. The bear, carried on by its
momentum, was inside the cabin before it could turn or slow down.
The salesman slammed the door shut, dusted off his hands, and said,
"There. You skin that one while I go and get another."

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD

Posted by Charlie Gibbs on Fri, 08 Feb 2013 03:24:05 GMT
View Forum Message <> Reply to Message

In article <kf12jp$662$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1044.820T1560T12634453@kltpzyxm.invalid...
>
>> In article <icmwvh9pf6.fsf@home.home>, despen@verizon.net (Dan Espen)
>> writes:
>>
>>> We see Heisenbugs pretty frequently with C on z/OS.
>>>
>>> C always builds it's parm list in the same storage space.
>>> If you are calling a function and you leave out a parm,
>>> you may get an abend if the caller references the parm you
>>> haven't passed.
>>>
>>> If you stick some debug code right before the failure, you just
>>> may put something in the parm list area that causes the called
>>> function to start to work.
>>
>> Overrunning a local string variable is a good source of Heisenbugs.
>> If I suspect such a case, I put dummy 256-byte string variables at
>> each end of my list of local variables. If the bug disappears, I
>> then add code to initialize these dummy strings, as well as checks
>> to see whether they get changed.
>
> I have done overruns using a local array of structures in C (a
> table of records in COBOL parlance). I defined an array of stuctures
> having *ten* structures, then used structure sub 11!!!

In C, with its zero-based subscripts, even structure sub 10 would do it.

> Since on most microprocessors, the stack grows downward in memory...
> when you overrun the local array or string, you are headed in the
> direction of where the return address is stored on the stack. After
> overwriting the return address, your code goes somewhere off in the
> ionosphere when you do the return.

Such bugs are maddening. My best one was a slight overrun such that
the return address was intact, but the base pointer was overwritten.
Even though I was using a symbolic debugger, it didn't help, because
it forgot where the variables were.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.

X  Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Bernd Felsche on Fri, 08 Feb 2013 03:36:54 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote:
> "Bernd Felsche" wrote:

>>  Ah... more specifications than many a program.
>>
>>  You guys start coding. I'll go and see what they need.

> http://aquaporin4.com/start_coding/

Thanks. Yes, "Industry Standard".
--
/"\ Bernd Felsche - Somewhere in Western Australia
\ /  ASCII ribbon campaign | For every complex problem there is an
 X  against HTML mail  | answer that is clear, simple, and wrong.
/ \  and postings  |  --HL Mencken

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 08 Feb 2013 14:01:16 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>  news:1036.821T2815T5475676@kltpzyxm.invalid...
>>  In article <PM0004D523209F2FD8@aca26dc6.ipt.aol.com>, See.above@aol.com
>>  (jmfbahciv) writes:
>>
>>>  After I took my first circuit analysis college course, I understood
>>>  why computers existed.  Those engineers needed computers to do all
>>>  the grunt work.  producing a machine to do the grunt work created
>>>  the opportunity for engineers to make more complex designs which
>>>  created more grunt work, rinse, repeat.
>>
>>  What's even worse, politicians and bureaucrats have eagerly embraced
>>  computers for the same reason.  There's no way we could have such
>>  complex bureaucracies were it not for computers; I'd feel a pang of
>>  guilt over that were it not for the fact that computers are just a
>>  tool that is often misused.
>>

>> "A power so great it can only be used for good or evil!"
>> -- Firesign Theatre
>>
>
> ISTM that computer programmers and hardware designers are as culpable as
> those people who make handguns and bullets. We don't kill people or cause
> crime... but we make it possible for *others* to do the evil. I am afraid
> the forward march of "progress" is *not* easily stopped... until
> "civilization" totally destroys itself.

When I was in college I thought long and hard about this before
I started working on the long term project of getting computing
accessible to everyone.
>
> I once read that a reported asked Ghandi what he thought of Western
> civilization. Ghandi said he thought it would be a good idea.

First, you have to get rid of the humans. ;-)

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 08 Feb 2013 14:01:17 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <PM0004D5232E659F7C@aca26dc6.ipt.aol.com>, on 02/07/2013
> at 02:29 PM, jmfbahciv <See.above@aol.com> said:
>
>> Not in all colleges. The one I went to was in the math department.
>
> What year? By "historically" I meant the 1950's and 1960's.
>
and I'm talking about your years. The computer was run and owned
by the math department, not the engineering department.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 08 Feb 2013 14:01:18 GMT
View Forum Message <> Reply to Message

Bernd Felsche wrote:
> jmfbahciv <See.above@aol.com> wrote:
>> Peter Flass wrote:

>
>>> LOL! I've often said this. The goal of programming is to
>>> automate some process to "save work," It turns out that for us
>>> it's a lot more work, while others may reap all the benefits.
>
>> After I took my first circuit analysis college course, I understood
>> why computers existed. Those engineers needed computers to do all
>> the grunt work. producing a machine to do the grunt work created
>> the opportunity for engineers to make more complex designs which
>> created more grunt work, rinse, repeat.
>
> Not entirely correct: You forgot about more time to drink beer.

Nah, there was plenty of time for that because the computers are so
slow.

>
> One of the primary motivations of real engineers is to do as little
> work as possible. Doing more work is an inefficiency.

Yup.

/BAH

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 08 Feb 2013 15:45:11 GMT
View Forum Message <> Reply to Message

In article <1318.821T1354T11594319@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> Closely related to this is the story of the programmer and the
> salesman who went to a cabin in the woods for a weekend of bear
> hunting. As the programmer started setting up the cabin, the
> salesman disappeared into the woods. A few minutes later the
> salesman came tearing back into the clearing with a large, angry
> bear on his heels. "Open the door!" the salesman yelled. The
> programmer did so and stood aside. The salesman, with the bear
> in hot pursuit, ran straight toward the open door. At the last
> moment the salesman cut sideways. The bear, carried on by its
> momentum, was inside the cabin before it could turn or slow down.
> The salesman slammed the door shut, dusted off his hands, and said,
> "There. You skin that one while I go and get another."

About the size of it, in any industry.

--

This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 08 Feb 2013 15:47:17 GMT
View Forum Message <> Reply to Message

In article <2127.821T289T11643418@kltpzyxm.invalid>,
 "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> Such bugs are maddening. My best one was a slight overrun such that
> the return address was intact, but the base pointer was overwritten.
> Even though I was using a symbolic debugger, it didn't help, because
> it forgot where the variables were.

Talk about debased code.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Stan Barr on Fri, 08 Feb 2013 16:17:21 GMT
View Forum Message <> Reply to Message

On Thu, 07 Feb 2013 19:24:29 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 2/7/2013 1:15 PM, Dan Espen wrote:
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Scott Lurndal wrote:
>>>
>>>> Dan Espen <despen@verizon.net> writes:
>>>> > scott@slp53.sl.home (Scott Lurndal) writes:
>>>>
>>>> >
>>>> > Simply call a function that lacks a prototype.
>>>>
>>>> You can't do that in any post 1990 C compiler. You'll get a syntax error
>>>> every time.
>>>
>>> Define the function before you reference it and you won't need a prototype.
>>
>> Yep, but I prefer not to code upside down.
>>
>> For static functions, I prototype,
>> for everything else, header files.
>>

>>  Upside down coding really bothers me.
>
>  That was the thing I liked least about Pascal, "Darn it, where does this
>  program *start*?"
>
>

You'd hate Forth...the start is always the last word (ie subroutine)
defined.  It comes about from Forth not allowing forward references
(ok you *can* do forward references but you have to jump through hoops
to do it!).

--
Cheers,
Stan Barr  plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Stan Barr on Fri, 08 Feb 2013 16:17:21 GMT
View Forum Message <> Reply to Message

On Thu, 7 Feb 2013 21:27:25 +0000 (UTC), Christian Brunschen
<cb@mer.df.lth.se> wrote:
>  In article <slrnkh7bcv.239.maus@gmaus.org>, greymausg  <maus@mail.com> wrote:
>> I am told that what we have of Bach is the basic instructions, at that
>> time, that was the basis for a particular player to show his/her
>> creativity
>
>  For a great view of music and in particular the learning and teaching of
>  the musician's craft, you might want to have a look at:
>
>  Johann Joachim Quantz
>  Versuch einer Anweisung, die Fl"ote Traversi`ere zu spielen
>
>  also known as
>
>  J J Quantz: On Playing the Flute
>
>  from 1752. Despite its title, it is not just about how to play the flute:
>

A well-thumbed copy on my bookshelf, alongside "The Interpretation of
Early Music" by Robert Donnington.  I don't actually play this type of
music to any extent, but I listen a lot and like to understand what's
going on.

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 08 Feb 2013 16:51:12 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <kf1g4g$msj$3@dont-email.me>, Peter_Flass@Yahoo.com
> (Peter Flass) writes:
>
>> On 2/7/2013 1:15 PM, Dan Espen wrote:
>>
>>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>>> Define the function before you reference it and you won't need a
>>>> prototype.
>>>
>>> Yep, but I prefer not to code upside down.
>>>
>>> For static functions, I prototype,
>>> for everything else, header files.
>>>
>>> Upside down coding really bothers me.
>>
>> That was the thing I liked least about Pascal, "Darn it, where does
>> this program *start*?"
>
> I always found it ironic that people who code that way (even in C)
> usually sing the praises of top-down development whlie organizing
> their programs from the bottom up.

:))

I would be happy if C made prototypes optional.

C has local variables correct Pascal has local functions that C should
have.

w..

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 08 Feb 2013 17:02:58 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <icmwvh9pf6.fsf@home.home>, despen@verizon.net (Dan Espen)
> writes:
>
>> We see Heisenbugs pretty frequently with C on z/OS.
>>
>> C always builds it's parm list in the same storage space.
>> If you are calling a function and you leave out a parm,
>> you may get an abend if the caller references the parm you
>> haven't passed.
>>
>> If you stick some debug code right before the failure, you just
>> may put something in the parm list area that causes the called
>> function to start to work.
>
> Overrunning a local string variable is a good source of Heisenbugs.
> If I suspect such a case, I put dummy 256-byte string variables at
> each end of my list of local variables. If the bug disappears, I
> then add code to initialize these dummy strings, as well as checks
> to see whether they get changed.

One of the more interesting Heisenbugs that escaped development
was the code on one of the anti-lock brake systems.

Every time the brake was held on and it automatically released the
wheel it left a few bytes on the stack. It is clear that this was a
problem in development. Press the brakes on for a few seconds
and they behaved like normal anti lock brakes, a little buzzing and
stop, no apparent ill effects. The problem happened when you tried
to stop on ice after 10 seconds or so the buzzing stopped and a light
on the dash said brake failure. Antilock part stopped working.
There was stack overflow (actually underflow) detection and when
it happen the code shut down until the next car restart. The idle
task quietly reset the stack if noticed a non initial stack value.

Now that is programming around the bugs.

w..

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 08 Feb 2013 17:10:00 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Charlie Gibbs wrote:
>
>> In article <kf1g4g$msj$3@dont-email.me>, Peter_Flass@Yahoo.com
>> (Peter Flass) writes:
>>
>>> On 2/7/2013 1:15 PM, Dan Espen wrote:
>>>
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> > Define the function before you reference it and you won't need a
>>>> > prototype.
>>>>
>>>> Yep, but I prefer not to code upside down.
>>>>
>>>> For static functions, I prototype,
>>>> for everything else, header files.
>>>>
>>>> Upside down coding really bothers me.
>>>
>>> That was the thing I liked least about Pascal, "Darn it, where does
>>> this program *start*?"
>>
>> I always found it ironic that people who code that way (even in C)
>> usually sing the praises of top-down development whlie organizing
>> their programs from the bottom up.
>
> :))
>
> I would be happy if C made prototypes optional.

They are optional.
Not always safe to not use, but by default, optional.

C++ is a different story.

> C has local variables correct Pascal has local functions that C should
> have.

I don't know Pascal so I may be missing something, but
C has local functions, just declare the function static.

People writing C on UNIX tend to ignore using static because there
isn't much impact. Once you use C on z/OS (for example) unnecessary
external symbols start to get in the way and you learn to declare things
static.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 08 Feb 2013 18:37:47 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:

> Walter Banks <walter@bytecraft.com> writes:
>
>> Charlie Gibbs wrote:
>>
>>> In article <kf1g4g$msj$3@dont-email.me>, Peter_Flass@Yahoo.com
>>> (Peter Flass) writes:
>>>
>>>> On 2/7/2013 1:15 PM, Dan Espen wrote:
>>>>
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> >> Define the function before you reference it and you won't need a
>>>> >> prototype.
>>>> >
>>>> > Yep, but I prefer not to code upside down.
>>>> >
>>>> > For static functions, I prototype,
>>>> > for everything else, header files.
>>>> >
>>>> > Upside down coding really bothers me.
>>>>
>>>> That was the thing I liked least about Pascal, "Darn it, where does
>>>> this program *start*?"
>>>
>>> I always found it ironic that people who code that way (even in C)
>>> usually sing the praises of top-down development whlie organizing
>>> their programs from the bottom up.
>>
>> :))
>>
>> I would be happy if C made prototypes optional.
>
> They are optional.
> Not always safe to not use, but by default, optional.
>
> C++ is a different story.
>
>> C has local variables correct Pascal has local functions that C should

>> have.
>
> I don't know Pascal so I may be missing something, but
> C has local functions, just declare the function static.

C's local functions are local to the source file. Pascal has
local functions that are scoped local to a function. Very
similar to the scoping rules of C local variables.

They are written before the function begin ('{' in C) and
can see the containing functions argument list and all local
variables declared above it. The syntax of local functions
and procedures is identical to normal functions and
procedures.

w..

---

Subject: Re: New HD
Posted by Alfred Falk on Fri, 08 Feb 2013 19:52:28 GMT
View Forum Message <> Reply to Message

"Rod Speed" <rod.speed.aaa@gmail.com> wrote in
news:anil5vFhdrmU1@mid.individual.net:

>
>
> "Alfred Falk" <falk@arc.REMOVE.ab.ca> wrote in message
> news:XnsA1608E9E7C7D5falkarcabca@78.46.70.116...
>> "Rod Speed" <rod.speed.aaa@gmail.com> wrote in
>> news:anick9Ffdm2U1@mid.individual.net:
>>
>>>
>>>
>>> "jmfbahciv" <See.above@aol.com> wrote in message
>>> news:PM0004D523372FBF07@aca26dc6.ipt.aol.com...
>>>> Rod Speed wrote:
>>>> >
>>>> >
>>>> > "jmfbahciv" <See.above@aol.com> wrote in message
>>>> > news:PM0004D50EAB480782@aca20fc8.ipt.aol.com...
>>>> >> Charles Richmond wrote:
>>>> >>> "jmfbahciv" <See.above@aol.com> wrote in message
>>>> >>> news:PM0004D4FBC3F8A269@ac8106c2.ipt.aol.com...
>>>> >>>> Peter Flass wrote:
>>>> >>>>> On 2/4/2013 7:50 PM, Dan Espen wrote:
>>>> >>>>>>
>>>> >>>>>> All kinds of very smart people can't do it.

>>>> >>>>>> I've also known some people that were lucky to get out of HS
>>>> >>>>>> pick it up easily.
>>>> >>>>>> Anyone that could answer the question "how do you identify
>>>> >>>>>> someone with programming talent" could make himself a
>>>> >>>>>> fortune.
>>>> >>>>>>
>>>> >>>>>
>>>> >>>>> The so-called "programmer aptitude tests" that were common
>>>> >>>>> years ago might better have been called "test-taker's aptitude
>>>> >>>>> tests."
>>>> >>>>>  Has anyone
>>>> >>>>> done personality studies on programmers?  Do good ones have
>>>> >>>>> anything in
>>>> >>>>> common?  Crossword-puzzles?  Rugby?
>>>> >>>>>
>>>> >>>>>
>>>> >>>> Math and physics degrees beyond the BS.
>>>> >>>>
>>>> >>>
>>>> >>> Bzzzzzttt....  The "math head" I knew had a Masters in math and
>>>> >>> was working
>>>> >>> on his PhD.  He just could *not* "wrap his head around" the
>>>> >>> concepts of programming.
>>
>>  I remember seeing that when I was a Comp Sci TA. I think they got it
>>  eventually.  In math, a statement generally expresses a relationship,
>>  where as in programming it's an instruction.  Especially disturbing
>>  when you see things like
>>    I = I + 1
>>  (I remember going "Huh?" myself the first time.  Took me an hour or
>>  two to get over it.)
>

>  nothing to do with the maths use of that construct.

Didn't say it happened to everyone.  I suppose it would depend a lot on
the individual doing the learning, and in the way it was presented.  (I
was learning from a book without much other guidance.)

>  Never had anyone with any particular problem with what
>  you need to do to swap the contents of two variables either.
>
>>>> >> TW's background was math.  JMF's background was physics.  We did
>>>> >> have a good OS programmer whose background was philosophy--that
>>>> >> one surprised me.
>>>> >
>>>> > Doesn't surprise me. I saw all sorts of things at that time,
>>>> > including a mate of mine who has a veterinary background,

>>>> > including a PhD in vet sci.
>>>> >
>>>> >> A lot of people were physicists.
>>>> >
>>>> > Not very many IMO.
>>>>
>>>>  IME I kept tripping over them.  Dennis Ritchie's background was
>>>>  physics.
>>>
>>>  The technical term for that is 'pathetically inadequate sample'
>>>
>>>  There weren't all that many of them in the field as a whole.
>
>>  Might have been true in the "early" days.  I dunno.
>

>
>>  The reverse form "a lot of physicists ended up as programmers" is
>>  likely true.
>
>  I doubt it.
>
>>  Certainly seemed to be true of my cohort
>>  (late 60's, early 70's) of astrophysics students.
>

>  employed in our govt scientific research operation
>  to do radiophysics, radio astronomy.

Just to make myself clear: I said "a lot".  I wouldn't say a "majority".
(Yeah, that's a pretty weak claim.)
In those days Comp Sci degreee programs in many universities were quite
new or non-existant.  I might have been able to get an undergraduate
degree in CS if I wanted, but just a few years earlier, there would have
been only two or three places in Canada - and all quite remote from my
home.  Same would have been true in U.S..
But the time I started a PhD program in CS in 1974, there were CS
undergrad programs "everywhere", but fewer post-grad.  (And I was, IIRC,
the only physicist among a dozen new grad students.) Faculty was
different: most were, of necessity, from other fields.

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 08 Feb 2013 20:56:40 GMT
View Forum Message <> Reply to Message

On 01 Feb 13 09:33:11 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
wrote:

> In article <PM0004D4967B588154@aca21c56.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:

[snip]

>> I really liked COBOL to SORT using an input procedure and an output
>> procedure.

I like SORT, too.

My greatest fun was defining my own alphabetical order to be in reverse. I had an instructor who used to hand back assignments in alphabetical order. I teased him that if I ever took over the world, I was going to reverse the order of the alphabet. He then started handing them out in random order. Then, I found that COBOL allowed defining the alphabetical order, and I just had to write that little program.

> That was sort of handy. I never got into Report Writer, though.

I used it in one of my COBOL courses. It was fun.

I found two compiler bugs in the DEC compiler.

1) Trying to get the syntax straight, I typed in my code without checking the syntax first. I was close. I had one extraneous period. This extraneous period caused the compiler to crash with no error message. I removed the period, and my program worked perfectly. Put the period back in, and the compiler crashed.

2) I compiled with all of the checking enabled. Somehow, there was an interaction between the Report Writer and the uninitialised variable check, and my program would not work with empty input. When I took out the check, the program worked.

That compiler was also sensitive to *D errors. Make an error in an FD, SD, or RD, and you could get some puzzling error messages later on. After a few times of this, I learned that if I saw odd messages regarding file statements, I should check the FD section. Similarly, for the other *D sections.

Sincerely,

Gene Wirchenko

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 08 Feb 2013 20:59:09 GMT
View Forum Message <> Reply to Message

On Fri, 1 Feb 2013 22:23:17 +0000, Ahem A Rivet's Shot
<steveo@eircom.net> wrote:

[snip]

> The program performed badly, it was painfully slow in fact, until I
> replaced the high level call with a direct BIOS call after which it was
> really rather fast. Not long after that I eliminated the entire library,
> there was nothing in it that helped it was all just layer upon layer that
> added nothing.

I find wrapper functions sometimes useful, but more than one
level is a code smell.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 08 Feb 2013 21:05:09 GMT
View Forum Message <> Reply to Message

On 2 Feb 2013 15:05:43 GMT, jmfbahciv <See.above@aol.com> wrote:

[snip]

> Did anyone scarf the source file rebuilder?

Probably not.

I made the executable readable by anyone but not the source.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 08 Feb 2013 21:10:33 GMT
View Forum Message <> Reply to Message

On Sun, 3 Feb 2013 16:01:24 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

[snip]

> BAH, ISTM that the problem is... in math, the equal sign is a statement of
> existing equality.  In FORTRAN, the equal sign is an assignment operator.

That is one meaning, but math also has statements like
Let n equal the size of the set.

> Both CTR references are the same.  On the right of the equal sign, the CTR
> reference is a "load" operation, and on the left of the equal sign, a
> "store" operation.  The math heads are saying:  "How can anything be equal
> to itself plus one???"  But the equal sign here does *not* indicate
> equality, other than the assignment makes what's on the left *equal* to the
> result obtained from evaluating what's on the right.

I have never seen a math person have trouble with this.  Math
uses a lot of notations.  This is just another.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 08 Feb 2013 21:19:19 GMT
View Forum Message <> Reply to Message

On 06 Feb 13 08:20:08 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
wrote:

> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>>  TW's background was math.  JMF's background was physics.  We did
>>  have a good OS programmer whose background was philosophy--that
>>  one surprised me.
>
> It does seem a bit counter-intuitive.  But then, that elective
> course in logic that I took was under the philosophy department -
> and wasn't even mentioned in the computer science curriculum.
> (I wonder how many of my contemporaries learned what De Morgan's
> theorem is...)

Last decade, I took a course in elementary formal logic, and it
was in PHIL.  I can see how it fit there, and how, at the same time,
it is an oddball there.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 08 Feb 2013 23:54:26 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:511545FB.2AECCEC1@bytecraft.com...
>
>
> Dan Espen wrote:
>
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Charlie Gibbs wrote:
>>>
>>>> In article <kf1g4g$msj$3@dont-email.me>, Peter_Flass@Yahoo.com
>>>> (Peter Flass) writes:
>>>>
>>>> > On 2/7/2013 1:15 PM, Dan Espen wrote:
>>>> >
>>>> >> Walter Banks <walter@bytecraft.com> writes:
>>>> >>
>>>> >>> Define the function before you reference it and you won't need a
>>>> >>> prototype.
>>>> >>
>>>> >> Yep, but I prefer not to code upside down.
>>>> >>
>>>> >> For static functions, I prototype,
>>>> >> for everything else, header files.
>>>> >>
>>>> >> Upside down coding really bothers me.
>>>> >
>>>> > That was the thing I liked least about Pascal, "Darn it, where does
>>>> > this program *start*?"
>>>>
>>>> I always found it ironic that people who code that way (even in C)
>>>> usually sing the praises of top-down development whlie organizing
>>>> their programs from the bottom up.
>>>
>>> :))
>>>
>>> I would be happy if C made prototypes optional.
>>
>> They are optional.

>> Not always safe to not use, but by default, optional.
>>
>> C++ is a different story.
>>
>>> C has local variables correct Pascal has local functions that C should
>>> have.
>>
>> I don't know Pascal so I may be missing something, but
>> C has local functions, just declare the function static.
>
> C's local functions are local to the source file. Pascal has
> local functions that are scoped local to a function. Very
> similar to the scoping rules of C local variables.
>
> They are written before the function begin ('{' in C) and
> can see the containing functions argument list and all local
> variables declared above it. The syntax of local functions
> and procedures is identical to normal functions and
> procedures.
>

Having local functions with their own local variables... complicates the handling of function calls. The program has to be able to determine what variables are in scope at any time. C works more like FORTRAN 77 with all functions being external.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 09 Feb 2013 01:41:15 GMT
View Forum Message <> Reply to Message

Alfred Falk <falk@arc.REMOVE.ab.ca> wrote
> Rod Speed <rod.speed.aaa@gmail.com> wrote
>> Alfred Falk <falk@arc.REMOVE.ab.ca> wrote
>>> Rod Speed <rod.speed.aaa@gmail.com> wrote
>>>> jmfbahciv <See.above@aol.com> wrote
>>>> > Rod Speed wrote
>>>> >> jmfbahciv <See.above@aol.com> wrote
>>>> >>> Charles Richmond wrote
>>>> >>>> jmfbahciv <See.above@aol.com> wrote
>>>> >>>>> Peter Flass wrote
>>>> >>>>>> Dan Espen wrote

>>>> >>>>>>> All kinds of very smart people can't do it.

>>>> >>>>>>> I've also known some people that were
>>>> >>>>>>> lucky to get out of HS pick it up easily.

>>>> >>>>>>> Anyone that could answer the question "how
>>>> >>>>>>> do you identify someone with programming
>>>> >>>>>>> talent" could make himself a fortune.

>>>> >>>>>> The so-called "programmer aptitude tests" that were common
>>>> >>>>>> years ago might better have been called "test-taker's aptitude
>>>> >>>>>> tests."

>>>> >>>>>> Has anyone done personality studies on programmers?  Do good
>>>> >>>>>> ones have anything in common?  Crossword-puzzles?  Rugby?

>>>> >>>>> Math and physics degrees beyond the BS.

>>>> >>>> Bzzzzzttt....  The "math head" I knew had a Masters in
>>>> >>>> math and was working on his PhD.  He just could *not*
>>>> >>>> "wrap his head around" the concepts of programming.

>>>  I remember seeing that when I was a Comp Sci TA. I think they got it
>>>  eventually.  In math, a statement generally expresses a relationship,
>>>  where as in programming it's an instruction.  Especially disturbing
>>>  when you see things like
>>>    I = I + 1
>>>  (I remember going "Huh?" myself the first time.
>>>  Took me an hour or two to get over it.)

>>  Didn’t take me any time at all, it was obvious it had
>>  nothing to do with the maths use of that construct.

>  Didn't say it happened to everyone.

Sure, I was just commenting there on how long it took me.

>  I suppose it would depend a lot on the individual doing the learning,

Yes, but I don’t recall anyone having a problem with
that when I taught many hundreds to program.

>  and in the way it was presented.

I never saw any have a problem with it, even those who
learnt it for themselves, usually kids using what came with
their Vic20 or C64 and other stuff of that vintage like that.

>  (I was learning from a book without much other guidance.)

Yeah, me too, from McCracken with no guidance what so ever.

When I taught it, I always did point out that it was nothing like what it meant in algebra and no one ever had a problem grasping what it meant.

And that was everyone from recent high school graduates, kids still in school, hordes of farmers who had decided that they wanted to use computers for all sorts of stuff, lots of parents that had decided that they needed to understand what computers were about, work experience kids from high school at the place I worked, and degree level courses too.

>> Never had anyone with any particular problem with what
>> you need to do to swap the contents of two variables either.

>>>> >>> TW's background was math. JMF's background was physics.
>>>> >>> We did have a good OS programmer whose background was
>>>> >>> philosophy--that one surprised me.

>>>> >> Doesn't surprise me. I saw all sorts of things at that time,
>>>> >> including a mate of mine who has a veterinary background,
>>>> >> including a PhD in vet sci.

>>>> >>> A lot of people were physicists.

>>>> >> Not very many IMO.

>>>> > IME I kept tripping over them. Dennis Ritchie's background was
>>>> > physics.

>>>> The technical term for that is 'pathetically inadequate sample'

>>>> There weren't all that many of them in the field as a whole.

>>> Might have been true in the "early" days. I dunno.

>> I know it wasn't, because I was doing it before Barb was.

>>> The reverse form "a lot of physicists ended
>>> up as programmers" is likely true.

>> I doubt it.

>>> Certainly seemed to be true of my cohort
>>> (late 60's, early 70's) of astrophysics students.

>> Wasn't true of any I knew except those who were

>> employed in our govt scientific research operation
>> to do radiophysics, radio astronomy.

> Just to make myself clear: I said "a lot". I wouldn't say a "majority".
> (Yeah, that's a pretty weak claim.)

It was nothing like a lot with any I came across except that last group.

> In those days Comp Sci degreee programs in
> many universities were quite new or non-existant.

Yes, there were none at the time I started, quite literally none.

DEC ran some, and most of the operations which had computers
like universitys and that national govt research operation did run
courses on programming for anyone interested in attending them.

> I might have been able to get an undergraduate degree in CS
> if I wanted, but just a few years earlier, there would have been
> only two or three places in Canada - and all quite remote from
> my home. Same would have been true in U.S..

Yeah, there weren't any at all in Australia at the time I started.

Weren't any in the US to go to either.

> But the time I started a PhD program in CS in 1974,

That’s much later than I started.

> there were CS undergrad programs "everywhere", but fewer post-grad.
> (And I was, IIRC, the only physicist among a dozen new grad students.)
> Faculty was different: most were, of necessity, from other fields.

Yeah, and an amazing variety too. At about that time, when anyone
teaching computing had one hell of a problem with actually getting
anyone to do the teaching, we had one fellow who was sacked for
being completely hopeless and when someone else got to clear out
his room after he had got the bums rush, found a book titled
Learn Basic in 10 Days or close in his room. Surprised no one.

Plenty got applicants for jobs in computing who only had on
their CV that they had learned to program on a VIC20 or C64 etc.

I knew one of those who eventually was involved in the programming
for our latest submarines. He did get a CS degree externally later and
actually taught his chinese wife programming and she ended up quite
senior in Qantas computing.

Subject: Re: New HD
Posted by Rob Doyle on Sat, 09 Feb 2013 03:22:02 GMT
View Forum Message <> Reply to Message

On 2/8/2013 11:37 AM, Walter Banks wrote:
> C's local functions are local to the source file. Pascal has local
> functions that are scoped local to a function. Very similar to the
> scoping rules of C local variables.
>
> They are written before the function begin ('{' in C) and can see
> the containing functions argument list and all local variables
> declared above it. The syntax of local functions and procedures is
> identical to normal functions and procedures.

GCC has this as an C language extension. They're called
"nested functions".

http://gcc.gnu.org/onlinedocs/gcc/Nested-Functions.html

The GCC internals had to provide an implementation because other
supported languages (not C) required nested functions. I guess someone
decided to add it as an extension to C.

I've never used one. What are they good for?

Rob.

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sat, 09 Feb 2013 03:23:41 GMT
View Forum Message <> Reply to Message

On 06 Feb 13 20:44:06 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
wrote:

> In article <5112ef41$64$fuzhry+tra$mr2ice@news.patriot.net>,
> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>
>> In <766.820T425T5004254@kltpzyxm.invalid>, on 02/06/2013
>> at 08:20 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>
>>> It does seem a bit counter-intuitive.
>>
>> Why? Historically CS was under the auspices of EE. The Mathematics and
>> Philosopy departments have a turf war over logic. The boundary between
>> pure and applied Mathematics is fuzzy. Rigid and static boundaries
>> between academic disciplines can be difficult.
>

> At my school CS was under the math department, and its orientation
> reflected this.  Not long after I left CS became a full-fledged
> department in its own right, even taking over the engineering
> building where the mainframe lived.

Which uni was that?  Was it UBC?

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sat, 09 Feb 2013 03:28:24 GMT
View Forum Message <> Reply to Message

On 06 Feb 13 20:55:22 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
wrote:

> In article <keulj2$u91$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:

[snip]

>>  Physicists are nosy and disquieting people who ask all sorts of
>>  annoying questions!!!  :-)  They often pick things apart and find
>>  answers to the problems that others fail even to acknowledge as
>>  problems.
>
> Or problems that people don't want answered.  They'll be the next
> ones up against the wall once our government finishes dealing with
> those damned environmental scientists.
>
>
> (PMO stands for Prime Minister's Office.)

Funny, but too close to true.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sat, 09 Feb 2013 04:15:14 GMT
View Forum Message <> Reply to Message

On Wed, 06 Feb 2013 15:23:27 GMT, scott@slp53.sl.home (Scott Lurndal) wrote:

> "Charles Richmond" <numerist@aquaporin4.com> writes:
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...
>>>  In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
>>>  at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> Shmuel, I have personally known "math heads" who could *not* make the
>>>> leap to computer programming.
>>>
>>>  What do you mean by "Math heads"? I've certainly never met anybody in
>>>  a Mathematics department who had that problem.
>>>
>>
>> I mean a graduate math student with a master's degree in mathematics.
>
> One of the best programmers I ever worked with had a Phd in Mathematics.
>
> Just goes to show that generalizations aren't.

And what about Adm. Hopper?  She had a PhD in Mathematics, too.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sat, 09 Feb 2013 06:05:24 GMT
View Forum Message <> Reply to Message

On Wed, 06 Feb 2013 07:48:17 -0500, Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <PM0004D4FB422871B1@ac8106c2.ipt.aol.com>, on 02/05/2013
>  at 03:36 PM, jmfbahciv <See.above@aol.com> said:
>
>> It's clear you don't understand.
>
> It'sa clear that one of us doesn't. And, yes, I have worked for a
> hardware vendor.

So has Barb.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sat, 09 Feb 2013 06:13:33 GMT
View Forum Message <> Reply to Message

On 5 Feb 2013 19:11:32 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

[snip]

> Interesting! in (my?) American English usage it's more apt to refer
> to personnel changes (e.g., "the company had high turnover" means
> a lot of people were leaving / being hired).

I suggest you check a dictionary. dictionary.reference.com has
quite a few business definitions for turnover.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sat, 09 Feb 2013 06:25:07 GMT
View Forum Message <> Reply to Message

On Mon, 4 Feb 2013 18:39:06 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

[snip]

> This is all starting to sound like playing Cribbage... "if you have three
> of a kind of any odd non-face card, plus the five of spades... you get a
> point". Cribbage is full of all sorts of arbirary rules that are hard to
> remember IMHO.

Cribbage has no scoring rule like that. The only one-point hand
scoring rule is if the hand contains the jack of the same suit as the
cut card. The hand scoring rules cover:

15's
pairs, 3 of a kinds, 4 of a kinds
straights
flushes
the jack rule I mention above

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Andy Leighton on Sat, 09 Feb 2013 08:42:55 GMT
View Forum Message <> Reply to Message

On Fri, 08 Feb 2013 22:25:07 -0800, Gene Wirchenko <genew@telus.net> wrote:
> On Mon, 4 Feb 2013 18:39:06 -0600, "Charles Richmond"
> <numerist@aquaporin4.com> wrote:
>
> [snip]
>
>> This is all starting to sound like playing Cribbage... "if you have three
>> of a kind of any odd non-face card, plus the five of spades... you get a
>> point". Cribbage is full of all sorts of arbirary rules that are hard to
>> remember IMHO.
>
> Cribbage has no scoring rule like that. The only one-point hand
> scoring rule is if the hand contains the jack of the same suit as the
> cut card.

Yes - "one for his nob"

> The hand scoring rules cover:
> 15's
> pairs, 3 of a kinds, 4 of a kinds
> straights
> flushes
> the jack rule I mention above

The only other scoring is the play phase of the game, and if a jack is
the turn-up card.

Those who are interested can read http://www.pagat.com/adders/crib6.html
for the full rules.

--
Andy Leighton => andyl@azaal.plus.com
"The Lord is my shepherd, but we still lost the sheep dog trials"
- Robert Rankin, _They Came And Ate Us_

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 09 Feb 2013 12:43:01 GMT

On 2/8/2013 6:54 PM, Charles Richmond wrote:
> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:511545FB.2AECCEC1@bytecraft.com...
>>
>>
>> Dan Espen wrote:
>>
>>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>>> Charlie Gibbs wrote:
>>>>
>>>> > In article <kf1g4g$msj$3@dont-email.me>, Peter_Flass@Yahoo.com
>>>> > (Peter Flass) writes:
>>>> >
>>>> > > On 2/7/2013 1:15 PM, Dan Espen wrote:
>>>> > >
>>>> > >> Walter Banks <walter@bytecraft.com> writes:
>>>> > >>
>>>> > >>> Define the function before you reference it and you won't need a
>>>> > >>> prototype.
>>>> > >>
>>>> > >> Yep, but I prefer not to code upside down.
>>>> > >>
>>>> > >> For static functions, I prototype,
>>>> > >> for everything else, header files.
>>>> > >>
>>>> > >> Upside down coding really bothers me.
>>>> > >
>>>> > > That was the thing I liked least about Pascal, "Darn it, where does
>>>> > > this program *start*?"
>>>> >
>>>> > I always found it ironic that people who code that way (even in C)
>>>> > usually sing the praises of top-down development whlie organizing
>>>> > their programs from the bottom up.
>>>>
>>>> :))
>>>>
>>>> I would be happy if C made prototypes optional.
>>>
>>> They are optional.
>>> Not always safe to not use, but by default, optional.
>>>
>>> C++ is a different story.
>>>
>>>> C has local variables correct Pascal has local functions that C should
>>>> have.
>>>

>>> I don't know Pascal so I may be missing something, but
>>> C has local functions, just declare the function static.
>>
>> C's local functions are local to the source file. Pascal has
>> local functions that are scoped local to a function. Very
>> similar to the scoping rules of C local variables.
>>
>> They are written before the function begin ('{' in C) and
>> can see the containing functions argument list and all local
>> variables declared above it. The syntax of local functions
>> and procedures is identical to normal functions and
>> procedures.
>>
>
> Having local functions with their own local variables... complicates the
> handling of function calls. The program has to be able to determine
> what variables are in scope at any time. C works more like FORTRAN 77
> with all functions being external.
>

Why is this a problem? Of course PL/I has had it since the beginning.
Are you saying it's a problem for the compiler, the programmer, or both?

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 09 Feb 2013 12:48:36 GMT
View Forum Message <> Reply to Message

On 2/8/2013 10:22 PM, Rob Doyle wrote:
> On 2/8/2013 11:37 AM, Walter Banks wrote:
>> C's local functions are local to the source file. Pascal has local
>> functions that are scoped local to a function. Very similar to the
>> scoping rules of C local variables.
>>
>> They are written before the function begin ('{' in C) and can see
>> the containing functions argument list and all local variables
>> declared above it. The syntax of local functions and procedures is
>> identical to normal functions and procedures.
>
> GCC has this as an C language extension. They're called
> "nested functions".
>
> http://gcc.gnu.org/onlinedocs/gcc/Nested-Functions.html
>

> The GCC internals had to provide an implementation because other
> supported languages (not C) required nested functions. I guess someone
> decided to add it as an extension to C.
>
> I've never used one. What are they good for?
>

Mostly for scoping functions definitions The programmer is identifying the nested function as something only used within the containing function. It also allows duplicate names, for example, lots of routines could contain different nested functions called "move."

It's especially useful because the nested functions ate internal - someone mentioned that this is about the 100'th use of "static" in C, that means lots of things, few of them "static." Otherwise all C functions are external and have to be processed by the linker, possibly with name conflicts among separately linked programs.

--
Pete

---

Subject: Re: New HD
Posted by Walter Banks on Sat, 09 Feb 2013 13:31:07 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:

> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:511545FB.2AECCEC1@bytecraft.com...
>>
>>
>> Dan Espen wrote:
>>
>>> Walter Banks <walter@bytecraft.com> writes:
>>>
>
>>>> C has local variables correct Pascal has local functions that C should
>>>> have.
>>>
>>> I don't know Pascal so I may be missing something, but
>>> C has local functions, just declare the function static.
>>
>> C's local functions are local to the source file. Pascal has
>> local functions that are scoped local to a function. Very
>> similar to the scoping rules of C local variables.

>>
>> They are written before the function begin ('{' in C) and
>> can see the containing functions argument list and all local
>> variables declared above it. The syntax of local functions
>> and procedures is identical to normal functions and
>> procedures.
>>
>
> Having local functions with their own local variables... complicates the
> handling of function calls. The program has to be able to determine what
> variables are in scope at any time.

It is no more difficult to compile than the C local variable scoping rules
(ie relatively easy) Our C compilers have a build option that can allow
nested functions they are shipped with it off.

I once suggested local functions at an ISO/WG14 meeting (C Standards)
the uniform *no* was mostly based on "its too complicated to implement"
Our compiler on my laptop supported nested functions ready to
demonstrate. GCC has had it for years and it strangely is rarely used.
I use nested functions a lot writing pascal based code.

C after C99 has some very sensible variable scoping rules, declare them
anywhere and they die at the "}" at the end of the current block. Name
conflicts are simple most recent live declaration prevails

```
int a;
void foo (int a)
 {
   int b;
    b = a;
    ...
   int a;
  ...
    b = a;
  if (a)
   {
     int a;
   }
else
   {
     int  c;
     c = a;
     b = a;
   }
 int d;
 d = a;
 return;
 }
```

Which a was assigned to vars b,c and d when you get to return

w..

w..

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 09 Feb 2013 14:55:00 GMT
View Forum Message <> Reply to Message

Gene Wirchenko wrote:
> On 01 Feb 13 09:33:11 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
> wrote:
>
>> In article <PM0004D4967B588154@aca21c56.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>
> [snip]
>
>>> I really liked COBOL to SORT using an input procedure and an output
>>> procedure.
>
> I like SORT, too.
>
> My greatest fun was defining my own alphabetical order to be in
> reverse. I had an instructor who used to hand back assignments in
> alphabetical order. I teased him that if I ever took over the world,
> I was going to reverse the order of the alphabet. He then started
> handing them out in random order. Then, I found that COBOL allowed
> defining the alphabetical order, and I just had to write that little
> program.
>
>> That was sort of handy. I never got into Report Writer, though.
>
> I used it in one of my COBOL courses. It was fun.
>
> I found two compiler bugs in the DEC compiler.
>
> 1) Trying to get the syntax straight, I typed in my code without
> checking the syntax first. I was close. I had one extraneous period.
> This extraneous period caused the compiler to crash with no error
> message. I removed the period, and my program worked perfectly. Put
> the period back in, and the compiler crashed.

How odd. Did you try to put a double period in another place in
program to see if it was a general bug?

>
>  2) I compiled with all of the checking enabled.  Somehow, there was
> an interaction between the Report Writer and the uninitialised
> variable check, and my program would not work with empty input.  When
> I took out the check, the program worked.
>
>  That compiler was also sensitive to *D errors.  Make an error in
> an FD, SD, or RD, and you could get some puzzling error messages later
> on.  After a few times of this, I learned that if I saw odd messages
> regarding file statements, I should check the FD section.  Similarly,
> for the other *D sections.

when I was doing a project which involed the Report Writer, there
was a serious DEC bug.  This was in 1972 or 73.  I don't think I
ever went back to see if the problem had been fixed.

/BAH

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sat, 09 Feb 2013 17:42:00 GMT
View Forum Message <> Reply to Message

In article <09gbh853pavhine34i2k1e5t6la5jn6v6g@4ax.com>, genew@telus.net
(Gene Wirchenko) writes:

> On 06 Feb 13 20:44:06 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
> wrote:
>
>> In article <5112ef41$64$fuzhry+tra$mr2ice@news.patriot.net>,
>> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>> In <766.820T425T5004254@kltpzyxm.invalid>, on 02/06/2013
>>> at 08:20 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>>
>>>> It does seem a bit counter-intuitive.
>>>
>>> Why? Historically CS was under the auspices of EE. The Mathematics
>>> and Philosopy departments have a turf war over logic. The boundary
>>> between pure and applied Mathematics is fuzzy. Rigid and static
>>> boundaries between academic disciplines can be difficult.
>>
>> At my school CS was under the math department, and its orientation
>> reflected this.  Not long after I left CS became a full-fledged
>> department in its own right, even taking over the engineering
>> building where the mainframe lived.
>

>  Which uni was that?  Was it UBC?

Yes.  The department head, J.E.L. Peck, was on the Algol 68 team.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X  Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sat, 09 Feb 2013 17:44:31 GMT
View Forum Message <> Reply to Message

In article <begbh81i3a6i03tcjblkp73llcgboim0g7@4ax.com>, genew@telus.net
(Gene Wirchenko) writes:

>  On 06 Feb 13 20:55:22 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
>  wrote:
>
>>  In article <keulj2$u91$1@dont-email.me>, numerist@aquaporin4.com
>>  (Charles Richmond) writes:
>
>  [snip]
>
>>>  Physicists are nosy and disquieting people who ask all sorts of
>>>  annoying questions!!!  :-)  They often pick things apart and find
>>>  answers to the problems that others fail even to acknowledge as
>>>  problems.
>>
>>  Or problems that people don't want answered.  They'll be the next
>>  ones up against the wall once our government finishes dealing with
>>  those damned environmental scientists.
>>
>>
>>  (PMO stands for Prime Minister's Office.)
>
>  Funny, but too close to true.

Rick Mercer's material tends to be like that.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X  Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 09 Feb 2013 17:45:33 GMT
View Forum Message <> Reply to Message

On 2/9/2013 9:55 AM, jmfbahciv wrote:
> Gene Wirchenko wrote:
>> On 01 Feb 13 09:33:11 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
>> wrote:
>> 1) Trying to get the syntax straight, I typed in my code without
>> checking the syntax first. I was close. I had one extraneous period.
>> This extraneous period caused the compiler to crash with no error
>> message. I removed the period, and my program worked perfectly. Put
>> the period back in, and the compiler crashed.
>
> How odd. Did you try to put a double period in another place in
> program to see if it was a general bug?

Are you accepting bug reports? <g>

--
Pete

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Sat, 09 Feb 2013 17:53:51 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/8/2013 10:22 PM, Rob Doyle wrote:
>> On 2/8/2013 11:37 AM, Walter Banks wrote:
>>> C's local functions are local to the source file. Pascal has local
>>> functions that are scoped local to a function. Very similar to the
>>> scoping rules of C local variables.
>>>
>>> They are written before the function begin ('{' in C) and can see
>>> the containing functions argument list and all local variables
>>> declared above it. The syntax of local functions and procedures is
>>> identical to normal functions and procedures.
>>
>> GCC has this as an C language extension. They're called
>> "nested functions".
>>
>> http://gcc.gnu.org/onlinedocs/gcc/Nested-Functions.html
>>
>> The GCC internals had to provide an implementation because other
>> supported languages (not C) required nested functions. I guess someone

>> decided to add it as an extension to C.
>>
>> I've never used one. What are they good for?
>>
>
> Mostly for scoping functions definitions The programmer is
> identifying the nested function as something only used within the
> containing function. It also allows duplicate names, for example,
> lots of routines could contain different nested functions called
> "move."
>
> It's especially useful because the nested functions ate internal -
> someone mentioned that this is about the 100'th use of "static" in C,
> that means lots of things, few of them "static." Otherwise all C
> functions are external and have to be processed by the linker,
> possibly with name conflicts among separately linked programs.

Having done a lot of Pascal programming decades ago, I rate nested functions as something that seemed like a good idea at the time, for the reasons listed. In practice, though, implementing class-like behavior by putting related functions in a single file, with the private ones so marked, turns out to be a lot more flexible and useful.

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sat, 09 Feb 2013 18:59:41 GMT
View Forum Message <> Reply to Message

On 9 Feb 2013 14:55:00 GMT, jmfbahciv <See.above@aol.com> wrote:

> Gene Wirchenko wrote:

[snip]

>> 1) Trying to get the syntax straight, I typed in my code without
>> checking the syntax first. I was close. I had one extraneous period.
>> This extraneous period caused the compiler to crash with no error
>> message. I removed the period, and my program worked perfectly. Put
>> the period back in, and the compiler crashed.
>
> How odd. Did you try to put a double period in another place in
> program to see if it was a general bug?

It was not a double period. I had just put a period where I should not have.

No, I did not check it elsewhere.

[snip]

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 09 Feb 2013 20:14:38 GMT
View Forum Message <> Reply to Message

On 2/9/2013 12:53 PM, Joe Pfeiffer wrote:
>
> Having done a lot of Pascal programming decades ago, I rate nested
> functions as something that seemed like a good idea at the time, for the
> reasons listed. In practice, though, implementing class-like behavior
> by putting related functions in a single file, with the private ones so
> marked, turns out to be a lot more flexible and useful.
>

That's good too.

--
Pete

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 09 Feb 2013 20:27:04 GMT
View Forum Message <> Reply to Message

In article <1231.820T1200T12414841@kltpzyxm.invalid>,
Charlie Gibbs <cgibbs@kltpzyxm.invalid> wrote:
> In article <keulrq$vl2$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>> news:766.820T425T5004254@kltpzyxm.invalid...
>>
>>> In article <PM0004D50EAB480782@aca20fc8.ipt.aol.com>,
>>> See.above@aol.com (jmfbahciv) writes:
>>>
>>>> TW's background was math. JMF's background was physics. We did
>>>> have a good OS programmer whose background was philosophy--that
>>>> one surprised me.
>>>
>>> It does seem a bit counter-intuitive. But then, that elective

>>> course in logic that I took was under the philosophy department -
>>> and wasn't even mentioned in the computer science curriculum.
>>> (I wonder how many of my contemporaries learned what De Morgan's
>>> theorem is...)
>>
>> DeMorgan's Theorem I can handle. I still have trouble with min-terms,
>> max-terms, and Karnaugh maps!!!

Karnaugh maps -- now there's a term I haven't encountered in a while
(not since I took an undergraduate course in which we "built" things
out of AND and OR gates). !

> I never got that far. Some day I should find out what they are;
> probably I do similar things without knowing the names.

Could be. I don't think it had every occurred to me to use them
outside the narrow context in which I previously encountered them,
but the Wikipedia article (on Karnaugh maps) makes it sound like
they could be a useful tool for simplifying Boolean expressions
in other contexts too!

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 09 Feb 2013 20:28:08 GMT
View Forum Message <> Reply to Message

In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Charlie Gibbs wrote:
>> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> Dan Espen wrote:
>>>
>>>> Programming is easy for people that can do it.
>>>> But just about impossible for lots of people despite it appearing
>>>> simple to some.
>>>
>>> For those who have difficulty, it's usually a matter of figuring
>>> out an analogy they do understand.
>>
>> If I have difficulty figuring out a problem, I keep looking at it
>> from different angles until the light comes on. People who cannot
>> (or will not) try different approaches won't do well in programming.

>>
>> Sometimes it takes days to find the right approach. (Sleeping on it
>> helps.) Those who are too impatient won't find the solution.
>>
> Sleeping on it always solved them for me. But how do you teach
> someone about radical apporaches when they've been trained to
> start out with a small set of assumptions and buld from there? It
> was easier to train scientists because they had been steeped
> and soaked in the Scientific Method. Math types needed an odd
> thinking push and then most were able to adjust. I think they
> simply changed the small set of assumptions to the specs of the
> language. That's how I always did it. If you do it this way,
> you can also learn a new lanugage in less than a day.
>

If I remember right, I've previously expressed skepticism about that
claim of being able to learn a new language in a day, to no good
effect, but I'll try again, and maybe someone else can convince
me .... I *can* believe that a person with a lot of experience
with a particular language paradigm (imperative, functional, etc.)
can quickly pick up the basics of a new language that fits that
paradigm. But I remain skeptical about *anyone* being able to pick
up a new paradigm in less than a day.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 09 Feb 2013 20:28:50 GMT
View Forum Message <> Reply to Message

In article <20130207153831.01986c8fb7df6c3846bf6154@eircom.net>,
Ahem A Rivet's Shot <steveo@eircom.net> wrote:
> On Thu, 07 Feb 2013 08:54:03 -0500
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> One goto would greatly simplify the following pseudocode, which I didn't
>> even bother to finish, but you get the idea. If you get an error in the
>> innermost IF you have to set a flag and test it later all the way out.
>> Of course there are othr ways of structuring this, but sometimes a
>> "nested if" is the clearest and most straightforward.
>>
>> IF condition /*IF 1*/
>>  stuff
>>  IF condition /*IF 2*/
>>  more stuff

```
>>        IF condition /*IF 3*/
>>          yet more stuff
>>          IF error condition /*IF 4*/
>>            error_has_occurred = true
>>          ELSE
>>            finish inner condition
>>          ENDIF  /*IF 4*/
>>          IF NOT error_has_occurred /*IF 5*/
>>            stuff
>>          ENDIF /*IF 5*/
>>        ENDIF /*IF 3*/
>>        IF NOT error has occurred
>
>
>   This is the sort of thing that try ... catch ... finally was
>  invented for.
```

Sing it.  I really miss exceptions in languages that don't have them.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 09 Feb 2013 20:29:19 GMT
View Forum Message <> Reply to Message

In article <20130207173947.e191aabf0464b1e2afdc553c@eircom.net>,
Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
> On Thu, 07 Feb 2013 11:17:56 -0500
> Walter Banks <walter@bytecraft.com> wrote:
>
>> C cheats in its switch statement by giving goto a different name (break)
>
>  There's an important difference between break, continue, leave etc.
> and goto - the first set are all related to the scope within which they
> occur - they have no label it is implicit. The real problem with goto is
> not the interrupted flow, it's the *label* which you then have to go
> searching for.
>
>  Note that this is the same problem that's caused by excessive use
> of subroutine calls - you have to find the subroutine, but at least you
> know it comes back unlike the goto.
>
>> For what its worth compilers don't have any specific problems
>> dealing with goto's when analyzing program structures.

>
>  Compilers are much happier about searching for the label than
> people.
>

True ....

As I understand it, in the original "GOTO considered harmful" letter,
Dijkstra's point was that it's much easier to reason about programs if
for a given statement in the program text there only a few ways to
reach that statement, and undisciplined use of GOTO makes that more
difficult.  Or something like that -- I'm fairly sure I'm not saying
that exactly right but am not quite up to doing better just now.

Hm, maybe there's a lot of similarity between that point and "compilers
are much happier ...." above?

Rambling a bit ....

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 09 Feb 2013 20:30:20 GMT
View Forum Message <> Reply to Message

In article <96qbh8ttg377n8rqd70rl3c2n879mhthf4@4ax.com>,
Gene Wirchenko  <genew@telus.net> wrote:
>  On 5 Feb 2013 19:11:32 GMT, blmblm@myrealbox.com
>  <blmblm.myrealbox@gmail.com> wrote:
>
>  [snip]
>
>> Interesting!  in (my?) American English usage it's more apt to refer
>> to personnel changes (e.g., "the company had high turnover" means
>> a lot of people were leaving / being hired).
>
>  I suggest you check a dictionary.  dictionary.reference.com has
> quite a few business definitions for turnover.
>

I can't quite tell whether you mean to be argumentative here.  If
you do, I'll respectfully point out that

(*) "more apt to refer to" is not the same as "always means".

(*) My use of "(my?)" was meant to indicate that possibly my usage
is not representative of US English speakers.  I guess if I'm
really curious about that I should ask over in alt.usage.english.

I'm not remembering your background / current location -- US or
elsewhere?

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sat, 09 Feb 2013 20:46:11 GMT
View Forum Message <> Reply to Message

On 9 Feb 2013 20:27:04 GMT
blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

> Could be.  I don't think it had every occurred to me to use them
> outside the narrow context in which I previously encountered them,
> but the Wikipedia article (on Karnaugh maps) makes it sound like
> they could be a useful tool for simplifying Boolean expressions
> in other contexts too!

Theoretically yes, but IME any Boolean expression that needs tools
to simplify it is too complex for Karnaugh maps to handle.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by hda on Sat, 09 Feb 2013 21:32:15 GMT
View Forum Message <> Reply to Message

On 9 Feb 2013 20:29:19 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

> In article <20130207173947.e191aabf0464b1e2afdc553c@eircom.net>,
> Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>> On Thu, 07 Feb 2013 11:17:56 -0500
>> Walter Banks <walter@bytecraft.com> wrote:
>>

>>>  C cheats in its switch statement by giving goto a different name (break)
>>
>>  There's an important difference between break, continue, leave etc.
>>  and goto - the first set are all related to the scope within which they
>>  occur - they have no label it is implicit. The real problem with goto is
>>  not the interrupted flow, it's the *label* which you then have to go
>>  searching for.
>>
>>  Note that this is the same problem that's caused by excessive use
>>  of subroutine calls - you have to find the subroutine, but at least you
>>  know it comes back unlike the goto.
>>
>>>  For what its worth compilers don't have any specific problems
>>>  dealing with goto's when analyzing program structures.
>>
>>  Compilers are much happier about searching for the label than
>>  people.
>>
>
> True ....
>
> As I understand it, in the original "GOTO considered harmful" letter,
> Dijkstra's point was that it's much easier to reason about programs if
> for a given statement in the program text there only a few ways to
> reach that statement, and undisciplined use of GOTO makes that more
> difficult.  Or something like that -- I'm fairly sure I'm not saying
> that exactly right but am not quite up to doing better just now.
>

I would interpret Dijkstra's as a march against "spaghetti"
programming especially using a HLL, as BASIC invite(d)s to do.

Him having nothing against lower level programming jumps then.

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Sat, 09 Feb 2013 22:09:13 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

>  On 2/8/2013 6:54 PM, Charles Richmond wrote:
>>  "Walter Banks" <walter@bytecraft.com> wrote in message
>>  news:511545FB.2AECCEC1@bytecraft.com...
>>>
>>>
>>>  Dan Espen wrote:
>>>

>>>>  Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>>  > Charlie Gibbs wrote:
>>>>  >
>>>>  >> In article <kf1g4g$msj$3@dont-email.me>, Peter_Flass@Yahoo.com
>>>>  >> (Peter Flass) writes:
>>>>  >>
>>>>  >> > On 2/7/2013 1:15 PM, Dan Espen wrote:
>>>>  >> >
>>>>  >> >> Walter Banks <walter@bytecraft.com> writes:
>>>>  >> >>
>>>>  >> >>> Define the function before you reference it and you won't need a
>>>>  >> >>> prototype.
>>>>  >> >>
>>>>  >> >> Yep, but I prefer not to code upside down.
>>>>  >> >>
>>>>  >> >> For static functions, I prototype,
>>>>  >> >> for everything else, header files.
>>>>  >> >>
>>>>  >> >> Upside down coding really bothers me.
>>>>  >> >
>>>>  >> > That was the thing I liked least about Pascal, "Darn it, where does
>>>>  >> > this program *start*?"
>>>>  >>
>>>>  >> I always found it ironic that people who code that way (even in C)
>>>>  >> usually sing the praises of top-down development whlie organizing
>>>>  >> their programs from the bottom up.
>>>>  >
>>>>  > :))
>>>>  >
>>>>  > I would be happy if C made prototypes optional.
>>>>
>>>>  They are optional.
>>>>  Not always safe to not use, but by default, optional.
>>>>
>>>>  C++ is a different story.
>>>>
>>>>  > C has local variables correct Pascal has local functions that C should
>>>>  > have.
>>>>
>>>>  I don't know Pascal so I may be missing something, but
>>>>  C has local functions, just declare the function static.
>>>
>>>  C's local functions are local to the source file. Pascal has
>>>  local functions that are scoped local to a function. Very
>>>  similar to the scoping rules of C local variables.
>>>
>>>  They are written before the function begin ('{' in C) and

>>> can see the containing functions argument list and all local
>>> variables declared above it. The syntax of local functions
>>> and procedures is identical to normal functions and
>>> procedures.
>>>
>>
>> Having local functions with their own local variables... complicates the
>> handling of function calls. The program has to be able to determine
>> what variables are in scope at any time. C works more like FORTRAN 77
>> with all functions being external.
>>
>
> Why is this a problem? Of course PL/I has had it since the
> beginning. Are you saying it's a problem for the compiler, the
> programmer, or both?

It isn't exactly a problem, but having multiple levels of scope takes a
bit more work than exactly two levels (as in C).

---

Subject: Re: New HD
Posted by Bill Marcum on Sat, 09 Feb 2013 22:40:44 GMT
View Forum Message <> Reply to Message

On 02/07/2013 01:56 PM, greymausg wrote:
> On 2013-02-07, jmfbahciv <See.above@aol.com> wrote:
>>
>> And your crossword puzzles are not like our (US) crossword puzzles. I have
>> yet to figure out how to do yours.
>>
>> /BAH
>
> [omit comment that would have my picture being used in a face-recognition
> database in US entry]
>
> Thought that there was only simplex and cryptic
>
>
Cryptic crosswords aren't that common on this side of the pond. A good
crossword magazine may have one or two cryptics, and other puzzles such
as diagramless and anacrostics.

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 10 Feb 2013 01:00:51 GMT
View Forum Message <> Reply to Message

In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
 Gene Wirchenko <genew@telus.net> wrote:

> It was not a double period. I had just put a period where I
> should not have.
>
> No, I did not check it elsewhere.

Most problems with periods are with missing periods.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by GreyMaus[1] on Sun, 10 Feb 2013 09:03:11 GMT
View Forum Message <> Reply to Message

On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
> Gene Wirchenko <genew@telus.net> wrote:
>
>> It was not a double period. I had just put a period where I
>> should not have.
>>
>> No, I did not check it elsewhere.
>
> Most problems with periods are with missing periods.
>

Go aand stand in the corner for five minutes :)

--
maus
 .
  .
....

---

Subject: Re: New HD
Posted by Andy Leighton on Sun, 10 Feb 2013 11:31:28 GMT
View Forum Message <> Reply to Message

On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
> In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:

>>  Charlie Gibbs wrote:
>>>  In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>  (jmfbahciv) writes:
>>>
>>>>  Dan Espen wrote:
>>>>
>>>> > Programming is easy for people that can do it.
>>>> > But just about impossible for lots of people despite it appearing
>>>> > simple to some.
>>>>
>>>>  For those who have difficulty, it's usually a matter of figuring
>>>>  out an analogy they do understand.
>>>
>>>  If I have difficulty figuring out a problem, I keep looking at it
>>>  from different angles until the light comes on.  People who cannot
>>>  (or will not) try different approaches won't do well in programming.
>>>
>>>  Sometimes it takes days to find the right approach.  (Sleeping on it
>>>  helps.)  Those who are too impatient won't find the solution.
>>>
>>  Sleeping on it always solved them for me.  But how do you teach
>>  someone about radical apporaches when they've  been trained to
>>  start out with a small set of assumptions and buld from there?  It
>>  was easier to train scientists because they had been steeped
>>  and soaked in the Scientific Method.  Math types needed an odd
>>  thinking push and then most were able to adjust.  I think they
>>  simply changed the small set of assumptions to the specs of the
>>  language.  That's how I always did it.  If you do it this way,
>>  you can also learn a new lanugage in less than a day.
>>
>
>  If I remember right, I've previously expressed skepticism about that
>  claim of being able to learn a new language in a day, to no good
>  effect, but I'll try again, and maybe someone else can convince
>  me ....  I *can* believe that a person with a lot of experience
>  with a particular language paradigm (imperative, functional, etc.)
>  can quickly pick up the basics of a new language that fits that
>  paradigm.  But I remain skeptical about *anyone* being able to pick
>  up a new paradigm in less than a day.

I would agree with this.  You may be writing noddy programs within a
day but you will not be writing idiomatic code within a day (or
even a week if it is a genuinely new paradigm).

--
Andy Leighton => andyl@azaal.plus.com
"The Lord is my shepherd, but we still lost the sheep dog trials"
   - Robert Rankin, _They Came And Ate Us_

Subject: Re: New HD
Posted by Quadibloc on Sun, 10 Feb 2013 12:37:20 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:

> A lot of people were educated in the 60's when physicists could do no
> wrong and graduated a few years later when there were no careers for
> them. I know I was one. Then again I discovered computers analyzing
> data for my thesis.

Indeed. And now people wonder why there has been so little progress in
the last few decades, except in computers.

John Savard

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 10 Feb 2013 13:33:30 GMT
View Forum Message <> Reply to Message

On 2/10/2013 6:31 AM, Andy Leighton wrote:
> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com <blmblm.myrealbox@gmail.com>
wrote:
>> In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Charlie Gibbs wrote:
>>>> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>> (jmfbahciv) writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >
>>>> >> Programming is easy for people that can do it.
>>>> >> But just about impossible for lots of people despite it appearing
>>>> >> simple to some.
>>>> >
>>>> > For those who have difficulty, it's usually a matter of figuring
>>>> > out an analogy they do understand.
>>>>
>>>> If I have difficulty figuring out a problem, I keep looking at it
>>>> from different angles until the light comes on. People who cannot
>>>> (or will not) try different approaches won't do well in programming.
>>>>
>>>> Sometimes it takes days to find the right approach. (Sleeping on it
>>>> helps.) Those who are too impatient won't find the solution.
>>>>
>>> Sleeping on it always solved them for me. But how do you teach
>>> someone about radical apporaches when they've been trained to

>>>  start out with a small set of assumptions and buld from there?  It
>>>  was easier to train scientists because they had been steeped
>>>  and soaked in the Scientific Method.  Math types needed an odd
>>>  thinking push and then most were able to adjust.  I think they
>>>  simply changed the small set of assumptions to the specs of the
>>>  language.  That's how I always did it.  If you do it this way,
>>>  you can also learn a new lanugage in less than a day.
>>>
>>
>>  If I remember right, I've previously expressed skepticism about that
>>  claim of being able to learn a new language in a day, to no good
>>  effect, but I'll try again, and maybe someone else can convince
>>  me ....  I *can* believe that a person with a lot of experience
>>  with a particular language paradigm (imperative, functional, etc.)
>>  can quickly pick up the basics of a new language that fits that
>>  paradigm.  But I remain skeptical about *anyone* being able to pick
>>  up a new paradigm in less than a day.
>
>  I would agree with this.  You may be writing noddy programs within a
>  day but you will not be writing idiomatic code within a day (or
>  even a week if it is a genuinely new paradigm).
>

Yes, I was writing Java within a day, but I never claimed  it was *good*
Java.

--
Pete

---

Subject: Re: New HD
Posted by Walter Bushell on Sun, 10 Feb 2013 13:47:33 GMT
View Forum Message <> Reply to Message

In article <slrnkhenun.2ba.maus@gmaus.org>, greymaus <maus@mail.com>
wrote:

>  On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
>>  In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>   Gene Wirchenko <genew@telus.net> wrote:
>>
>>>  It was not a double period.  I had just put a period where I
>>>  should not have.
>>>
>>>      No, I did not check it elsewhere.
>>
>>  Most problems with periods are with missing periods.
>>

>
> Go aand stand in the corner for five minutes :)

You have a filthy mind.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 10 Feb 2013 14:53:43 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/9/2013 9:55 AM, jmfbahciv wrote:
>> Gene Wirchenko wrote:
>>> On 01 Feb 13 09:33:11 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
>>> wrote:
>>> 1) Trying to get the syntax straight, I typed in my code without
>>> checking the syntax first. I was close. I had one extraneous period.
>>> This extraneous period caused the compiler to crash with no error
>>> message. I removed the period, and my program worked perfectly. Put
>>> the period back in, and the compiler crashed.
>>
>> How odd. Did you try to put a double period in another place in
>> program to see if it was a general bug?
>
> Are you accepting bug reports? <g>

Nah, send them to Nixon.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 10 Feb 2013 14:53:43 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/10/2013 6:31 AM, Andy Leighton wrote:
>> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:
>>> In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Charlie Gibbs wrote:
>>>> > In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>> > (jmfbahciv) writes:

>>>> >
>>>> >> Dan Espen wrote:
>>>> >>
>>>> >>> Programming is easy for people that can do it.
>>>> >>> But just about impossible for lots of people despite it appearing
>>>> >>> simple to some.
>>>> >>
>>>> >> For those who have difficulty, it's usually a matter of figuring
>>>> >> out an analogy they do understand.
>>>> >
>>>> > If I have difficulty figuring out a problem, I keep looking at it
>>>> > from different angles until the light comes on.  People who cannot
>>>> > (or will not) try different approaches won't do well in programming.
>>>> >
>>>> > Sometimes it takes days to find the right approach.  (Sleeping on it
>>>> > helps.)  Those who are too impatient won't find the solution.
>>>> >
>>>>  Sleeping on it always solved them for me.  But how do you teach
>>>>  someone about radical apporaches when they've  been trained to
>>>>  start out with a small set of assumptions and buld from there?  It
>>>>  was easier to train scientists because they had been steeped
>>>>  and soaked in the Scientific Method.  Math types needed an odd
>>>>  thinking push and then most were able to adjust.  I think they
>>>>  simply changed the small set of assumptions to the specs of the
>>>>  language.  That's how I always did it.  If you do it this way,
>>>>  you can also learn a new lanugage in less than a day.
>>>>
>>>
>>>  If I remember right, I've previously expressed skepticism about that
>>>  claim of being able to learn a new language in a day, to no good
>>>  effect, but I'll try again, and maybe someone else can convince
>>>  me ....  I *can* believe that a person with a lot of experience
>>>  with a particular language paradigm (imperative, functional, etc.)
>>>  can quickly pick up the basics of a new language that fits that
>>>  paradigm.  But I remain skeptical about *anyone* being able to pick
>>>  up a new paradigm in less than a day.
>>
>>  I would agree with this.  You may be writing noddy programs within a
>>  day but you will not be writing idiomatic code within a day (or
>>  even a week if it is a genuinely new paradigm).
>>
>
>  Yes, I was writing Java within a day, but I never claimed  it was *good*
>  Java.

<grin>  That's called experience.  I didn't say anything about being
able to write the code knowing all the foilbles and tricks needed
for each platform.  Writing good code is exclusive of the language

specs.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 10 Feb 2013 14:53:44 GMT
View Forum Message <> Reply to Message

Gene Wirchenko wrote:
> On 9 Feb 2013 14:55:00 GMT, jmfbahciv <See.above@aol.com> wrote:
>
>> Gene Wirchenko wrote:
>
> [snip]
>
>>> 1) Trying to get the syntax straight, I typed in my code without
>>> checking the syntax first. I was close. I had one extraneous period.
>>> This extraneous period caused the compiler to crash with no error
>>> message. I removed the period, and my program worked perfectly. Put
>>> the period back in, and the compiler crashed.
>>
>> How odd. Did you try to put a double period in another place in
>> program to see if it was a general bug?
>
> It was not a double period. I had just put a period where I
> should not have.

Ah. That meant the rest of the text may not have been read. I misread
your description.

>
> No, I did not check it elsewhere.

That would be a nice diag. Have a TECO macro insert random periods
in a source.

/BAH

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 10 Feb 2013 17:29:48 GMT
View Forum Message <> Reply to Message

In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
at 10:05 PM, Gene Wirchenko <genew@telus.net> said:

> So has Barb.

Water is wet.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 10 Feb 2013 17:34:10 GMT
View Forum Message <> Reply to Message

In <kf5fqk$iev$1@dont-email.me>, on 02/09/2013
at 07:43 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> Why is this a problem? Of course PL/I has had it since the
> beginning.

PL/1 inherited local procedures from ALGOL 60, and the issues were
well understood by then. I don't see keeping track of multiple stack
frames as a problem.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 10 Feb 2013 17:41:20 GMT
View Forum Message <> Reply to Message

In <8qfdh8l86g1idb0qa7dg894cenlf6ttr52@news.xs4all.nl>, on 02/09/2013
at 10:32 PM, hda <agent700@xs4all.nl.invalid> said:

> I would interpret Dijkstra's as a march against "spaghetti"
> programming especially using a HLL, as BASIC invite(d)s to do.

Except that he campaigned against having GOTO in languages, not just
against undisciplined use of it.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 10 Feb 2013 17:48:47 GMT
View Forum Message <> Reply to Message

In <proto-5D2F74.20005109022013@news.panix.com>, on 02/09/2013
  at 08:00 PM, Walter Bushell <proto@panix.com> said:

> Most problems with periods are with missing periods.

Get your mind out of my gutter.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

A dirty mind is a joy forever

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sun, 10 Feb 2013 18:55:11 GMT
View Forum Message <> Reply to Message

On Sun, 10 Feb 2013 12:29:48 -0500, Shmuel (Seymour J.) Metz
<spamtrap@library.lspace.org.invalid> wrote:

> In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
>    at 10:05 PM, Gene Wirchenko <genew@telus.net> said:
>
>>      So has Barb.
>
> Water is wet.

    So glad you remember.  The way you harp on her and at her, I was
wondering.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sun, 10 Feb 2013 18:57:44 GMT
View Forum Message <> Reply to Message

On 9 Feb 2013 20:30:20 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

> In article <96qbh8ttg377n8rqd70rl3c2n879mhthf4@4ax.com>,
> Gene Wirchenko <genew@telus.net> wrote:
>> On 5 Feb 2013 19:11:32 GMT, blmblm@myrealbox.com
>> <blmblm.myrealbox@gmail.com> wrote:
>>
>> [snip]
>>
>>> Interesting! in (my?) American English usage it's more apt to refer
>>> to personnel changes (e.g., "the company had high turnover" means
>>> a lot of people were leaving / being hired).
>>
>> I suggest you check a dictionary. dictionary.reference.com has
>> quite a few business definitions for turnover.

> I can't quite tell whether you mean to be argumentative here. If
> you do, I'll respectfully point out that

Did you look? When I did, I found many business-related
definitions for "turnover"

> (*) "more apt to refer to" is not the same as "always means".
>
> (*) My use of "(my?)" was meant to indicate that possibly my usage
> is not representative of US English speakers. I guess if I'm
> really curious about that I should ask over in alt.usage.english.

Or check a dictionary.

> I'm not remembering your background / current location -- US or
> elsewhere?

Elsewhere. Kamloops, British Columbia, Canada.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sun, 10 Feb 2013 19:00:36 GMT
View Forum Message <> Reply to Message

On 9 Feb 2013 20:28:50 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

> In article <20130207153831.01986c8fb7df6c3846bf6154@eircom.net>,
> Ahem A Rivet's Shot  <steveo@eircom.net> wrote:

[snip]

>>  This is the sort of thing that try ... catch ... finally was
>>  invented for.
>
> Sing it.  I really miss exceptions in languages that don't have them.

And I dislike them in languages that have them.

I remember using a cryptographic library in Java.  I had to add a bunch of catches for the various errors.  And there was nothing I could do with the error besides stating that such-and-such error happened and aborting.  The worst call required about six catches.  It makes for less-than-totally-readable code.

Sincerely,

Gene Wirchenko

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 10 Feb 2013 19:03:24 GMT
View Forum Message <> Reply to Message

On Sun, 10 Feb 2013 12:41:20 -0500
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

>  In <8qfdh8l86g1idb0qa7dg894cenlf6ttr52@news.xs4all.nl>, on 02/09/2013
>  at 10:32 PM, hda <agent700@xs4all.nl.invalid> said:
>
>> I would interpret Dijkstra's as a march against "spaghetti"
>> programming especially using a HLL, as BASIC invite(d)s to do.
>

> Except that he campaigned against having GOTO in languages, not just
> against undisciplined use of it.

Sure, he'd noticed that use of it was mostly undisciplined, and
worked out that with a little care it could be made unnecessary with a
resultant increase in clarity. He wasn't wrong,

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Andy Leighton on Sun, 10 Feb 2013 19:51:28 GMT
View Forum Message <> Reply to Message

On Sun, 10 Feb 2013 11:00:36 -0800, Gene Wirchenko <genew@telus.net> wrote:
> On 9 Feb 2013 20:28:50 GMT, blmblm@myrealbox.com
> <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <20130207153831.01986c8fb7df6c3846bf6154@eircom.net>,
>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>
> [snip]
>
>>> This is the sort of thing that try ... catch ... finally was
>>> invented for.
>>
>> Sing it. I really miss exceptions in languages that don't have them.
>
> And I dislike them in languages that have them.
>
> I remember using a cryptographic library in Java. I had to add a
> bunch of catches for the various errors.

Ahh but that is the difference between checked and unchecked exceptions.

> And there was nothing I could do with the error besides stating that
> such-and-such error happened and aborting. The worst call required
> about six catches.

In that case it probably should have been unchecked.

One could easily argue that many Java programmers, and indeed some of
Java's design, over emphasises checked exceptions. I try to only use

checked exceptions only where they can be caught and dealt with
immediately.

--
Andy Leighton => andyl@azaal.plus.com
"The Lord is my shepherd, but we still lost the sheep dog trials"
  - Robert Rankin, _They Came And Ate Us_

---

Subject: Re: New HD
Posted by GreyMaus[1] on Sun, 10 Feb 2013 19:57:24 GMT
View Forum Message <> Reply to Message

On 2013-02-10, Andy Leighton <andyl@azaal.plus.com> wrote:
>  On 9 Feb 2013 20:28:08 GMT, blmblm  myrealbox.com <blmblm.myrealbox@gmail.com>
wrote:
>>  In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>>  Charlie Gibbs wrote:
>>>>  In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>>  (jmfbahciv) writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >
>>>  language.  That's how I always did it.  If you do it this way,
>>>  you can also learn a new lanugage in less than a day.
>>>
>>
>>  If I remember right, I've previously expressed skepticism about that
>>  claim of being able to learn a new language in a day, to no good
>>  effect, but I'll try again, and maybe someone else can convince
>>  me ....  I *can* believe that a person with a lot of experience
>>  with a particular language paradigm (imperative, functional, etc.)
>>  can quickly pick up the basics of a new language that fits that
>>  paradigm.  But I remain skeptical about *anyone* being able to pick
>>  up a new paradigm in less than a day.
>

There is a book about "Seven languages in Seven Days", Note,
nothing about "Learning".

--
maus
 .
  .
....

---

Subject: Re: New HD
Posted by GreyMaus[1] on Sun, 10 Feb 2013 19:57:25 GMT
View Forum Message <> Reply to Message

On 2013-02-10, Quadibloc <jsavard@ecn.ab.ca> wrote:
> Walter Banks wrote:
>
>> A lot of people were educated in the 60's when physicists could do no
>> wrong and graduated a few years later when there were no careers for
>> them. I know I was one. Then again I discovered computers analyzing
>> data for my thesis.
>
> Indeed. And now people wonder why there has been so little progress in
> the last few decades, except in computers.
>
> John Savard

Actually, from reading this group, There has not. Just ideas and concepts
being `communalized' in a wider Interenet.

--
maus
.
.
....

Subject: Re: New HD
Posted by GreyMaus[1] on Sun, 10 Feb 2013 19:57:26 GMT
View Forum Message <> Reply to Message

On 2013-02-10, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 2/10/2013 6:31 AM, Andy Leighton wrote:
>> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com <blmblm.myrealbox@gmail.com>
wrote:
>>> In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Charlie Gibbs wrote:
>>>> > In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>> If I remember right, I've previously expressed skepticism about that
>>> claim of being able to learn a new language in a day, to no good
>>> effect, but I'll try again, and maybe someone else can convince
>>> me .... I *can* believe that a person with a lot of experience
>>> with a particular language paradigm (imperative, functional, etc.)
>>> can quickly pick up the basics of a new language that fits that
>>> paradigm. But I remain skeptical about *anyone* being able to pick
>>> up a new paradigm in less than a day.

>>
>> I would agree with this. You may be writing noddy programs within a
>> day but you will not be writing idiomatic code within a day (or
>> even a week if it is a genuinely new paradigm).
>>
>
> Yes, I was writing Java within a day, but I never claimed it was *good*
> Java.
>
I can too. "Java", less than 5 seconds :)

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 10 Feb 2013 20:14:35 GMT
View Forum Message <> Reply to Message

On 2/10/2013 2:00 PM, Gene Wirchenko wrote:
> On 9 Feb 2013 20:28:50 GMT, blmblm@myrealbox.com
> <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <20130207153831.01986c8fb7df6c3846bf6154@eircom.net>,
>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>
> [snip]
>
>>> This is the sort of thing that try ... catch ... finally was
>>> invented for.
>>
>> Sing it. I really miss exceptions in languages that don't have them.
>
> And I dislike them in languages that have them.
>
> I remember using a cryptographic library in Java. I had to add a
> bunch of catches for the various errors. And there was nothing I
> could do with the error besides stating that such-and-such error
> happened and aborting. The worst call required about six catches. It
> makes for less-than-totally-readable code.

What does Java do if you leave them out? By default PL/I traps the
error and prints a "meaningful" error message. Naturally C pretends
errors don't happen.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 10 Feb 2013 20:14:35 GMT
View Forum Message <> Reply to Message

On 2/10/2013 2:57 PM, greymaus wrote:
> On 2013-02-10, Andy Leighton <andyl@azaal.plus.com> wrote:
>> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>>> In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Charlie Gibbs wrote:
>>>> > In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>> > (jmfbahciv) writes:
>>>> >
>>>> >> Dan Espen wrote:
>>>> >>
>>>> language. That's how I always did it. If you do it this way,
>>>> you can also learn a new lanugage in less than a day.
>>>>
>>>
>>> If I remember right, I've previously expressed skepticism about that
>>> claim of being able to learn a new language in a day, to no good
>>> effect, but I'll try again, and maybe someone else can convince
>>> me .... I *can* believe that a person with a lot of experience
>>> with a particular language paradigm (imperative, functional, etc.)
>>> can quickly pick up the basics of a new language that fits that
>>> paradigm. But I remain skeptical about *anyone* being able to pick
>>> up a new paradigm in less than a day.
>>
>
> There is a book about "Seven languages in Seven Days", Note,
> nothing about "Learning".
>

Sounds like a "programming languages" course I took, where we "did" a
new language every week or two. Of course the intention was not to have
us learn the particular language but to see the differences between
languages. Possibly see the problems involved in compiling them too,
but I can't recall right now,

--
Pete

---

Subject: Re: New HD
Posted by Andy Leighton on Sun, 10 Feb 2013 22:07:05 GMT
View Forum Message <> Reply to Message

On Sun, 10 Feb 2013 15:19:22 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 2/10/2013 2:57 PM, greymaus wrote:
>> On 2013-02-10, Andy Leighton <andyl@azaal.plus.com> wrote:
>>> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>>>> In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> > Charlie Gibbs wrote:
>>>> >> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>> >> (jmfbahciv) writes:
>>>> >>
>>>> >>> Dan Espen wrote:
>>>> >>>
>>>> > language. That's how I always did it. If you do it this way,
>>>> > you can also learn a new lanugage in less than a day.
>>>> >
>>>>
>>>> If I remember right, I've previously expressed skepticism about that
>>>> claim of being able to learn a new language in a day, to no good
>>>> effect, but I'll try again, and maybe someone else can convince
>>>> me .... I *can* believe that a person with a lot of experience
>>>> with a particular language paradigm (imperative, functional, etc.)
>>>> can quickly pick up the basics of a new language that fits that
>>>> paradigm. But I remain skeptical about *anyone* being able to pick
>>>> up a new paradigm in less than a day.
>>>
>>
>> There is a book about "Seven languages in Seven Days", Note,
>> nothing about "Learning".
>>
>
> Sounds like a "programming languages" course I took, where we "did" a
> new language every week or two. Of course the intention was not to have
> us learn the particular language but to see the differences between
> languages.

The book's title is _Seven Languages In Seven Weeks_. I've read it,
and it is on the shelf next to me.

It provides a reasonable introduction to the language and does allow you
to see some of the differences between them.

BTW the languages are Ruby, IO, Prolog, Scala, Erlang, Clojure and
Haskell.

--
Andy Leighton => andyl@azaal.plus.com
"The Lord is my shepherd, but we still lost the sheep dog trials"
- Robert Rankin, _They Came And Ate Us_

---

Subject: Re: New HD
Posted by Anonymous on Sun, 10 Feb 2013 22:50:35 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Thu, 07 Feb 2013 11:27:57 -0500, Walter Banks
<walter@bytecraft.com> wrote:

>
>
> jmfbahciv wrote:
>
>> Charles Richmond wrote:
>>
>>>
>>> Bzzzzzttt.... The "math head" I knew had a Masters in math and was working
>>> on his PhD. He just could *not* "wrap his head around" the concepts of
>>> programming.
>>
>> TW's background was math. JMF's background was physics. We did have
>> a good OS programmer whose background was philosophy--that one surprised
>> me.
>>
>> A lot of people were physicists.
>
> A lot of people were educated in the 60's when physicists could do no
> wrong and graduated a few years later when there were no careers for
> them. I know I was one. Then again I discovered computers analyzing
> data for my thesis.
>
> The organizational and analytical skills and how errors accumulate
> through a process were very useful
>
> w..
>

I do wonder if computers have not been driven down the same road as
nuclear science.

It seems that an atomic bomb code named "Ivan," was detonated in
October 30 1961 by the USSR. It weighed

in at some 38,000 times the power of the Hiroshima bomb. (1)

Half a century on, and we are not living on free nuclear power - just the bombs.

And now it seems that bigger and faster computers are needed by Govmints for cyber warfare (oops, sorry,

security).
Maybe the use of super computers soon be outlawed.

Carl Goldsworthy

http://www.damninteresting.com/the-most-powerful-bomb-ever-c onstructed/

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 10 Feb 2013 23:09:26 GMT
View Forum Message <> Reply to Message

On 2/10/2013 5:07 PM, Andy Leighton wrote:
> On Sun, 10 Feb 2013 15:19:22 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
>> On 2/10/2013 2:57 PM, greymaus wrote:
>>> On 2013-02-10, Andy Leighton <andyl@azaal.plus.com> wrote:
>>>> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>>>> > In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >> Charlie Gibbs wrote:
>>>> >>> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>> >>> (jmfbahciv) writes:
>>>> >>>
>>>> >>>> Dan Espen wrote:
>>>> >>>>
>>>> >> language. That's how I always did it. If you do it this way,
>>>> >> you can also learn a new lanugage in less than a day.
>>>> >>
>>>> >
>>>> > If I remember right, I've previously expressed skepticism about that
>>>> > claim of being able to learn a new language in a day, to no good
>>>> > effect, but I'll try again, and maybe someone else can convince
>>>> > me .... I *can* believe that a person with a lot of experience
>>>> > with a particular language paradigm (imperative, functional, etc.)
>>>> > can quickly pick up the basics of a new language that fits that
>>>> > paradigm. But I remain skeptical about *anyone* being able to pick

>>>> > up a new paradigm in less than a day.
>>>>
>>>
>>> There is a book about "Seven languages in Seven Days", Note,
>>> nothing about "Learning".
>>>
>>
>> Sounds like a "programming languages" course I took, where we "did" a
>> new language every week or two. Of course the intention was not to have
>> us learn the particular language but to see the differences between
>> languages.
>
> The book's title is _Seven Languages In Seven Weeks_. I've read it,
> and it is on the shelf next to me.
>
> It provides a reasonable introduction to the language and does allow you
> to see some of the differences between them.
>
> BTW the languages are Ruby, IO, Prolog, Scala, Erlang, Clojure and
> Haskell.
>

We did, IIRC, SNOBOL, SETL, LISP, PL/I, and a few others.

--
Pete

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 10 Feb 2013 23:39:32 GMT
View Forum Message <> Reply to Message

"Gene Wirchenko" <genew@telus.net> wrote in message
news:78jbh8177ffd845atm1aa70gt9qp4jgu56@4ax.com...
> On Wed, 06 Feb 2013 15:23:27 GMT, scott@slp53.sl.home (Scott Lurndal)
> wrote:
>
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>>> message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...
>>>> In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
>>>> at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> >Shmuel, I have personally known "math heads" who could *not* make the
>>>> >leap to computer programming.
>>>>
>>>> What do you mean by "Math heads"? I've certainly never met anybody in
>>>> a Mathematics department who had that problem.

>>>>
>>>
>>> I mean a graduate math student with a master's degree in mathematics.
>>
>> One of the best programmers I ever worked with had a Phd in Mathematics.
>>
>> Just goes to show that generalizations aren't.
>
>  And what about Adm. Hopper?  She had a PhD in Mathematics, too.
>

I guess in 1934 when Hopper got her PhD in Mathematics, *not* too many
Computer Science degrees were being offered...  :-)

I don't think one can generalize that someone especially good in math will
be good in programming.  Some are and some are *not*.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 10 Feb 2013 23:41:50 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:5117d90c$8$fuzhry+tra$mr2ice@news.patriot.net...
>  In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
>  at 10:05 PM, Gene Wirchenko <genew@telus.net> said:
>
>>  So has Barb.
>
>  Water is wet.
>

Unless you get a can of dehydrated water....  ;-)

http://www.buydehydratedwater.com/

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Sun, 10 Feb 2013 23:54:32 GMT

View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kf5fqk$iev$1@dont-email.me...
> On 2/8/2013 6:54 PM, Charles Richmond wrote:
>>
>>
>> Having local functions with their own local variables... complicates the
>> handling of function calls. The program has to be able to determine
>> what variables are in scope at any time. C works more like FORTRAN 77
>> with all functions being external.
>>
>
> Why is this a problem? Of course PL/I has had it since the beginning. Are
> you saying it's a problem for the compiler, the programmer, or both?
>

The "Chinese boxes" structure of Pascal makes it more difficult to write a compiler or a debugger for the language. For the average programmer, it makes determining which variables are "in scope" more difficult. Those are the problems I find.

Just for fun, I compiled the PASCALS interpreter published by Niklaus Wirth with a Pascal compiler on my Atari ST. After a small adjustment for the ASCII character set it *could* work (the original used the CDC 6600 character encoding... this matttered because a binary search was used on a sorted array of reserved words to recognize them). The reason PASCALS failed on my Atari ST... was that the compiler mishandled the scope of a variable that was defined in an outer block. When I got a later, update version of the compiler... this problem had been fixed.

(The reason I knew that the source code was correct: I took the source to my PPoE and compiled it using the VAX Pascal compiler. The interpreter worked after this compilation.)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 11 Feb 2013 00:02:07 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in message news:5117da12$9$fuzhry+tra$mr2ice@news.patriot.net...
> In <kf5fqk$iev$1@dont-email.me>, on 02/09/2013
> at 07:43 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

>
>> Why is this a problem?  Of course PL/I has had it since the
>> beginning.
>
>  PL/1 inherited local procedures from ALGOL 60, and the issues were
>  well understood by then. I don't see keeping track of multiple stack
>  frames as a problem.
>

The problem is *not* "keeping track of mutiple stack frames".  Besides the frame pointer, each invocation of a routine has a static link pointer that is used to find non-local variables that are "in scope" because of nested procedures.  (I know it's a stack structure... but IBM PL/I calls the stack frame an "activation record".)  Sometimes a data structure called a "display" is used to store the extra pointers needed.

Here is something from Wikipedia discussing the subject:

Programming languages that support nested subroutines also have a field in the call frame that points to the stack frame of the latest activation of the procedure that most closely encapsulates the callee, i.e. the immediate scope of the callee. This is called an access link or static link (as it keeps track of static nesting during dynamic and recursive calls) and provides the routine (as well as any other routines it may invoke) access to the local data of its encapsulating routines at every nesting level. Some architectures, compilers, or optimization cases store one link for each enclosing level (not just the immediately enclosing), so that deeply nested routines that access shallow data do not have to traverse several links; this strategy is often called a display.[1] Access link(s) can be optimized away in cases where an inner function does not access any (non constant) local data in the encapsulation-pure functions, i.e. routines communicating via argument(s) and return value(s) only would be an example of this. Some historical computers, such as the Burroughs large systems, had special "display registers" to support nested functions while compilers for most modern machines (such as the ubiquitous x86) simply reserve a few words on the stack for the pointers, as needed.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 11 Feb 2013 00:16:19 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:51164F9B.CB9DC640@bytecraft.com...

>
>
> Charles Richmond wrote:
>
>> "Walter Banks" <walter@bytecraft.com> wrote in message
>> news:511545FB.2AECCEC1@bytecraft.com...
>>>
>>>
>>> Dan Espen wrote:
>>>
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>
>>>> > C has local variables correct Pascal has local functions that C
>>>> > should
>>>> > have.
>>>>
>>>> I don't know Pascal so I may be missing something, but
>>>> C has local functions, just declare the function static.
>>>
>>> C's local functions are local to the source file. Pascal has
>>> local functions that are scoped local to a function. Very
>>> similar to the scoping rules of C local variables.
>>>
>>> They are written before the function begin ('{' in C) and
>>> can see the containing functions argument list and all local
>>> variables declared above it. The syntax of local functions
>>> and procedures is identical to normal functions and
>>> procedures.
>>>
>>
>> Having local functions with their own local variables... complicates the
>> handling of function calls. The program has to be able to determine what
>> variables are in scope at any time.
>
> It is no more difficult to compile than the C local variable scoping rules
> (ie relatively easy) Our C compilers have a build option that can allow
> nested functions they are shipped with it off.
>
> I once suggested local functions at an ISO/WG14 meeting (C Standards)
> the uniform *no* was mostly based on "its too complicated to implement"
> Our compiler on my laptop supported nested functions ready to
> demonstrate. GCC has had it for years and it strangely is rarely used.
> I use nested functions a lot writing pascal based code.

I originally come from a FORTRAN IV type bias. It is more natural for me to
code in C the way it is now.

```
>
>  C after C99 has some very sensible variable scoping rules, declare them
>  anywhere and they die at the "}" at the end of the current block. Name
>  conflicts are simple most recent live declaration prevails
>  int a;
>  void foo (int a)
>  {
>    int b;
>     b = a;
>     ...
>    int a;
>   ...
>     b = a;
>   if (a)
>    {
>      int a;
>    }
>  else
>    {
>      int  c;
>      c = a;
>      b = a;
>    }
>  int d;
>  d = a;
>  return;
>  }
>
>  Which a was assigned to vars b,c and d when you get to return
>
```

ISTM that even in K&R C, one can declare a variable in the executable code (this is excluding such declarations with the use of "{" and "}" in structure and union definitions) *anywhere* there is an open sqirrelly bracket "{". The scope of such declared variables is to the corresponding closing squirrely bracket "}". I think this is usually implemented by allocating space on the stack for all such variables within a function... even though the scope of some of those variables is just within "{"-"}" pairs within the function.

Also, ISTM that in C you are allowed to insert a pair of squirrely brackets pretty much at will. The following function definition should compile and run with *no* problem:

```
int tstfunc(x,y,z)
int  x, y, z;   /* yes I know it's deprecated, but I *like* it */
{
   int   i;
```

```
  for(i = 0; i < 10; i++)
    {
        {{{{  printf("%d\n",i); }}}}
    }

  {
    int  alpha;

    alpha = x + y;

    printf("value of alpha is %d\n",alpha);
  }

  return  42;
}
```

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 11 Feb 2013 00:18:59 GMT
View Forum Message <> Reply to Message

"greymaus" <maus@mail.com> wrote in message
news:slrnkhenun.2ba.maus@gmaus.org...
> On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
>> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>> Gene Wirchenko <genew@telus.net> wrote:
>>
>>> It was not a double period. I had just put a period where I
>>> should not have.
>>>
>>> No, I did not check it elsewhere.
>>
>> Most problems with periods are with missing periods.
>>
>
> Go aand stand in the corner for five minutes :)
>

Things can be a bit more serious... when a female COBOL programmer misses a
period.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 11 Feb 2013 00:20:53 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:5117dd7f$1$fuzhry+tra$mr2ice@news.patriot.net...
> In <proto-5D2F74.20005109022013@news.panix.com>, on 02/09/2013
> at 08:00 PM, Walter Bushell <proto@panix.com> said:
>
>> Most problems with periods are with missing periods.
>
> Get your mind out of my gutter.
>

I resemble that incineration!!!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 11 Feb 2013 00:26:12 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
message news:5117dbc0$10$fuzhry+tra$mr2ice@news.patriot.net...
> In <8qfdh8l86g1idb0qa7dg894cenlf6ttr52@news.xs4all.nl>, on 02/09/2013
> at 10:32 PM, hda <agent700@xs4all.nl.invalid> said:
>
>> I would interpret Dijkstra's as a march against "spaghetti"
>> programming especially using a HLL, as BASIC invite(d)s to do.
>
> Except that he campaigned against having GOTO in languages, not just
> against undisciplined use of it.
>

Throw the baby out with the bath water. If GOTO does *not* exist in a
language... well, you can't misuse it!!! Of course, you can't use it at
all!!! But the problem of misuse of GOTO is fixed!!! There.... don't we
feel better??? ;-)

--

numerist at aquaporin4 dot com

Subject: Re: New HD
Posted by Charles Richmond on Mon, 11 Feb 2013 00:28:04 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D55FE8DA2C59@ac810931.ipt.aol.com...
> Peter Flass wrote:
>> On 2/10/2013 6:31 AM, Andy Leighton wrote:
>>> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com
> <blmblm.myrealbox@gmail.com> wrote:
>>>> In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> > Charlie Gibbs wrote:
>>>> >> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>,
>>>> >> See.above@aol.com
>>>> >> (jmfbahciv) writes:
>>>> >>
>>>> >>> Dan Espen wrote:
>>>> >>>
>>>> >>>> Programming is easy for people that can do it.
>>>> >>>> But just about impossible for lots of people despite it appearing
>>>> >>>> simple to some.
>>>> >>>
>>>> >>> For those who have difficulty, it's usually a matter of figuring
>>>> >>> out an analogy they do understand.
>>>> >>
>>>> >> If I have difficulty figuring out a problem, I keep looking at it
>>>> >> from different angles until the light comes on. People who cannot
>>>> >> (or will not) try different approaches won't do well in programming.
>>>> >>
>>>> >> Sometimes it takes days to find the right approach. (Sleeping on it
>>>> >> helps.) Those who are too impatient won't find the solution.
>>>> >>
>>>> > Sleeping on it always solved them for me. But how do you teach
>>>> > someone about radical apporaches when they've been trained to
>>>> > start out with a small set of assumptions and buld from there? It
>>>> > was easier to train scientists because they had been steeped
>>>> > and soaked in the Scientific Method. Math types needed an odd
>>>> > thinking push and then most were able to adjust. I think they
>>>> > simply changed the small set of assumptions to the specs of the
>>>> > language. That's how I always did it. If you do it this way,
>>>> > you can also learn a new lanugage in less than a day.
>>>> >
>>>>

>>>> If I remember right, I've previously expressed skepticism about that
>>>> claim of being able to learn a new language in a day, to no good
>>>> effect, but I'll try again, and maybe someone else can convince
>>>> me .... I *can* believe that a person with a lot of experience
>>>> with a particular language paradigm (imperative, functional, etc.)
>>>> can quickly pick up the basics of a new language that fits that
>>>> paradigm. But I remain skeptical about *anyone* being able to pick
>>>> up a new paradigm in less than a day.
>>>
>>> I would agree with this. You may be writing noddy programs within a
>>> day but you will not be writing idiomatic code within a day (or
>>> even a week if it is a genuinely new paradigm).
>>>
>>
>> Yes, I was writing Java within a day, but I never claimed it was *good*
>> Java.
>
> <grin> That's called experience. I didn't say anything about being
> able to write the code knowing all the foilbles and tricks needed
> for each platform. Writing good code is exclusive of the language
> specs.
>

Yes, a good FORTRAN IV programmer can write FORTRAN code in *any*
language!!! :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 11 Feb 2013 01:42:38 GMT
View Forum Message <> Reply to Message

Quadibloc <jsavard@ecn.ab.ca> wrote
> Walter Banks wrote

>> A lot of people were educated in the 60's when physicists could do no
>> wrong and graduated a few years later when there were no careers for
>> them. I know I was one. Then again I discovered computers analyzing
>> data for my thesis.

> Indeed. And now people wonder why there has been so
> little progress in the last few decades, except in computers.

That's bullshit. There has been a hell of a lot of progress in gene
technology alone.

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Mon, 11 Feb 2013 02:14:32 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
> in message news:5117dbc0$10$fuzhry+tra$mr2ice@news.patriot.net...
>> In <8qfdh8l86g1idb0qa7dg894cenlf6ttr52@news.xs4all.nl>, on 02/09/2013
>> at 10:32 PM, hda <agent700@xs4all.nl.invalid> said:
>>
>>> I would interpret Dijkstra's as a march against "spaghetti"
>>> programming especially using a HLL, as BASIC invite(d)s to do.
>>
>> Except that he campaigned against having GOTO in languages, not just
>> against undisciplined use of it.
>>
>
> Throw the baby out with the bath water. If GOTO does *not* exist in a
> language... well, you can't misuse it!!! Of course, you can't use it
> at all!!! But the problem of misuse of GOTO is fixed!!!
> There.... don't we feel better??? ;-)

My view remains that his argument, regarding the flow of logic through
an algorithm and ending up with a program that can be debugged and then
maintained, was exactly correct. What he missed was error handling (he
was weak on the idea that programmers make mistakes, which was reflected
in a *lot* of what he had to say about logical proofs of correctness),
and that is handled *much* better with try/catch than with a goto.

If your program logic, written in a language that supports the ordinary
sorts of flow-control statements like if/for/while, would be clearer
with the use of a goto then you need to rethink your program logic.

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Mon, 11 Feb 2013 02:15:21 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> Yes, a good FORTRAN IV programmer can write FORTRAN code in *any*
> language!!! :-)

And *bad* FORTRAN IV programmer wouldn't realize that's what he was
doing!

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 11 Feb 2013 05:32:01 GMT
View Forum Message <> Reply to Message

On Sun, 10 Feb 2013 17:41:50 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
> message news:5117d90c$8$fuzhry+tra$mr2ice@news.patriot.net...
>> In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
>> at 10:05 PM, Gene Wirchenko <genew@telus.net> said:
>>
>>> So has Barb.
>>
>> Water is wet.
>>
>
> Unless you get a can of dehydrated water.... ;-)
>
> http://www.buydehydratedwater.com/

Well, it might have been banned in his area. Wait, that is
DHMO. Sorry, sorry.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 11 Feb 2013 05:39:00 GMT
View Forum Message <> Reply to Message

On Sun, 10 Feb 2013 15:16:43 -0500, Peter Flass
<Peter_Flass@Yahoo.com> wrote:

> On 2/10/2013 2:00 PM, Gene Wirchenko wrote:
>> On 9 Feb 2013 20:28:50 GMT, blmblm@myrealbox.com
>> <blmblm.myrealbox@gmail.com> wrote:
>>
>>> In article <20130207153831.01986c8fb7df6c3846bf6154@eircom.net>,
>>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>
>> [snip]
>>
>>>> This is the sort of thing that try ... catch ... finally was
>>>> invented for.
>>>

>>>  Sing it.  I really miss exceptions in languages that don't have them.
>>
>>  And I dislike them in languages that have them.
>>
>>  I remember using a cryptographic library in Java.  I had to add a
>>  bunch of catches for the various errors.  And there was nothing I
>>  could do with the error besides stating that such-and-such error
>>  happened and aborting.  The worst call required about six catches.  It
>>  makes for less-than-totally-readable code.
>
> What does Java do if you leave them out?  By default PL/I traps the
> error and prints a "meaningful" error message.  Naturally C pretends
> errors don't happen.

You get a compilation error.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 11 Feb 2013 12:32:19 GMT
View Forum Message <> Reply to Message

In article <o8rfh81b4eau2ne2q79dbu14fbdocihtbf@4ax.com>,
Gene Wirchenko  <genew@telus.net> wrote:
>  On 9 Feb 2013 20:30:20 GMT, blmblm@myrealbox.com
>  <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <96qbh8ttg377n8rqd70rl3c2n879mhthf4@4ax.com>,
>> Gene Wirchenko  <genew@telus.net> wrote:
>>>  On 5 Feb 2013 19:11:32 GMT, blmblm@myrealbox.com
>>>  <blmblm.myrealbox@gmail.com> wrote:
>>>
>>>  [snip]
>>>
>>>> Interesting!  in (my?) American English usage it's more apt to refer
>>>> to personnel changes (e.g., "the company had high turnover" means
>>>> a lot of people were leaving / being hired).
>>>
>>>  I suggest you check a dictionary.  dictionary.reference.com has
>>>  quite a few business definitions for turnover.

Including the one I mention, no?

>> I can't quite tell whether you mean to be argumentative here.  If
>> you do, I'll respectfully point out that

>
>  Did you look?  When I did, I found many business-related
> definitions for "turnover"

It appears to me that you *do* mean to be argumentative.  Well, okay,
I'll go another round .... :

I did go a quick Google search for "define:turnover" and read one of
the hits, the one in the online Merriam-Webster.  Somehow I didn't
notice previously that you had given an almost-URL so didn't look
there.  I've rectified that mistake now, but -- eh, to me the two
(sets of) definitions seem pretty similar.

>> (*) "more apt to refer to" is not the same as "always means".
>>
>> (*) My use of "(my?)" was meant to indicate that possibly my usage
>> is not representative of US English speakers.  I guess if I'm
>> really curious about that I should ask over in alt.usage.english.
>
>  Or check a dictionary.

I don't think a dictionary will tell me which meaning is most
common, and I've already said that the usage that apparently
comes first to my mind is not the only one possible, no?

Morten's meaning wasn't among the ones I was aware of, and it
surprises me a bit that there would be a meaning I didn't know of,
but, as the folks over in alt.fan.cecil-adams are fond of saying,
"You Really Do Learn Stuff Here".

>> I'm not remembering your background / current location -- US or
>> elsewhere?
>
>  Elsewhere.  Kamloops, British Columbia, Canada.

Okay.  Mine's US.  Which of us is more likely to know about US-English
usage?

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 11 Feb 2013 12:34:00 GMT
View Forum Message <> Reply to Message

In article <ldrfh8l10fhofmjj9efevm4609pd22dgpq@4ax.com>,

Gene Wirchenko  <genew@telus.net> wrote:
>  On 9 Feb 2013 20:28:50 GMT, blmblm@myrealbox.com
>  <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <20130207153831.01986c8fb7df6c3846bf6154@eircom.net>,
>> Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>
>  [snip]
>
>>>  This is the sort of thing that try ... catch ... finally was
>>>  invented for.
>>
>> Sing it.  I really miss exceptions in languages that don't have them.
>
>  And I dislike them in languages that have them.
>
>  I remember using a cryptographic library in Java.  I had to add a
>  bunch of catches for the various errors.  And there was nothing I
>  could do with the error besides stating that such-and-such error
>  happened and aborting.  The worst call required about six catches.  It
>  makes for less-than-totally-readable code.

Java checked exceptions are not without their annoyances, granted.
Based on some of what you've posted to comp.lang.java.programmer
I suspect you're more like to be annoyed than people who are, hm,
more inclined toward the Java mindset?

In this case I'd be inclined to wonder whether you might have
simplified the code by finding a common ancestor for all six of the
exception types and writing one "catch" for that.  But maybe that
would have caught some other type of exception that you didn't want
to ....  But no, I'd think that might be okay given that you just
wanted to bail out anyway.

Just sayin', maybe.  I'm not without my biases either.  (Don't get
me started on languages without explicitly-typed variables.)

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 11 Feb 2013 12:46:10 GMT
View Forum Message <> Reply to Message

On 2/10/2013 6:54 PM, Charles Richmond wrote:
>  "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message

> news:kf5fqk$iev$1@dont-email.me...
>> On 2/8/2013 6:54 PM, Charles Richmond wrote:
>>>
>>>
>>> Having local functions with their own local variables... complicates the
>>> handling of function calls. The program has to be able to determine
>>> what variables are in scope at any time. C works more like FORTRAN 77
>>> with all functions being external.
>>>
>>
>> Why is this a problem? Of course PL/I has had it since the beginning.
>> Are you saying it's a problem for the compiler, the programmer, or both?
>>
>
> The "Chinese boxes" structure of Pascal makes it more difficult to write
> a compiler or a debugger for the language. For the average programmer,
> it makes determining which variables are "in scope" more difficult.
> Those are the problems I find.
>

That's what a cross-reference is for, not to say nearly indispensable.
Normally it's not good practice to have duplicate-named variables except
strictly local (I,J,K...).

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 11 Feb 2013 12:52:48 GMT
View Forum Message <> Reply to Message

On 2/11/2013 12:39 AM, Gene Wirchenko wrote:
> On Sun, 10 Feb 2013 15:16:43 -0500, Peter Flass
> <Peter_Flass@Yahoo.com> wrote:
>
>> On 2/10/2013 2:00 PM, Gene Wirchenko wrote:
>>> On 9 Feb 2013 20:28:50 GMT, blmblm@myrealbox.com
>>> <blmblm.myrealbox@gmail.com> wrote:
>>>
>>>> In article <20130207153831.01986c8fb7df6c3846bf6154@eircom.net>,
>>>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>>
>>> [snip]
>>>
>>>> > This is the sort of thing that try ... catch ... finally was
>>>> > invented for.
>>>>

>>>>  Sing it.  I really miss exceptions in languages that don't have them.
>>>
>>>  And I dislike them in languages that have them.
>>>
>>>  I remember using a cryptographic library in Java.  I had to add a
>>>  bunch of catches for the various errors.  And there was nothing I
>>>  could do with the error besides stating that such-and-such error
>>>  happened and aborting.  The worst call required about six catches.  It
>>>  makes for less-than-totally-readable code.
>>
>>  What does Java do if you leave them out?  By default PL/I traps the
>>  error and prints a "meaningful" error message.  Naturally C pretends
>>  errors don't happen.
>
>  You get a compilation error.
>

I thought the discussion was about run-time errors - divide by zero and
such.

--
Pete

---

Subject: Re: New HD
Posted by Walter Banks on Mon, 11 Feb 2013 12:59:18 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:

>  Quadibloc <jsavard@ecn.ab.ca> wrote
>>  Walter Banks wrote
>
>>>  A lot of people were educated in the 60's when physicists could do no
>>>  wrong and graduated a few years later when there were no careers for
>>>  them. I know I was one. Then again I discovered computers analyzing
>>>  data for my thesis.
>
>>  Indeed. And now people wonder why there has been so
>>  little progress in the last few decades, except in computers.
>
>  That's bullshit. There has been a hell of a lot of progress in gene
>  technology alone.

You have to respect those who sequence DNA using pencil,
paper and van Leeuwenhoek eye pieces without the aid of a

Subject: Re: New HD
Posted by Walter Banks on Mon, 11 Feb 2013 13:19:15 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:

> "Walter Banks" <walter@bytecraft.com> wrote in message
>>
>> C's local functions are local to the source file. Pascal has
>> local functions that are scoped local to a function. Very
>> similar to the scoping rules of C local variables.
>>
>> They are written before the function begin ('{' in C) and
>> can see the containing functions argument list and all local
>> variables declared above it. The syntax of local functions
>> and procedures is identical to normal functions and
>> procedures.
>>
>
> Having local functions with their own local variables... complicates the
> handling of function calls. The program has to be able to determine what
> variables are in scope at any time. C works more like FORTRAN 77 with all
> functions being external.

It was surprisingly easy to implemented the changes in our C compiler, It
added maybe 50 lines total out of 300K lines total. C already has
most of what is needed handling local variables, It was mostly a matter
of *allowing* the compiler to accept a function definition inside a function
prior to the start of function code. Scoping rules were handled the same
way as local variables

w..

Subject: Re: New HD
Posted by GreyMaus[1] on Mon, 11 Feb 2013 14:27:33 GMT
View Forum Message <> Reply to Message

On 2013-02-10, Ibmekon <Ibmekon> wrote:
> On Thu, 07 Feb 2013 11:27:57 -0500, Walter Banks
> <walter@bytecraft.com> wrote:
>> w..
>>
>

> I do wonder if computers have not been driven down the same road as
> nuclear science.
>
> It seems that an atomic bomb code named "Ivan," was detonated in
> October 30 1961 by the USSR. It weighed
>
> in at some 38,000 times the power of the Hiroshima bomb. (1)

It was so powerfull that it made Cheyanne Mountain obsolete.
(In other words. if it was deliverable by rocket, that scene in "War Games"
would never have happened in real war. situation)
>
> Half a century on, and we are not living on free nuclear power - just
> the bombs.

Faulty reasoning, and faulty economics. I note that the giant DRAX
powerstation in Yorkshire, which was supposed to provide coal-fired
electricity `too cheap to meter' is now proposing to change to
biomass

>
> And now it seems that bigger and faster computers are needed by
> Govmints for cyber warfare (oops, sorry,
>
> security).
> Maybe the use of super computers soon be outlawed.
>

Or just computers, which can change economic nonsense into credible
form?. "Rubbish in, Rubbish out."

>
> Carl Goldsworthy
>
>
> http://www.damninteresting.com/the-most-powerful-bomb-ever-c onstructed/
>
>
>

--
maus
.
.
....

Subject: Re: New HD
Posted by GreyMaus[1] on Mon, 11 Feb 2013 14:27:33 GMT
View Forum Message <> Reply to Message

On 2013-02-10, Andy Leighton <andyl@azaal.plus.com> wrote:
> On Sun, 10 Feb 2013 15:19:22 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
>> On 2/10/2013 2:57 PM, greymaus wrote:
>>> On 2013-02-10, Andy Leighton <andyl@azaal.plus.com> wrote:
>>>> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>>
>> Sounds like a "programming languages" course I took, where we "did" a
>> new language every week or two. Of course the intention was not to have
>> us learn the particular language but to see the differences between
>> languages.
>
> The book's title is _Seven Languages In Seven Weeks_. I've read it,
> and it is on the shelf next to me.
>
> It provides a reasonable introduction to the language and does allow you
> to see some of the differences between them.
>
> BTW the languages are Ruby, IO, Prolog, Scala, Erlang, Clojure and
> Haskell.
>

I have it as well, I agree about the above, but the title is ambiguous.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 11 Feb 2013 14:31:03 GMT
View Forum Message <> Reply to Message

Gene Wirchenko wrote:
> On Sun, 10 Feb 2013 12:29:48 -0500, Shmuel (Seymour J.) Metz
> <spamtrap@library.lspace.org.invalid> wrote:
>
>> In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
>> at 10:05 PM, Gene Wirchenko <genew@telus.net> said:
>>
>>> So has Barb.

>>
>> Water is wet.
>
>  So glad you remember.  The way you harp on her and at her, I was
>  wondering.

Thanks, Gene.  I think it's their way of changing the subject in some
cases.  I don't think these people have ever had to know all the steps
of getting a product out.  Most of the diag and hardware people at DEC
seemed to stay within their box of employment.  The rest of us did
work in all the other areas.  there is nothing like field test of
hard/software to expose a person to all the steps required to get
a product out the door and in the catalog (there is a name we used
for this catalog but I can't retrieve it).  I can remember writing
that coding was 5% of a project and got some howls from programmers.
That told me a lot ;-).

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 11 Feb 2013 14:31:07 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
>  "Gene Wirchenko" <genew@telus.net> wrote in message
>  news:78jbh8177ffd845atm1aa70gt9qp4jgu56@4ax.com...
>>  On Wed, 06 Feb 2013 15:23:27 GMT, scott@slp53.sl.home (Scott Lurndal)
>>  wrote:
>>
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>>>> message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...
>>>> > In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
>>>> >  at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >>Shmuel, I have personally known "math heads" who could *not* make the
>>>> >>leap to computer programming.
>>>> >
>>>> > What do you mean by "Math heads"? I've certainly never met anybody in
>>>> > a Mathematics department who had that problem.
>>>> >
>>>>
>>>> I mean a graduate math student with a master's degree in mathematics.
>>>
>>> One of the best programmers I ever worked with had a Phd in Mathematics.
>>>

>>> Just goes to show that generalizations aren't.
>>
>>  And what about Adm. Hopper?  She had a PhD in Mathematics, too.
>>
>
> I guess in 1934 when Hopper got her PhD in Mathematics, *not* too many
> Computer Science degrees were being offered...  :-)
>
> I don't think one can generalize that someone especially good in math will
> be good in programming.  Some are and some are *not*.

There are 3 aspects to being a good programmer:  1.  able to write straight-
forward code which matches the specs; 2.  able to debug whatever vagaries
doesn't match the specs;  3.  able to reproduce the bugs or unwanted behaviour
and fix them so that nothing else breaks and the behaviour matches the specs.

The first can be handled with a flow chart.  The second requires stubborness
and curiosity.  the third is what separates the men from the tinker boys
and requires the kind of thinking taught for the Scientific Method.  The
third is why physicists become bit gods.

Not all good coders can debug or figure out how to isolate a problem
to the point that it's reproducible.

/BAH

---

Subject: Re: New HD
Posted by scott on Mon, 11 Feb 2013 14:55:23 GMT
View Forum Message <> Reply to Message

Gene Wirchenko <genew@telus.net> writes:
> On Wed, 06 Feb 2013 15:23:27 GMT, scott@slp53.sl.home (Scott Lurndal)
> wrote:
>
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>>> message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...
>>>>  In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
>>>>  at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> >Shmuel, I have personally known "math heads" who could *not* make the
>>>> >leap to computer programming.
>>>>
>>>>  What do you mean by "Math heads"? I've certainly never met anybody in
>>>>  a Mathematics department who had that problem.
>>>>

>>>
>>> I mean a graduate math student with a master's degree in mathematics.
>>
>> One of the best programmers I ever worked with had a Phd in Mathematics.
>>
>> Just goes to show that generalizations aren't.
>
>  And what about Adm. Hopper?  She had a PhD in Mathematics, too.
>

Got to speak with the Adm back in 1980.  Very interesting lady.

scott

---

Subject: Re: New HD
Posted by scott on Mon, 11 Feb 2013 15:02:17 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Gene Wirchenko wrote:
>>  On Sun, 10 Feb 2013 12:29:48 -0500, Shmuel (Seymour J.) Metz
>>  <spamtrap@library.lspace.org.invalid> wrote:
>>
>>> In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
>>>  at 10:05 PM, Gene Wirchenko <genew@telus.net> said:
>>>
>>>>  So has Barb.
>>>
>>> Water is wet.
>>
>>  So glad you remember.  The way you harp on her and at her, I was
>>  wondering.
>
> Thanks, Gene.  I think it's their way of changing the subject in some
> cases.  I don't think these people have ever had to know all the steps
> of getting a product out.

I think you're projecting.  You have zero idea of what the experiences
of the other posters are related to product, particularly with respect
to IBM and the BUNCH.  The engineers at burroughs who wrote the
operating system software spent a great deal of time at customers, in
field test, holding their hands, training, learning how the customers
actually _used_ the systems, etc.  Field personnel were brought into
the plant for training and to participate in the operating system development
process - both to provide input and for training purposes.

The engineers wrote requirements, conceptual and detailed design documents

prior to cutting code, and contributed to and reviewed all customer facing documentation.  Parties were also common.  The yearly company night at disneyland, for example.

You had DECUS, we had CUBE.  The engineers participated in CUBE as well.

scott

---

Subject: Re: New HD
Posted by Anonymous on Mon, 11 Feb 2013 15:10:16 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On 11 Feb 2013 14:27:33 GMT, greymaus <maus@mail.com> wrote:

> On 2013-02-10, Ibmekon <Ibmekon> wrote:
>> On Thu, 07 Feb 2013 11:27:57 -0500, Walter Banks
>> <walter@bytecraft.com> wrote:
>>> w..
>>>
>>
>> I do wonder if computers have not been driven down the same road as
>> nuclear science.
>>
>> It seems that an atomic bomb code named "Ivan," was detonated in
>> October 30 1961 by the USSR. It weighed
>>
>> in at some 38,000 times the power of the Hiroshima bomb. (1)
>
> It was so powerfull that it made Cheyanne Mountain obsolete.
> (In other words. if it was deliverable by rocket, that scene in "War Games"
> would never have happened in real war. situation)
>>
>> Half a century on, and we are not living on free nuclear power - just
>> the bombs.
>
> Faulty reasoning, and faulty economics.  I note that the giant DRAX
> powerstation in Yorkshire, which was supposed to provide coal-fired
> electricity `too cheap to meter' is now proposing to change to
> biomass
>
>>
>> And now it seems that bigger and faster computers are needed by
>> Govmints for cyber warfare (oops, sorry,
>>
>> security).

>>  Maybe the use of super computers soon be outlawed.
>>
>
> Or just computers, which can change economic nonsense into credible
> form?. "Rubbish in, Rubbish out."
>

My point was intended to be that a new invention is normally followed
by funding from the military for use as a weapon.
If it turns out well - its usage is then legally reserved to the
State.
And researchers "follow the money".

I remember going to a job interview decades ago with a company called
"Analog Digital".
On a plant tour it was explained that the chips being manufactured
were graded for speed capability.
In line with US Govmint regulations, the fastest chips went the
Pentagon.

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 11 Feb 2013 17:24:58 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

>  Charles Richmond wrote:
>>  "Gene Wirchenko" <genew@telus.net> wrote in message
>>  news:78jbh8177ffd845atm1aa70gt9qp4jgu56@4ax.com...
>>>  On Wed, 06 Feb 2013 15:23:27 GMT, scott@slp53.sl.home (Scott Lurndal)
>>>  wrote:
>>>
>>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>>>> >message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >> In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
>>>> >>   at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>
>>>> >>>Shmuel, I have personally known "math heads" who could *not* make the
>>>> >>>leap to computer programming.
>>>> >>
>>>> >> What do you mean by "Math heads"? I've certainly never met anybody in
>>>> >> a Mathematics department who had that problem.
>>>> >>

>>>> >
>>>> >I mean a graduate math student with a master's degree in mathematics.
>>>>
>>>> One of the best programmers I ever worked with had a Phd in Mathematics.
>>>>
>>>> Just goes to show that generalizations aren't.
>>>
>>>  And what about Adm. Hopper?  She had a PhD in Mathematics, too.
>>>
>>
>>  I guess in 1934 when Hopper got her PhD in Mathematics, *not* too many
>>  Computer Science degrees were being offered...  :-)
>>
>>  I don't think one can generalize that someone especially good in math will
>>  be good in programming.  Some are and some are *not*.
>
>  There are 3 aspects to being a good programmer:  1.  able to write straight-
>  forward code which matches the specs; 2.  able to debug whatever vagaries
>  doesn't match the specs;  3.  able to reproduce the bugs or unwanted behaviour
>  and fix them so that nothing else breaks and the behaviour matches the specs.
>
>  The first can be handled with a flow chart.  The second requires stubborness
>  and curiosity.  the third is what separates the men from the tinker boys
>  and requires the kind of thinking taught for the Scientific Method.  The
>  third is why physicists become bit gods.
>
>  Not all good coders can debug or figure out how to isolate a problem
>  to the point that it's reproducible.

Huh? What? Who??

Write code to match specs?
No, a good programmer writes the specs.  A programmer/analyst.
Never worked with the mythical "coder".

Flowcharts?  You're kidding right?  Totally obsolete.
I'd get laughed out of the building showing a flowchart around.

Scientific Method finds bugs?  I don't see how that's right either.

I don't know if there is a link between physicists and bit gods,
but I am sure that programmers are born, not trained.

--
Dan Espen

Subject: Re: New HD
Posted by Walter Banks on Mon, 11 Feb 2013 17:33:22 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:

> Flowcharts? You're kidding right? Totally obsolete.
> I'd get laughed out of the building showing a flowchart around.
>

I thought flow charts were dead until 3 or 4 years
ago when I visited a development team I had been
dealing with for several years. The head of the group
was so dyslexic that flow charts were the only
means he had of clear communication.

The group btw write exceptionally well written code

They used a drawing package to create and edit
their flowcharts

w..

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 11 Feb 2013 17:35:35 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> wrote
> Rod Speed wrote
>> Quadibloc <jsavard@ecn.ab.ca> wrote
>>> Walter Banks wrote

>>>> A lot of people were educated in the 60's when physicists
>>>> could do no wrong and graduated a few years later when
>>>> there were no careers for them. I know I was one. Then
>>>> again I discovered computers analyzing data for my thesis.

>>> Indeed. And now people wonder why there has been so
>>> little progress in the last few decades, except in computers.

>> That's bullshit. There has been a hell of a
>> lot of progress in gene technology alone.

> You have to respect those who sequence DNA using pencil,
> paper and van Leeuwenhoek eye pieces without the aid of a
> . . . . computer

I don't, those with a clue completely automate it now.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 11 Feb 2013 17:41:56 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D5739E4A5812@aca2d605.ipt.aol.com...
> Charles Richmond wrote:
>> "Gene Wirchenko" <genew@telus.net> wrote in message
>> news:78jbh8177ffd845atm1aa70gt9qp4jgu56@4ax.com...
>>> On Wed, 06 Feb 2013 15:23:27 GMT, scott@slp53.sl.home (Scott Lurndal)
>>> wrote:
>>>
>>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>> >"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote
>>>> >in
>>>> >message news:51110f21$47$fuzhry+tra$mr2ice@news.patriot.net...
>>>> >> In <kepk3c$mqu$1@dont-email.me>, on 02/04/2013
>>>> >> at 06:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>
>>>> >>>Shmuel, I have personally known "math heads" who could *not* make the
>>>> >>>leap to computer programming.
>>>> >>
>>>> >> What do you mean by "Math heads"? I've certainly never met anybody in
>>>> >> a Mathematics department who had that problem.
>>>> >>
>>>> >
>>>> >I mean a graduate math student with a master's degree in mathematics.
>>>>
>>>> One of the best programmers I ever worked with had a Phd in Mathematics.
>>>>
>>>> Just goes to show that generalizations aren't.
>>>
>>> And what about Adm. Hopper? She had a PhD in Mathematics, too.
>>>
>>
>> I guess in 1934 when Hopper got her PhD in Mathematics, *not* too many
>> Computer Science degrees were being offered... :-)
>>
>> I don't think one can generalize that someone especially good in math
>> will
>> be good in programming. Some are and some are *not*.

> There are 3 aspects to being a good programmer: 1. able to write
> straight-
> forward code which matches the specs; 2. able to debug whatever vagaries

> doesn't match the specs;  3.  able to reproduce the bugs or unwanted
> behaviour
> and fix them so that nothing else breaks and the behaviour matches the
> specs.

There is a lot more too being a really good programmer than that.

> The first can be handled with a flow chart.

Hardly anyone bothers with those anymore, and IMO none
of those  that do are good programmers, just droids.

> The second requires stubborness and curiosity.

Depends on the task. It doesn’t with some.

> the third is what separates the men from the tinker boys

Yes.

> and requires the kind of thinking taught for the Scientific Method.

Nope.

> The third is why physicists become bit gods.

Hardly any of the real bit gods are physicists and a hell of a
lot more than just physicists are taught the scientific method.

> Not all good coders can debug or figure out how to
> isolate a problem to the point that it's reproducible.

Those are the incompetent programmers.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 11 Feb 2013 17:45:05 GMT
View Forum Message <> Reply to Message

"Ibmekon" wrote in message
news:b31ih89ofdp2a6r05ipgfi8qam0k3c2crj@4ax.com...
> On 11 Feb 2013 14:27:33 GMT, greymaus <maus@mail.com> wrote:
>
>> On 2013-02-10, Ibmekon <Ibmekon> wrote:
>>> On Thu, 07 Feb 2013 11:27:57 -0500, Walter Banks
>>> <walter@bytecraft.com> wrote:
>>>> w..
>>>>

>>>
>>> I do wonder if computers have not been driven down the same road as
>>> nuclear science.
>>>
>>> It seems that an atomic bomb code named "Ivan," was detonated in
>>> October 30 1961 by the USSR. It weighed
>>>
>>> in at some 38,000 times the power of the Hiroshima bomb. (1)
>>
>> It was so powerfull that it made Cheyanne Mountain obsolete.
>> (In other words. if it was deliverable by rocket, that scene in "War
>> Games"
>> would never have happened in real war. situation)
>>>
>>> Half a century on, and we are not living on free nuclear power - just
>>> the bombs.
>>
>> Faulty reasoning, and faulty economics. I note that the giant DRAX
>> powerstation in Yorkshire, which was supposed to provide coal-fired
>> electricity `too cheap to meter' is now proposing to change to
>> biomass
>>
>>>
>>> And now it seems that bigger and faster computers are needed by
>>> Govmints for cyber warfare (oops, sorry,
>>>
>>> security).
>>> Maybe the use of super computers soon be outlawed.
>>>
>>
>> Or just computers, which can change economic nonsense into credible
>> form?. "Rubbish in, Rubbish out."

> My point was intended to be that a new invention is normally
> followed by funding from the military for use as a weapon.

Hordes of inventions never are.

> If it turns out well - its usage is then legally reserved to the State.

That almost never happens.

> And researchers "follow the money".

With plenty of inventions that doesn't happen either.

> I remember going to a job interview decades
> ago with a company called "Analog Digital".

> On a plant tour it was explained that the chips being
> manufactured were graded for speed capability.

> In line with US Govmint regulations, the fastest chips went the Pentagon.

Doesn't happen much at all anymore.

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 11 Feb 2013 18:45:14 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Dan Espen wrote:
>
>> Flowcharts? You're kidding right? Totally obsolete.
>> I'd get laughed out of the building showing a flowchart around.
>>
>
> I thought flow charts were dead until 3 or 4 years
> ago when I visited a development team I had been
> dealing with for several years. The head of the group
> was so dyslexic that flow charts were the only
> means he had of clear communication.
>
> The group btw write exceptionally well written code
>
> They used a drawing package to create and edit
> their flowcharts

Once I had to write specs for a project when I knew
I was leaving and so couldn't write the code.

I wrote a structure diagram for the program and
English narrative for every block in the structure chart.
This was a pretty large project with about 30 blocks.

I thought the narrative was clear enough to code from but
the developer assigned first wrote pseudo code for each
block. I thought the pseudo code was just a flow chart
in another form. Another intermediate product between
English and code.

The guy did proceed from there to real code and the project
was a success.

For my own work, I often create stubs and comment them
up.  I suppose the comments also serve as intermediate
between spec and working program.

--
Dan Espen

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 11 Feb 2013 19:00:34 GMT
View Forum Message <> Reply to Message

On 2/11/2013 12:24 PM, Dan Espen wrote:
>
>  Scientific Method finds bugs?  I don't see how that's right either.
>

I agree with Barb on this one.  You formulate a hypothesis about what
could be causing the problem, then you attempt to design an "experiment"
to test the hypothesis.  Repeat until the bug is found and fixed.

--
Pete

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 11 Feb 2013 19:37:47 GMT
View Forum Message <> Reply to Message

In article <kf9dcg$ar4$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

>  "greymaus" <maus@mail.com> wrote in message
>  news:slrnkhenun.2ba.maus@gmaus.org...
>
>>  On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
>>
>>>  In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>>   Gene Wirchenko <genew@telus.net> wrote:
>>>
>>>>  It was not a double period.  I had just put a period where I
>>>>  should not have.
>>>>
>>>>      No, I did not check it elsewhere.
>>>

>>>  Most problems with periods are with missing periods.
>>>
>>
>>  Go aand stand in the  corner for five minutes :)
>
>  Things can be a bit more serious... when a female COBOL programmer
>  misses a period.

Yes, her program may spawn an unwanted child process.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 11 Feb 2013 19:44:19 GMT
View Forum Message <> Reply to Message

In article <kf6a82$hrk$1@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

>  On 2/9/2013 12:53 PM, Joe Pfeiffer wrote:
>
>>  Having done a lot of Pascal programming decades ago, I rate nested
>>  functions as something that seemed like a good idea at the time,
>>  for the reasons listed.  In practice, though, implementing class-like
>>  behavior by putting related functions in a single file, with the
>>  private ones so marked, turns out to be a lot more flexible and
>>  useful.
>
>  That's good too.

And it's easy in C - just declare the private functions as static.
Similarly, static variables declared outside any function will be
global to the module but invisible outside the module.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD

Posted by Gene Wirchenko on Mon, 11 Feb 2013 19:45:17 GMT
View Forum Message <> Reply to Message

On 11 Feb 2013 14:31:03 GMT, jmfbahciv <See.above@aol.com> wrote:

> Gene Wirchenko wrote:
>> On Sun, 10 Feb 2013 12:29:48 -0500, Shmuel (Seymour J.) Metz
>> <spamtrap@library.lspace.org.invalid> wrote:
>>
>>> In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
>>> at 10:05 PM, Gene Wirchenko <genew@telus.net> said:
>>>
>>>> So has Barb.
>>>
>>> Water is wet.
>>
>> So glad you remember. The way you harp on her and at her, I was
>> wondering.
>
> Thanks, Gene. I think it's their way of changing the subject in some

You are welcome. You may be wrong at times or not state your point as clearly as you might, but the harping goes way beyond any reasonable reaction. Given a choice between you and them -- Oh, please can I have a choice? PLEASE! -- I pick you.

> cases. I don't think these people have ever had to know all the steps
> of getting a product out. Most of the diag and hardware people at DEC
> seemed to stay within their box of employment. The rest of us did
> work in all the other areas. there is nothing like field test of
> hard/software to expose a person to all the steps required to get
> a product out the door and in the catalog (there is a name we used
> for this catalog but I can't retrieve it). I can remember writing
> that coding was 5% of a project and got some howls from programmers.
> That told me a lot ;-).

Not seeing the whole picture, were they?

As a programmer/analyst, I know that there is a lot about a system that non-coders do not see and that the reverse is also so.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 11 Feb 2013 19:52:59 GMT

On 11 Feb 2013 12:32:19 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

> In article <o8rfh81b4eau2ne2q79dbu14fbdocihtbf@4ax.com>,
> Gene Wirchenko  <genew@telus.net> wrote:
>>  On 9 Feb 2013 20:30:20 GMT, blmblm@myrealbox.com
>>  <blmblm.myrealbox@gmail.com> wrote:
>>
>>> In article <96qbh8ttg377n8rqd70rl3c2n879mhthf4@4ax.com>,
>>> Gene Wirchenko  <genew@telus.net> wrote:
>>>>  On 5 Feb 2013 19:11:32 GMT, blmblm@myrealbox.com
>>>>  <blmblm.myrealbox@gmail.com> wrote:
>>>>
>>>>  [snip]
>>>>
>>>>  >Interesting!  in (my?) American English usage it's more apt to refer
>>>>  >to personnel changes (e.g., "the company had high turnover" means
>>>>  >a lot of people were leaving / being hired).
>>>>
>>>>  I suggest you check a dictionary.  dictionary.reference.com has
>>>>  quite a few business definitions for turnover.
>
> Including the one I mention, no?
>
>>> I can't quite tell whether you mean to be argumentative here.  If
>>> you do, I'll respectfully point out that
>>
>>  Did you look?  When I did, I found many business-related
>>  definitions for "turnover"
>
> It appears to me that you *do* mean to be argumentative.  Well, okay,
> I'll go another round .... :

No.  I suggested that you look.  There is no need to take my word
for it.  IOW, I can support my claim.

> I did go a quick Google search for "define:turnover" and read one of
> the hits, the one in the online Merriam-Webster.  Somehow I didn't
> notice previously that you had given an almost-URL so didn't look
> there.  I've rectified that mistake now, but -- eh, to me the two
> (sets of) definitions seem pretty similar.
>
>>> (*) "more apt to refer to" is not the same as "always means".
>>>
>>> (*) My use of "(my?)" was meant to indicate that possibly my usage
                                                ^^^^^^^^^^^^^^^^^
>>> is not representative of US English speakers.  I guess if I'm

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>> really curious about that I should ask over in alt.usage.english.

Certainly possible for anyone. Which is why checking a dictionary is a good idea.

I would not claim to know all of Canadian English. Some Quebecoises that I worked with in Toronto said that they had trouble with my western Canadian accent. Apparently, it sometimes threw them off badly, and yet, none of the Torontonian Anglos ever mentioned it. So if asked about Canadian English, I might run to a dictionary.

>> Or check a dictionary.
>
> I don't think a dictionary will tell me which meaning is most
> common, and I've already said that the usage that apparently
> comes first to my mind is not the only one possible, no?

No, but when I looked up the term, I was surprised to see even more business uses of the term "turnover" than I had been aware of. I learned something. I think that we can take it that the word is not obscure, even if we do not know exactly how often the term is used.

> Morten's meaning wasn't among the ones I was aware of, and it
> surprises me a bit that there would be a meaning I didn't know of,
> but, as the folks over in alt.fan.cecil-adams are fond of saying,
> "You Really Do Learn Stuff Here".
>
>>> I'm not remembering your background / current location -- US or
>>> elsewhere?
>>
>> Elsewhere. Kamloops, British Columbia, Canada.
>
> Okay. Mine's US. Which of us is more likely to know about US-English
> usage?

Me. After all, I am willing to check dictionaries. Kamloops really is not that far from the U.S.A. I do work for a U.S. company. I lived in the U.S.A. for twenty months. I am sensitive to language. I still do not know it all and would never claim to.

Sincerely,

Gene Wirchenko

---

## Subject: Re: New HD

Posted by Gene Wirchenko on Mon, 11 Feb 2013 19:59:23 GMT
View Forum Message <> Reply to Message

On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

[snip]

> Java checked exceptions are not without their annoyances, granted.
> Based on some of what you've posted to comp.lang.java.programmer
> I suspect you're more like to be annoyed than people who are, hm,
> more inclined toward the Java mindset?

Quite. I have never seen the point of try...catch. It gets in
the way horribly.

> In this case I'd be inclined to wonder whether you might have
> simplified the code by finding a common ancestor for all six of the
> exception types and writing one "catch" for that. But maybe that
> would have caught some other type of exception that you didn't want
> to .... But no, I'd think that might be okay given that you just
> wanted to bail out anyway.

Exactly. Java makes it awkward.

> Just sayin', maybe. I'm not without my biases either. (Don't get
> me started on languages without explicitly-typed variables.)

I use one. Yup, I have had too many errors that would have been
caught by explicit typing.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 11 Feb 2013 20:04:59 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>
>> Scientific Method finds bugs? I don't see how that's right either.
>
> I agree with Barb on this one. You formulate a hypothesis about what
> could be causing the problem, then you attempt to design an

> "experiment" to test the hypothesis. Repeat until the bug is found
> and fixed.

You mean random changes and prayer won't work?

Yeah, I suppose Barb does have this right,
I just don't usually use the term Scientific Method.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Banks on Mon, 11 Feb 2013 21:00:43 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <kf6a82$hrk$1@dont-email.me>, Peter_Flass@Yahoo.com
> (Peter Flass) writes:
>
>> On 2/9/2013 12:53 PM, Joe Pfeiffer wrote:
>>
>>> Having done a lot of Pascal programming decades ago, I rate nested
>>> functions as something that seemed like a good idea at the time,
>>> for the reasons listed. In practice, though, implementing class-like
>>> behavior by putting related functions in a single file, with the
>>> private ones so marked, turns out to be a lot more flexible and
>>> useful.
>>
>> That's good too.
>
> And it's easy in C - just declare the private functions as static.
> Similarly, static variables declared outside any function will be
> global to the module but invisible outside the module.

That partly solves the problem but not completely. Local
functions in pascal can directly reference the containing functions
arguments and locals declared before the local functions
definition.

w..

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 11 Feb 2013 22:15:04 GMT
View Forum Message <> Reply to Message

On 11 Feb 13 11:37:47 -0800
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <kf9dcg$ar4$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "greymaus" <maus@mail.com> wrote in message
>> news:slrnkhenun.2ba.maus@gmaus.org...
>>
>>> On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
>>>
>>>> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>>> Gene Wirchenko <genew@telus.net> wrote:
>>>>
>>>> > It was not a double period. I had just put a period where I
>>>> > should not have.
>>>> >
>>>> > No, I did not check it elsewhere.
>>>>
>>>> Most problems with periods are with missing periods.
>>>>
>>>
>>> Go aand stand in the corner for five minutes :)
>>
>> Things can be a bit more serious... when a female COBOL programmer
>> misses a period.
>
> Yes, her program may spawn an unwanted child process.

But that could only happen if she'd been forked.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 11 Feb 2013 23:04:51 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> wrote
> Dan Espen wrote

>> Scientific Method finds bugs? I don't see how that's right either.

> I agree with Barb on this one.

I don't.

> You formulate a hypothesis about what could be causing the problem,
> then you attempt to design an "experiment" to test the hypothesis.

Not necessarily. Quite a bit of the time when the wrong data ends
up where you want the right data to be, you just go thru the process
to see where its going wrong or being put in the wrong place.

> Repeat until the bug is found and fixed.

You don't necessarily do that with all bugs.

---

Subject: Re: New HD
Posted by James O. Brown on Mon, 11 Feb 2013 23:18:04 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:iczjza4nx0.fsf@home.home...
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>
>>> Scientific Method finds bugs? I don't see how that's right either.
>>
>> I agree with Barb on this one. You formulate a hypothesis about what
>> could be causing the problem, then you attempt to design an
>> "experiment" to test the hypothesis. Repeat until the bug is found
>> and fixed.
>
> You mean random changes and prayer won't work?
>
> Yeah, I suppose Barb does have this right,

No she doesn't, most obviously where the wrong data ends
up where you want the data to be, you mostly just go thru
the code with an IDE and check where it goes wrong.

> I just don't usually use the term Scientific Method.

Its silly to claim that all fault finding is Scientific Method.

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 12 Feb 2013 00:38:41 GMT

"James O. Brown" <job654@ax.com> writes:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:iczjza4nx0.fsf@home.home...
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>>
>>>> Scientific Method finds bugs? I don't see how that's right either.
>>>
>>> I agree with Barb on this one. You formulate a hypothesis about what
>>> could be causing the problem, then you attempt to design an
>>> "experiment" to test the hypothesis. Repeat until the bug is found
>>> and fixed.
>>
>> You mean random changes and prayer won't work?
>>
>> Yeah, I suppose Barb does have this right,
>
> No she doesn’t, most obviously where the wrong data ends
> up where you want the data to be, you mostly just go thru
> the code with an IDE and check where it goes wrong.
>
>> I just don't usually use the term Scientific Method.
>
> Its silly to claim that all fault finding is Scientific Method.

Well, I went to Wikipedia, read their definition of the
Scientific Method and couldn't refute that it applies.

The scientific method is really just deduction.

You observe something, think about what could cause it,
devise tests to confirm your guesses.

But as I said, I don't use the term Scientific Method.
It seems to me, debugging is a unique enough process that
it has it's own discipline. After all, not many physical
processes let you put little hooks all over the place to
see what's going on.

Oh, where were we?

I'd say, there is no evidence that training as a scientist
is essential or even helpful for writing and debugging software.

Probably real scientists don't need special training in the

Scientific Method either.

--
Dan Espen

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Tue, 12 Feb 2013 00:44:28 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Charlie Gibbs wrote:
>
>> In article <kf6a82$hrk$1@dont-email.me>, Peter_Flass@Yahoo.com
>> (Peter Flass) writes:
>>
>>> On 2/9/2013 12:53 PM, Joe Pfeiffer wrote:
>>>
>>>> Having done a lot of Pascal programming decades ago, I rate nested
>>>> functions as something that seemed like a good idea at the time,
>>>> for the reasons listed. In practice, though, implementing class-like
>>>> behavior by putting related functions in a single file, with the
>>>> private ones so marked, turns out to be a lot more flexible and
>>>> useful.
>>>
>>> That's good too.
>>
>> And it's easy in C - just declare the private functions as static.
>> Similarly, static variables declared outside any function will be
>> global to the module but invisible outside the module.
>
> That partly solves the problem but not completely. Local
> functions in pascal can directly reference the containing functions
> arguments and locals declared before the local functions
> definition.

Which you'll notice I described above as not turning out to be nearly as
useful as expected.

---

Subject: Re: New HD
Posted by James O. Brown on Tue, 12 Feb 2013 02:44:54 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:ic7gme4b8u.fsf@home.home...

> "James O. Brown" <job654@ax.com> writes:
>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:iczjza4nx0.fsf@home.home...
>>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>>
>>>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>> >
>>>> > Scientific Method finds bugs? I don't see how that's right either.
>>>>
>>>> I agree with Barb on this one. You formulate a hypothesis about what
>>>> could be causing the problem, then you attempt to design an
>>>> "experiment" to test the hypothesis. Repeat until the bug is found
>>>> and fixed.
>>>
>>> You mean random changes and prayer won't work?
>>>
>>> Yeah, I suppose Barb does have this right,
>>
>> No she doesn’t, most obviously where the wrong data ends
>> up where you want the data to be, you mostly just go thru
>> the code with an IDE and check where it goes wrong.
>>
>>> I just don't usually use the term Scientific Method.
>>
>> Its silly to claim that all fault finding is Scientific Method.
>
> Well, I went to Wikipedia, read their definition of the
> Scientific Method and couldn't refute that it applies.

It doesn’t with the situation I described.

> The scientific method is really just deduction.

We have a different term for it for a reason.

It is in fact a lot more than JUST deduction.

> You observe something, think about what could
> cause it, devise tests to confirm your guesses.

That's not deduction either. If you deduce that the sun
will come up tomorrow, because it has done every day
that you are aware of so far, that’s not scientific method.

> But as I said, I don't use the term Scientific Method.
> It seems to me, debugging is a unique enough
> process that it has it's own discipline.

And doesn’t involve the scientific
method at all quite a bit of the time.

> After all, not many physical processes let you put
> little hooks all over the place to see what's going on.

Fault finding is very similar to debugging in many ways.

You know that can produce the symptom you see
and you just go thru the possibilitys to see which
one is actually producing the fault you do see.

That’s not scientific method either, its JUST fault finding.

> Oh, where were we?

> I'd say, there is no evidence that training as a scientist is
> essential or even helpful for writing and debugging software.

And there is no evidence that its actually used at all with
quite a bit of fault finding, particularly the example I listed.

> Probably real scientists don't need special
> training in the Scientific Method either.

Its more that it becomes obvious what its
about even when it not spelt out explicitly.

---

Subject: Re: New HD
Posted by Quadibloc on Tue, 12 Feb 2013 05:53:23 GMT
View Forum Message <> Reply to Message

On Feb 11, 7:27 am, greymaus <m...@mail.com> wrote:
> On 2013-02-10, Ibmekon <Ibmekon> wrote:

>> Half a century on, and we are not living on free nuclear power - just
>> the bombs.
>
> Faulty reasoning, and faulty economics. I note that the giant DRAX
> powerstation in Yorkshire, which was supposed to provide coal-fired
> electricity `too cheap to meter' is now proposing to change to
> biomass

Well, it wouldn't be free, because people have to work to produce it.
The danger of diversion has forced huge overhead costs.

But nuclear power is still very good economics. It avoids global warming, and doesn't cost foreign exchange.

John Savard

---

Subject: Re: New HD
Posted by Quadibloc on Tue, 12 Feb 2013 06:05:18 GMT
View Forum Message <> Reply to Message

On Feb 7, 10:39 am, Ahem A Rivet's Shot <ste...@eircom.net> wrote:

> There's an important difference between break, continue, leave etc.
> and goto - the first set are all related to the scope within which they
> occur - they have no label it is implicit. The real problem with goto is
> not the interrupted flow, it's the *label* which you then have to go
> searching for.

I know what you mean, but my initial reaction was "Huh?", since in FORTRAN you could only branch within a single program - so of course you're within the same scope.

Well, OK, if you count DO loops as having "scope" (the notion of declaring variables local to a DO loop was, of course, utterly alien to old-style FORTRAN)... and, of course, there were disciplined rules for the extended range of a DO.

John Savard

---

Subject: Re: New HD
Posted by Quadibloc on Tue, 12 Feb 2013 06:07:31 GMT
View Forum Message <> Reply to Message

On Feb 10, 5:26 pm, "Charles Richmond" <numer...@aquaporin4.com> wrote:
> "Shmuel (Seymour J.) Metz" <spamt...@library.lspace.org.invalid> wrote in
> messagenews:5117dbc0$10$fuzhry+tra$mr2ice@news.patriot.net...

>> Except that he campaigned against having GOTO in languages, not just
>> against undisciplined use of it.
>
> Throw the baby out with the bath water. If GOTO does *not* exist in a
> language... well, you can't misuse it!!! Of course, you can't use it at
> all!!! But the problem of misuse of GOTO is fixed!!! There.... don't we
> feel better??? ;-)

Well, PASCAL did have a GOTO for emergencies. But structured constructs, with the addition of a way to break out of loops, cover over 99% of contingencies.

John Savard

---

Subject: Re: New HD
Posted by Andrew Swallow on Tue, 12 Feb 2013 07:06:21 GMT
View Forum Message <> Reply to Message

On 12/02/2013 06:05, Quadibloc wrote:
> On Feb 7, 10:39 am, Ahem A Rivet's Shot <ste...@eircom.net> wrote:
>
>> There's an important difference between break, continue, leave etc.
>> and goto - the first set are all related to the scope within which they
>> occur - they have no label it is implicit. The real problem with goto is
>> not the interrupted flow, it's the *label* which you then have to go
>> searching for.
>
> I know what you mean, but my initial reaction was "Huh?", since in
> FORTRAN you could only branch within a single program - so of course
> you're within the same scope.
>
> Well, OK, if you count DO loops as having "scope" (the notion of
> declaring variables local to a DO loop was, of course, utterly alien
> to old-style FORTRAN)... and, of course, there were disciplined rules
> for the extended range of a DO.
>
> John Savard
>

It is ALGOL that has problems with GOTOs going all over the place. The standard had a bug in the definition of labels, so programs using GOTOs were not portable.

Andrew Swallow

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 12 Feb 2013 07:53:49 GMT
View Forum Message <> Reply to Message

On Mon, 11 Feb 2013 22:05:18 -0800 (PST)
Quadibloc <jsavard@ecn.ab.ca> wrote:

> On Feb 7, 10:39 am, Ahem A Rivet's Shot <ste...@eircom.net> wrote:

>
>>  There's an important difference between break, continue, leave
>> etc. and goto - the first set are all related to the scope within which
>> they occur - they have no label it is implicit. The real problem with
>> goto is not the interrupted flow, it's the *label* which you then have
>> to go searching for.
>
> I know what you mean, but my initial reaction was "Huh?", since in
> FORTRAN you could only branch within a single program - so of course
> you're within the same scope.

Yeah scope was the wrong word - I should have said block. Of course
FORTRAN has no blocks - and that's part of the problem.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Tue, 12 Feb 2013 10:02:59 GMT
View Forum Message <> Reply to Message

On Wed, 06 Feb 2013 16:42:28 -0000, Scott Lurndal <scott@slp53.sl.home>
wrote:

[]
>
> Many of the math types have been using Mathematica or MATLAB since the
> late 80's.
>
> There were a number of stat packages available for mainframes in the
> 60's, 70's and 80's (SAS, SPSS, et. al.). Today, "R" is a popular open
> source stat package for windows/mac/linux.

SAS got (ab) used for much more than just stats. It was a "2.5 generation"
language.

--
[dash dash space newline 4line sig]

Money/Life question

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Tue, 12 Feb 2013 10:36:45 GMT
View Forum Message <> Reply to Message

On Sun, 10 Feb 2013 01:00:51 -0000, Walter Bushell <proto@panix.com> wrote:

> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
> Gene Wirchenko <genew@telus.net> wrote:
>
>> It was not a double period. I had just put a period where I
>> should not have.
>>
>> No, I did not check it elsewhere.
>
> Most problems with periods are with missing periods.
>
Where do you stand on Periodic Tables?

--
[dash dash space newline 4line sig]

Money/Life question

---

Subject: Re: New HD
Posted by Anonymous on Tue, 12 Feb 2013 11:06:46 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Tue, 12 Feb 2013 10:36:45 -0000, "Stanley Daniel de Liver"
<notagoodone@invalid.org.invalid> wrote:

> On Sun, 10 Feb 2013 01:00:51 -0000, Walter Bushell <proto@panix.com> wrote:
>
>> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>> Gene Wirchenko <genew@telus.net> wrote:
>>
>>> It was not a double period. I had just put a period where I
>>> should not have.
>>>
>>> No, I did not check it elsewhere.
>>
>> Most problems with periods are with missing periods.
>>
> Where do you stand on Periodic Tables?

Are they stronger than occasional tables as these oak ones :

http://www.oakfurnituresolutions.co.uk/c/17/Coffee__Occasion al_Tables.html

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Tue, 12 Feb 2013 11:27:32 GMT
View Forum Message <> Reply to Message

On Tue, 12 Feb 2013 11:06:46 -0000, <Ibmekon> wrote:

> On Tue, 12 Feb 2013 10:36:45 -0000, "Stanley Daniel de Liver"
> <notagoodone@invalid.org.invalid> wrote:
>
>> On Sun, 10 Feb 2013 01:00:51 -0000, Walter Bushell <proto@panix.com>
>> wrote:
>>
>>> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>> Gene Wirchenko <genew@telus.net> wrote:
>>>
>>>> It was not a double period. I had just put a period where I
>>>> should not have.
>>>>
>>>> No, I did not check it elsewhere.
>>>
>>> Most problems with periods are with missing periods.
>>>
>> Where do you stand on Periodic Tables?
>
>
> Are they stronger than occasional tables as these oak ones :
>
> http://www.oakfurnituresolutions.co.uk/c/17/Coffee__Occasion al_Tables.html
>
>

I wouldn't trust an occasional table; I want it to be a fixed constant
table.

> Carl Goldsworthy

--
[dash dash space newline 4line sig]

Subject: Re: New HD
Posted by Anonymous on Tue, 12 Feb 2013 12:07:42 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Tue, 12 Feb 2013 11:27:32 -0000, "Stanley Daniel de Liver"
<notagoodone@invalid.org.invalid> wrote:

> On Tue, 12 Feb 2013 11:06:46 -0000, <Ibmekon> wrote:
>
>> On Tue, 12 Feb 2013 10:36:45 -0000, "Stanley Daniel de Liver"
>> <notagoodone@invalid.org.invalid> wrote:
>>
>>> On Sun, 10 Feb 2013 01:00:51 -0000, Walter Bushell <proto@panix.com>
>>> wrote:
>>>
>>>> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>>> Gene Wirchenko <genew@telus.net> wrote:
>>>>
>>>> > It was not a double period. I had just put a period where I
>>>> > should not have.
>>>> >
>>>> > No, I did not check it elsewhere.
>>>>
>>>> Most problems with periods are with missing periods.
>>>>
>>> Where do you stand on Periodic Tables?
>>
>>
>> Are they stronger than occasional tables as these oak ones :
>>
>> http://www.oakfurnituresolutions.co.uk/c/17/Coffee__Occasion al_Tables.html
>>
>>
>
> I wouldn't trust an occasional table; I want it to be a fixed constant
> table.
>

So true , you cannot trust those occasional tables.
One day you will enter the room - and there they are , gone :(

>
>> Carl Goldsworthy

## Subject: Re: New HD
Posted by Peter Flass on Tue, 12 Feb 2013 13:07:56 GMT
View Forum Message <> Reply to Message

On 2/11/2013 2:44 PM, Charlie Gibbs wrote:
> In article <kf6a82$hrk$1@dont-email.me>, Peter_Flass@Yahoo.com
> (Peter Flass) writes:
>
>> On 2/9/2013 12:53 PM, Joe Pfeiffer wrote:
>>
>>> Having done a lot of Pascal programming decades ago, I rate nested
>>> functions as something that seemed like a good idea at the time,
>>> for the reasons listed. In practice, though, implementing class-like
>>> behavior by putting related functions in a single file, with the
>>> private ones so marked, turns out to be a lot more flexible and
>>> useful.
>>
>> That's good too.
>
> And it's easy in C - just declare the private functions as static.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> Similarly, static variables declared outside any function will be
> global to the module but invisible outside the module.
>

Of course, what else... The PL/I equivalent is a "package" containing
data and procedures. The package "exports" anything intended to be
visible outside.

--
Pete

---

## Subject: Re: New HD
Posted by Peter Flass on Tue, 12 Feb 2013 13:12:29 GMT
View Forum Message <> Reply to Message

On 2/11/2013 3:04 PM, Dan Espen wrote:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>
>>> Scientific Method finds bugs? I don't see how that's right either.
>>
>> I agree with Barb on this one. You formulate a hypothesis about what
>> could be causing the problem, then you attempt to design an
>> "experiment" to test the hypothesis. Repeat until the bug is found

>> and fixed.
>
> You mean random changes and prayer won't work?

Nope - tried that, fell back to thought and debugging.

>
> Yeah, I suppose Barb does have this right,
> I just don't usually use the term Scientific Method.
>

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 12 Feb 2013 13:29:18 GMT
View Forum Message <> Reply to Message

On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
> Walter Banks <walter@bytecraft.com> writes:
>>
>> That partly solves the problem but not completely. Local
>> functions in pascal can directly reference the containing functions
>> arguments and locals declared before the local functions
>> definition.
>
> Which you'll notice I described above as not turning out to be nearly as
> useful as expected.
>

I don't know your background, but I'd suggest this is because you aren't familiar with using them. A major annoyance of C (to me at least) is that it has two scopes, data is either local to a single function or global to all. [note this ignores recent GCC extensions previously mentioned.] Whatever isn't global has to be passed around thru possible multiple layers of procedure as arguments, adding code to calling sequences and complexity to the program. Even worse, if it's data to be operated on you have to pass pointers to it.

I find the following structure very useful:

```
  outer: procedure;
    declare <structure of data to be operated on:...
    call inner1;
    call inner2;
    ...
  inner1: procedure;
```

```
    /* code that operates on structure */
    end;
  inner2: procedure...
    /* more code that operates on structure */
  etc.
  end outer;
```

C can only do this by declaring the structure outside all functions,
thereby making it globally visible, or, of course, "static."

--
Pete

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 12 Feb 2013 14:09:19 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:
>
>
> Dan Espen wrote:
>
>> Flowcharts? You're kidding right? Totally obsolete.
>> I'd get laughed out of the building showing a flowchart around.
>>
>
> I thought flow charts were dead until 3 or 4 years
> ago when I visited a development team I had been
> dealing with for several years. The head of the group
> was so dyslexic that flow charts were the only
> means he had of clear communication.

Kewl.

>
> The group btw write exceptionally well written code

Of course. It means that they intimately know the flow of
bits.
>
> They used a drawing package to create and edit
> their flowcharts

If that's not being done with these complicated software projects,
I'd be very surprised.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 12 Feb 2013 14:09:20 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <kf9dcg$ar4$1@dont-email.me>, numerist@aquaporin4.com
> (Charles Richmond) writes:
>
>> "greymaus" <maus@mail.com> wrote in message
>> news:slrnkhenun.2ba.maus@gmaus.org...
>>
>>> On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
>>>
>>>> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>>> Gene Wirchenko <genew@telus.net> wrote:
>>>>
>>>> > It was not a double period. I had just put a period where I
>>>> > should not have.
>>>> >
>>>> > No, I did not check it elsewhere.
>>>>
>>>> Most problems with periods are with missing periods.
>>>>
>>>
>>> Go aand stand in the corner for five minutes :)
>>
>> Things can be a bit more serious... when a female COBOL programmer
>> misses a period.
>
> Yes, her program may spawn an unwanted child process.
>
No wonder COBOL code is prolific.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 12 Feb 2013 14:09:21 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:
> On 11 Feb 13 11:37:47 -0800
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> In article <kf9dcg$ar4$1@dont-email.me>, numerist@aquaporin4.com
>> (Charles Richmond) writes:
>>
>>> "greymaus" <maus@mail.com> wrote in message

>>>  news:slrnkhenun.2ba.maus@gmaus.org...
>>>
>>>>  On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
>>>>
>>>> > In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>>> >  Gene Wirchenko <genew@telus.net> wrote:
>>>> >
>>>> >> It was not a double period.  I had just put a period where I
>>>> >> should not have.
>>>> >>
>>>> >>      No, I did not check it elsewhere.
>>>> >
>>>> > Most problems with periods are with missing periods.
>>>> >
>>>>
>>>>  Go aand stand in the  corner for five minutes :)
>>>
>>>  Things can be a bit more serious... when a female COBOL programmer
>>>  misses a period.
>>
>>  Yes, her program may spawn an unwanted child process.
>
>  But that could only happen if she'd been forked.
>
ROTFLMAO.

/bah

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 12 Feb 2013 14:09:24 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
>  jmfbahciv <See.above@aol.com> writes:
>> Gene Wirchenko wrote:
>>>  On Sun, 10 Feb 2013 12:29:48 -0500, Shmuel (Seymour J.) Metz
>>>  <spamtrap@library.lspace.org.invalid> wrote:
>>>
>>>> In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
>>>>    at 10:05 PM, Gene Wirchenko <genew@telus.net> said:
>>>>
>>>> >     So has Barb.
>>>>
>>>> Water is wet.
>>>
>>>      So glad you remember.  The way you harp on her and at her, I was
>>>  wondering.

>>
>> Thanks, Gene.  I think it's their way of changing the subject in some
>> cases.  I don't think these people have ever had to know all the steps
>> of getting a product out.
>
>  I think you're projecting.  You have zero idea of what the experiences
>  of the other posters are related to product, particularly with respect
>  to IBM and the BUNCH.  The engineers at burroughs who wrote the
>  operating system software spent a great deal of time at customers, in
>  field test, holding their hands, training, learning how the customers
>  actually _used_ the systems, etc.  Field personnel were brought into
>  the plant for training and to participate in the operating system
development
>  process - both to provide input and for training purposes.

And where did I state that other manufacturers did not do similar
things?  No where.  They all had to have similar kinds of procedures to
design, build and ship their products; the differences were in the details.
A lot of our engineers, even though they did all which you listed, didn't
know how a product went from creation to ship to support.

>
>  The engineers wrote requirements, conceptual and detailed design documents
>  prior to cutting code, and contributed to and reviewed all customer facing
>  documentation.  Parties were also common.  The yearly company night at
>  disneyland, for example.
>
>  You had DECUS, we had CUBE.  The engineers participated in CUBE as well.

In the olden days before MBAs were put in charge, that had to happen.
Most of the ideas came from figuring out what cutomers needed when
they talked to you about what they wanted.  It was our job to figure
out the difference.  Now that took wizardry, blood sacrifices and
unicorn petting ;-)

Bottom line is that I can tell from how people talk about certain subjects
if they knew all the nitty details about the entire lifetime of the
product.  By details, I include who typed those specs for the engineers,
who corrected them or who were used as sounding boards.  Each stage
of each project had all those people working even though their names
weren't on the papers nor were getting paid to do the work.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 12 Feb 2013 14:09:27 GMT

Gene Wirchenko wrote:
> On 11 Feb 2013 14:31:03 GMT, jmfbahciv <See.above@aol.com> wrote:
>
>> Gene Wirchenko wrote:
>>> On Sun, 10 Feb 2013 12:29:48 -0500, Shmuel (Seymour J.) Metz
>>> <spamtrap@library.lspace.org.invalid> wrote:
>>>
>>>> In <popbh8djbn750a13tbu5ko4739qfuqcgnk@4ax.com>, on 02/08/2013
>>>> at 10:05 PM, Gene Wirchenko <genew@telus.net> said:
>>>>
>>>> > So has Barb.
>>>>
>>>> Water is wet.
>>>
>>> So glad you remember. The way you harp on her and at her, I was
>>> wondering.
>>
>> Thanks, Gene. I think it's their way of changing the subject in some
>
> You are welcome. You may be wrong at times or not state your
> point as clearly as you might, but the harping goes way beyond any
> reasonable reaction. Given a choice between you and them -- Oh,
> please can I have a choice? PLEASE! -- I pick you.
>
>> cases. I don't think these people have ever had to know all the steps
>> of getting a product out. Most of the diag and hardware people at DEC
>> seemed to stay within their box of employment. The rest of us did
>> work in all the other areas. there is nothing like field test of
>> hard/software to expose a person to all the steps required to get
>> a product out the door and in the catalog (there is a name we used
>> for this catalog but I can't retrieve it). I can remember writing
>> that coding was 5% of a project and got some howls from programmers.
>> That told me a lot ;-).
>
> Not seeing the whole picture, were they?
>
> As a programmer/analyst, I know that there is a lot about a
> system that non-coders do not see and that the reverse is also so.

There were a couple of areas which I would have liked to have learned
a lot more about how the work was done. One was SDC (software
distribution center); another was manufacturing. I'd like to have
watched how those people designed and built the machinery and floor
space and watched the production for a while. Hardware and diags
were mysterious even though I typed all of diags' code, specs and
memos. Hardware seemed divorced from computer usage until the KL
and even then peripherals didn't seem to use computers much.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 12 Feb 2013 14:12:52 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>
>>> Scientific Method finds bugs? I don't see how that's right either.
>>
>> I agree with Barb on this one. You formulate a hypothesis about what
>> could be causing the problem, then you attempt to design an
>> "experiment" to test the hypothesis. Repeat until the bug is found
>> and fixed.
>
> You mean random changes and prayer won't work?
>
> Yeah, I suppose Barb does have this right,
> I just don't usually use the term Scientific Method.
>
It's a modified form of the SM.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 12 Feb 2013 14:12:53 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>
>> Scientific Method finds bugs? I don't see how that's right either.
>>
>
> I agree with Barb on this one. You formulate a hypothesis about what
> could be causing the problem, then you attempt to design an "experiment"
> to test the hypothesis. Repeat until the bug is found and fixed.

A lot of our work was trying to eliminate non-essentials in order
to isolate the bug. I.e., if we could eliminate all of GALAXY components,
and reproduce the bug, it was a lot easier to find the correct fix.

/BAH

Subject: Re: New HD
Posted by Dan Espen on Tue, 12 Feb 2013 14:14:53 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>> That partly solves the problem but not completely. Local
>>> functions in pascal can directly reference the containing functions
>>> arguments and locals declared before the local functions
>>> definition.
>>
>> Which you'll notice I described above as not turning out to be nearly as
>> useful as expected.
>>
>
> I don't know your background, but I'd suggest this is because you
> aren't familiar with using them. A major annoyance of C (to me at
> least) is that it has two scopes, data is either local to a single
> function or global to all. [note this ignores recent GCC extensions
> previously mentioned.] Whatever isn't global has to be passed around
> thru possible multiple layers of procedure as arguments, adding code
> to calling sequences and complexity to the program. Even worse, if
> it's data to be operated on you have to pass pointers to it.
>
> I find the following structure very useful:
>  outer: procedure;
>  declare <structure of data to be operated on:...
>  call inner1;
>  call inner2;
>  ...
>  inner1: procedure;
>  /* code that operates on structure */
>  end;
>  inner2: procedure...
>  /* more code that operates on structure */
>  etc.
>  end outer;

I was just doing some PL/I 2 weeks ago.
When using nested procedures like this,
I was unsure about indentation.

I was inclined to indent all of the nested stuff
but it just doesn't look right.

Is there an accepted PL/I way to format nested procedures?

--
Dan Espen

---

Subject: Re: New HD
Posted by scott on Tue, 12 Feb 2013 15:03:58 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:
> On 11 Feb 13 11:37:47 -0800
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> In article <kf9dcg$ar4$1@dont-email.me>, numerist@aquaporin4.com
>> (Charles Richmond) writes:
>>
>>> "greymaus" <maus@mail.com> wrote in message
>>> news:slrnkhenun.2ba.maus@gmaus.org...
>>>
>>>> On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
>>>>
>>>> > In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>>> > Gene Wirchenko <genew@telus.net> wrote:
>>>> >
>>>> >> It was not a double period. I had just put a period where I
>>>> >> should not have.
>>>> >>
>>>> >> No, I did not check it elsewhere.
>>>> >
>>>> > Most problems with periods are with missing periods.
>>>> >
>>>>
>>>> Go aand stand in the corner for five minutes :)
>>>
>>> Things can be a bit more serious... when a female COBOL programmer
>>> misses a period.
>>
>> Yes, her program may spawn an unwanted child process.
>
> But that could only happen if she'd been forked.
>

Which was why the B[567]00 MCP function to create a new process was
called "MotherForker".

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 12 Feb 2013 15:52:06 GMT
View Forum Message <> Reply to Message

On 12/02/2013 07:06, in article h_qdnVs0V8ZxdITMnZ2dnUVZ7vOdnZ2d@bt.com, "Andrew Swallow" <am.swallow@btinternet.com> wrote:

> It is ALGOL that has problems with GOTOs going all over the place. The
> standard had a bug in the definition of labels, so programs using GOTOs
> were not portable.

I used Algol more than any other single language between 1966 and 1976, when Pascal overtook it in my practice. I do not recall that problem.

The only issue relating to labels I know of was that, according to the Algol Report, integer numbers could be used as labels as well as identifiers, but that was very seldom implemented (with good reason). It was quite portably missing. 8-)

Can you be more specific about this problem? Could it have been a problem with some compilers rather than the standard?

It did take compiler writers time to master lexical scoping in the presence of recursion and of procedural and functional parameters.

An Algol goto not only jumps to a specific point in the program text, it must also unwind any terminated scopes, so as to resume execution of the correct activation of the block containing the label. This is not trivial in the case of a non-local label. Nor is it made simpler by the fact that label parameters are allowed, and these are 'name' parameters, so that they have to be evaluated dynamically when the goto is executed (and no sooner).

Here is a small example, due to Brian Wichmann:

```
begin

  procedure recursive(level, target);
    value    level;
    integer  level;
    label    target;
  begin
    if level /= 0 then
      recursive(level - 1, exit)
    else
      goto target;
  exit : ;
    outreal(1, level);
  end recursive;
```

```
   recursive(10, exit);
   outreal(1, 88);
exit : ;
   outreal(1, 99);

end program
```

And here is the output from the resurrected KDF9 Whetstone Algol system:

```
    +1
    +2
    +3
    +4
    +5
    +6
    +7
    +8
    +9
   +10
   +88
   +99
```

Note the absence of 0 and the presence of 88.

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by Andrew Swallow on Tue, 12 Feb 2013 16:35:09 GMT
View Forum Message <> Reply to Message

On 12/02/2013 15:52, Bill Findlay wrote:
> On 12/02/2013 07:06, in article h_qdnVs0V8ZxdITMnZ2dnUVZ7vOdnZ2d@bt.com,
> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>
>> It is ALGOL that has problems with GOTOs going all over the place. The
>> standard had a bug in the definition of labels, so programs using GOTOs
>> were not portable.
>
> I used Algol more than any other single language between 1966 and 1976,
> when Pascal overtook it in my practice. I do not recall that problem.
>
> The only issue relating to labels I know of was that, according to the Algol
> Report, integer numbers could be used as labels as well as identifiers, but
> that was very seldom implemented (with good reason). It was quite portably

> missing. 8-)
>
> Can you be more specific about this problem? Could it have been a problem
> with some compilers rather than the standard?
{snip}

You have just described the problem. Some compiler writers chose to
implement only Fortran style numeric labels others chose identifiers.

Andrew Swallow

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 12 Feb 2013 17:19:25 GMT
View Forum Message <> Reply to Message

In article <20ckh89v5lcaog8vpj99hde9f6dbtec9s9@4ax.com>, Ibmekon
(Ibmekon) writes:

> On Tue, 12 Feb 2013 11:27:32 -0000, "Stanley Daniel de Liver"
> <notagoodone@invalid.org.invalid> wrote:
>
>> On Tue, 12 Feb 2013 11:06:46 -0000, <Ibmekon> wrote:
>>
>>> On Tue, 12 Feb 2013 10:36:45 -0000, "Stanley Daniel de Liver"
>>> <notagoodone@invalid.org.invalid> wrote:
>>>
>>>> On Sun, 10 Feb 2013 01:00:51 -0000, Walter Bushell
>>>> <proto@panix.com> wrote:
>>>>
>>>> > In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,
>>>> > Gene Wirchenko <genew@telus.net> wrote:
>>>> >
>>>> >> It was not a double period. I had just put a period where I
>>>> >> should not have.
>>>> >>
>>>> >> No, I did not check it elsewhere.
>>>> >
>>>> > Most problems with periods are with missing periods.
>>>> >
>>>> Where do you stand on Periodic Tables?
>>>>
>>> Are they stronger than occasional tables as these oak ones :
>>>
>>> http://www.oakfurnituresolutions.co.uk/c/17/Coffee__Occasion al_Tables.html
>>
>> I wouldn't trust an occasional table; I want it to be a fixed constant
>> table.

>
> So true , you cannot trust those occasional tables.
> One day you will enter the room - and there they are , gone :(

Or worse, they've turned into chairs.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 12 Feb 2013 17:23:59 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> wrote
> Walter Banks wrote
>> Dan Espen wrote

>>> Flowcharts? You're kidding right? Totally obsolete.
>>> I'd get laughed out of the building showing a flowchart around.

>> I thought flow charts were dead until 3 or 4 years
>> ago when I visited a development team I had been
>> dealing with for several years. The head of the group
>> was so dyslexic that flow charts were the only
>> means he had of clear communication.

That’s not right, the code could have been written in
such a way that it clearly communicated what it did too.

> Kewl.

>> The group btw write exceptionally well written code

> Of course.

Fraid not. You can do shit house code with flow charts too.

> It means that they intimately know the flow of bits.

That’s just as true of well written code.

>> They used a drawing package to create and edit their flowcharts

> If that's not being done with these complicated

> software projects, I'd be very surprised.

Vastly more don't bother with flow charts at all anymore.

Presumably at least part of the reason for their demise is that its now
much easier to do decent structured code that doesn't need them.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 12 Feb 2013 17:27:28 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D587AA5E1CFC@aca2fceb.ipt.aol.com...
> Dan Espen wrote:
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>>
>>>> Scientific Method finds bugs? I don't see how that's right either.
>>>
>>> I agree with Barb on this one. You formulate a hypothesis about what
>>> could be causing the problem, then you attempt to design an
>>> "experiment" to test the hypothesis. Repeat until the bug is found
>>> and fixed.
>>
>> You mean random changes and prayer won't work?
>>
>> Yeah, I suppose Barb does have this right,
>> I just don't usually use the term Scientific Method.
>>
> It's a modified form of the SM.

Nope, nothing like it when you just step thru the process
with an IDE and see whats happening to the data which
doesn't end up where its meant to end up or gets mangled
in the process of producing what is supposed to be produced.

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 12 Feb 2013 17:49:26 GMT
View Forum Message <> Reply to Message

On 12/02/2013 16:35, in article Nt2dnValypah8ofMnZ2dnUVZ8nqdnZ2d@bt.com,
"Andrew Swallow" <am.swallow@btinternet.com> wrote:

> On 12/02/2013 15:52, Bill Findlay wrote:

>> On 12/02/2013 07:06, in article h_qdnVs0V8ZxdITMnZ2dnUVZ7vOdnZ2d@bt.com,
>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>
>>> It is ALGOL that has problems with GOTOs going all over the place. The
>>> standard had a bug in the definition of labels, so programs using GOTOs
>>> were not portable.
>>
>> I used Algol more than any other single language between 1966 and 1976,
>> when Pascal overtook it in my practice. I do not recall that problem.
>>
>> The only issue relating to labels I know of was that, according to the Algol
>> Report, integer numbers could be used as labels as well as identifiers, but
>> that was very seldom implemented (with good reason). It was quite portably
>> missing. 8-)
>>
>> Can you be more specific about this problem? Could it have been a problem
>> with some compilers rather than the standard?
> {snip}
>
> You have just described the problem. Some compiler writers chose to
> implement only Fortran style numeric labels others chose identifiers.

I don't see how that can be described as a bug in the standard - it was the
non-conforming compilers that were at fault. Some compilers did implement
numeric labels as well as, after all. I don't know of any that failed to
implement label identifiers, though.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 12 Feb 2013 20:03:48 GMT
View Forum Message <> Reply to Message

On Tue, 12 Feb 2013 11:27:32 -0000, "Stanley Daniel de Liver"
<notagoodone@invalid.org.invalid> wrote:

> On Tue, 12 Feb 2013 11:06:46 -0000, <Ibmekon> wrote:
>
>> On Tue, 12 Feb 2013 10:36:45 -0000, "Stanley Daniel de Liver"
>> <notagoodone@invalid.org.invalid> wrote:

[snip]

>>> Where do you stand on Periodic Tables?

>> Are they stronger than occasional tables as these oak ones :
>>
>> http://www.oakfurnituresolutions.co.uk/c/17/Coffee__Occasion al_Tables.html

> I wouldn't trust an occasional table; I want it to be a fixed constant
> table.

I thinkyou have it the wrong way around.

"occasional" means having to do with an occasion. I conclude that these are, therefore, explicitly-typed tables. That makes them safer than untyped tables.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 12 Feb 2013 20:24:09 GMT
View Forum Message <> Reply to Message

On Tue, 12 Feb 2013 15:52:06 +0000, Bill Findlay
<yaldnif.w@blueyonder.co.uk> wrote:

[snip]

> Here is a small example, due to Brian Wichmann:

[snipped program]

> And here is the output from the resurrected KDF9 Whetstone Algol system:
>
>  +1
>  +2
>  +3
>  +4
>  +5
>  +6
>  +7
>  +8
>  +9
>  +10
>  +88
>  +99
>
> Note the absence of 0 and the presence of 88.

Could you please explain how the program runs? In particular, I do not understand why the output is not simply 99.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 12 Feb 2013 21:33:09 GMT
View Forum Message <> Reply to Message

On 12/02/2013 20:24, in article i49lh81uk0547llt857pla92lksqtc7rcn@4ax.com, "Gene Wirchenko" <genew@telus.net> wrote:

> On Tue, 12 Feb 2013 15:52:06 +0000, Bill Findlay
> <yaldnif.w@blueyonder.co.uk> wrote:
>> And here is the output from the resurrected KDF9 Whetstone Algol system:
>>
>>  +1
>>  +2
>>  +3
>>  +4
>>  +5
>>  +6
>>  +7
>>  +8
>>  +9
>>  +10
>>  +88
>>  +99
>>
>> Note the absence of 0 and the presence of 88.
>
>  Could you please explain how the program runs? In particular, I
> do not understand why the output is not simply 99.

Sure.

```
begin

  procedure recursive(level, target);
    value    level;
    integer  level;
    label    target;
  begin
    if level /= 0 then
```

```
      recursive(level - 1, exit)
    else
      goto target;
  exit : ;
    outreal(1, level);
  end recursive;

  recursive(10, exit);
  outreal(1, 88);
exit : ;
  outreal(1, 99);

end program
```

The procedure goes to target iff level is 0. That happens in the 10th recursion. In that invocation target identifies 'exit' in the 9th recursion, where level is +1 and is immediately printed.

That invocation then returns to its caller, the 8th invocation, and proceeds to its exit having printed +2, and so on. As the recursion unwinds, the values of the stacked levels are printed in reverse order.

Return from the 1st invocation takes control to printing 88 and on to the end. The label parameter of the initial invocation, "recursive(10, exit);" identifies exit in the outer program, but is never used.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Tue, 12 Feb 2013 22:07:27 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>> That partly solves the problem but not completely. Local
>>> functions in pascal can directly reference the containing functions
>>> arguments and locals declared before the local functions
>>> definition.
>>
>> Which you'll notice I described above as not turning out to be nearly as
>> useful as expected.

>>
>
> I don't know your background, but I'd suggest this is because you
> aren't familiar with using them. A major annoyance of C (to me at
> least) is that it has two scopes, data is either local to a single
> function or global to all. [note this ignores recent GCC extensions
> previously mentioned.] Whatever isn't global has to be passed around
> thru possible multiple layers of procedure as arguments, adding code
> to calling sequences and complexity to the program. Even worse, if
> it's data to be operated on you have to pass pointers to it.
>
> I find the following structure very useful:
>  outer: procedure;
>  declare <structure of data to be operated on:...
>  call inner1;
>  call inner2;
>  ...
>  inner1: procedure;
>  /* code that operates on structure */
>  end;
>  inner2: procedure...
>  /* more code that operates on structure */
>  etc.
>  end outer;
>
> C can only do this by declaring the structure outside all functions,
> thereby making it globally visible, or, of course, "static."

Pascal was the first language I used extensively, as an undergrad and a
grad student. I used the structure above a *lot*.

It doesn't do anything for you that declaring the data structure,
inner1, and inner2 as static within a .c file containing nothing but
that and outer (outer isn't static, of course).

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 13 Feb 2013 12:02:49 GMT
View Forum Message <> Reply to Message

In article <PM0004D55FE8DA2C59@ac810931.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Peter Flass wrote:
>> On 2/10/2013 6:31 AM, Andy Leighton wrote:
>>> On 9 Feb 2013 20:28:08 GMT, blmblm myrealbox.com
> <blmblm.myrealbox@gmail.com> wrote:
>>>> In article <PM0004D523072326DC@aca26dc6.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:

>>>> > Charlie Gibbs wrote:
>>>> >> In article <PM0004D50E79A6CCA7@aca20fc8.ipt.aol.com>, See.above@aol.com
>>>> >> (jmfbahciv) writes:

[ snip ]

>>>> > Sleeping on it always solved them for me.  But how do you teach
>>>> > someone about radical apporaches when they've  been trained to
>>>> > start out with a small set of assumptions and buld from there?  It
>>>> > was easier to train scientists because they had been steeped
>>>> > and soaked in the Scientific Method.  Math types needed an odd
>>>> > thinking push and then most were able to adjust.  I think they
>>>> > simply changed the small set of assumptions to the specs of the
>>>> > language.  That's how I always did it.  If you do it this way,
>>>> > you can also learn a new lanugage in less than a day.
>>>> >
>>>>
>>>>  If I remember right, I've previously expressed skepticism about that
>>>>  claim of being able to learn a new language in a day, to no good
>>>>  effect, but I'll try again, and maybe someone else can convince
>>>>  me ....  I *can* believe that a person with a lot of experience
>>>>  with a particular language paradigm (imperative, functional, etc.)
>>>>  can quickly pick up the basics of a new language that fits that
>>>>  paradigm.  But I remain skeptical about *anyone* being able to pick
>>>>  up a new paradigm in less than a day.
>>>
>>>  I would agree with this.  You may be writing noddy programs within a
>>>  day but you will not be writing idiomatic code within a day (or
>>>  even a week if it is a genuinely new paradigm).
>>>
>>
>>  Yes, I was writing Java within a day, but I never claimed  it was *good*
>>  Java.
>
>  <grin>  That's called experience.  I didn't say anything about being
>  able to write the code knowing all the foilbles and tricks needed
>  for each platform.  Writing good code is exclusive of the language
>  specs.

The ability to write good code probably is independent of the
language.  But the ability to write *idiomatic* code in particular
language -- *that*, in my thinking, is where experience *with the
particular language* is essential.  A person with more overall
experience in learning new languages might well be quicker to pick
up on the "local" idioms.

I would be interested in knowing how much experience you have
with different language "paradigms" (imperative, object-oriented,

functional, logic ....  that's all I can think of right now).

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 13 Feb 2013 12:03:44 GMT
View Forum Message <> Reply to Message

In article <kfap53$mlo$2@dont-email.me>,
Peter Flass  <Peter_Flass@Yahoo.com> wrote:
>  On 2/11/2013 12:39 AM, Gene Wirchenko wrote:
>>  On Sun, 10 Feb 2013 15:16:43 -0500, Peter Flass
>>  <Peter_Flass@Yahoo.com> wrote:
>>
>>>  On 2/10/2013 2:00 PM, Gene Wirchenko wrote:
>>>>  On 9 Feb 2013 20:28:50 GMT, blmblm@myrealbox.com
>>>>  <blmblm.myrealbox@gmail.com> wrote:
>>>>
>>>> > In article <20130207153831.01986c8fb7df6c3846bf6154@eircom.net>,
>>>> > Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>>>>
>>>>  [snip]
>>>>
>>>> >>  This is the sort of thing that try ... catch ... finally was
>>>> >> invented for.
>>>> >
>>>> > Sing it.  I really miss exceptions in languages that don't have them.
>>>>
>>>>  And I dislike them in languages that have them.
>>>>
>>>>  I remember using a cryptographic library in Java.  I had to add a
>>>>  bunch of catches for the various errors.  And there was nothing I
>>>>  could do with the error besides stating that such-and-such error
>>>>  happened and aborting.  The worst call required about six catches.  It
>>>>  makes for less-than-totally-readable code.
>>>
>>>  What does Java do if you leave them out?  By default PL/I traps the
>>>  error and prints a "meaningful" error message.  Naturally C pretends
>>>  errors don't happen.
>>
>>  You get a compilation error.
>>
>
>
>  I thought the discussion was about run-time errors - divide by zero and

> such.
>

Those are the ones that generate exceptions, yes.

Java, however, has a notion of "checked exceptions" that programs
are not allowed to just ignore, and the "not allowed to" involves
compile-time checks: If you call a routine that potentially throws
a "checked" exception, the calling code won't compile unless it
either catches the "checked" exception or explicitly declares that
it passes it on to its callers.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 13 Feb 2013 12:04:37 GMT
View Forum Message <> Reply to Message

In article <PM0004D5739E4A5812@aca2d605.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:

[ snip ]

> There are 3 aspects to being a good programmer: 1. able to write straight-
> forward code which matches the specs; 2. able to debug whatever vagaries
> doesn't match the specs; 3. able to reproduce the bugs or unwanted behaviour
> and fix them so that nothing else breaks and the behaviour matches the specs.
>
> The first can be handled with a flow chart. The second requires stubborness
> and curiosity. the third is what separates the men from the tinker boys

"Separates the women from the tinker girls" just doesn't have the same
ring, does it?

Just sayin'.

> and requires the kind of thinking taught for the Scientific Method. The
> third is why physicists become bit gods.
>
> Not all good coders can debug or figure out how to isolate a problem
> to the point that it's reproducible.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 13 Feb 2013 12:05:17 GMT
View Forum Message <> Reply to Message

In article <njiih8d91e5pdm58h6cdd6ito9ba7cv9k7@4ax.com>,
Gene Wirchenko  <genew@telus.net> wrote:
>  On 11 Feb 2013 12:32:19 GMT, blmblm@myrealbox.com
>  <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <o8rfh81b4eau2ne2q79dbu14fbdocihtbf@4ax.com>,
>> Gene Wirchenko  <genew@telus.net> wrote:
>>>  On 9 Feb 2013 20:30:20 GMT, blmblm@myrealbox.com
>>>  <blmblm.myrealbox@gmail.com> wrote:
>>>
>>>> In article <96qbh8ttg377n8rqd70rl3c2n879mhthf4@4ax.com>,
>>>> Gene Wirchenko  <genew@telus.net> wrote:
>>>> > On 5 Feb 2013 19:11:32 GMT, blmblm@myrealbox.com
>>>> > <blmblm.myrealbox@gmail.com> wrote:
>>>> >
>>>> > [snip]
>>>> >
>>>> > >Interesting!  in (my?) American English usage it's more apt to refer
>>>> > >to personnel changes (e.g., "the company had high turnover" means
>>>> > >a lot of people were leaving / being hired).
>>>> >
>>>> >      I suggest you check a dictionary.  dictionary.reference.com has
>>>> > quite a few business definitions for turnover.
>>
>> Including the one I mention, no?
>>
>>>> I can't quite tell whether you mean to be argumentative here.  If
>>>> you do, I'll respectfully point out that
>>>
>>>      Did you look?  When I did, I found many business-related
>>>  definitions for "turnover"
>>
>> It appears to me that you *do* mean to be argumentative.  Well, okay,
>> I'll go another round .... :
>
>      No.  I suggested that you look.  There is no need to take my word
>  for it.  IOW, I can support my claim.

As best I can tell, the only claim you're making that's contrary to
my original post is that I (may have?) suggested that maybe Morten's
usage of "turnover" was not known in US English, and *that* could
have been refuted by checking a dictionary.

>> I did go a quick Google search for "define:turnover" and read one of

>> the hits, the one in the online Merriam-Webster.  Somehow I didn't
>> notice previously that you had given an almost-URL so didn't look
>> there.  I've rectified that mistake now, but -- eh, to me the two
>> (sets of) definitions seem pretty similar.
>>
>>>> (*) "more apt to refer to" is not the same as "always means".
>>>>
>>>> (*) My use of "(my?)" was meant to indicate that possibly my usage
>                                              ^^^^^^^^^^^^^^^^^
>>>> is not representative of US English speakers.  I guess if I'm
>     ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>>> really curious about that I should ask over in alt.usage.english.
>
>      Certainly possible for anyone.  Which is why checking a
>  dictionary is a good idea.
>
>      I would not claim to know all of Canadian English.  Some
>  Quebecoises that I worked with in Toronto said that they had trouble
>  with my western Canadian accent.  Apparently, it sometimes threw them
>  off badly, and yet, none of the Torontonian Anglos ever mentioned it.
>  So if asked about Canadian English, I might run to a dictionary.
>
>>>      Or check a dictionary.
>>
>> I don't think a dictionary will tell me which meaning is most
>> common, and I've already said that the usage that apparently
>> comes first to my mind is not the only one possible, no?
>
>      No, but when I looked up the term, I was surprised to see even
>  more business uses of the term "turnover" than I had been aware of.  I
>  learned something.  I think that we can take it that the word is not
>  obscure, even if we do not know exactly how often the term is used.

Who said the word was obscure?

>> Morten's meaning wasn't among the ones I was aware of, and it
>> surprises me a bit that there would be a meaning I didn't know of,
>> but, as the folks over in alt.fan.cecil-adams are fond of saying,
>> "You Really Do Learn Stuff Here".
>>
>>>> I'm not remembering your background / current location -- US or
>>>> elsewhere?
>>>
>>>      Elsewhere.  Kamloops, British Columbia, Canada.
>>
>> Okay.  Mine's US.  Which of us is more likely to know about US-English
>> usage?

>
>  Me.  After all, I am willing to check dictionaries.  Kamloops
> really is not that far from the U.S.A.  I do work for a U.S. company.
> I lived in the U.S.A. for twenty months.  I am sensitive to language.
> I still do not know it all and would never claim to.
>

Fair enough.  I also think of myself as someone who pays attention
to language and who would never claim to know it all -- though
admittedly that second point might not be obvious from this
discussion :-)? -- and usually I *do* consult a dictionary if I find
that my usage conflicts with that of someone I think should know.
I just didn't do that this time, which I suppose *was* rather
careless of me.

I'll pipe down now, on this point anyway.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 13 Feb 2013 12:05:49 GMT
View Forum Message <> Reply to Message

In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
Gene Wirchenko  <genew@telus.net> wrote:
> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
> <blmblm.myrealbox@gmail.com> wrote:
>
> [snip]
>
>> Java checked exceptions are not without their annoyances, granted.
>> Based on some of what you've posted to comp.lang.java.programmer
>> I suspect you're more like to be annoyed than people who are, hm,
>> more inclined toward the Java mindset?
>
>  Quite.  I have never seen the point of try...catch.  It gets in
> the way horribly.

Huh.  In general I guess I don't agree.  "It takes all kinds" ?

>> In this case I'd be inclined to wonder whether you might have
>> simplified the code by finding a common ancestor for all six of the
>> exception types and writing one "catch" for that.  But maybe that
>> would have caught some other type of exception that you didn't want
>> to ....  But no, I'd think that might be okay given that you just

>> wanted to bail out anyway.
>
>  Exactly.  Java makes it awkward.

I could argue that so does C, with the need to explicitly check return codes from each and every function that might signal an error via a return code.

Contrast this C fragment (untested):

```
t1 *p1 = malloc(sizeof *p);
if (*p1 == NULL) goto error:
/* use p1 */

t1 *p2 = malloc(sizeof *p);
if (*p2 == NULL) goto error:
/* use p2 */

/* lather, rinse, repeat */

/* branch around error handling? */

error:  /* do something about error */
```

with this Java fragment (also untested):

```
try {
    T1 p1 = new T1();
    /* use p1 */

    T1 p2 = new T1();
    /* use p2 */

    /* lather, rinse, repeat */
}
catch (OutOfMemoryError) {
    /* do something about error */
}
```

and observe also that if you just want the program to crash immediately if it runs out of memory, you don't even need the try/catch because that (program crash) is the default behavior for this type of error.

To me the Java version is a little nicer.

Of course you may well have some language other than C in mind when you suggest (as I think you do) that there are languages that make

dealing with errors easier than Java does.  ?

>> Just sayin', maybe.  I'm not without my biases either.  (Don't get
>> me started on languages without explicitly-typed variables.)
>
>  I use one.  Yup, I have had too many errors that would have been
>  caught by explicit typing.
>

Perl?  Python?

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 13 Feb 2013 12:05:51 GMT
View Forum Message <> Reply to Message

In <57rfh8poolpssihv9agu7bkpv5ailgb151@4ax.com>, on 02/10/2013
  at 10:55 AM, Gene Wirchenko <genew@telus.net> said:

> The way you harp on her and at her, I was
> wondering.

Perhaps if you read more carefully you would understand what I wrote
and why.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 13 Feb 2013 12:07:30 GMT
View Forum Message <> Reply to Message

In article <PM0004D587786C916D@aca2fceb.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
>  Walter Banks wrote:
>>
>>

>> Dan Espen wrote:
>>
>>> Flowcharts? You're kidding right? Totally obsolete.
>>> I'd get laughed out of the building showing a flowchart around.
>>>
>>
>> I thought flow charts were dead until 3 or 4 years
>> ago when I visited a development team I had been
>> dealing with for several years. The head of the group
>> was so dyslexic that flow charts were the only
>> means he had of clear communication.
>
> Kewl.

OT/aside:

Can someone explain to me the significance of the "kewl" spelling?
that is, is it somehow different from "cool"?

>>
>> The group btw write exceptionally well written code
>
> Of course. It means that they intimately know the flow of
> bits.
>>
>> They used a drawing package to create and edit
>> their flowcharts
>
> If that's not being done with these complicated software projects,
> I'd be very surprised.
>

Flowcharts seem to have fallen out of favor as a way of documenting
program logic. UML diagrams seem to be used some (a lot?), especially
in the object-oriented world.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 13 Feb 2013 13:10:32 GMT
View Forum Message <> Reply to Message

On 2/12/2013 9:14 AM, Dan Espen wrote:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>

>>  On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>>>  Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>>  That partly solves the problem but not completely. Local
>>>>  functions in pascal can directly reference the containing functions
>>>>  arguments and locals declared before the local functions
>>>>  definition.
>>>
>>>  Which you'll notice I described above as not turning out to be nearly as
>>>  useful as expected.
>>>
>>
>>  I don't know your background, but I'd suggest this is because you
>>  aren't familiar with using them.  A major annoyance of C (to me at
>>  least) is that it has two scopes, data is either local to a single
>>  function or global to all. [note this ignores recent GCC extensions
>>  previously mentioned.]  Whatever isn't global has to be passed around
>>  thru possible multiple layers of procedure as arguments, adding code
>>  to calling sequences and complexity to the program.  Even worse, if
>>  it's data to be operated on you have to pass pointers to it.
>>
>>  I find the following structure very useful:
>>     outer: procedure;
>>       declare <structure of data to be operated on:...
>>       call inner1;
>>       call inner2;
>>       ...
>>     inner1: procedure;
>>       /* code that operates on structure */
>>       end;
>>     inner2: procedure...
>>       /* more code that operates on structure */
>>     etc.
>>     end outer;
>
>  I was just doing some PL/I 2 weeks ago.
>  When using nested procedures like this,
>  I was unsure about indentation.
>  I was inclined to indent all of the nested stuff
>  but it just doesn't look right.
>
>  Is there an accepted PL/I way to format nested procedures?
>

Not as far as I know.  Here's the style guide:
http://home.roadrunner.com/~pflass/PLI/plistyle.html

I wrote it, FWIW.  Suggestions are welcome.

--
Pete

---

Subject: Re: New HD
Posted by Andrew Swallow on Wed, 13 Feb 2013 13:12:22 GMT
View Forum Message <> Reply to Message

On 13/02/2013 12:07, blmblm@myrealbox.com wrote:
>
> Flowcharts seem to have fallen out of favor as a way of documenting
> program logic. UML diagrams seem to be used some (a lot?), especially
> in the object-oriented world.
>

Flowcharts are normally written from the code, although officially it is the other way round. Since they do not contain a data division they actually contain less information than the code. Except for machine code in octal or hex they are harder to read that the code. Worse where the code and flowchart disagree experienced programmers have learnt to assume the flowchart is out of date.

Andrew Swallow

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 13 Feb 2013 13:30:54 GMT
View Forum Message <> Reply to Message

On 2/12/2013 5:07 PM, Joe Pfeiffer wrote:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> That partly solves the problem but not completely. Local
>>>> functions in pascal can directly reference the containing functions
>>>> arguments and locals declared before the local functions
>>>> definition.
>>>
>>> Which you'll notice I described above as not turning out to be nearly as
>>> useful as expected.
>>>
>>
>> I don't know your background, but I'd suggest this is because you
>> aren't familiar with using them. A major annoyance of C (to me at

```
>>  least) is that it has two scopes, data is either local to a single
>>  function or global to all. [note this ignores recent GCC extensions
>>  previously mentioned.]  Whatever isn't global has to be passed around
>>  thru possible multiple layers of procedure as arguments, adding code
>>  to calling sequences and complexity to the program.  Even worse, if
>>  it's data to be operated on you have to pass pointers to it.
>>
>>  I find the following structure very useful:
>>     outer: procedure;
>>       declare <structure of data to be operated on:...
>>       call inner1;
>>       call inner2;
>>       ...
>>     inner1: procedure;
>>       /* code that operates on structure */
>>       end;
>>     inner2: procedure...
>>       /* more code that operates on structure */
>>     etc.
>>     end outer;
>>
>>  C can only do this by declaring the structure outside all functions,
>>  thereby making it globally visible, or, of course, "static."
>
>  Pascal was the first language I used extensively, as an undergrad and a
>  grad student.  I used the structure above a *lot*.
>
>  It doesn't do anything for you that declaring the data structure,
>  inner1, and inner2 as static within a .c file containing nothing but
>  that and outer (outer isn't static, of course).
>
```

Declaring the structure static forces it to occupy storage thruout the life of the program.  In the above example the structure is "AUTOMATIC" which means it's on the stack and only allocated while "outer" is active.  This is not as important these days with large memories, but if "structure" is big it's worth not having it static.

More importantly, structure could be "adjustable", for example an array whose bounds are determined at run-time or contain strings of a length determined at run-time.  Then when "outer" runs the required amount of storage is allocated.

--
Pete

Subject: Re: New HD
Posted by Peter Flass on Wed, 13 Feb 2013 13:39:18 GMT
View Forum Message <> Reply to Message

On 2/13/2013 7:05 AM, blmblm@myrealbox.com wrote:
>
> Contrast this C fragment (untested):
>
>  t1 *p1 = malloc(sizeof *p);
>  if (*p1 == NULL) goto error:
>  /* use p1 */
>
>  t1 *p2 = malloc(sizeof *p);
>  if (*p2 == NULL) goto error:
>  /* use p2 */
>
>  /* lather, rinse, repeat */
>
>  /* branch around error handling? */
>
>  error:  /* do something about error */
>
> with this Java fragment (also untested):
>
>  try {
>  T1 p1 = new T1();
>  /* use p1 */
>
>  T1 p2 = new T1();
>  /* use p2 */
>
>  /* lather, rinse, repeat */
>  }
>  catch (OutOfMemoryError) {
>  /* do something about error */
>  }
>
> and observe also that if you just want the program to crash
> immediately if it runs out of memory, you don't even need the
> try/catch because that (program crash) is the default behavior
> for this type of error.
>
> To me the Java version is a little nicer.

I would assume that Java would generate a somewhat meaningful error message even if not checked, like "Out of Memory."  C code has a nasty tendency to just crash, hence the applications that get whatever the windoze equivalent of SIGSEGV is with no clue as to what's actually wrong.

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 13 Feb 2013 14:00:52 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

> In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
> Gene Wirchenko <genew@telus.net> wrote:
>> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>> <blmblm.myrealbox@gmail.com> wrote:
>>
>> [snip]
>>
>>> Java checked exceptions are not without their annoyances, granted.
>>> Based on some of what you've posted to comp.lang.java.programmer
>>> I suspect you're more like to be annoyed than people who are, hm,
>>> more inclined toward the Java mindset?
>>
>> Quite. I have never seen the point of try...catch. It gets in
>> the way horribly.
>
> Huh. In general I guess I don't agree. "It takes all kinds" ?
>
>>> In this case I'd be inclined to wonder whether you might have
>>> simplified the code by finding a common ancestor for all six of the
>>> exception types and writing one "catch" for that. But maybe that
>>> would have caught some other type of exception that you didn't want
>>> to .... But no, I'd think that might be okay given that you just
>>> wanted to bail out anyway.
>>
>> Exactly. Java makes it awkward.
>
> I could argue that so does C, with the need to explicitly check
> return codes from each and every function that might signal an
> error via a return code.
>
> Contrast this C fragment (untested):
>
>  t1 *p1 = malloc(sizeof *p);
>  if (*p1 == NULL) goto error:
>  /* use p1 */
>
>  t1 *p2 = malloc(sizeof *p);
>  if (*p2 == NULL) goto error:

```
>      /* use p2 */
>
>      /* lather, rinse, repeat */
>
>      /* branch around error handling? */
>
>      error:  /* do something about error */
>
>  with this Java fragment (also untested):
>
>      try {
>          T1 p1 = new T1();
>          /* use p1 */
>
>          T1 p2 = new T1();
>          /* use p2 */
>
>          /* lather, rinse, repeat */
>      }
>      catch (OutOfMemoryError) {
>          /* do something about error */
>      }
```

True enough but:

```
 t1 *p1 = my_malloc(sizeof *p);
 /* use p1 */

 t1 *p2 = my_malloc(sizeof *p);
 /* use p2 */

int my_malloc(int amt)
{
    int rc;
    rc = malloc(amt);
    if (!rc) {
      die horribly...
    }
    return(rc);
}
```

of course not tested.

--
Dan Espen

Subject: Re: New HD
Posted by Dan Espen on Wed, 13 Feb 2013 14:24:54 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/12/2013 9:14 AM, Dan Espen wrote:
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> > That partly solves the problem but not completely. Local
>>>> > functions in pascal can directly reference the containing functions
>>>> > arguments and locals declared before the local functions
>>>> > definition.
>>>>
>>>> Which you'll notice I described above as not turning out to be nearly as
>>>> useful as expected.
>>>>
>>>
>>> I don't know your background, but I'd suggest this is because you
>>> aren't familiar with using them. A major annoyance of C (to me at
>>> least) is that it has two scopes, data is either local to a single
>>> function or global to all. [note this ignores recent GCC extensions
>>> previously mentioned.] Whatever isn't global has to be passed around
>>> thru possible multiple layers of procedure as arguments, adding code
>>> to calling sequences and complexity to the program. Even worse, if
>>> it's data to be operated on you have to pass pointers to it.
>>>
>>> I find the following structure very useful:
>>>  outer: procedure;
>>>  declare <structure of data to be operated on:...
>>>  call inner1;
>>>  call inner2;
>>>  ...
>>>  inner1: procedure;
>>>  /* code that operates on structure */
>>>  end;
>>>  inner2: procedure...
>>>  /* more code that operates on structure */
>>>  etc.
>>>  end outer;
>>
>> I was just doing some PL/I 2 weeks ago.
>> When using nested procedures like this,
>> I was unsure about indentation.
>> I was inclined to indent all of the nested stuff
>> but it just doesn't look right.

>>
>> Is there an accepted PL/I way to format nested procedures?
>>
>
> Not as far as I know.

Okay, thanks.

> Here's the style guide:
> http://home.roadrunner.com/~pflass/PLI/plistyle.html
>
> I wrote it, FWIW. Suggestions are welcome.

When I see %SKIP in PL/I (or SPACE in HLASM),
I blank them out.

I haven't printed a listing in years.
(It mentions %SKIP as preferable).

I strongly prefer:

```
IF CONDITION THEN DO;
END;
```

but that seems to be a minority view.

I don't indent WHEN clauses, it just seems redundant to SELECT.

I like Modification History.
I actually have an Emacs macro to insert it.

I generally rip out change markers on each changed line.
That's what the change control system is for.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 13 Feb 2013 14:48:46 GMT
View Forum Message <> Reply to Message

In article <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>,
Joe Pfeiffer <pfeiffer@cs.nmsu.edu> wrote:

> My view remains that his argument, regarding the flow of logic through
> an algorithm and ending up with a program that can be debugged and then
> maintained, was exactly correct. What he missed was error handling (he
> was weak on the idea that programmers make mistakes, which was reflected
> in a *lot* of what he had to say about logical proofs of correctness),
> and that is handled *much* better with try/catch than with a goto.
>
> If your program logic, written in a language that supports the ordinary
> sorts of flow-control statements like if/for/while, would be clearer
> with the use of a goto then you need to rethink your program logic.

So you think that deliberately raising an error to get out of a deeply
nested control structure is better than a GOTO?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 13 Feb 2013 14:54:06 GMT
View Forum Message <> Reply to Message

In article <ans6pnFlh9aU2@mid.individual.net>,
 blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

> Just sayin', maybe. I'm not without my biases either. (Don't get
> me started on languages without explicitly-typed variables.)

Mine is languages that don't require declaring variable explicitly and
throw exceptions only when they are referenced and found to be not
set. Not throwing an exception for an unset variable (even if
declared) is much worse, of course.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 13 Feb 2013 15:05:29 GMT
View Forum Message <> Reply to Message

In article <kfg4jt$pv5$1@dont-email.me>,
 Peter Flass <Peter_Flass@Yahoo.com> wrote:

> I would assume that Java would generate a somewhat meaningful error
> message even if not checked, like "Out of Memory." C code has a nasty

> tendency to just crash, hence the applications that get whatever the
> windoze equivalent of SIGSEGV is with no clue as to what's actually wrong.

In C you are suppose to know what you are doing at the machine level.
This is one reason that C and C++ et. al. are not good languages for
application developers who have, for example, to deal with problems
dealing with the arcana about loans made by red haired Irish descended
loan officers on nights of the full Moon. (They'll rip your lungs out
Jim.)

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 13 Feb 2013 15:16:56 GMT
View Forum Message <> Reply to Message

In article <ao1e01Fr1ajU6@mid.individual.net>,
 blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

> Can someone explain to me the significance of the "kewl" spelling?
> that is, is it somehow different from "cool"?

Denotes membership in certain subcultures. "kewl" is probably way
obsolete and marks you as an old fogy trying to be "cool".

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 13 Feb 2013 15:19:00 GMT
View Forum Message <> Reply to Message

In article <kfbem9$j0p$1@dont-email.me>,
 Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>
>> Scientific Method finds bugs? I don't see how that's right either.
>>
>
> I agree with Barb on this one. You formulate a hypothesis about what
> could be causing the problem, then you attempt to design an "experiment"
> to test the hypothesis. Repeat until the bug is found and fixed.

And its usually something you know for sure that turns out not to be
the case.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 13 Feb 2013 15:20:02 GMT
View Forum Message <> Reply to Message

In article <iczjza4nx0.fsf@home.home>, Dan Espen <despen@verizon.net>
wrote:

> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>
>>> Scientific Method finds bugs? I don't see how that's right either.
>>
>> I agree with Barb on this one. You formulate a hypothesis about what
>> could be causing the problem, then you attempt to design an
>> "experiment" to test the hypothesis. Repeat until the bug is found
>> and fixed.
>
> You mean random changes and prayer won't work?

Do you know how much cargo cult programming that is in production?
>
> Yeah, I suppose Barb does have this right,
> I just don't usually use the term Scientific Method.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by scott on Wed, 13 Feb 2013 15:42:44 GMT
View Forum Message <> Reply to Message

Walter Bushell <proto@panix.com> writes:
> In article <kfbem9$j0p$1@dont-email.me>,
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>
>>> Scientific Method finds bugs? I don't see how that's right either.

>>>
>>
>> I agree with Barb on this one. You formulate a hypothesis about what
>> could be causing the problem, then you attempt to design an "experiment"
>> to test the hypothesis. Repeat until the bug is found and fixed.
>
> And its usually something you know for sure that turns out not to be
> the case.

The really fun ones are the bugs found on processors with weakly-ordered memory subsystems. Specifically, where two consecutive stores (writes) may not be seen in the same order by all actors (cores) in the system.

On such systems, multithreaded software (e.g. the OS) need to be aware of this when sharing data. For example, if stores (writes) can be reordered by a processor, a store to release a spinlock may be seen by another core before a preceeding store protected by the spinlock actually hits the cache - in which case the other cpu may, having acquired the spinlock, access stale data thinking it is fresh. In this case, a memory barrier must be inserted prior to the store that releases the spinlock to ensure that all prior stores have been committed.

Similar concerns occur where loads may occur out of order.

scott

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 13 Feb 2013 16:02:31 GMT
View Forum Message <> Reply to Message

Walter Bushell <proto@panix.com> writes:

> In article <iczjza4nx0.fsf@home.home>, Dan Espen <despen@verizon.net>
> wrote:
>
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>>
>>>> Scientific Method finds bugs? I don't see how that's right either.
>>>
>>> I agree with Barb on this one. You formulate a hypothesis about what
>>> could be causing the problem, then you attempt to design an
>>> "experiment" to test the hypothesis. Repeat until the bug is found
>>> and fixed.
>>
>> You mean random changes and prayer won't work?

>
> Do you know how much cargo cult programming that is in production?

In metric tons?

What always surprises me is code that has worked fine for extended
periods of time (like 40 years) with obvious errors.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Banks on Wed, 13 Feb 2013 16:26:09 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:

> What always surprises me is code that has worked fine for extended
> periods of time (like 40 years) with obvious errors.

Even more interesting is having a bug reported and finding that it has
been in a product for 30+ years and getting 3 or 4 more bug reports
from completely disconnected far flung places for exactly the same
fault in the next week or so.

w..

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 13 Feb 2013 17:11:31 GMT
View Forum Message <> Reply to Message

In article <tt7lh89mqfem6pg80m9ohoo1kaoq8b9trm@4ax.com>, genew@telus.net
(Gene Wirchenko) writes:

> On Tue, 12 Feb 2013 11:27:32 -0000, "Stanley Daniel de Liver"
> <notagoodone@invalid.org.invalid> wrote:
>
>> On Tue, 12 Feb 2013 11:06:46 -0000, <Ibmekon> wrote:
>>
>>> On Tue, 12 Feb 2013 10:36:45 -0000, "Stanley Daniel de Liver"
>>> <notagoodone@invalid.org.invalid> wrote:
>
> [snip]
>

>>>>  Where do you stand on Periodic Tables?
>>>
>>>  Are they stronger than occasional tables as these oak ones :
>>>
>>>  http://www.oakfurnituresolutions.co.uk/c/17/Coffee__Occasion al_Tables.html
>>
>>  I wouldn't trust an occasional table; I want it to be a fixed constant
>>  table.
>
>  I thinkyou have it the wrong way around.
>
>  "occasional" means having to do with an occasion.  I conclude
>  that these are, therefore, explicitly-typed tables.  That makes them
>  safer than untyped tables.

They're only practical, though, if you have enough storage space
to page them out on other occasions.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X  Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by hda on Wed, 13 Feb 2013 17:15:49 GMT
View Forum Message <> Reply to Message

On Wed, 13 Feb 2013 11:02:31 -0500, Dan Espen <despen@verizon.net>
wrote:

> Walter Bushell <proto@panix.com> writes:
>
>>  In article <iczjza4nx0.fsf@home.home>, Dan Espen <despen@verizon.net>
>>  wrote:
>>
>>>  Peter Flass <Peter_Flass@Yahoo.com> writes:
>>>
>>>>  On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>> >
>>>> > Scientific Method finds bugs?  I don't see how that's right either.
>>>>
>>>>  I agree with Barb on this one.  You formulate a hypothesis about what
>>>>  could be causing the problem, then you attempt to design an
>>>>  "experiment" to test the hypothesis.  Repeat until the bug is found
>>>>  and fixed.
>>>

>>>  You mean random changes and prayer won't work?
>>
>>  Do you know how much cargo cult programming that is in production?
>
> In metric tons?
>
> What always surprises me is code that has worked fine for extended
> periods of time (like 40 years) with obvious errors.

If it aint understood, don't touch it ?
So, has redundant repressive routines to remedy unwanted results ?

Amount of code expands like laws...

Cleaning-up or code-refactoring, how large is this market, is it paid
for ?

---

Subject: Re: New HD
Posted by hda on Wed, 13 Feb 2013 17:16:54 GMT
View Forum Message <> Reply to Message

On Wed, 13 Feb 2013 11:26:09 -0500, Walter Banks
<walter@bytecraft.com> wrote:

>
>
> Dan Espen wrote:
>
>>  What always surprises me is code that has worked fine for extended
>>  periods of time (like 40 years) with obvious errors.
>
> Even more interesting is having a bug reported and finding that it has
> been in a product for 30+ years and getting 3 or 4 more bug reports
> from completely disconnected far flung places for exactly the same
> fault in the next week or so.
>
> w..
>

True enough. Randomness comes in bunches.

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 13 Feb 2013 17:21:33 GMT
View Forum Message <> Reply to Message

On Wed, 13 Feb 2013 09:00:52 -0500
Dan Espen <despen@verizon.net> wrote:

> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>
>> In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>> Gene Wirchenko <genew@telus.net> wrote:
>>> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>> <blmblm.myrealbox@gmail.com> wrote:
>>>
>>> [snip]
>>>
>>>> Java checked exceptions are not without their annoyances, granted.
>>>> Based on some of what you've posted to comp.lang.java.programmer
>>>> I suspect you're more like to be annoyed than people who are, hm,
>>>> more inclined toward the Java mindset?
>>>
>>> Quite. I have never seen the point of try...catch. It gets in
>>> the way horribly.
>>
>> Huh. In general I guess I don't agree. "It takes all kinds" ?
>>
>>>> In this case I'd be inclined to wonder whether you might have
>>>> simplified the code by finding a common ancestor for all six of the
>>>> exception types and writing one "catch" for that. But maybe that
>>>> would have caught some other type of exception that you didn't want
>>>> to .... But no, I'd think that might be okay given that you just
>>>> wanted to bail out anyway.
>>>
>>> Exactly. Java makes it awkward.
>>
>> I could argue that so does C, with the need to explicitly check
>> return codes from each and every function that might signal an
>> error via a return code.
>>
>> Contrast this C fragment (untested):
>>
>> t1 *p1 = malloc(sizeof *p);
>> if (*p1 == NULL) goto error:
>> /* use p1 */
>>
>> t1 *p2 = malloc(sizeof *p);
>> if (*p2 == NULL) goto error:
>> /* use p2 */
>>
>> /* lather, rinse, repeat */
>>
>> /* branch around error handling? */

```
>>
>>      error:  /* do something about error */
>>
>>  with this Java fragment (also untested):
>>
>>      try {
>>          T1 p1 = new T1();
>>          /* use p1 */
>>
>>          T1 p2 = new T1();
>>          /* use p2 */
>>
>>          /* lather, rinse, repeat */
>>      }
>>      catch (OutOfMemoryError) {
>>          /* do something about error */
>>      }
>
>  True enough but:
>
>   t1 *p1 = my_malloc(sizeof *p);
>   /* use p1 */
>
>   t1 *p2 = my_malloc(sizeof *p);
>   /* use p2 */
>
>  int my_malloc(int amt)
>  {
>      int rc;
>      rc = malloc(amt);
>      if (!rc) {
>        die horribly...
>      }
>      return(rc);
>  }
>
>  of course not tested.
```

The java version gives the choice of what to do about the problem,
the C version does not.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

Subject: Re: New HD
Posted by Dan Espen on Wed, 13 Feb 2013 17:31:46 GMT
View Forum Message <> Reply to Message

hda <agent700@xs4all.nl.invalid> writes:

> Cleaning-up or code-refactoring, how large is this market, is it paid
> for ?

When people ask this kind of question, I smell trouble.
It always pays to clean up code and one should never ask for permission.
If you have the go ahead to fix a problem, do it right or don't do it at
all.

I always get a kick out of the LOC (Lines Of Code) counters.
I love to add features or fix bugs
and lower the line counts at the same time.
That's quality.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 13 Feb 2013 17:43:49 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On Wed, 13 Feb 2013 09:00:52 -0500
> Dan Espen <despen@verizon.net> wrote:
>
>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>
>>> In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>>> Gene Wirchenko <genew@telus.net> wrote:
>>>> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>>> <blmblm.myrealbox@gmail.com> wrote:
>>>>
>>>> [snip]
>>>>
>>>> >Java checked exceptions are not without their annoyances, granted.
>>>> >Based on some of what you've posted to comp.lang.java.programmer
>>>> >I suspect you're more like to be annoyed than people who are, hm,
>>>> >more inclined toward the Java mindset?
>>>>
>>>> Quite. I have never seen the point of try...catch. It gets in
>>>> the way horribly.

```
>>>
>>>  Huh.  In general I guess I don't agree.  "It takes all kinds" ?
>>>
>>>>  >In this case I'd be inclined to wonder whether you might have
>>>>  >simplified the code by finding a common ancestor for all six of the
>>>>  >exception types and writing one "catch" for that.  But maybe that
>>>>  >would have caught some other type of exception that you didn't want
>>>>  >to ....  But no, I'd think that might be okay given that you just
>>>>  >wanted to bail out anyway.
>>>>
>>>>      Exactly.  Java makes it awkward.
>>>
>>>  I could argue that so does C, with the need to explicitly check
>>>  return codes from each and every function that might signal an
>>>  error via a return code.
>>>
>>>  Contrast this C fragment (untested):
>>>
>>>     t1 *p1 = malloc(sizeof *p);
>>>     if (*p1 == NULL) goto error:
>>>     /* use p1 */
>>>
>>>     t1 *p2 = malloc(sizeof *p);
>>>     if (*p2 == NULL) goto error:
>>>     /* use p2 */
>>>
>>>     /* lather, rinse, repeat */
>>>
>>>     /* branch around error handling? */
>>>
>>>     error:  /* do something about error */
>>>
>>>  with this Java fragment (also untested):
>>>
>>>     try {
>>>        T1 p1 = new T1();
>>>        /* use p1 */
>>>
>>>        T1 p2 = new T1();
>>>        /* use p2 */
>>>
>>>        /* lather, rinse, repeat */
>>>     }
>>>     catch (OutOfMemoryError) {
>>>        /* do something about error */
>>>     }
>>
>>  True enough but:
```

```
>>
>>   t1 *p1 = my_malloc(sizeof *p);
>>   /* use p1 */
>>
>>   t1 *p2 = my_malloc(sizeof *p);
>>   /* use p2 */
>>
>>  int my_malloc(int amt)
>>  {
>>      int rc;
>>      rc = malloc(amt);
>>      if (!rc) {
>>        die horribly...
>>      }
>>      return(rc);
>>  }
>>
>>  of course not tested.
>
>   The java version gives the choice of what to do about the problem,
>  the C version does not.
```

Really?  I don't see it.
Anyway:

```
  t1 *p1 = my_malloc(sizeof *p, DIE);
  /* use p1 */

  t1 *p2 = my_malloc(sizeof *p, DIE_SLOWLY);
  /* use p2 */

 int my_malloc(int amt, int how)
 {
     int rc;
     rc = malloc(amt);
     if (!rc) {
       if (how == DIE) {
         die horribly...
       } else {
         die slowly...
       }
     }
     return(rc);
 }
```

--
Dan Espen

Subject: Re: New HD
Posted by Joe Pfeiffer on Wed, 13 Feb 2013 17:46:20 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/12/2013 5:07 PM, Joe Pfeiffer wrote:
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> > That partly solves the problem but not completely. Local
>>>> > functions in pascal can directly reference the containing functions
>>>> > arguments and locals declared before the local functions
>>>> > definition.
>>>>
>>>> Which you'll notice I described above as not turning out to be nearly as
>>>> useful as expected.
>>>>
>>>
>>> I don't know your background, but I'd suggest this is because you
>>> aren't familiar with using them. A major annoyance of C (to me at
>>> least) is that it has two scopes, data is either local to a single
>>> function or global to all. [note this ignores recent GCC extensions
>>> previously mentioned.] Whatever isn't global has to be passed around
>>> thru possible multiple layers of procedure as arguments, adding code
>>> to calling sequences and complexity to the program. Even worse, if
>>> it's data to be operated on you have to pass pointers to it.
>>>
>>> I find the following structure very useful:
>>>  outer: procedure;
>>>  declare <structure of data to be operated on:...
>>>  call inner1;
>>>  call inner2;
>>>  ...
>>>  inner1: procedure;
>>>  /* code that operates on structure */
>>>  end;
>>>  inner2: procedure...
>>>  /* more code that operates on structure */
>>>  etc.
>>>  end outer;
>>>
>>> C can only do this by declaring the structure outside all functions,
>>> thereby making it globally visible, or, of course, "static."
>>
>> Pascal was the first language I used extensively, as an undergrad and a
>> grad student. I used the structure above a *lot*.

>>
>> It doesn't do anything for you that declaring the data structure,
>> inner1, and inner2 as static within a .c file containing nothing but
>> that and outer (outer isn't static, of course).
>>
>
> Declaring the structure static forces it to occupy storage thruout the
> life of the program. In the above example the structure is
> "AUTOMATIC" which means it's on the stack and only allocated while
> "outer" is active. This is not as important these days with large
> memories, but if "structure" is big it's worth not having it static.
>
> More importantly, structure could be "adjustable", for example an
> array whose bounds are determined at run-time or contain strings of a
> length determined at run-time. Then when "outer" runs the required
> amount of storage is allocated.

True -- on the other hand, the Pascal approach also prevents keeping the
structure around throughout the life of the program, which is much more
likely to be the desired behavior. If you want the size to be
adjustable, use malloc() and write accessor functions.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 13 Feb 2013 17:46:33 GMT
View Forum Message <> Reply to Message

In article <proto-A6FDBD.10165613022013@news.panix.com>, proto@panix.com
(Walter Bushell) writes:

> In article <ao1e01Fr1ajU6@mid.individual.net>,
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>
>> Can someone explain to me the significance of the "kewl" spelling?
>> that is, is it somehow different from "cool"?
>
> Denotes membership in certain subcultures. "kewl" is probably way
> obsolete and marks you as an old fogy trying to be "cool".

It just isn't ]<00L anymore.

Think of such people as descendants of B1FF.
http://en.wikipedia.org/wiki/BIFF (note the I instead of 1)
http://en.wikipedia.org/wiki/Leet

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.

X  Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Wed, 13 Feb 2013 17:47:10 GMT
View Forum Message <> Reply to Message

Walter Bushell <proto@panix.com> writes:

> In article <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>,
>  Joe Pfeiffer <pfeiffer@cs.nmsu.edu> wrote:
>
>> My view remains that his argument, regarding the flow of logic through
>> an algorithm and ending up with a program that can be debugged and then
>> maintained, was exactly correct.  What he missed was error handling (he
>> was weak on the idea that programmers make mistakes, which was reflected
>> in a *lot* of what he had to say about logical proofs of correctness),
>> and that is handled *much* better with try/catch than with a goto.
>>
>> If your program logic, written in a language that supports the ordinary
>> sorts of flow-control statements like if/for/while, would be clearer
>> with the use of a goto then you need to rethink your program logic.
>
> So you think that deliberately raising an error to get out of a deeply
> nested control structure is better than a GOTO?

If your program is written so that the clearest way to get out of a
deeply nested control structure is a goto, there is a high probability
your program logic needs to be revisited.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 13 Feb 2013 17:55:13 GMT
View Forum Message <> Reply to Message

In article <ao1dn9Fr1ajU1@mid.individual.net>, blmblm.myrealbox@gmail.com
(blmblm@myrealbox.com) writes:

> I would be interested in knowing how much experience you have
> with different language "paradigms" (imperative, object-oriented,
> functional, logic ....  that's all I can think of right now).

"...taping 20 cents to my transmission so I can shift my pair o' dimes"
 -- Spider Robinson

--

/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by scott on Wed, 13 Feb 2013 18:02:45 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:
> On Wed, 13 Feb 2013 09:00:52 -0500
> Dan Espen <despen@verizon.net> wrote:

>>
>>  of course not tested.
>
>  The java version gives the choice of what to do about the problem,
> the C version does not.
>

Both versions allow the programmer the flexibility to handle each error separately or collectively.  To that end, the capabilities provided to the programmer are identical.  The mechanism is different.

I find dealing with the error at the point of detection to be, in general, better than deferring handling to some catch  somewhere down-frame, unless all the catch is doing is printing an error message and exiting (which is not, in my opinion, sufficient error handling for a production application).

For example:

```
int nodelay = 1;
diag = ::setsockopt(n_connect_socket, IPPROTO_TCP, TCP_NODELAY, &nodelay,
                    sizeof(nodelay));
if (diag == -1) {
    n_logger->log("%s Unable to disable Nagle algorithm on stream: %s\n",
                  n_subsys, strerror(errno));
}
```

If this code fails, it will have no effect on the correctness of the application (albeit there may be a slight adverse effect on performance), so it is proper to just log the condition and continue.  I could do this by throwing an exception and catching in the caller, but this particular function detects and deals with over a dozen different potential failure conditions - moving all the fixup code for each individual failure condition to the
catch clause in one or more potential callers would be silly.

scott

Subject: Re: New HD
Posted by Walter Banks on Wed, 13 Feb 2013 18:40:21 GMT
View Forum Message <> Reply to Message

Joe Pfeiffer wrote:

> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/12/2013 5:07 PM, Joe Pfeiffer wrote:
>>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>>
>>>> On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >>
>>>> >> That partly solves the problem but not completely. Local
>>>> >> functions in pascal can directly reference the containing functions
>>>> >> arguments and locals declared before the local functions
>>>> >> definition.
>>>> >
>>>> > Which you'll notice I described above as not turning out to be nearly as
>>>> > useful as expected.
>>>> >
>>>>
>>>> I don't know your background, but I'd suggest this is because you
>>>> aren't familiar with using them. A major annoyance of C (to me at
>>>> least) is that it has two scopes, data is either local to a single
>>>> function or global to all. [note this ignores recent GCC extensions
>>>> previously mentioned.] Whatever isn't global has to be passed around
>>>> thru possible multiple layers of procedure as arguments, adding code
>>>> to calling sequences and complexity to the program. Even worse, if
>>>> it's data to be operated on you have to pass pointers to it.
>>>>
>>>> I find the following structure very useful:
>>>>  outer: procedure;
>>>>  declare <structure of data to be operated on:...
>>>>  call inner1;
>>>>  call inner2;
>>>>  ...
>>>>  inner1: procedure;
>>>>  /* code that operates on structure */
>>>>  end;
>>>>  inner2: procedure...
>>>>  /* more code that operates on structure */
>>>>  etc.
>>>>  end outer;

>>>>
>>>> C can only do this by declaring the structure outside all functions,
>>>> thereby making it globally visible, or, of course, "static."
>>>
>>> Pascal was the first language I used extensively, as an undergrad and a
>>> grad student. I used the structure above a *lot*.
>>>
>>> It doesn't do anything for you that declaring the data structure,
>>> inner1, and inner2 as static within a .c file containing nothing but
>>> that and outer (outer isn't static, of course).
>>>
>>
>> Declaring the structure static forces it to occupy storage thruout the
>> life of the program. In the above example the structure is
>> "AUTOMATIC" which means it's on the stack and only allocated while
>> "outer" is active. This is not as important these days with large
>> memories, but if "structure" is big it's worth not having it static.
>>
>> More importantly, structure could be "adjustable", for example an
>> array whose bounds are determined at run-time or contain strings of a
>> length determined at run-time. Then when "outer" runs the required
>> amount of storage is allocated.
>
> True -- on the other hand, the Pascal approach also prevents keeping the
> structure around throughout the life of the program, which is much more
> likely to be the desired behavior. If you want the size to be
> adjustable, use malloc() and write accessor functions.

I like C static locals and data life and scoping rules but C failed to
sort out execution scoping..

w..

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Wed, 13 Feb 2013 18:44:04 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Joe Pfeiffer wrote:
>
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/12/2013 5:07 PM, Joe Pfeiffer wrote:
>>>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>>>

>>>> > On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>>>> >> Walter Banks <walter@bytecraft.com> writes:
>>>> >>>
>>>> >>> That partly solves the problem but not completely. Local
>>>> >>> functions in pascal can directly reference the containing functions
>>>> >>> arguments and locals declared before the local functions
>>>> >>> definition.
>>>> >>
>>>> >> Which you'll notice I described above as not turning out to be nearly as
>>>> >> useful as expected.
>>>> >>
>>>> >
>>>> > I don't know your background, but I'd suggest this is because you
>>>> > aren't familiar with using them.  A major annoyance of C (to me at
>>>> > least) is that it has two scopes, data is either local to a single
>>>> > function or global to all. [note this ignores recent GCC extensions
>>>> > previously mentioned.]  Whatever isn't global has to be passed around
>>>> > thru possible multiple layers of procedure as arguments, adding code
>>>> > to calling sequences and complexity to the program.  Even worse, if
>>>> > it's data to be operated on you have to pass pointers to it.
>>>> >
>>>> > I find the following structure very useful:
>>>> >    outer: procedure;
>>>> >      declare <structure of data to be operated on:...
>>>> >      call inner1;
>>>> >      call inner2;
>>>> >      ...
>>>> >    inner1: procedure;
>>>> >      /* code that operates on structure */
>>>> >      end;
>>>> >    inner2: procedure...
>>>> >      /* more code that operates on structure */
>>>> >    etc.
>>>> >    end outer;
>>>> >
>>>> > C can only do this by declaring the structure outside all functions,
>>>> > thereby making it globally visible, or, of course, "static."
>>>>
>>>>  Pascal was the first language I used extensively, as an undergrad and a
>>>>  grad student.  I used the structure above a *lot*.
>>>>
>>>>  It doesn't do anything for you that declaring the data structure,
>>>>  inner1, and inner2 as static within a .c file containing nothing but
>>>>  that and outer (outer isn't static, of course).
>>>>
>>>
>>>  Declaring the structure static forces it to occupy storage thruout the
>>>  life of the program.  In the above example the structure is

>>> "AUTOMATIC" which means it's on the stack and only allocated while
>>> "outer" is active. This is not as important these days with large
>>> memories, but if "structure" is big it's worth not having it static.
>>>
>>> More importantly, structure could be "adjustable", for example an
>>> array whose bounds are determined at run-time or contain strings of a
>>> length determined at run-time. Then when "outer" runs the required
>>> amount of storage is allocated.
>>
>> True -- on the other hand, the Pascal approach also prevents keeping the
>> structure around throughout the life of the program, which is much more
>> likely to be the desired behavior. If you want the size to be
>> adjustable, use malloc() and write accessor functions.
>
> I like C static locals and data life and scoping rules but C failed to
> sort out execution scoping..

How so?

---

Subject: Re: New HD
Posted by Andrew Swallow on Wed, 13 Feb 2013 20:17:03 GMT
View Forum Message <> Reply to Message

On 13/02/2013 17:16, hda wrote:
> On Wed, 13 Feb 2013 11:26:09 -0500, Walter Banks
> <walter@bytecraft.com> wrote:
>
>>
>>
>> Dan Espen wrote:
>>
>>> What always surprises me is code that has worked fine for extended
>>> periods of time (like 40 years) with obvious errors.
>>
>> Even more interesting is having a bug reported and finding that it has
>> been in a product for 30+ years and getting 3 or 4 more bug reports
>> from completely disconnected far flung places for exactly the same
>> fault in the next week or so.
>>
>> w..
>>
>
> True enough. Randomness comes in bunches.
>

So does changes in the tax laws.

Andrew Swallow

Subject: Re: New HD
Posted by Peter Flass on Wed, 13 Feb 2013 20:20:48 GMT
View Forum Message <> Reply to Message

On 2/13/2013 9:24 AM, Dan Espen wrote:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/12/2013 9:14 AM, Dan Espen wrote:
>>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>>
>>>> On 2/11/2013 7:44 PM, Joe Pfeiffer wrote:
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >>
>>>> >> That partly solves the problem but not completely. Local
>>>> >> functions in pascal can directly reference the containing functions
>>>> >> arguments and locals declared before the local functions
>>>> >> definition.
>>>> >
>>>> > Which you'll notice I described above as not turning out to be nearly as
>>>> > useful as expected.
>>>> >
>>>>
>>>> I don't know your background, but I'd suggest this is because you
>>>> aren't familiar with using them. A major annoyance of C (to me at
>>>> least) is that it has two scopes, data is either local to a single
>>>> function or global to all. [note this ignores recent GCC extensions
>>>> previously mentioned.] Whatever isn't global has to be passed around
>>>> thru possible multiple layers of procedure as arguments, adding code
>>>> to calling sequences and complexity to the program. Even worse, if
>>>> it's data to be operated on you have to pass pointers to it.
>>>>
>>>> I find the following structure very useful:
>>>>  outer: procedure;
>>>>  declare <structure of data to be operated on:...
>>>>  call inner1;
>>>>  call inner2;
>>>>  ...
>>>>  inner1: procedure;
>>>>  /* code that operates on structure */
>>>>  end;
>>>>  inner2: procedure...
>>>>  /* more code that operates on structure */
>>>>  etc.
>>>>  end outer;
>>>

>>>  I was just doing some PL/I 2 weeks ago.
>>>  When using nested procedures like this,
>>>  I was unsure about indentation.
>>>  I was inclined to indent all of the nested stuff
>>>  but it just doesn't look right.
>>>
>>>  Is there an accepted PL/I way to format nested procedures?
>>>
>>
>>  Not as far as I know.
>
>  Okay, thanks.
>
>>  Here's the style guide:
>>  http://home.roadrunner.com/~pflass/PLI/plistyle.html
>>
>>  I wrote it, FWIW.  Suggestions are welcome.
>
>  When I see %SKIP in PL/I (or SPACE in HLASM),
>  I blank them out.
>
>  I haven't printed a listing in years.
>  (It mentions %SKIP as preferable).
>
>
>  I strongly prefer:
>
>    IF CONDITION THEN DO;
>    END;
>
>  but that seems to be a minority view.

Or at least just one view.

>
>
>  I don't indent WHEN clauses, it just seems redundant to SELECT.
>
>
>  I like Modification History.
>  I actually have an Emacs macro to insert it.

I mostly try to do that too.

--
Pete

Subject: Re: New HD
Posted by Peter Flass on Wed, 13 Feb 2013 20:30:22 GMT
View Forum Message <> Reply to Message

On 2/13/2013 12:16 PM, hda wrote:
> On Wed, 13 Feb 2013 11:26:09 -0500, Walter Banks
> <walter@bytecraft.com> wrote:
>
>>
>>
>> Dan Espen wrote:
>>
>>> What always surprises me is code that has worked fine for extended
>>> periods of time (like 40 years) with obvious errors.
>>
>> Even more interesting is having a bug reported and finding that it has
>> been in a product for 30+ years and getting 3 or 4 more bug reports
>> from completely disconnected far flung places for exactly the same
>> fault in the next week or so.
>>

Or else some new procedure has just been instituted that actually *uses*
the bad code, or uses it in a way different enough to it the broken stuff.

--
Pete

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 13 Feb 2013 21:46:59 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D587510739C0@aca2fceb.ipt.aol.com...
> Ahem A Rivet's Shot wrote:
>> On 11 Feb 13 11:37:47 -0800
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> In article <kf9dcg$ar4$1@dont-email.me>, numerist@aquaporin4.com
>>> (Charles Richmond) writes:
>>>
>>>> "greymaus" <maus@mail.com> wrote in message
>>>> news:slrnkhenun.2ba.maus@gmaus.org...
>>>>
>>>> > On 2013-02-10, Walter Bushell <proto@panix.com> wrote:
>>>> >
>>>> >> In article <b27dh8t3ijegf687s9djhc26kf495emhca@4ax.com>,

>>>> >>  Gene Wirchenko <genew@telus.net> wrote:
>>>> >>
>>>> >>> It was not a double period.  I had just put a period where I
>>>> >>> should not have.
>>>> >>>
>>>> >>>      No, I did not check it elsewhere.
>>>> >>
>>>> >> Most problems with periods are with missing periods.
>>>> >>
>>>> >
>>>> > Go aand stand in the  corner for five minutes :)
>>>>
>>>>  Things can be a bit more serious... when a female COBOL programmer
>>>>  misses a period.
>>>
>>>  Yes, her program may spawn an unwanted child process.
>>
>>  But that could only happen if she'd been forked.
>>
>  ROTFLMAO.
>

It's like pretty Poly Nomial, of order 17, who was accosted by the villiam
Curly Pi and factored...   :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Patrick Scheible on Wed, 13 Feb 2013 22:51:38 GMT
View Forum Message <> Reply to Message

Walter Bushell <proto@panix.com> writes:

>  In article <ans6pnFlh9aU2@mid.individual.net>,
>   blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>
>>  Just sayin', maybe.  I'm not without my biases either.  (Don't get
>>  me started on languages without explicitly-typed variables.)
>
>  Mine is languages that don't require declaring variable explicitly and
>  throw exceptions only when they are referenced and found to be not
>  set. Not throwing an exception for an unset variable (even if
>  declared) is much worse, of course.

The Icon Programming Language's philosophy of typing is that data has

types, variables don't. Any variable can contain any type of data, from integers to large complex nested structures. If you try to do something that doesn't apply to the type of data, you get a run time error.

By default, you don't have to declare variables at all, it's just a runtime error if you try to access them before setting them. That makes short scripts quicker to write. However, you can set an option that will give a warning at compile time if you use a variable that hasn't been declared.

-- Patrick

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 13 Feb 2013 23:32:22 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message news:kfbem9$j0p$1@dont-email.me...
> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>
>> Scientific Method finds bugs? I don't see how that's right either.
>>
>
> I agree with Barb on this one. You formulate a hypothesis about what
> could be causing the problem, then you attempt to design an "experiment"
> to test the hypothesis. Repeat until the bug is found and fixed.
>

Yes, the Scientific Method is a good way to proceed in fixing bugs. The *hard* part is coming up with the hypothesis to test... that is where scientists have to be creative... it's *not* just "turning the crank". You have to mull over all the information in your head and hope that something "jumps out at you". Sometimes if you wrote the code and are doing the fixing... you can have mental blocks to recognizing the necessary things.

That's why it's good to run the problem by someone else. Often, before you even finish explaining the problem to another person... you already have the hypothesis of what is going wrong. You walk off leaving the other guy wondering what this was all about. :-)

If this does *not* happen, the other guy may have a better hypothesis about what is causing the problem. Hypothesis leads to another hypothesis... until you figure out what is going wrong and how to fix it.

Most folks, if they are persistent, can eventually do a bug fix. The "Bit Gods" as BAH calls them... can do it much faster. It's something like Henry Ford said: "An engineer can do for a nickel what any damn fool can do for a

dollar."  A really good programmer can fix a bug in 10 minutes... that same
bug would take a crummy programmer all day to fix.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 13 Feb 2013 23:47:20 GMT
View Forum Message <> Reply to Message

"Walter Bushell" <proto@panix.com> wrote in message
news:proto-C6CBBB.10200213022013@news.panix.com...
>  In article <iczjza4nx0.fsf@home.home>, Dan Espen <despen@verizon.net>
>  wrote:
>
>>  Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>>  On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>>
>>>>  Scientific Method finds bugs?  I don't see how that's right either.
>>>
>>>  I agree with Barb on this one.  You formulate a hypothesis about what
>>>  could be causing the problem, then you attempt to design an
>>>  "experiment" to test the hypothesis.  Repeat until the bug is found
>>>  and fixed.
>>
>>  You mean random changes and prayer won't work?
>
>  Do you know how much cargo cult programming that is in production?

Perhaps the amount of cargo cult programming is roughly proportional to the
number of dull-witted morons who call themselves programmers.  :-)  (Now of
course, if they were *clever* morons instead of dull-witted ones... at least
that would produce more interesting results!  ;-) )

"If you believe in things that you don't understand, then you suffer."  --
Stevie Wonder

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 13 Feb 2013 23:53:07 GMT

"Dan Espen" <despen@verizon.net> wrote in message
news:icehgk19t4.fsf@home.home...
> Walter Bushell <proto@panix.com> writes:
>
>> In article <iczjza4nx0.fsf@home.home>, Dan Espen <despen@verizon.net>
>> wrote:
>>
>>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>>
>>>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>> >
>>>> > Scientific Method finds bugs? I don't see how that's right either.
>>>>
>>>> I agree with Barb on this one. You formulate a hypothesis about what
>>>> could be causing the problem, then you attempt to design an
>>>> "experiment" to test the hypothesis. Repeat until the bug is found
>>>> and fixed.
>>>
>>> You mean random changes and prayer won't work?
>>
>> Do you know how much cargo cult programming that is in production?
>
> In metric tons?
>
> What always surprises me is code that has worked fine for extended
> periods of time (like 40 years) with obvious errors.
>

Now you are taling about "Heisenbugs". The program has been running
successfully for a long, long time. You look at the source and find an
atrocious and obvious bug that would prevent the code from ever working...
yet the code has *already* been working all this time!!! The next time you
compile the code and run it... the bug prevents the code from working right.
Just the act of you observing the bug in the source... has changed the
program's behavior. Heisenbug.

This is the kind of bug behavior that you and I and JMF and everyone else...
will *never* understand. It *defies* understanding!!! It's like the "flip
side" of reality, program behavior from a parallel dimension with different
physical laws.

--

numerist at aquaporin4 dot com

Subject: Re: New HD
Posted by Rod Speed on Thu, 14 Feb 2013 00:01:23 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote in message
news:kfh7ot$3qr$1@dont-email.me...
> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kfbem9$j0p$1@dont-email.me...
>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>
>>> Scientific Method finds bugs? I don't see how that's right either.
>>>
>>
>> I agree with Barb on this one. You formulate a hypothesis about what
>> could be causing the problem, then you attempt to design an "experiment"
>> to test the hypothesis. Repeat until the bug is found and fixed.
>>
>
> Yes, the Scientific Method is a good way to proceed in fixing bugs. The
> *hard* part is coming up with the hypothesis to test... that is where
> scientists have to be creative... it's *not* just "turning the crank".
> You have to mull over all the information in your head and hope that
> something "jumps out at you". Sometimes if you wrote the code and are
> doing the fixing... you can have mental blocks to recognizing the
> necessary things.
>
> That's why it's good to run the problem by someone else. Often, before
> you even finish explaining the problem to another person... you already
> have the hypothesis of what is going wrong. You walk off leaving the
> other guy wondering what this was all about. :-)
>
> If this does *not* happen, the other guy may have a better hypothesis
> about what is causing the problem. Hypothesis leads to another
> hypothesis... until you figure out what is going wrong and how to fix it.
>
> Most folks, if they are persistent, can eventually do a bug fix. The "Bit
> Gods" as BAH calls them... can do it much faster. It's something like
> Henry Ford said: "An engineer can do for a nickel what any damn fool can
> do for a dollar." A really good programmer can fix a bug in 10 minutes...
> that same bug would take a crummy programmer all day to fix.

And they don't use anything like the scientific method to do it that much
more quickly.

The best debuggers and fault finders are the best debuggers and fault
finders because
they know what faults can produce the symptoms seen and basically just go
thru the
possibilitys systematically and ALWAYS try the most likely first before the

least likely.

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 14 Feb 2013 00:06:53 GMT
View Forum Message <> Reply to Message

"Walter Bushell" <proto@panix.com> wrote in message
news:proto-13B3EB.10190013022013@news.panix.com...
> In article <kfbem9$j0p$1@dont-email.me>,
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>
>>> Scientific Method finds bugs? I don't see how that's right either.
>>>
>>
>> I agree with Barb on this one. You formulate a hypothesis about what
>> could be causing the problem, then you attempt to design an "experiment"
>> to test the hypothesis. Repeat until the bug is found and fixed.
>
> And its usually something you know for sure that turns out not to be
> the case.
>

"It isn't what we don't know that gives us trouble, it's what we know that
ain't so." -- Will Rogers

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 14 Feb 2013 00:19:32 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
news:CD406595.25B57%yaldnif.w@blueyonder.co.uk...
> On 12/02/2013 20:24, in article
> i49lh81uk0547llt857pla92lksqtc7rcn@4ax.com,
> "Gene Wirchenko" <genew@telus.net> wrote:
>
>> On Tue, 12 Feb 2013 15:52:06 +0000, Bill Findlay
>> <yaldnif.w@blueyonder.co.uk> wrote:
>>> And here is the output from the resurrected KDF9 Whetstone Algol system:
>>>

```
>>>      +1
>>>      +2
>>>      +3
>>>      +4
>>>      +5
>>>      +6
>>>      +7
>>>      +8
>>>      +9
>>>     +10
>>>     +88
>>>     +99
>>>
>>>  Note the absence of 0 and the presence of 88.
>>
>>       Could you please explain how the program runs?  In particular, I
>>  do not understand why the output is not simply 99.
>
>  Sure.
>
>  begin
>
>    procedure recursive(level, target);
>       value    level;
>       integer  level;
>       label    target;
>    begin
>       if level /= 0 then
>          recursive(level - 1, exit)
>       else
>          goto target;
>    exit : ;
>       outreal(1, level);
>    end recursive;
>
>    recursive(10, exit);
>    outreal(1, 88);
>  exit : ;
>    outreal(1, 99);
>
>  end program
>
>  The procedure goes to target iff level is 0.  That happens in the 10th
>  recursion. In that invocation target identifies 'exit' in the 9th
>  recursion,
>  where level is +1 and is immediately printed.
>
>  That invocation then returns to its caller, the 8th invocation, and
```

> proceeds
> to its exit having printed +2, and so on. As the recursion unwinds, the
> values of the stacked levels are printed in reverse order.
>
> Return from the 1st invocation takes control to printing 88 and on to the
> end. The label parameter of the initial invocation, "recursive(10,
> exit);"
> identifies exit in the outer program, but is never used.
>
> --
> Bill Findlay
> with blueyonder.co.uk;
> use surname & forename;
>

Are you the Bill Findlay that is the co-author of _Pascal: An Introduction
to Methodical Programming_ circa 1978???

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Bill Findlay on Thu, 14 Feb 2013 00:35:58 GMT
View Forum Message <> Reply to Message

On 14/02/2013 00:19, in article kfhahb$fs4$1@dont-email.me, "Charles
Richmond" <numerist@aquaporin4.com> wrote:

> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
> news:CD406595.25B57%yaldnif.w@blueyonder.co.uk...
....
>>
>> The procedure goes to target iff level is 0. That happens in the 10th
>> recursion. In that invocation target identifies 'exit' in the 9th
>> recursion,
>> where level is +1 and is immediately printed.
>>
>> That invocation then returns to its caller, the 8th invocation, and
>> proceeds
>> to its exit having printed +2, and so on. As the recursion unwinds, the
>> values of the stacked levels are printed in reverse order.
>>
>> Return from the 1st invocation takes control to printing 88 and on to the
>> end. The label parameter of the initial invocation, "recursive(10,
>> exit);"

>> identifies exit in the outer program, but is never used.

> Are you the Bill Findlay that is the co-author of _Pascal: An Introduction
> to Methodical Programming_ circa 1978???

Yes.
But I'd rather be remembered as a co-author of "Ada: Lamnguage and
Methodology", circa 1987. 8-)

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by D.J. on Thu, 14 Feb 2013 00:55:09 GMT
View Forum Message <> Reply to Message

On Wed, 13 Feb 2013 10:16:56 -0500, Walter Bushell <proto@panix.com>
wrote:
> In article <ao1e01Fr1ajU6@mid.individual.net>,
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>
>> Can someone explain to me the significance of the "kewl" spelling?
>> that is, is it somehow different from "cool"?
>
> Denotes membership in certain subcultures. "kewl" is probably way
> obsolete and marks you as an old fogy trying to be "cool".

Some years ago I bought some boots at a local store that fit me... one
of my nephews got a very disappointed look on his face. My sister, his
mother, told me I had just made one of his dream boots uncool when I
bought them for myself.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 14 Feb 2013 02:32:25 GMT
View Forum Message <> Reply to Message

"JimP." <pongbill127@cableone.net> wrote in message
news:mcdoh81ka4q4c4pue2g8gsae14h3qil6ep@4ax.com...
> On Wed, 13 Feb 2013 10:16:56 -0500, Walter Bushell <proto@panix.com>
> wrote:
>> In article <ao1e01Fr1ajU6@mid.individual.net>,
>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>>
>>> Can someone explain to me the significance of the "kewl" spelling?
>>> that is, is it somehow different from "cool"?
>>
>> Denotes membership in certain subcultures. "kewl" is probably way
>> obsolete and marks you as an old fogy trying to be "cool".
>
> Some years ago I bought some boots at a local store that fit me... one
> of my nephews got a very disappointed look on his face. My sister, his
> mother, told me I had just made one of his dream boots uncool when I
> bought them for myself.

Yeah, kids have always been like that.

Presumably we evolved like that.

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 14 Feb 2013 02:42:41 GMT
View Forum Message <> Reply to Message

On 2/13/2013 6:53 PM, Charles Richmond wrote:
>
> Now you are taling about "Heisenbugs". The program has been running
> successfully for a long, long time. You look at the source and find an
> atrocious and obvious bug that would prevent the code from ever
> working... yet the code has *already* been working all this time!!! The
> next time you compile the code and run it... the bug prevents the code
> from working right. Just the act of you observing the bug in the
> source... has changed the program's behavior. Heisenbug.

No, this one is called "changed the source, forgot to compile it."

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 14 Feb 2013 03:35:19 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>
>> Now you are taling about "Heisenbugs". The program has been running
>> successfully for a long, long time. You look at the source and find an
>> atrocious and obvious bug that would prevent the code from ever
>> working... yet the code has *already* been working all this time!!! The
>> next time you compile the code and run it... the bug prevents the code
>> from working right. Just the act of you observing the bug in the
>> source... has changed the program's behavior. Heisenbug.
>
> No, this one is called "changed the source, forgot to compile it."

I've been using Emacs/Make for years now.
The make target is always the test which depends on the compile, etc.

Working that way completely eliminates that class of bugs.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 14 Feb 2013 03:50:18 GMT
View Forum Message <> Reply to Message

In article <ic1uck15od.fsf@home.home>, despen@verizon.net (Dan Espen)
writes:

> hda <agent700@xs4all.nl.invalid> writes:
>
>> Cleaning-up or code-refactoring, how large is this market, is it
>> paid for ?
>
> When people ask this kind of question, I smell trouble.
> It always pays to clean up code and one should never ask for
> permission. If you have the go ahead to fix a problem, do
> it right or don't do it at all.

I got into trouble several times for "wasting" time cleaning up
code. I soon learned to go underground and do it quickly (so no
one would complain about lost time) and accurately (introducing
bugs is a good way to get caught). It realy sharpened my skills.

> I always get a kick out of the LOC (Lines Of Code) counters.
> I love to add features or fix bugs
> and lower the line counts at the same time.

> That's quality.

<snicker> I love doing that too. On many programs I inherited
the line count decreased by 30% or more.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 14 Feb 2013 03:53:06 GMT
View Forum Message <> Reply to Message

In article <kfh8vq$96r$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:icehgk19t4.fsf@home.home...
>
>> What always surprises me is code that has worked fine for extended
>> periods of time (like 40 years) with obvious errors.
>
> Now you are taling about "Heisenbugs". The program has been running
> successfully for a long, long time. You look at the source and find
> an atrocious and obvious bug that would prevent the code from ever
> working... yet the code has *already* been working all this time!!!
> The next time you compile the code and run it... the bug prevents the
> code from working right. Just the act of you observing the bug in the
> source... has changed the program's behavior. Heisenbug.

Isn't that a Schroedinbug? A Heisenbug is one that disappears
or changes behaviour when you start testing for it.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 14 Feb 2013 04:22:25 GMT
View Forum Message <> Reply to Message

In article <68ednZeteJ0gaYbMnZ2dnUVZ8gSdnZ2d@bt.com>,
am.swallow@btinternet.com (Andrew Swallow) writes:

> On 13/02/2013 17:16, hda wrote:
>
>> On Wed, 13 Feb 2013 11:26:09 -0500, Walter Banks
>> <walter@bytecraft.com> wrote:
>>
>>> Dan Espen wrote:
>>>
>>>> What always surprises me is code that has worked fine for extended
>>>> periods of time (like 40 years) with obvious errors.
>>>
>>> Even more interesting is having a bug reported and finding that
>>> it has been in a product for 30+ years and getting 3 or 4 more
>>> bug reports from completely disconnected far flung places for
>>> exactly the same fault in the next week or so.
>>
>> True enough. Randomness comes in bunches.
>
> So does changes in the tax laws.

No, tax laws change constantly.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 14 Feb 2013 04:25:14 GMT
View Forum Message <> Reply to Message

In article <kfh7ot$3qr$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> Most folks, if they are persistent, can eventually do a bug fix.
> The "Bit Gods" as BAH calls them... can do it much faster. It's
> something like Henry Ford said: "An engineer can do for a nickel
> what any damn fool can do for a dollar." A really good programmer
> can fix a bug in 10 minutes... that same bug would take a crummy
> programmer all day to fix.

Not necessarily a crummy programmer, sometimes you're just too close
to the problem. How many of you have sweated for hours chasing a bug,
only to have a cow orker walk by and spot it at a glance?

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 14 Feb 2013 04:32:23 GMT
View Forum Message <> Reply to Message

In article <867gmbomit.fsf@chai.my.domain>, kkt@zipcon.net
(Patrick Scheible) writes:

> The Icon Programming Language's philosophy of typing is that data
> has types, variables don't.  Any variable can contain any type of
> data, from integers to large complex nested structures.  If you
> try to do something that doesn't apply to the type of data, you
> get a run time error.

That's all well and good as long as you have control over the type.
Contrast this with Excel, which insists that any field that consists
of all numeric digits is numeric.  Some sort of numeric, anyway -
I'm tired of seeing telephone numbers come out like 6.04942E9.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 14 Feb 2013 11:38:18 GMT
View Forum Message <> Reply to Message

In article <kfhifm$e1j$4@dont-email.me>,
 Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>
>> Now you are taling about "Heisenbugs".  The program has been running
>> successfully for a long, long time.  You look at the source and find an
>> atrocious and obvious bug that would prevent the code from ever
>> working... yet the code has *already* been working all this time!!!  The
>> next time you compile the code and run it... the bug prevents the code

>> from working right. Just the act of you observing the bug in the
>> source... has changed the program's behavior. Heisenbug.
>
> No, this one is called "changed the source, forgot to compile it."

Changed the code, link failed didn't notice, perhaps. Code compiled
and linked, operations did not replace existing program or restored
over it, perhaps due to complaints?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 14 Feb 2013 11:43:33 GMT
View Forum Message <> Reply to Message

In article <644.827T690T5954031@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <ao1dn9Fr1ajU1@mid.individual.net>, blmblm.myrealbox@gmail.com
> (blmblm@myrealbox.com) writes:
>
>> I would be interested in knowing how much experience you have
>> with different language "paradigms" (imperative, object-oriented,
>> functional, logic .... that's all I can think of right now).
>
> "...taping 20 cents to my transmission so I can shift my pair o' dimes"
> -- Spider Robinson

Isn't object oriented a sub-classification of imperative?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 14 Feb 2013 12:14:05 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> Contrast this with Excel, which insists that any field that consists
> of all numeric digits is numeric.

Unless preceded with a '

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 12:51:00 GMT
View Forum Message <> Reply to Message

In <kf9cct$5gd$1@dont-email.me>, on 02/10/2013
at 06:02 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> The problem is *not* "keeping track of mutiple stack frames".

Then what is the alleged problem with compiling Pascal?

In fact, the language has bizarre features whose sole justification
was to make it easy to compile in a single pass.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 13:42:20 GMT
View Forum Message <> Reply to Message

In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:

> If your program logic, written in a language that supports the
> ordinary sorts of flow-control statements like if/for/while, would
> be clearer with the use of a goto then you need to rethink your
> program logic.

I suggest that you read Knuth and then rethink your claim.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD

Posted by Peter Flass on Thu, 14 Feb 2013 13:43:10 GMT
View Forum Message <> Reply to Message

On 2/14/2013 7:51 AM, Shmuel (Seymour J.) Metz wrote:
> In <kf9cct$5gd$1@dont-email.me>, on 02/10/2013
>  at 06:02 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> The problem is *not* "keeping track of mutiple stack frames".
>
> Then what is the alleged problem with compiling Pascal?
>
> In fact, the language has bizarre features whose sole justification
> was to make it easy to compile in a single pass.
>

So is C, although I think most C compilers are multi-pass these days.

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 13:51:24 GMT
View Forum Message <> Reply to Message

In <20130210190324.5ec09d139a3e22c00e5b254e@eircom.net>, on 02/10/2013
 at 07:03 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:

> Sure, he'd noticed that use of it was mostly undisciplined, and
> worked out that with a little care it could be made unnecessary
> with a resultant increase in clarity. He wasn't wrong,

He was completely wrong; in many cases the code without GOTO is far
harder to read. That's even without taking recovery from errors into
account.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 13:56:00 GMT

View Forum Message <> Reply to Message

In <PM0004D5739E4A5812@aca2d605.ipt.aol.com>, on 02/11/2013
at 02:31 PM, jmfbahciv <See.above@aol.com> said:

> There are 3 aspects to being a good programmer:

FSVO 3; there are other important aspects.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 13:57:24 GMT
View Forum Message <> Reply to Message

In <PM0004D573CE2ABAF8@aca2d605.ipt.aol.com>, on 02/11/2013
at 02:31 PM, jmfbahciv <See.above@aol.com> said:

> I think

ObQuirk

> changing the subject

PKB.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 14 Feb 2013 14:00:30 GMT
View Forum Message <> Reply to Message

Joe Pfeiffer wrote:
> Walter Bushell <proto@panix.com> writes:

>
>> In article <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>,
>> Joe Pfeiffer <pfeiffer@cs.nmsu.edu> wrote:
>>
>>> My view remains that his argument, regarding the flow of logic through
>>> an algorithm and ending up with a program that can be debugged and then
>>> maintained, was exactly correct. What he missed was error handling (he
>>> was weak on the idea that programmers make mistakes, which was reflected
>>> in a *lot* of what he had to say about logical proofs of correctness),
>>> and that is handled *much* better with try/catch than with a goto.
>>>
>>> If your program logic, written in a language that supports the ordinary
>>> sorts of flow-control statements like if/for/while, would be clearer
>>> with the use of a goto then you need to rethink your program logic.
>>
>> So you think that deliberately raising an error to get out of a deeply
>> nested control structure is better than a GOTO?
>
> If your program is written so that the clearest way to get out of a
> deeply nested control structure is a goto, there is a high probability
> your program logic needs to be revisited.

Not if a cosmic ray has suddenly played havoc with a crucial bit.
In OS coding, you have to have a bailout no matter how deep you
are in the coding levels. I agree with apps, in most cases, but
not OS. and then there is hard/software interrupts which have to
be dealt with now, not later, and then the executing can go back
to the regular routine.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 14 Feb 2013 14:00:34 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/13/2013 12:16 PM, hda wrote:
>> On Wed, 13 Feb 2013 11:26:09 -0500, Walter Banks
>> <walter@bytecraft.com> wrote:
>>
>>>
>>>
>>> Dan Espen wrote:
>>>
>>>> What always surprises me is code that has worked fine for extended
>>>> periods of time (like 40 years) with obvious errors.
>>>

>>> Even more interesting is having a bug reported and finding that it has
>>> been in a product for 30+ years and getting 3 or 4 more bug reports
>>> from completely disconnected far flung places for exactly the same
>>> fault in the next week or so.
>>>
>
> Or else some new procedure has just been instituted that actually *uses*
> the bad code, or uses it in a way different enough to it the broken stuff.
>
>
Not for all customers. We had that phenomenon, too. Nobody ever had
an answer which didn't have something to do with magic.

/BAH

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 14:09:12 GMT
View Forum Message <> Reply to Message

In <h_qdnVs0V8ZxdITMnZ2dnUVZ7vOdnZ2d@bt.com>, on 02/12/2013
at 07:06 AM, Andrew Swallow <am.swallow@btinternet.com> said:

> It is ALGOL that has problems with GOTOs going all over the place.
> The standard had a bug in the definition of labels,

The only problem that I recall with labels in ALGOL 69 was integer
labels.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 14 Feb 2013 14:12:46 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
> at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>

>> If your program logic, written in a language that supports the
>> ordinary sorts of flow-control statements like if/for/while, would
>> be clearer with the use of a goto then you need to rethink your
>> program logic.
>
> I suggest that you read Knuth and then rethink your claim.

I've never prayed at the altar of Knuth,
just written a lot of code.

Of course there are times when goto is the best solution.

To me the most intuitive example is loop control.
Even SP advocates agree that there should be 2 flavors of
a loop, do while and do until.

The difference between the 2 is testing for loop termination
at the beginning or end of the loop.

There are cases where you need both at the same time, or
even loop control right in the middle.

If you have "leave", "break", or "continue", you can use that
flavor of goto. Otherwise, plain old goto is the best.

--
Dan Espen

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 14:16:30 GMT
View Forum Message <> Reply to Message

In <icpq0539gi.fsf@home.home>, on 02/12/2013
at 09:14 AM, Dan Espen <despen@verizon.net> said:

> Is there an accepted PL/I way to format nested procedures?

Asking about indentation styles is like asking about the best editor
or best OS. I prefer indenting internal subroutines, but objectively
what really matters is consistency and readability, not the exact
number of columns indented or whether you indent the closing delimiter
or statement.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the

right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 14:24:00 GMT
View Forum Message <> Reply to Message

In <CD4015A6.25B10%yaldnif.w@blueyonder.co.uk>, on 02/12/2013
at 03:52 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:

> It did take compiler writers time to master lexical scoping in the
> presence of recursion and of procedural and functional parameters.

I believe that they figured that out more quickly than call by name.
Thunks for the memories.

> Nor is it made simpler by the fact that label parameters are
> allowed, and these are 'name' parameters, so that they have to be
> evaluated dynamically when the goto is executed (and no sooner).

Not quite the issue is the same whether you call by name or call by
value. The value of a label parameter must include both the address of
the code and the address of the relevant activation record, and the
GOTO must adjust the stack to point to the correct activation record.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by cb on Thu, 14 Feb 2013 14:32:05 GMT
View Forum Message <> Reply to Message

In article <icip5vx9up.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
>> at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>>
>>> If your program logic, written in a language that supports the

>>> ordinary sorts of flow-control statements like if/for/while, would
>>> be clearer with the use of a goto then you need to rethink your
>>> program logic.
>>
>> I suggest that you read Knuth and then rethink your claim.
>
> I've never prayed at the altar of Knuth,
> just written a lot of code.
>
> Of course there are times when goto is the best solution.

But those times are fortunately rather rare.

> To me the most intuitive example is loop control.
> Even SP advocates agree that there should be 2 flavors of
> a loop, do while and do until.
>
> The difference between the 2 is testing for loop termination
> at the beginning or end of the loop.
>
> There are cases where you need both at the same time, or
> even loop control right in the middle.
>
> If you have "leave", "break", or "continue", you can use that
> flavor of goto. Otherwise, plain old goto is the best.

Calling things like 'break' and 'continue' flavour of 'goto' is like
saying that 'while', or an early 'return', is a flavour of 'goto'. Yes,
fundamentally, everything is implemented using jumps underneath; but the
different 'flavours' also describe the kind of jump that has happening:
'break' means 'break out of the loop, abandoning anything that remained';
'continue' means 'skip the rest of this loop iteration'. In other words,
they take into account and work within the structure of the code where
they occur - rather than just saying what low-level operation they
perform, they include information about the context and purpose.

That difference turns out to make it a lot easier to follow and reason
about what is going on.

All of the different programming paradigms are really about imposing a
structure on top of the barebones turing-machine-equivalent, such that the
programmer can reason and work with higher-level concepts that make
certain things more manageable - so that we don't have to try to folloe
all the possible combinations of minutiae, but can instead focus on things
at a different level, at least most of the time; and that we can reserve
our lower-level focus for those things that require special attention.

For our friend 'goto', that doesn't mean it should be taken away - just

that it should be used only rarely, in special cases, when the more specific tools such as loops, 'break' and 'continue' and early returns, don't fulfil the needs: Because then we know that a 'goto' that we encounter is really something out of the ordinary and there for a particular reason, and worthy of that bit of extra attention.

> --
> Dan Espen

// Christian Brunschen

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 14:47:20 GMT
View Forum Message <> Reply to Message

In <ao1e01Fr1ajU6@mid.individual.net>, on 02/13/2013
at 12:07 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> Can someone explain to me the significance of the "kewl" spelling?

It's a misspelling of k3wl. Google for leetspeak.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 14 Feb 2013 15:01:21 GMT
View Forum Message <> Reply to Message

cb@mer.df.lth.se (Christian Brunschen) writes:

> In article <icip5vx9up.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
>>> at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>>>
>>>> If your program logic, written in a language that supports the
>>>> ordinary sorts of flow-control statements like if/for/while, would

>>>> be clearer with the use of a goto then you need to rethink your
>>>> program logic.
>>>
>>>  I suggest that you read Knuth and then rethink your claim.
>>
>> I've never prayed at the altar of Knuth,
>> just written a lot of code.
>>
>> Of course there are times when goto is the best solution.
>
>  But those times are fortunately rather rare.
>
>> To me the most intuitive example is loop control.
>> Even SP advocates agree that there should be 2 flavors of
>> a loop, do while and do until.
>>
>> The difference between the 2 is testing for loop termination
>> at the beginning or end of the loop.
>>
>> There are cases where you need both at the same time, or
>> even loop control right in the middle.
>>
>> If you have "leave", "break", or "continue", you can use that
>> flavor of goto.  Otherwise, plain old goto is the best.
>
>  Calling things like 'break' and 'continue' flavour of 'goto' is like
>  saying that 'while', or an early 'return', is a flavour of 'goto'. Yes,
>  fundamentally, everything is implemented using jumps underneath; but the
>  different 'flavours' also describe the kind of jump that has happening:
>  'break' means 'break out of the loop, abandoning anything that remained';
>  'continue' means 'skip the rest of this loop iteration'. In other words,
>  they take into account and work within the structure of the code where
>  they occur - rather than just saying what low-level operation they
>  perform, they include information about the context and purpose.

Perl example:

```
OUTER:
  while(<DATA>)
  {
    chomp;
    @linearray=split;
    foreach $word (@linearray)
    {
      next OUTER if ($word =~ /next/i)
      ^^^^^^^^^^
    }
  }
```

I agree that next and company are easier to follow than a plain goto.
In the above example next inches closer to goto.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 14 Feb 2013 15:55:06 GMT
View Forum Message <> Reply to Message

In article <kfip5v$c0n$1@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

> On 2/14/2013 7:51 AM, Shmuel (Seymour J.) Metz wrote:
>
>> In <kf9cct$5gd$1@dont-email.me>, on 02/10/2013
>> at 06:02 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> The problem is *not* "keeping track of mutiple stack frames".
>>
>> Then what is the alleged problem with compiling Pascal?
>>
>> In fact, the language has bizarre features whose sole justification
>> was to make it easy to compile in a single pass.
>
> So is C, although I think most C compilers are multi-pass these days.

Although there might be some advantages to single-pass compilation,
people seem to become obsessive about it. Heck, running my source
deck through the reader twice to do an assembly (plus a third pass
for a cross-reference) was just something I took for granted.
One-pass compilation doesn't seem like a justification to bend
a language all out of shape - or write programs bottom-up.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 14 Feb 2013 16:06:28 GMT
View Forum Message <> Reply to Message

In <511BBEA1.151FDA70@bytecraft.com>, on 02/13/2013
at 11:26 AM, Walter Banks <walter@bytecraft.com> said:

> Even more interesting is having a bug reported and finding that it
> has been in a product for 30+ years and getting 3 or 4 more bug
> reports from completely disconnected far flung places for exactly
> the same fault in the next week or so.

Most interesting is the bug reports after you fix the bug, because the
users don't believe that the old, incorrect, numbers were in error.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 14 Feb 2013 16:17:36 GMT
View Forum Message <> Reply to Message

In article <511CD50D.E26BA349@bytecraft.com>, walter@bytecraft.com
(Walter Banks) writes:

> Charlie Gibbs wrote:
>
>> Contrast this with Excel, which insists that any field that consists
>> of all numeric digits is numeric.
>
> Unless preceded with a '

Hmmm. I tried enclosing them in double quotes, but Excel, in true
Microsoft style, decides that it knows better than me. So much for
accepting standard CSV files...

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 14 Feb 2013 17:09:58 GMT

View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Charlie Gibbs wrote:
>
>> Contrast this with Excel, which insists that any field that consists
>> of all numeric digits is numeric.
>
> Unless preceded with a '

But if it's preceded with a ' it isn't a field that consists of all
numeric digits.

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 14 Feb 2013 17:11:37 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
>  at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>
>> If your program logic, written in a language that supports the
>> ordinary sorts of flow-control statements like if/for/while, would
>> be clearer with the use of a goto then you need to rethink your
>> program logic.
>
> I suggest that you read Knuth and then rethink your claim.

I've read lots of Knuth and have no idea which of his statements you're
referencing.

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 14 Feb 2013 17:13:37 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:

> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
>>  at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>>
>>> If your program logic, written in a language that supports the
>>> ordinary sorts of flow-control statements like if/for/while, would

>>> be clearer with the use of a goto then you need to rethink your
>>> program logic.
>>
>> I suggest that you read Knuth and then rethink your claim.
>
> I've never prayed at the altar of Knuth,
> just written a lot of code.
>
> Of course there are times when goto is the best solution.
>
> To me the most intuitive example is loop control.
> Even SP advocates agree that there should be 2 flavors of
> a loop, do while and do until.
>
> The difference between the 2 is testing for loop termination
> at the beginning or end of the loop.
>
> There are cases where you need both at the same time, or
> even loop control right in the middle.
>
> If you have "leave", "break", or "continue", you can use that
> flavor of goto. Otherwise, plain old goto is the best.

I have very seldom found 'break' or 'continue' to be a good idea, though
it has happened. But they are no more a 'goto' than the branch at the
bottom of a 'while' is.

---

Subject: Re: New HD
Posted by Patrick Scheible on Thu, 14 Feb 2013 17:24:40 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:

> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>>
>>> Now you are taling about "Heisenbugs". The program has been running
>>> successfully for a long, long time. You look at the source and find an
>>> atrocious and obvious bug that would prevent the code from ever
>>> working... yet the code has *already* been working all this time!!! The
>>> next time you compile the code and run it... the bug prevents the code
>>> from working right. Just the act of you observing the bug in the
>>> source... has changed the program's behavior. Heisenbug.
>>
>> No, this one is called "changed the source, forgot to compile it."
>

> I've been using Emacs/Make for years now.
> The make target is always the test which depends on the compile, etc.
>
> Working that way completely eliminates that class of bugs.

And produces the "bug in makefile" class of bugs...

-- Patrick

---

Subject: Re: New HD
Posted by Bill Findlay on Thu, 14 Feb 2013 17:50:47 GMT
View Forum Message <> Reply to Message

On 14/02/2013 17:13, in article
1b38wyx1ha.fsf@snowball.wb.pfeifferfamily.net, "Joe Pfeiffer"
<pfeiffer@cs.nmsu.edu> wrote:

> Dan Espen <despen@verizon.net> writes:

>>
>> Of course there are times when goto is the best solution.

Very seldom indeed, in my experieince with a modern language.

>> To me the most intuitive example is loop control.
>> Even SP advocates agree that there should be 2 flavors of
>> a loop, do while and do until.

Or better, a for loop, a while loop, and a general loop with exit(s) where
needed:

```
loop
   ...
exit when ...;
   ...
exit when ...;
   ...
end loop;
```

The latter is much less often needed than the while loop, but when you do
need it, it is the clearest form of expression.

>> If you have "leave", "break", or "continue", you can use that
>> flavor of goto. Otherwise, plain old goto is the best.
>
> I have very seldom found 'break' or 'continue' to be a good idea, though
> it has happened.

I've just looked at my current projects.

In 31 KSLOC I have 23 exits (breaks) and zero gotos or continues.
I do however have 216 exception handlers and 341 exception raise statements.

Exceptions do everything I might otherwise use goto for, but better; because
they carry information about the reason for the disruption of control flow.

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 14 Feb 2013 19:00:26 GMT
View Forum Message <> Reply to Message

Joe Pfeiffer wrote:

> Walter Banks <walter@bytecraft.com> writes:
>
>> Charlie Gibbs wrote:
>>
>>> Contrast this with Excel, which insists that any field that consists
>>> of all numeric digits is numeric.
>>
>> Unless preceded with a '
>
> But if it's preceded with a ' it isn't a field that consists of all
> numeric digits.

True, it just looks like it is :)

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 14 Feb 2013 19:00:31 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1227.828T325T4753950@kltpzyxm.invalid...
> In article <kfip5v$c0n$1@dont-email.me>, Peter_Flass@Yahoo.com
> (Peter Flass) writes:
>
>> On 2/14/2013 7:51 AM, Shmuel (Seymour J.) Metz wrote:
>>

>>> In <kf9cct$5gd$1@dont-email.me>, on 02/10/2013
>>> at 06:02 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> The problem is *not* "keeping track of mutiple stack frames".
>>>
>>> Then what is the alleged problem with compiling Pascal?
>>>
>>> In fact, the language has bizarre features whose sole justification
>>> was to make it easy to compile in a single pass.
>>
>> So is C, although I think most C compilers are multi-pass these days.
>
> Although there might be some advantages to single-pass compilation,
> people seem to become obsessive about it. Heck, running my source
> deck through the reader twice to do an assembly (plus a third pass
> for a cross-reference) was just something I took for granted.
> One-pass compilation doesn't seem like a justification to bend
> a language all out of shape - or write programs bottom-up.

Its easy to see why, in the days when you had to do that multi pass
by hand, and before it became clear that readability is what matters
most with high level code, some did go the single pass route tho.

---

Subject: Re: New HD
Posted by Andrew Swallow on Thu, 14 Feb 2013 19:14:06 GMT
View Forum Message <> Reply to Message

On 14/02/2013 11:38, Walter Bushell wrote:
> In article <kfhifm$e1j$4@dont-email.me>,
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>>
>>> Now you are taling about "Heisenbugs". The program has been running
>>> successfully for a long, long time. You look at the source and find an
>>> atrocious and obvious bug that would prevent the code from ever
>>> working... yet the code has *already* been working all this time!!! The
>>> next time you compile the code and run it... the bug prevents the code
>>> from working right. Just the act of you observing the bug in the
>>> source... has changed the program's behavior. Heisenbug.
>>
>> No, this one is called "changed the source, forgot to compile it."
>
> Changed the code, link failed didn't notice, perhaps. Code compiled
> and linked, operations did not replace existing program or restored
> over it, perhaps due to complaints?
>

Or configuration change control did not issue the new binary.

Andrew Swallow

---

Subject: Re: New HD
Posted by Andrew Swallow on Thu, 14 Feb 2013 19:22:08 GMT
View Forum Message <> Reply to Message

On 14/02/2013 14:12, Dan Espen wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
>> at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>>
>>> If your program logic, written in a language that supports the
>>> ordinary sorts of flow-control statements like if/for/while, would
>>> be clearer with the use of a goto then you need to rethink your
>>> program logic.
>>
>> I suggest that you read Knuth and then rethink your claim.
>
> I've never prayed at the altar of Knuth,
> just written a lot of code.
>
> Of course there are times when goto is the best solution.
>
> To me the most intuitive example is loop control.
> Even SP advocates agree that there should be 2 flavors of
> a loop, do while and do until.
>
> The difference between the 2 is testing for loop termination
> at the beginning or end of the loop.
>
> There are cases where you need both at the same time, or
> even loop control right in the middle.
>
> If you have "leave", "break", or "continue", you can use that
> flavor of goto. Otherwise, plain old goto is the best.
>

Example

Open_Files

Begin_Loop
  Read

```
   On end_of_file EXIT_Loop
   process_data
End_Loop

Close_Files
Stop
```

Andrew Swallow

---

Subject: Re: New HD
Posted by Andrew Swallow on Thu, 14 Feb 2013 19:41:34 GMT
View Forum Message <> Reply to Message

On 14/02/2013 19:00, Walter Banks wrote:
>
>
> Joe Pfeiffer wrote:
>
>> Walter Banks <walter@bytecraft.com> writes:
>>
>>> Charlie Gibbs wrote:
>>>
>>>> Contrast this with Excel, which insists that any field that consists
>>>> of all numeric digits is numeric.
>>>
>>> Unless preceded with a '
>>
>> But if it's preceded with a ' it isn't a field that consists of all
>> numeric digits.
>
> True, it just looks like it is :)
>
>
And it keeps the leading zeros. Long distance numbers can start with zeros.

Andrew Swallow

---

Subject: Re: New HD
Posted by Dave Garland on Thu, 14 Feb 2013 19:44:43 GMT
View Forum Message <> Reply to Message

On 2/13/2013 10:32 PM, Charlie Gibbs wrote:

> Contrast this with Excel, which insists that any field that consists
> of all numeric digits is numeric. Some sort of numeric, anyway -

> I'm tired of seeing telephone numbers come out like 6.04942E9.
>
If you format the Excel area (cell, column, etc.) as "text", it's all
just characters.

The default is to assume any field that's all numbers is numeric, but
it seems to me that's a reasonable default (most of the time, it's right).

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 14 Feb 2013 19:45:35 GMT
View Forum Message <> Reply to Message

On Wed, 13 Feb 2013 12:31:46 -0500, Dan Espen <despen@verizon.net>
wrote:

> hda <agent700@xs4all.nl.invalid> writes:
>
>> Cleaning-up or code-refactoring, how large is this market, is it paid
>> for ?
>
> When people ask this kind of question, I smell trouble.
> It always pays to clean up code and one should never ask for permission.
> If you have the go ahead to fix a problem, do it right or don't do it at
> all.
>
> I always get a kick out of the LOC (Lines Of Code) counters.
> I love to add features or fix bugs
> and lower the line counts at the same time.
> That's quality.

If it works, fine.

My coding style uses blank and nearly blank lines for clarity. I
also use multiple lines for clarity. You would be able to compress
the LOC on my code quite a bit in some places.

I use blank lines to separate sections of code that do different
things but that do not need a comment.

I use comment character-only lines to show level. Syntax is for
Visual FoxPro. Since I have general comments for procedures/methods,
[very] high-level comments are not usually needed.

```
*
*
* Very High-Level Comment
*
```

*
(rarely used)

*
* High-Level Comment
*
(occasionally used)

* Section Comment

some statement or fragment && Line Comment

I also separate classes or independent procedures by three blank lines.

Between us, we could drive the LOC-counters batty if they were not already that way.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 14 Feb 2013 19:46:01 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:

> Dan Espen <despen@verizon.net> writes:
>
>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>>>
>>>> Now you are taling about "Heisenbugs". The program has been running
>>>> successfully for a long, long time. You look at the source and find an
>>>> atrocious and obvious bug that would prevent the code from ever
>>>> working... yet the code has *already* been working all this time!!! The
>>>> next time you compile the code and run it... the bug prevents the code
>>>> from working right. Just the act of you observing the bug in the
>>>> source... has changed the program's behavior. Heisenbug.
>>>
>>> No, this one is called "changed the source, forgot to compile it."
>>
>> I've been using Emacs/Make for years now.
>> The make target is always the test which depends on the compile, etc.
>>

>>  Working that way completely eliminates that class of bugs.
>
>  And produces the "bug in makefile" class of bugs...

LOL!

Bug in a Makefile?

I hated Makefiles until I found the excellent documentation for
GNUMAKE.  Now they are core to most of my work.

I've managed to convince some of my co-workers too.
Our system testers got pretty fond of them too.

Before using make files they were editing, submitting jobs,
eyeballing results.  After, they just did a make and looked for
a zero completion code.  We used diff/sed to check results.
sed to change things that varied from test to test (like dates).
to something constant.

--
Dan Espen

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 14 Feb 2013 19:50:26 GMT
View Forum Message <> Reply to Message

On Wed, 13 Feb 2013 10:19:00 -0500, Walter Bushell <proto@panix.com>
wrote:

> In article <kfbem9$j0p$1@dont-email.me>,
>  Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>>  On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>
>>>  Scientific Method finds bugs?  I don't see how that's right either.

>>  I agree with Barb on this one.  You formulate a hypothesis about what
>>  could be causing the problem, then you attempt to design an "experiment"
>>  to test the hypothesis.  Repeat until the bug is found and fixed.
>
> And its usually something you know for sure that turns out not to be
> the case.

Oh, yes.  I remember one debugging session where I tracked down a
bug to one section of code where it had to be.  It took a couple
hours.  Unfortunately, there was no way in that code for the bug to

manifest.

It turned out that somewhen in my testing, my test data had gotten munged somehow when I thought that it could not have been changed. With fresh test data, the program ran just fine.

Since then, I restore my test data much more often.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 14 Feb 2013 19:52:00 GMT
View Forum Message <> Reply to Message

On Wed, 13 Feb 2013 07:05:51 -0500, Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <57rfh8poolpssihv9agu7bkpv5ailgb151@4ax.com>, on 02/10/2013
>  at 10:55 AM, Gene Wirchenko <genew@telus.net> said:
>
>> The way you harp on her and at her, I was
>> wondering.
>
> Perhaps if you read more carefully you would understand what I wrote
> and why.

Perhaps I do understand it better than you think. Harping at people is not polite. Consider becoming more polite.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 14 Feb 2013 19:58:56 GMT
View Forum Message <> Reply to Message

On 13 Feb 2013 12:05:17 GMT, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:

[snip]

> As best I can tell, the only claim you're making that's contrary to

> my original post is that I (may have?) suggested that maybe Morten's
> usage of "turnover" was not known in US English, and *that* could
> have been refuted by checking a dictionary.

That is about it.

[snip]

> Who said the word was obscure?

No one. I meant that the word is in general use. Its use might be uncommon or common, but it is not rare.

[snip]

> Fair enough. I also think of myself as someone who pays attention
> to language and who would never claim to know it all -- though
> admittedly that second point might not be obvious from this
> discussion :-)? -- and usually I *do* consult a dictionary if I find
> that my usage conflicts with that of someone I think should know.
> I just didn't do that this time, which I suppose *was* rather
> careless of me.

I have goofed, too. In my teen years, I found that I had gotten a word scrambled: "terminity" when I meant "temerity". It was a bit embarrassing personally, and then I moved on.

Language is weird, which is part of the fun.

[snip]

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 14 Feb 2013 20:05:45 GMT
View Forum Message <> Reply to Message

On 13 Feb 2013 12:05:49 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

> In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
> Gene Wirchenko <genew@telus.net> wrote:
>> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>> <blmblm.myrealbox@gmail.com> wrote:
>>

>>  [snip]
>>
>>> Java checked exceptions are not without their annoyances, granted.
>>> Based on some of what you've posted to comp.lang.java.programmer
>>> I suspect you're more like to be annoyed than people who are, hm,
>>> more inclined toward the Java mindset?
>>
>>  Quite.  I have never seen the point of try...catch.  It gets in
>>  the way horribly.
>
> Huh.  In general I guess I don't agree.  "It takes all kinds" ?

It breaks up the code since the exception has to be handled right there (even if just to make a call to elsewhere), and when multiple exceptions have to be handled, it can get to be a long way to the next statement.

I much prefer having a general error handler that just spits out the error and shuts down.  If I need specific handling, I override that, check for the errors I can handle, and rethrow any others to the general error handler.

What can you do after an error?  Quite often, not much.  Why put so much verbiage for the error handling then?

[snip]

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 14 Feb 2013 20:11:11 GMT
View Forum Message <> Reply to Message

On 13 Feb 13 20:32:23 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
wrote:

> In article <867gmbomit.fsf@chai.my.domain>, kkt@zipcon.net
> (Patrick Scheible) writes:
>
>>  The Icon Programming Language's philosophy of typing is that data
>>  has types, variables don't.  Any variable can contain any type of
>>  data, from integers to large complex nested structures.  If you
>>  try to do something that doesn't apply to the type of data, you
>>  get a run time error.
>

> That's all well and good as long as you have control over the type.
> Contrast this with Excel, which insists that any field that consists
> of all numeric digits is numeric.  Some sort of numeric, anyway -
> I'm tired of seeing telephone numbers come out like 6.04942E9.

Or this
http://catless.ncl.ac.uk/Risks/24.19.html#subj6.1
Excel garbles microarray experiment data
where Excel interpreted some string data as numbers and dates.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 14 Feb 2013 20:12:35 GMT
View Forum Message <> Reply to Message

On Thu, 14 Feb 2013 08:51:24 -0500, Shmuel (Seymour J.) Metz
<spamtrap@library.lspace.org.invalid> wrote:

> In <20130210190324.5ec09d139a3e22c00e5b254e@eircom.net>, on 02/10/2013
>  at 07:03 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>
>> Sure, he'd noticed that use of it was mostly undisciplined, and
>> worked out that with a little care it could be made unnecessary
>> with a resultant increase in clarity. He wasn't wrong,
>
> He was completely wrong; in many cases the code without GOTO is far
^^^^^^^^^^ ^^^^
These do not fit.

> harder to read. That's even without taking recovery from errors into
> account.

Nope.  There are cases where a well-used GOTO make things
clearer, but in general, code is better without them.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 14 Feb 2013 20:18:01 GMT
View Forum Message <> Reply to Message

On Tue, 12 Feb 2013 21:33:09 +0000, Bill Findlay
<yaldnif.w@blueyonder.co.uk> wrote:

> On 12/02/2013 20:24, in article i49lh81uk0547llt857pla92lksqtc7rcn@4ax.com,
> "Gene Wirchenko" <genew@telus.net> wrote:

[snip]

>>  Could you please explain how the program runs?  In particular, I
>>  do not understand why the output is not simply 99.
>
> Sure.
>
> begin
>
>  procedure recursive(level, target);
>  value  level;
>  integer  level;
>  label  target;
>  begin
>  if level /= 0 then
>  recursive(level - 1, exit)
>  else
>  goto target;
>  exit : ;

I think I missed seeing this label.  Is there any reason why this
could not have been coded without the else clause?

>  outreal(1, level);
>  end recursive;
>
>  recursive(10, exit);
>  outreal(1, 88);
> exit : ;
>  outreal(1, 99);
>
> end program

[snip]

Sincerely,

Gene Wirchenko

---

## Subject: Re: New HD

Posted by Joe Pfeiffer on Thu, 14 Feb 2013 21:07:55 GMT
View Forum Message <> Reply to Message

Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
>
> I've just looked at my current projects.
>
> In 31 KSLOC I have 23 exits (breaks) and zero gotos or continues.
> I do however have 216 exception handlers and 341 exception raise statements.
>
> Exceptions do everything I might otherwise use goto for, but better; because
> they carry information about the reason for the disruption of control flow.

Exactly.

---

Subject: Re: New HD
Posted by cb on Thu, 14 Feb 2013 21:11:46 GMT
View Forum Message <> Reply to Message

In article <PM0004D5739E4A5812@aca2d605.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:

[ snippage ]

> There are 3 aspects to being a good programmer: 1. able to write straight-
> forward code which matches the specs; 2. able to debug whatever vagaries
> doesn't match the specs; 3. able to reproduce the bugs or unwanted behaviour
> and fix them so that nothing else breaks and the behaviour matches the specs.

That describes a rather limited view of a 'programmer' - someone who just
translates a fairly detailed specification into simple and straightforward
code, and possibly debug the errors they make.

However, many programmers these days have responsibilities that go a lot
further than that. Not only does the debugging often go way beyond just
their own code and into interaction with other code and possibly finding
bugs in other code, but also into automated testing (unit, integration,
regression, etc) and further - they can range towards designing the
structure of the implementing code (data structures, libraries and
interfaces between them), putting together larger architecure aspects
(different cooperating systems, etc), user interface and user experience
design or at least eperimentation, even requirement gathering and business
analysis. Not all of them do everything all of the time, but a lot of them
do some or even all of these things at some point.

> The first can be handled with a flow chart. The second requires stubborness
> and curiosity. the third is what separates the men from the tinker boys

> and requires the kind of thinking taught for the Scientific Method.  The
> third is why physicists become bit gods.

An ability to be methodical, explore different options, be single-minded when necessary and also think outside the box when necessary, to be able to put together tests, etc, etc ... all of those are important. Yes, the scientific method applies, but so does creative thinking.

> Not all good coders can debug or figure out how to isolate a problem
> to the point that it's reproducible.

That is indeed an important skill, and is one of the differences between someone who is 'just' a coder and someone who is a programmer in a wider sense of the word.

> /BAH

// Christian

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 14 Feb 2013 23:42:43 GMT
View Forum Message <> Reply to Message

On 2/14/2013 9:32 AM, Christian Brunschen wrote:
>  In article <icip5vx9up.fsf@home.home>, Dan Espen  <despen@verizon.net> wrote:
>>  Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>>  In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
>>>  at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>>>
>>>>  If your program logic, written in a language that supports the
>>>>  ordinary sorts of flow-control statements like if/for/while, would
>>>>  be clearer with the use of a goto then you need to rethink your
>>>>  program logic.
>>>
>>>  I suggest that you read Knuth and then rethink your claim.
>>
>>  I've never prayed at the altar of Knuth,
>>  just written a lot of code.
>>
>>  Of course there are times when goto is the best solution.
>
>  But those times are fortunately rather rare.
>
>>  To me the most intuitive example is loop control.
>>  Even SP advocates agree that there should be 2 flavors of
>>  a loop, do while and do until.

>>
>> The difference between the 2 is testing for loop termination
>> at the beginning or end of the loop.
>>
>> There are cases where you need both at the same time, or
>> even loop control right in the middle.
>>
>> If you have "leave", "break", or "continue", you can use that
>> flavor of goto. Otherwise, plain old goto is the best.
>
> Calling things like 'break' and 'continue' flavour of 'goto' is like
> saying that 'while', or an early 'return', is a flavour of 'goto'. Yes,
> fundamentally, everything is implemented using jumps underneath; but the
> different 'flavours' also describe the kind of jump that has happening:
> 'break' means 'break out of the loop, abandoning anything that remained';
> 'continue' means 'skip the rest of this loop iteration'. In other words,
> they take into account and work within the structure of the code where
> they occur - rather than just saying what low-level operation they
> perform, they include information about the context and purpose.
>
> That difference turns out to make it a lot easier to follow and reason
> about what is going on.
>
> All of the different programming paradigms are really about imposing a
> structure on top of the barebones turing-machine-equivalent, such that the
> programmer can reason and work with higher-level concepts that make
> certain things more manageable - so that we don't have to try to folloe
> all the possible combinations of minutiae, but can instead focus on things
> at a different level, at least most of the time; and that we can reserve
> our lower-level focus for those things that require special attention.
>
> For our friend 'goto', that doesn't mean it should be taken away - just
> that it should be used only rarely, in special cases, when the more
> specific tools such as loops, 'break' and 'continue' and early returns,
> don't fulfil the needs: Because then we know that a 'goto' that we
> encounter is really something out of the ordinary and there for a
> particular reason, and worthy of that bit of extra attention.
>

I think we're all in violent agreement.

--
Pete

---

Subject: Re: New HD

Posted by Peter Flass on Thu, 14 Feb 2013 23:49:20 GMT
View Forum Message <> Reply to Message

On 2/14/2013 12:13 PM, Joe Pfeiffer wrote:
>
> I have very seldom found 'break' or 'continue' to be a good idea, though
> it has happened. But they are no more a 'goto' than the branch at the
> bottom of a 'while' is.
>

PL/I makes it a bit easier to follow the logic. You can label the DO
statement and then say "LEAVE <label>;"

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 14 Feb 2013 23:51:54 GMT
View Forum Message <> Reply to Message

On 2/14/2013 12:50 PM, Bill Findlay wrote:
> On 14/02/2013 17:13, in article
> 1b38wyx1ha.fsf@snowball.wb.pfeifferfamily.net, "Joe Pfeiffer"
> <pfeiffer@cs.nmsu.edu> wrote:
>
>> Dan Espen <despen@verizon.net> writes:
>
>>>
>>> Of course there are times when goto is the best solution.
>
> Very seldom indeed, in my experieince with a modern language.
>
>>> To me the most intuitive example is loop control.
>>> Even SP advocates agree that there should be 2 flavors of
>>> a loop, do while and do until.
>
> Or better, a for loop, a while loop, and a general loop with exit(s) where
> needed:
>
> loop
>  ...
> exit when ...;
>  ...
> exit when ...;
>  ...
> end loop;
>

> The latter is much less often needed than the while loop, but when you do
> need it, it is the clearest form of expression.
>
>>> If you have "leave", "break", or "continue", you can use that
>>> flavor of goto. Otherwise, plain old goto is the best.
>>
>> I have very seldom found 'break' or 'continue' to be a good idea, though
>> it has happened.
>
> I've just looked at my current projects.
>
> In 31 KSLOC I have 23 exits (breaks) and zero gotos or continues.
> I do however have 216 exception handlers and 341 exception raise statements.
>
> Exceptions do everything I might otherwise use goto for, but better; because
> they carry information about the reason for the disruption of control flow.
>

I've found it useful to put a single error exit in library routines and
GOTO it whenever required. That way if I need to put debugging code or
what-have-you in before the exit I only have to do it in one place.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 14 Feb 2013 23:57:14 GMT
View Forum Message <> Reply to Message

On 2/14/2013 2:22 PM, Andrew Swallow wrote:
> On 14/02/2013 14:12, Dan Espen wrote:
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
>>> at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>>>
>>>> If your program logic, written in a language that supports the
>>>> ordinary sorts of flow-control statements like if/for/while, would
>>>> be clearer with the use of a goto then you need to rethink your
>>>> program logic.
>>>
>>> I suggest that you read Knuth and then rethink your claim.
>>
>> I've never prayed at the altar of Knuth,
>> just written a lot of code.
>>
>> Of course there are times when goto is the best solution.

>>
>> To me the most intuitive example is loop control.
>> Even SP advocates agree that there should be 2 flavors of
>> a loop, do while and do until.
>>
>> The difference between the 2 is testing for loop termination
>> at the beginning or end of the loop.
>>
>> There are cases where you need both at the same time, or
>> even loop control right in the middle.
>>
>> If you have "leave", "break", or "continue", you can use that
>> flavor of goto. Otherwise, plain old goto is the best.
>>
>
> Example
>
> Open_Files
>
> Begin_Loop
>  Read
>  On end_of_file EXIT_Loop
>  process_data
> End_Loop
>
> Close_Files
> Stop
>

I get around this at the cost of two reads:

```
ON ENDFILE(x) eof='1'b;
READ FILE(x)...
DO WHILE(¬eof);
  /* process */
  READ FILE(x)...
  END; /* do while */
```

--
Pete

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 15 Feb 2013 00:06:50 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kfhifm$e1j$4@dont-email.me...

> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>
>> Now you are taling about "Heisenbugs". The program has been running
>> successfully for a long, long time. You look at the source and find an
>> atrocious and obvious bug that would prevent the code from ever
>> working... yet the code has *already* been working all this time!!! The
>> next time you compile the code and run it... the bug prevents the code
>> from working right. Just the act of you observing the bug in the
>> source... has changed the program's behavior. Heisenbug.
>
> No, this one is called "changed the source, forgot to compile it."
>

Forgetting to compile *can* happen... but that is *not* what happened here.
I am talking about a genuine Heisenbug!

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 15 Feb 2013 00:23:33 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
news:CD41E1EE.25C70%yaldnif.w@blueyonder.co.uk...
> On 14/02/2013 00:19, in article kfhahb$fs4$1@dont-email.me, "Charles
> Richmond" <numerist@aquaporin4.com> wrote:
>
> [snip...] [snip...]
> [snip...]
>
>> Are you the Bill Findlay that is the co-author of _Pascal: An
>> Introduction
>> to Methodical Programming_ circa 1978???
>
> Yes.
> But I'd rather be remembered as a co-author of "Ada: Lamnguage and
> Methodology", circa 1987. 8-)
>

Hey, great!!! I have a copy of the Pascal book (*not* the Ada book). I
have always wanted to know the name of the font used in the printing of
_Pascal: An Introduction..._. Do you know what the font is called??? I
have seen computer listings from Britain printed on a lineprinter... that
had the same font as the book.

Are you still in contact with the co-author of the Pascal book??? Did the same person co-author the Ada book???

I can *not* comment on the quality of your Pascal book. I obtained the book "on the cheap" and at the time I already knew Pascal. So I would *not* be able to tell how a neophyte might react to reading the book.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 15 Feb 2013 00:52:33 GMT
View Forum Message <> Reply to Message

Christian Brunschen <cb@mer.df.lth.se> wrote
> jmfbahciv <See.above@aol.com> wrote

>> There are 3 aspects to being a good programmer: 1. able to write
>> straight-
>> forward code which matches the specs; 2. able to debug whatever vagaries
>> doesn't match the specs; 3. able to reproduce the bugs or unwanted
>> behaviour
>> and fix them so that nothing else breaks and the behaviour matches the
>> specs.

> That describes a rather limited view of a 'programmer' - someone
> who just translates a fairly detailed specification into simple and
> straightforward code, and possibly debug the errors they make.

Very limited in fact with the specs alone.

> However, many programmers these days have responsibilities that go a lot
> further than that. Not only does the debugging often go way beyond just
> their own code and into interaction with other code and possibly finding
> bugs in other code, but also into automated testing (unit, integration,
> regression, etc) and further - they can range towards designing the
> structure of the implementing code (data structures, libraries and
> interfaces between them), putting together larger architecure aspects
> (different cooperating systems, etc), user interface and user experience
> design or at least eperimentation, even requirement gathering and
> business analysis. Not all of them do everything all of the time, but
> a lot of them do some or even all of these things at some point.

Yes, in fact it would be only a tiny minority who don't do any of that, just a few of the droids in very large operations and that's hardly what most would call anything like good programmers.

>> The first can be handled with a flow chart.

But few bother with them anymore and those who do mostly
do so because their organisation mindlessly requires them and
they are mostly done after the fact from the code automatically
now when they are required by the organisation.

>> The second requires stubborness and curiosity.

Not really with either. Its just part of programming.

>> the third is what separates the men from the tinker boys

Yes, but not the good programmers being discussed.

>> and requires the kind of thinking taught for the Scientific Method.

Nope.

>> The third is why physicists become bit gods.

Fuck all of them do. Bit gods can come from anywhere, it’s a mentality,
not the field you come from and fuck all bother with physics anymore
on the way to becoming bit gods, essentially because the employment
possibilitys in physics are dismal now.

Any current bit god will have been into computers while still in school.

> An ability to be methodical, explore different options, be single-minded
> when necessary and also think outside the box when necessary, to be
> able to put together tests, etc, etc ... all of those are important.

Yes.

> Yes, the scientific method applies,

I'm not convinced that it does with debugging/fault finding.

Its MUCH more about understanding what can produce the
symptoms seen, and with good debuggers/fault finders
knowing which of the possibilitys is most commonly seen
with a particular set of symptoms so you home in on the
cause of the particular symptom seen quicker than the
average droid who not only checks for stuff that can't
produce the symptom seen, but goes thru the possibilitys
without regard to the frequency they are seen in real life.

That's nothing like the scientific method.

> but so does creative thinking.

Yes, particularly with the inspiration that can
simplify the code very dramatically indeed.

>> Not all good coders can debug or figure out how to
>> isolate a problem to the point that it's reproducible.

Yes, coding skills are quite different to debugging skills.

A good programmer needs both.

> That is indeed an important skill, and is one of the differences
> between someone who is 'just' a coder and someone who is a
> programmer in a wider sense of the word.

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 15 Feb 2013 01:33:38 GMT
View Forum Message <> Reply to Message

On 15/02/2013 00:23, in article kfjv4r$47e$1@dont-email.me, "Charles
Richmond" <numerist@aquaporin4.com> wrote:

> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
> news:CD41E1EE.25C70%yaldnif.w@blueyonder.co.uk...
>> On 14/02/2013 00:19, in article kfhahb$fs4$1@dont-email.me, "Charles
>> Richmond" <numerist@aquaporin4.com> wrote:
>>
>> [snip...] [snip...]
>> [snip...]
>>
>>> Are you the Bill Findlay that is the co-author of _Pascal: An
>>> Introduction
>>> to Methodical Programming_ circa 1978???
>>
>> Yes.
>> But I'd rather be remembered as a co-author of "Ada: Lamnguage and
>> Methodology", circa 1987. 8-)
>>
>
> Hey, great!!! I have a copy of the Pascal book (*not* the Ada book). I
> have always wanted to know the name of the font used in the printing of
> _Pascal: An Introduction..._. Do you know what the font is called??? I
> have seen computer listings from Britain printed on a lineprinter... that
> had the same font as the book.

It is called OCR-B.
We used it because it contained all the ASCII characters we needed; clearly distinguished 1 (one), l (ell) and I (aye) -- unlike the font I am using to post this; ditto O (oh) and 0 (zero); and was not also hideous.

> Are you still in contact with the co-author of the Pascal book???

Sure. We have been colleagues and friends for > 40 years.

> Did the same person co-author the Ada book???

Yes, and Brian Wichmann, who is one of the designers of Ada.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Fri, 15 Feb 2013 01:54:17 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Joe Pfeiffer wrote:
>> Walter Bushell <proto@panix.com> writes:
>>
>>> In article <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>,
>>> Joe Pfeiffer <pfeiffer@cs.nmsu.edu> wrote:
>>>
>>>> My view remains that his argument, regarding the flow of logic through
>>>> an algorithm and ending up with a program that can be debugged and then
>>>> maintained, was exactly correct. What he missed was error handling (he
>>>> was weak on the idea that programmers make mistakes, which was reflected
>>>> in a *lot* of what he had to say about logical proofs of correctness),
>>>> and that is handled *much* better with try/catch than with a goto.
>>>>
>>>> If your program logic, written in a language that supports the ordinary
>>>> sorts of flow-control statements like if/for/while, would be clearer
>>>> with the use of a goto then you need to rethink your program logic.
>>>
>>> So you think that deliberately raising an error to get out of a deeply
>>> nested control structure is better than a GOTO?
>>
>> If your program is written so that the clearest way to get out of a
>> deeply nested control structure is a goto, there is a high probability

>> your program logic needs to be revisited.
>
> Not if a cosmic ray has suddenly played havoc with a crucial bit.
> In OS coding, you have to have a bailout no matter how deep you
> are in the coding levels. I agree with apps, in most cases, but
> not OS. and then there is hard/software interrupts which have to
> be dealt with now, not later, and then the executing can go back
> to the regular routine.

Yes and no. Yes, you do need to have a way to bail out (I once wrote a driver for a device that was so flaky I maintained my own copy of all the control registers and rewrote them all on every entry to the driver since the odds were so high that a bit had randomly changed), but sprinkling gotos through the OS is not the right way to do it.

Interrupts are, of course, a completely different kettle of fish. Yes, you have to expect the handler to be called any time interrupts aren't disabled. No, that has nothing to do with gotos.

Though this does remind me of a use for goto's I'd forgotten about: a prototype CPU so flaky that random high-order PC bits would be wrong when an interrupt occurred (I remember it took me a *long* time to figure out what was going on. I don't remember how I ever figured it out!). I wound up with jmp instructions at every "wrong" location an interrupt landed on back to the correct ISR (the whole toy OS was in assembler. But I was conscious of correct programming practices, and worked to mimic proper high level programming constructs).

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 15 Feb 2013 02:06:30 GMT
View Forum Message <> Reply to Message

In <1bip5w85ub.fsf@snowball.wb.pfeifferfamily.net>, on 02/13/2013
at 10:46 AM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:

> True -- on the other hand, the Pascal approach also prevents
> keeping the structure around throughout the life of the program,

As does the PL/I approach. Nore that Peter's "outer" does not have OPTIONS(MAIN).

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not

reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 15 Feb 2013 02:22:11 GMT
View Forum Message <> Reply to Message

In <kfh8kv$7mn$1@dont-email.me>, on 02/13/2013
at 05:47 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> "If you believe in things that you don't understand, then you
> suffer."

Alas, if someone copies my code without understanding it, it's dollars
to donuts that instead of him suffering his users will, he'll blame
me, or both.

What's that you say? You have copious comments explaining the range of
applicability? Lots of luck getting him to read and believe them.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 15 Feb 2013 02:28:43 GMT
View Forum Message <> Reply to Message

In <ic1uck15od.fsf@home.home>, on 02/13/2013
at 12:31 PM, Dan Espen <despen@verizon.net> said:

> I always get a kick out of the LOC (Lines Of Code) counters. I love
> to add features or fix bugs and lower the line counts at the same
> time.

What do you do if your salary depends on how many LOC/M you write?

Be careful what you measure; people will optimize their behavior to
your metrics.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 15 Feb 2013 02:30:23 GMT
View Forum Message <> Reply to Message

In <proto-D01BBA.06433314022013@news.panix.com>, on 02/14/2013
at 06:43 AM, Walter Bushell <proto@panix.com> said:

> Isn't object oriented a sub-classification of imperative?

Sh! That's supposed to be kept secret.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 15 Feb 2013 03:08:00 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <ic1uck15od.fsf@home.home>, on 02/13/2013
> at 12:31 PM, Dan Espen <despen@verizon.net> said:
>
>> I always get a kick out of the LOC (Lines Of Code) counters. I love
>> to add features or fix bugs and lower the line counts at the same
>> time.
>
> What do you do if your salary depends on how many LOC/M you write?

I never had anyone make that offer.

That sure would invite a lot of innovation.

O

r

n
e
w

c
o
d
i
n
g

s
t
a
n
d
a
r
d
s
.

--
Dan Espen

---

Subject: Re: New HD
Posted by Bernd Felsche on Fri, 15 Feb 2013 05:11:19 GMT
View Forum Message <> Reply to Message

Andrew Swallow <am.swallow@btinternet.com> wrote:
> On 14/02/2013 19:00, Walter Banks wrote:
>> Joe Pfeiffer wrote:
>>> Walter Banks <walter@bytecraft.com> writes:
>>>> Charlie Gibbs wrote:

>>>> > Contrast this with Excel, which insists that any field that
>>>> > consists of all numeric digits is numeric.

>>>> Unless preceded with a '

>>> But if it's preceded with a ' it isn't a field that consists of all
>>> numeric digits.

>> True, it just looks like it is :)

> And it keeps the leading zeros.  Long distance numbers can start with zeros.

But a long-distance number isn't really a number. It's a (combined)
label that can be "dialled" using digits.

And the leading digits is only a signal to the network that a
"non-local" labels follow; it's not actually part of any label.
--
/"\ Bernd Felsche - Somewhere in Western Australia
\ /  ASCII ribbon campaign | For every complex problem there is an
 X   against HTML mail     | answer that is clear, simple, and wrong.
/ \  and postings          |  --HL Mencken

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 15 Feb 2013 07:39:26 GMT
View Forum Message <> Reply to Message

On Thu, 14 Feb 2013 12:05:45 -0800
Gene Wirchenko <genew@telus.net> wrote:

>  On 13 Feb 2013 12:05:49 GMT, blmblm@myrealbox.com
>  <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>> Gene Wirchenko  <genew@telus.net> wrote:
>>>  On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>>  <blmblm.myrealbox@gmail.com> wrote:
>>>
>>>  [snip]
>>>
>>>> Java checked exceptions are not without their annoyances, granted.
>>>> Based on some of what you've posted to comp.lang.java.programmer
>>>> I suspect you're more like to be annoyed than people who are, hm,
>>>> more inclined toward the Java mindset?
>>>
>>>      Quite.  I have never seen the point of try...catch.  It gets in
>>>  the way horribly.
>>
>> Huh.  In general I guess I don't agree.  "It takes all kinds" ?
>
>      It breaks up the code since the exception has to be handled right
>  there (even if just to make a call to elsewhere), and when multiple
>  exceptions have to be handled, it can get to be a long way to the next
>  statement.

 But it doesn't the whole point of exceptions is that you can decide
whether to catch them or declare them as thrown and let a higher level deal

with them.

If there are multiple possible exceptions there is no need to
handle them separately unless you want to do something different for each
case, otherwise just catch all exceptions in a single catch for generic
exceptions, spit out your error message and die.

> I much prefer having a general error handler that just spits out
> the error and shuts down. If I need specific handling, I override
> that, check for the errors I can handle, and rethrow any others to the
> general error handler.

That's exactly what you can do with exceptions, handle the ones you
want to in the low level code and throw the rest eventually to be caught by
a high level generic catch, report and die handler.

> What can you do after an error? Quite often, not much. Why put
> so much verbiage for the error handling then?

It should be just for the cases when you can do something.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 15 Feb 2013 12:29:44 GMT
View Forum Message <> Reply to Message

In <icip5vx9up.fsf@home.home>, on 02/14/2013
at 09:12 AM, Dan Espen <despen@verizon.net> said:

> Of course there are times when goto is the best solution.

Exactly my point.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 15 Feb 2013 12:31:53 GMT
View Forum Message <> Reply to Message

On 14/02/2013 23:57, Peter Flass wrote:
> On 2/14/2013 2:22 PM, Andrew Swallow wrote:
>> On 14/02/2013 14:12, Dan Espen wrote:
>>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>>
>>>> In <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>, on 02/10/2013
>>>> at 07:14 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:
>>>>
>>>> > If your program logic, written in a language that supports the
>>>> > ordinary sorts of flow-control statements like if/for/while, would
>>>> > be clearer with the use of a goto then you need to rethink your
>>>> > program logic.
>>>>
>>>> I suggest that you read Knuth and then rethink your claim.
>>>
>>> I've never prayed at the altar of Knuth,
>>> just written a lot of code.
>>>
>>> Of course there are times when goto is the best solution.
>>>
>>> To me the most intuitive example is loop control.
>>> Even SP advocates agree that there should be 2 flavors of
>>> a loop, do while and do until.
>>>
>>> The difference between the 2 is testing for loop termination
>>> at the beginning or end of the loop.
>>>
>>> There are cases where you need both at the same time, or
>>> even loop control right in the middle.
>>>
>>> If you have "leave", "break", or "continue", you can use that
>>> flavor of goto. Otherwise, plain old goto is the best.
>>>
>>
>> Example
>>
>> Open_Files
>>
>> Begin_Loop
>> Read
>> On end_of_file EXIT_Loop
>> process_data
>> End_Loop
>>
>> Close_Files

```
>>  Stop
>>
>
>  I get around this at the cost of two reads:
>  ON ENDFILE(x) eof='1'b;
>  READ FILE(x)...
>  DO WHILE(¬eof);
>     /* process */
>     READ FILE(x)...
>     END; /* do while */
>
>
```

Two reads is not very elegant.  If you are doing more than a read it
soon becomes two subroutine calls.  Your basic structures should be basic.

Andrew Swallow

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 15 Feb 2013 12:36:13 GMT
View Forum Message <> Reply to Message

In <kfish5$v8a$1@dont-email.me>, on 02/14/2013
  at 02:32 PM, cb@mer.df.lth.se (Christian Brunschen) said:

> For our friend 'goto', that doesn't mean it should be taken away -
> just that it should be used only rarely, in special cases, when
> the more specific tools such as loops, 'break' and 'continue' and
> early returns, don't fulfil the needs: Because then we know that a
> 'goto' that we encounter is really something out of the ordinary
> and there for a particular reason, and worthy of that bit of extra
> attention.

Agree, mostly. In a language with constructs like DO WHILE UNTIL,
ITERATE and LEAVE, use of GOTO should be rare. In, e.g., SNOBOL 4,
it's harder to avoid. Fortunately new languages tend to have at least
the basic control structures.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 15 Feb 2013 12:37:55 GMT
View Forum Message <> Reply to Message

On 15/02/2013 05:11, Bernd Felsche wrote:
> Andrew Swallow <am.swallow@btinternet.com> wrote:
>> On 14/02/2013 19:00, Walter Banks wrote:
>>> Joe Pfeiffer wrote:
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>> > Charlie Gibbs wrote:
>
>>>> >> Contrast this with Excel, which insists that any field that
>>>> >> consists of all numeric digits is numeric.
>
>>>> > Unless preceded with a '
>
>>>> But if it's preceded with a ' it isn't a field that consists of all
>>>> numeric digits.
>
>>> True, it just looks like it is :)
>
>> And it keeps the leading zeros. Long distance numbers can start with zeros.
>
> But a long-distance number isn't really a number. It's a (combined)
> label that can be "dialled" using digits.
>
> And the leading digits is only a signal to the network that a
> "non-local" labels follow; it's not actually part of any label.
>

Yes the telephone exchange's computer calls a different subroutine
depending on the digits.

Andrew Swallow

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 15 Feb 2013 12:38:53 GMT
View Forum Message <> Reply to Message

In <ica9r7x7lq.fsf@home.home>, on 02/14/2013
at 10:01 AM, Dan Espen <despen@verizon.net> said:

> Perl example:

> OUTER:
> while(<DATA>)
> {

```
>       chomp;
>       @linearray=split;
>       foreach $word (@linearray)
>       {
>         next OUTER if ($word =~ /next/i)
>         ^^^^^^^^^^
>       }
>    }
```

> I agree that next and company are easier to follow than a plain
> goto. In the above example next inches closer to goto.

The difference is that next can't specify an arbitrary label; it is
constrained to specify a label on an enclosing loop.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 15 Feb 2013 13:03:21 GMT
View Forum Message <> Reply to Message

In article <1227.828T325T4753950@kltpzyxm.invalid>,
 "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

>  Although there might be some advantages to single-pass compilation,
>  people seem to become obsessive about it.  Heck, running my source
>  deck through the reader twice to do an assembly (plus a third pass
>  for a cross-reference) was just something I took for granted.
>  One-pass compilation doesn't seem like a justification to bend
>  a language all out of shape - or write programs bottom-up.

It's very desirable for student programs, back in the day of
institutional computers for education. Hence Pascal's demanding that
subroutines go before the programs that call them. No need to have
separated compile, link, load and go phases, just compile and go.  And
if you ever had to deal with a punched tape system, multiple passes
ugh.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 15 Feb 2013 13:04:38 GMT
View Forum Message <> Reply to Message

In article <511d0b84$42$fuzhry+tra$mr2ice@news.patriot.net>,
 Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
 wrote:

> In <511BBEA1.151FDA70@bytecraft.com>, on 02/13/2013
>  at 11:26 AM, Walter Banks <walter@bytecraft.com> said:
>
>> Even more interesting is having a bug reported and finding that it
>> has been in a product for 30+ years and getting 3 or 4 more bug
>> reports from completely disconnected far flung places for exactly
>> the same fault in the next week or so.
>
> Most interesting is the bug reports after you fix the bug, because the
> users don't believe that the old, incorrect, numbers were in error.

Hey, they've been basing their business on it for years, and
promotions and firings etcetera, so it's a major disturbance.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 15 Feb 2013 13:10:54 GMT
View Forum Message <> Reply to Message

In article <511d9d5b$46$fuzhry+tra$mr2ice@news.patriot.net>,
 Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
 wrote:

> In <ic1uck15od.fsf@home.home>, on 02/13/2013
>  at 12:31 PM, Dan Espen <despen@verizon.net> said:
>
>> I always get a kick out of the LOC (Lines Of Code) counters. I love
>> to add features or fix bugs and lower the line counts at the same
>> time.
>
> What do you do if your salary depends on how many LOC/M you write?
>
> Be careful what you measure; people will optimize their behavior to
> your metrics.

Hence the problems with "management by objective".

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 15 Feb 2013 13:23:36 GMT
View Forum Message <> Reply to Message

On 2/14/2013 9:22 PM, Shmuel (Seymour J.) Metz wrote:
> In <kfh8kv$7mn$1@dont-email.me>, on 02/13/2013
>  at 05:47 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> "If you believe in things that you don't understand, then you
>> suffer."
>
> Alas, if someone copies my code without understanding it, it's dollars
> to donuts that instead of him suffering his users will, he'll blame
> me, or both.
>
> What's that you say? You have copious comments explaining the range of
> applicability? Lots of luck getting him to read and believe them.
>

I shudder to think of the times "programmers" have said "I need a
routine to do x", borrowed something close without understanding it, and
made random changes to get it to do something close to what they wanted.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 15 Feb 2013 13:24:10 GMT
View Forum Message <> Reply to Message

On 2/14/2013 9:30 PM, Shmuel (Seymour J.) Metz wrote:
> In <proto-D01BBA.06433314022013@news.panix.com>, on 02/14/2013
>  at 06:43 AM, Walter Bushell <proto@panix.com> said:
>
>> Isn't object oriented a sub-classification of imperative?
>
> Sh! That's supposed to be kept secret.
>

You need to encapsulate it better.

--

Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 15 Feb 2013 14:54:09 GMT
View Forum Message <> Reply to Message

In <proto-68CD84.08032115022013@news.panix.com>, on 02/15/2013
at 08:03 AM, Walter Bushell <proto@panix.com> said:

> It's very desirable for student programs, back in the day of
> institutional computers for education. Hence Pascal's demanding that
> subroutines go before the programs that call them. No need to have
> separated compile, link, load and go phases, just compile and go.

Letting subroutines go at the end rather than the beginning does not
creaqte a need for separate compile, link and go steps.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 15 Feb 2013 15:01:04 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kfhifm$e1j$4@dont-email.me...
>> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>>
>>> Now you are taling about "Heisenbugs". The program has been running
>>> successfully for a long, long time. You look at the source and find an
>>> atrocious and obvious bug that would prevent the code from ever
>>> working... yet the code has *already* been working all this time!!! The
>>> next time you compile the code and run it... the bug prevents the code
>>> from working right. Just the act of you observing the bug in the
>>> source... has changed the program's behavior. Heisenbug.
>>
>> No, this one is called "changed the source, forgot to compile it."
>>
>

> Forgetting to compile *can* happen... but that is *not* what happened here.
> I am talking about a genuine Heisenbug!

TOPS-10 had quite a few of those. The OS maintainer would come by muttering about how the first SPR would come in and he would discover the thing couldn't have worked. then a flurry of SPRs from diverse customers would come in soon after.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 15 Feb 2013 15:01:06 GMT
View Forum Message <> Reply to Message

Joe Pfeiffer wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Joe Pfeiffer wrote:
>>> Walter Bushell <proto@panix.com> writes:
>>>
>>>> In article <1bliavlhpz.fsf@snowball.wb.pfeifferfamily.net>,
>>>> Joe Pfeiffer <pfeiffer@cs.nmsu.edu> wrote:
>>>>
>>>> > My view remains that his argument, regarding the flow of logic through
>>>> > an algorithm and ending up with a program that can be debugged and then
>>>> > maintained, was exactly correct. What he missed was error handling (he
>>>> > was weak on the idea that programmers make mistakes, which was reflected
>>>> > in a *lot* of what he had to say about logical proofs of correctness),
>>>> > and that is handled *much* better with try/catch than with a goto.
>>>> >
>>>> > If your program logic, written in a language that supports the ordinary
>>>> > sorts of flow-control statements like if/for/while, would be clearer
>>>> > with the use of a goto then you need to rethink your program logic.
>>>>
>>>> So you think that deliberately raising an error to get out of a deeply
>>>> nested control structure is better than a GOTO?
>>>
>>> If your program is written so that the clearest way to get out of a
>>> deeply nested control structure is a goto, there is a high probability
>>> your program logic needs to be revisited.
>>
>> Not if a cosmic ray has suddenly played havoc with a crucial bit.
>> In OS coding, you have to have a bailout no matter how deep you
>> are in the coding levels. I agree with apps, in most cases, but
>> not OS. and then there is hard/software interrupts which have to
>> be dealt with now, not later, and then the executing can go back
>> to the regular routine.

>
> Yes and no. Yes, you do need to have a way to bail out (I once wrote a
> driver for a device that was so flaky I maintained my own copy of all
> the control registers and rewrote them all on every entry to the driver
> since the odds were so high that a bit had randomly changed), but
> sprinkling gotos through the OS is not the right way to do it.

You and TW would have a nice dinner talking about those :-).

I can't imagine not using PJRSTs (which was our op code for jumping with
no intention of coming back, PUSH/POPJs JSRs, JSPs, etc.

>
> Interrupts are, of course, a completely different kettle of fish. Yes,
> you have to expect the handler to be called any time interrupts aren't
> disabled. No, that has nothing to do with gotos.

You have to have some way of getting there and back again. that's why
jump instructions were invented.

>
> Though this does remind me of a use for goto's I'd forgotten about: a
> prototype CPU so flaky that random high-order PC bits would be wrong
> when an interrupt occurred (I remember it took me a *long* time to
> figure out what was going on. I don't remember how I ever figured it
> out!).

Good grief.

> I wound up with jmp instructions at every "wrong" location an
> interrupt landed on back to the correct ISR (the whole toy OS was in
> assembler. But I was conscious of correct programming practices, and
> worked to mimic proper high level programming constructs).

I never stated that there should be gotos sprinkled all over just
to add spice to the code. :-)

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 15 Feb 2013 15:01:08 GMT
View Forum Message <> Reply to Message

Christian Brunschen wrote:
> In article <PM0004D5739E4A5812@aca2d605.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:

>
> [ snippage ]
>
>> There are 3 aspects to being a good programmer: 1. able to write straight-
>> forward code which matches the specs; 2. able to debug whatever vagaries
>> doesn't match the specs; 3. able to reproduce the bugs or unwanted
behaviour
>> and fix them so that nothing else breaks and the behaviour matches the
specs.
>
> That describes a rather limited view of a 'programmer' - someone who just
> translates a fairly detailed specification into simple and straightforward
> code, and possibly debug the errors they make.

You can read that sentence as limited; you can also read in between the
lines and see the tongue in cheek. Not all specs are clear enough to
write straight-forward code. I didn't say who wrote the specs. :-)
>
> However, many programmers these days have responsibilities that go a lot
> further than that. Not only does the debugging often go way beyond just
> their own code and into interaction with other code and possibly finding
> bugs in other code, but also into automated testing (unit, integration,
> regression, etc) and further - they can range towards designing the
> structure of the implementing code (data structures, libraries and
> interfaces between them), putting together larger architecure aspects
> (different cooperating systems, etc), user interface and user experience
> design or at least eperimentation, even requirement gathering and business
> analysis. Not all of them do everything all of the time, but a lot of them
> do some or even all of these things at some point.

Of course.
>
>> The first can be handled with a flow chart. The second requires stubborness
>> and curiosity. the third is what separates the men from the tinker boys
>> and requires the kind of thinking taught for the Scientific Method. The
>> third is why physicists become bit gods.
>
> An ability to be methodical, explore different options, be single-minded
> when necessary and also think outside the box when necessary, to be able
> to put together tests, etc, etc ... all of those are important. Yes, the
> scientific method applies, but so does creative thinking.
>
>> Not all good coders can debug or figure out how to isolate a problem
>> to the point that it's reproducible.
>
> That is indeed an important skill, and is one of the differences between
> someone who is 'just' a coder and someone who is a programmer in a wider
> sense of the word.

That also requires a modified form of the Scientific Method.  You have
to figure out how to falsify the hypothesis; e.g., demonstrate the bug
was fixed.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 15 Feb 2013 15:01:09 GMT
View Forum Message <> Reply to Message

Walter Bushell wrote:
>  In article <511d9d5b$46$fuzhry+tra$mr2ice@news.patriot.net>,
>  Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
>  wrote:
>
>>  In <ic1uck15od.fsf@home.home>, on 02/13/2013
>>  at 12:31 PM, Dan Espen <despen@verizon.net> said:
>>
>>> I always get a kick out of the LOC (Lines Of Code) counters. I love
>>> to add features or fix bugs and lower the line counts at the same
>>> time.
>>
>>  What do you do if your salary depends on how many LOC/M you write?
>>
>>  Be careful what you measure; people will optimize their behavior to
>>  your metrics.
>
>  Hence the problems with "management by objective".
>
DEC^WDigital changed to LOC/M after the PDP-10 product line
light were turned out.  So our most talented monitor
developers were abused and had both thumbs duct-taped to opposite
office walls.

/BAH

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 15 Feb 2013 15:13:42 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" wrote:

>  In <proto-68CD84.08032115022013@news.panix.com>, on 02/15/2013
>  at 08:03 AM, Walter Bushell <proto@panix.com> said:

>
>> It's very desirable for student programs, back in the day of
>> institutional computers for education. Hence Pascal's demanding that
>> subroutines go before the programs that call them. No need to have
>> separated compile, link, load and go phases, just compile and go.
>
> Letting subroutines go at the end rather than the beginning does not
> creaqte a need for separate compile, link and go steps.
>

Subroutines at the end in a single pass compiler changes some basic code generation assumptions for example branch ranges and bsr/jsr assumptions. A true single pass (compile to machine code) in C is possible. The earliest C compilers we wrote were single pass to machine code. For reference we currently compile C in three passes to machine code.

w..

---

Subject: Re: New HD
Posted by scott on Fri, 15 Feb 2013 15:17:07 GMT
View Forum Message <> Reply to Message

Joe Pfeiffer <pfeiffer@cs.nmsu.edu> writes:
> Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
>>
>> I've just looked at my current projects.
>>
>> In 31 KSLOC I have 23 exits (breaks) and zero gotos or continues.
>> I do however have 216 exception handlers and 341 exception raise statements.
>>
>> Exceptions do everything I might otherwise use goto for, but better; because
>> they carry information about the reason for the disruption of control flow.
>
> Exactly.

In 60KSLOC mainframe simulator (C++, C) I have:

168 goto (all but two are "goto leave" for early function exit with cleanup)
1204 break (primarily in switch statements)
154 continue
0 C++ exceptions
2 sigsetjmp/siglongjmp (One to signal a "processor exception", one in the SIGINT handler)

In this application, exceptions are seldom useful and when I did use one, it caused performance degradation (it was replaced with sigsetjmp/siglongjmp).

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 15 Feb 2013 15:54:15 GMT
View Forum Message <> Reply to Message

On 15 Feb 2013 15:01:04 GMT
jmfbahciv <See.above@aol.com> wrote:

> Charles Richmond wrote:
>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>> news:kfhifm$e1j$4@dont-email.me...
>>> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>>>
>>>> Now you are taling about "Heisenbugs". The program has been running
>>>> successfully for a long, long time. You look at the source and find
>>>> an atrocious and obvious bug that would prevent the code from ever
>>>> working... yet the code has *already* been working all this time!!!
>>>> The next time you compile the code and run it... the bug prevents the
>>>> code from working right. Just the act of you observing the bug in the
>>>> source... has changed the program's behavior. Heisenbug.
>>>
>>> No, this one is called "changed the source, forgot to compile it."
>>>
>>
>> Forgetting to compile *can* happen... but that is *not* what happened
>> here. I am talking about a genuine Heisenbug!
>
> TOPS-10 had quite a few of those. The OS maintainer would come by
> muttering about how the first SPR would come in and he would discover the
> thing couldn't have worked. then a flurry of SPRs from diverse customers
> would come in soon after.

Yep, it's a disturbingly common phenomenon, for something so
bizarre. I've seen it several times in widely different contexts. Usually
the bug has been in the source for a good long time and present in several
releases of the system before it is found and then starts cropping up all
over the place. On at least two occasions I've received the first report as
I'm looking at the offending code wondering how it could possibly work
having noticed it while doing something else. The managerial types get to
be impressed at how quickly I've found and fixed it - only the technical
types get to hear the full story, I don't like frightening managers.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 15 Feb 2013 15:58:41 GMT
View Forum Message <> Reply to Message

On Fri, 15 Feb 2013 15:17:07 GMT
scott@slp53.sl.home (Scott Lurndal) wrote:

> 168 goto (all but two are "goto leave" for early function exit with
> cleanup)

I usually prefer to use "return cleanup();" style of bailout,
possibly passing a pointer to the state as an argument to cleanup (which is
of course usually named something more specific).

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 15 Feb 2013 17:26:05 GMT
View Forum Message <> Reply to Message

On 15/02/2013 15:17, in article TjsTs.11176$lh7.5879@fe42.iad, "Scott
Lurndal" <scott@slp53.sl.home> wrote:

> Joe Pfeiffer <pfeiffer@cs.nmsu.edu> writes:
>> Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
>>>
>>> I've just looked at my current projects.
>>>
>>> In 31 KSLOC I have 23 exits (breaks) and zero gotos or continues.
>>> I do however have 216 exception handlers and 341 exception raise statements.
>>>
>>> Exceptions do everything I might otherwise use goto for, but better; because
>>> they carry information about the reason for the disruption of control flow.
>>
>> Exactly.
>
> In 60KSLOC mainframe simulator (C++, C) I have:
>
> 168 goto (all but two are "goto leave" for early function exit with
> cleanup)
> 1204 break (primarily in switch statements)

My preferred language (Ada 2012) has proper case statements, so no 'breaks'

are used for that purpose.  Had they been, that would have added 1790 to the total.

> 154 continue
> 0 C++ exceptions
> 2 sigsetjmp/siglongjmp (One to signal a "processor exception", one in the
> SIGINT handler)
>
> In this application, exceptions are seldom useful and when I did use one, it
> caused

Strangely, 2/3 of my code is in a pair of computer emulators.  I find exceptions well suited to the genre.  For example, they are widely used in the simulation of I/O devices, to deal with various unusual but significant conditions, and to cope with internal errors discovered by self-checking.

> performance degradation (it was replaced with sigsetjmp/siglongjmp).

A well implemented exception mechanism can hardly degrade performance if the circumstances it is responding to are truly exceptional, as they are in my code.  (By well implemented, I mean that merely setting up an exception handler that is not actually invoked has a negligible runtime cost.)

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Fri, 15 Feb 2013 17:27:28 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Joe Pfeiffer wrote:
>>
>> Interrupts are, of course, a completely different kettle of fish.  Yes,
>> you have to expect the handler to be called any time interrupts aren't
>> disabled.  No, that has nothing to do with gotos.
>
> You have to have some way of getting there and back again.  that's why
> jump instructions were invented.

The hardware gets you there; an interrupt return gets you back.

---

Subject: Re: New HD

Posted by Charlie Gibbs on Fri, 15 Feb 2013 17:55:19 GMT
View Forum Message <> Reply to Message

In article <nks0v9xf9i.ln2@innovative.iinet.net.au>,
berfel@innovative.iinet.net.au (Bernd Felsche) writes:

> Andrew Swallow <am.swallow@btinternet.com> wrote:
>
>> On 14/02/2013 19:00, Walter Banks wrote:
>>
>>> Joe Pfeiffer wrote:
>>>
>>>> Walter Banks <walter@bytecraft.com> writes:
>>>>
>>>> > Charlie Gibbs wrote:
>>>> >
>>>> >> Contrast this with Excel, which insists that any field that
>>>> >> consists of all numeric digits is numeric.
>>>> >
>>>> > Unless preceded with a '
>>>>
>>>> But if it's preceded with a ' it isn't a field that consists of
>>>> all numeric digits.
>>>
>>> True, it just looks like it is :)

"She ain't pretty, she just looks that way." -- The Northern Pikes

>> And it keeps the leading zeros. Long distance numbers can start
>> with zeros.
>
> But a long-distance number isn't really a number. It's a (combined)
> label that can be "dialled" using digits.
>
> And the leading digits is only a signal to the network that a
> "non-local" labels follow; it's not actually part of any label.

But if you're storing and reporting on dialed digits, you want
to keep that leading zero. Excel takes it upon itself to decide
what you shall and shall not have, and it's damned difficult to
get it to change its mind.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 15 Feb 2013 18:09:37 GMT
View Forum Message <> Reply to Message

In article <s2hqh8l97cpkgmuotj6hv58c67oaaf4e0o@4ax.com>, genew@telus.net
(Gene Wirchenko) writes:

> On 13 Feb 13 20:32:23 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
> wrote:
>
>> In article <867gmbomit.fsf@chai.my.domain>, kkt@zipcon.net
>> (Patrick Scheible) writes:
>>
>>> The Icon Programming Language's philosophy of typing is that data
>>> has types, variables don't. Any variable can contain any type of
>>> data, from integers to large complex nested structures. If you
>>> try to do something that doesn't apply to the type of data, you
>>> get a run time error.
>>
>> That's all well and good as long as you have control over the type.
>> Contrast this with Excel, which insists that any field that consists
>> of all numeric digits is numeric. Some sort of numeric, anyway -
>> I'm tired of seeing telephone numbers come out like 6.04942E9.
>
> Or this
> http://catless.ncl.ac.uk/Risks/24.19.html#subj6.1
> Excel garbles microarray experiment data
> where Excel interpreted some string data as numbers and dates.

<shudder> I try to "Excel-proof" my data as much as I can, but
it'll always find a way to screw with things. I'm currently
considering changing a lot of our file formats to CSV; it has
the advantage of making complex records readable by a spreadsheet
program, but makes them vulnerable to the sort of corruption
mentioned above. Especially since Excel, upon exit, loves to
ask "Do you wish to save your changes?" when you haven't made
any - but it has.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Patrick Scheible on Fri, 15 Feb 2013 18:15:14 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <ic1uck15od.fsf@home.home>, on 02/13/2013
>  at 12:31 PM, Dan Espen <despen@verizon.net> said:
>
>> I always get a kick out of the LOC (Lines Of Code) counters. I love
>> to add features or fix bugs and lower the line counts at the same
>> time.
>
> What do you do if your salary depends on how many LOC/M you write?
>
> Be careful what you measure; people will optimize their behavior to
> your metrics.

This is true in all sorts of fields. Example: superintendent of schools swears to the school board she'll improve test scores by 20% at the lowest scoring schools in the district. How does she accomplish this? Well, there's a special program in one school out of the district for students who score 2 grade levels advanced in math, reading, and writing... 99 percentile students, who need more advanced work to keep them interested. Superintendent breaks up their school and reassigns those students to the worst scoring schools in the district. Metric met! None of the poor-scoring students improves at all, and the very advanced students are much worse served, but the superintendent is happy and gets her bonus and the Bill and Melinda Gates foundation is happy.

-- Patrick

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 15 Feb 2013 18:15:55 GMT
View Forum Message <> Reply to Message

In article <1bpq01v667.fsf@snowball.wb.pfeifferfamily.net>, pfeiffer@cs.nmsu.edu (Joe Pfeiffer) writes:

> jmfbahciv <See.above@aol.com> writes:
>
>> Joe Pfeiffer wrote:
>>
>>> Interrupts are, of course, a completely different kettle of fish.
>>> Yes, you have to expect the handler to be called any time interrupts
>>> aren't disabled. No, that has nothing to do with gotos.
>>
>> You have to have some way of getting there and back again. that's
>> why jump instructions were invented.
>
> The hardware gets you there; an interrupt return gets you back.

Those are arguably as close to goto as break or continue are.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 15 Feb 2013 18:21:05 GMT
View Forum Message <> Reply to Message

In article <pjgqh8prbho4ka77cqfiqnh4ajs85msiro@4ax.com>, genew@telus.net
(Gene Wirchenko) writes:

>  I much prefer having a general error handler that just spits out
> the error and shuts down.  If I need specific handling, I override
> that, check for the errors I can handle, and rethrow any others to
> the general error handler.

That's my basic principle.  Actually, I always call my general handler
to exit - whether there were errors or not - because its other function
is to ensure that all resources are freed (including closing files still
open).

>  What can you do after an error?  Quite often, not much.  Why put
> so much verbiage for the error handling then?

To help people determine the cause of the error.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Fri, 15 Feb 2013 19:29:00 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

> In article <1bpq01v667.fsf@snowball.wb.pfeifferfamily.net>,
> pfeiffer@cs.nmsu.edu (Joe Pfeiffer) writes:

>
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Joe Pfeiffer wrote:
>>>
>>>> Interrupts are, of course, a completely different kettle of fish.
>>>> Yes, you have to expect the handler to be called any time interrupts
>>>> aren't disabled. No, that has nothing to do with gotos.
>>>
>>> You have to have some way of getting there and back again. that's
>>> why jump instructions were invented.
>>
>> The hardware gets you there; an interrupt return gets you back.
>
> Those are arguably as close to goto as break or continue are.

That would take a *huge* amount of argument. If you think of them in
terms other than a restricted form of parallel processing, you're
heading down the completely wrong direction.

---

Subject: Re: New HD
Posted by scott on Fri, 15 Feb 2013 19:30:58 GMT
View Forum Message <> Reply to Message

Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
> On 15/02/2013 15:17, in article TjsTs.11176$Ih7.5879@fe42.iad, "Scott
> Lurndal" <scott@slp53.sl.home> wrote:
>
>> Joe Pfeiffer <pfeiffer@cs.nmsu.edu> writes:
>>> Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
>>>>
>>>> I've just looked at my current projects.
>>>>
>>>> In 31 KSLOC I have 23 exits (breaks) and zero gotos or continues.
>>>> I do however have 216 exception handlers and 341 exception raise statements.
>>>>
>>>> Exceptions do everything I might otherwise use goto for, but better; because
>>>> they carry information about the reason for the disruption of control flow.
>>>
>>> Exactly.
>>
>> In 60KSLOC mainframe simulator (C++, C) I have:
>>
>> 168 goto (all but two are "goto leave" for early function exit with
>> cleanup)
>> 1204 break (primarily in switch statements)
>

> My preferred language (Ada 2012) has proper case statements, so no 'breaks'
> are used for that purpose.  Had they been, that would have added 1790 to the
> total.
>
>>  154  continue
>>  0  C++ exceptions
>>  2  sigsetjmp/siglongjmp (One to signal a "processor exception", one in the
>>  SIGINT handler)
>>
>>  In this application, exceptions are seldom useful and when I did use one, it
>>  caused
>
> Strangely, 2/3 of my code is in a pair of computer emulators.  I find
> exceptions well suited to the genre.  For example, they are widely used in
> the simulation of I/O devices, to deal with various unusual but significant
> conditions, and to cope with internal errors discovered by self-checking.

When I replaced the "throw" with a call to siglongjmp, I gained close to
10% in performance of a compile job running under the operating system on
the simulated hardware[*].  That's significant to me.

The throw only happened when the simulated processor detected a fault
(e.g. stack overflow, address error, contended lock, released lock, et. al.)
while executing an instruction and needed to return to the main instruction
execution path.

They happen often enough in regular operation (particularly the lock and
stack faults) that the added overhead for the 'throw' to unwind the stack
was significant (when compared with siglongjmp()).  Yes, using exceptions
is the natural paradigm for a C++ application like this, but performance
considerations override the paradigm.

For the most part, "unusual but significant" conditions in the various
device models are handled in-line, usually by translating the condition
into the appropriate result descriptor (error bits) for the I/O operation
that was being processed when the condition was detected.  For example,
if a TCP connection to a terminal emulator that is attached to the console
DLP (I/O Controller) drops, then I can translate the ECONNRESET into a
NOT READY indication  and return that as the result of an I/O request to
the terminal.

There is very little run-time memory allocation;  most calls to the C++
new operator are done by overloading new for the class being instantiated
and the backing store comes from a pool that was allocated at system
startup.  For the most part, the pools are sized per the definition
of the machine being simulated and exceeding the preallocation is
impossible.  In the few cases otherwise, the inability to allocate
memory can be translated into the appropriate I/O error or processor error

that gets reported to the operating system on the simulated machine.

[*] A 14,000 line BPL (Burroughs Programming Language) compile, with
input from cards (spooled ahead) and output to printer (spooled behind).

>
>> performance degradation (it was replaced with sigsetjmp/siglongjmp).
>
> A well implemented exception mechanism can hardly degrade performance if the
> circumstances it is responding to are truly exceptional, as they are in my
> code. (By well implemented, I mean that merely setting up an exception
> handler that is not actually invoked has a negligible runtime cost.)

That's mostly true, although the icache footprint will go up, which will
have a small, but measurable effect on performance.

scott

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 15 Feb 2013 20:00:49 GMT
View Forum Message <> Reply to Message

"Walter Bushell" <proto@panix.com> wrote in message
news:proto-68CD84.08032115022013@news.panix.com...
> In article <1227.828T325T4753950@kltpzyxm.invalid>,
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> Although there might be some advantages to single-pass compilation,
>> people seem to become obsessive about it. Heck, running my source
>> deck through the reader twice to do an assembly (plus a third pass
>> for a cross-reference) was just something I took for granted.
>> One-pass compilation doesn't seem like a justification to bend
>> a language all out of shape - or write programs bottom-up.
>
> It's very desirable for student programs, back in the day of
> institutional computers for education. Hence Pascal's demanding that
> subroutines go before the programs that call them. No need to have
> separated compile, link, load and go phases, just compile and go. And
> if you ever had to deal with a punched tape system, multiple passes
> ugh.
>

Every Pascal I have ever used... accepted "forward declarations". There are
times when one *has* to write a call to a routine *before* the routine
itself is defined.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 15 Feb 2013 20:08:39 GMT
View Forum Message <> Reply to Message

"Ahem A Rivet's Shot" <steveo@eircom.net> wrote in message
news:20130215155415.d4fe25e24f6a621f29d70b47@eircom.net...
>
>  [snip...]  [snip...]
> [snip...]
>
> Yep, it's a disturbingly common phenomenon, for something so
> bizarre. I've seen it several times in widely different contexts. Usually
> the bug has been in the source for a good long time and present in several
> releases of the system before it is found and then starts cropping up all
> over the place. On at least two occasions I've received the first report
> as
> I'm looking at the offending code wondering how it could possibly work
> having noticed it while doing something else. The managerial types get to
> be impressed at how quickly I've found and fixed it - only the technical
> types get to hear the full story, I don't like frightening managers.
>

Yes, and it seems the act of *recognizing* the bug in the code... actually
*activates* the bad code behavior. That's what I called a Heisenbug... but
is more properly called a Schrodinbug.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 15 Feb 2013 21:28:47 GMT
View Forum Message <> Reply to Message

On 15/02/2013 19:30, in article S1wTs.394091$W71.347570@fed07.iad, "Scott
Lurndal" <scott@slp53.sl.home> wrote:

> Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
....
>>
>> Strangely, 2/3 of my code is in a pair of computer emulators. I find
>> exceptions well suited to the genre. For example, they are widely used in

>> the simulation of I/O devices, to deal with various unusual but significant
>> conditions, and to cope with internal errors discovered by self-checking.

> Yes, using exceptions
> is the natural paradigm for a C++ application like this, but performance
> considerations override the paradigm.

The implementation of exceptions in your C++ system must be dismal.

>> A well implemented exception mechanism can hardly degrade performance if the
>> circumstances it is responding to are truly exceptional, as they are in my
>> code. (By well implemented, I mean that merely setting up an exception
>> handler that is not actually invoked has a negligible runtime cost.)
>
> That's mostly true, although the icache footprint will go up, which will
> have a small, but measurable effect on performance.

True, but you cannot assume the effect will always be negative.

My KDF9 emulator is about 20KSLOC. Compiled with all runtime checking
disabled, it runs 1.25% faster than when compiled with default checking.

Interestingly, if I do not suppress absolutely all checks, but enable them
for "non-inner loop" modules, it runs a further 1.25% faster than when it is
completely unchecked. More checks -> faster code!

Another program of mine, an assembler of about 10KSLOC, runs 1% faster with
default checking than it does with checking completely suppressed.

Such are the vagaries of performance with modern CPUs.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 15 Feb 2013 21:32:14 GMT
View Forum Message <> Reply to Message

On 15/02/2013 20:00, in article kfm445$95h$1@dont-email.me, "Charles
Richmond" <numerist@aquaporin4.com> wrote:

> "Walter Bushell" <proto@panix.com> wrote in message
> news:proto-68CD84.08032115022013@news.panix.com...
>> In article <1227.828T325T4753950@kltpzyxm.invalid>,
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

>>
>>> Although there might be some advantages to single-pass compilation,
>>> people seem to become obsessive about it. Heck, running my source
>>> deck through the reader twice to do an assembly (plus a third pass
>>> for a cross-reference) was just something I took for granted.
>>> One-pass compilation doesn't seem like a justification to bend
>>> a language all out of shape - or write programs bottom-up.
>>
>> It's very desirable for student programs, back in the day of
>> institutional computers for education. Hence Pascal's demanding that
>> subroutines go before the programs that call them. No need to have
>> separated compile, link, load and go phases, just compile and go. And
>> if you ever had to deal with a punched tape system, multiple passes
>> ugh.
>>
>
> Every Pascal I have ever used... accepted "forward declarations". There are
> times when one *has* to write a call to a routine *before* the routine
> itself is defined.

Forward declarations are part of the Standard, of course, being necessary
for mutual recirsion (of which there is a great deal in Zurich-style Pascal
compilers).

There is also provision for partially declaring pointer types before the
type pointed to, necessary for linked lists and so on.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Elliott Roper on Fri, 15 Feb 2013 22:18:49 GMT
View Forum Message <> Reply to Message

In article <kfjv4r$47e$1@dont-email.me>, Charles Richmond
<numerist@aquaporin4.com> wrote:

> Hey, great!!! I have a copy of the Pascal book (*not* the Ada book). I
> have always wanted to know the name of the font used in the printing of
> _Pascal: An Introduction..._. Do you know what the font is called??? I
> have seen computer listings from Britain printed on a lineprinter... that
> had the same font as the book.

Menlo regular looks pretty close. (I'm working off a snippet from
Google Books so don't kill me if I'm wrong)

--
To de-mung my e-mail address:- fsnospam$elliott$$
PGP Fingerprint: 1A96 3CF7 637F 896B C810  E199 7E5C A9E4 8E59 E248

---

Subject: Re: New HD
Posted by Elliott Roper on Fri, 15 Feb 2013 22:20:52 GMT
View Forum Message <> Reply to Message

In article <150220132218495695%nospam@yrl.co.uk>, Elliott Roper
<nospam@yrl.co.uk> wrote:

> In article <kfjv4r$47e$1@dont-email.me>, Charles Richmond
> <numerist@aquaporin4.com> wrote:
>
>> Hey, great!!! I have a copy of the Pascal book (*not* the Ada book). I
>> have always wanted to know the name of the font used in the printing of
>> _Pascal: An Introduction..._. Do you know what the font is called??? I
>> have seen computer listings from Britain printed on a lineprinter... that
>> had the same font as the book.
>
> Menlo regular looks pretty close. (I'm working off a snippet from
> Google Books so don't kill me if I'm wrong)

I should have read the rest of the thread.

<death rattle>

--
To de-mung my e-mail address:- fsnospam$elliott$$
PGP Fingerprint: 1A96 3CF7 637F 896B C810  E199 7E5C A9E4 8E59 E248

---

Subject: Re: New HD
Posted by Bill Findlay on Sat, 16 Feb 2013 00:27:19 GMT
View Forum Message <> Reply to Message

On 15/02/2013 22:20, in article 150220132220523070%nospam@yrl.co.uk,
"Elliott Roper" <nospam@yrl.co.uk> wrote:

> In article <150220132218495695%nospam@yrl.co.uk>, Elliott Roper
> <nospam@yrl.co.uk> wrote:
>
>> In article <kfjv4r$47e$1@dont-email.me>, Charles Richmond
>> <numerist@aquaporin4.com> wrote:
>>

>>> Hey, great!!! I have a copy of the Pascal book (*not* the Ada book). I
>>> have always wanted to know the name of the font used in the printing of
>>> _Pascal: An Introduction..._. Do you know what the font is called??? I
>>> have seen computer listings from Britain printed on a lineprinter... that
>>> had the same font as the book.
>>
>> Menlo regular looks pretty close. (I'm working off a snippet from
>> Google Books so don't kill me if I'm wrong)
>
> I should have read the rest of the thread.
>
> <death rattle>

8-)

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 16 Feb 2013 02:08:34 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D5C45D4BED75@ac813422.ipt.aol.com...
> Christian Brunschen wrote:
>> In article <PM0004D5739E4A5812@aca2d605.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>
>> [ snippage ]
>>
>>> There are 3 aspects to being a good programmer: 1. able to write
>>> straight-
>>> forward code which matches the specs; 2. able to debug whatever vagaries
>>> doesn't match the specs; 3. able to reproduce the bugs or unwanted
> behaviour
>>> and fix them so that nothing else breaks and the behaviour matches the
> specs.
>>
>> That describes a rather limited view of a 'programmer' - someone who just
>> translates a fairly detailed specification into simple and
>> straightforward
>> code, and possibly debug the errors they make.
>
> You can read that sentence as limited; you can also read in between the
> lines and see the tongue in cheek. Not all specs are clear enough to

> write straight-forward code. I didn't say who wrote the specs. :-)
>>
>> However, many programmers these days have responsibilities that go a lot
>> further than that. Not only does the debugging often go way beyond just
>> their own code and into interaction with other code and possibly finding
>> bugs in other code, but also into automated testing (unit, integration,
>> regression, etc) and further - they can range towards designing the
>> structure of the implementing code (data structures, libraries and
>> interfaces between them), putting together larger architecure aspects
>> (different cooperating systems, etc), user interface and user experience
>> design or at least eperimentation, even requirement gathering and
>> business
>> analysis. Not all of them do everything all of the time, but a lot of
>> them
>> do some or even all of these things at some point.
>
> Of course.
>>
>>> The first can be handled with a flow chart. The second requires
>>> stubborness
>>> and curiosity. the third is what separates the men from the tinker boys
>>> and requires the kind of thinking taught for the Scientific Method. The
>>> third is why physicists become bit gods.
>>
>> An ability to be methodical, explore different options, be single-minded
>> when necessary and also think outside the box when necessary, to be able
>> to put together tests, etc, etc ... all of those are important. Yes, the
>> scientific method applies, but so does creative thinking.
>>
>>> Not all good coders can debug or figure out how to isolate a problem
>>> to the point that it's reproducible.
>>
>> That is indeed an important skill, and is one of the differences between
>> someone who is 'just' a coder and someone who is a programmer in a wider
>> sense of the word.

> That also requires a modified form of the Scientific Method.

Nope.

> You have to figure out how to falsify the hypothesis;
> e.g., demonstrate the bug was fixed.

That’s got absolutely NOTHING to do with the scientific method.

---

Subject: Re: New HD

Posted by Rod Speed on Sat, 16 Feb 2013 02:16:55 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1489.829T970T5954619@kltpzyxm.invalid...
> In article <nks0v9xf9i.ln2@innovative.iinet.net.au>,
> berfel@innovative.iinet.net.au (Bernd Felsche) writes:
>
>> Andrew Swallow <am.swallow@btinternet.com> wrote:
>>
>>> On 14/02/2013 19:00, Walter Banks wrote:
>>>
>>>> Joe Pfeiffer wrote:
>>>>
>>>> > Walter Banks <walter@bytecraft.com> writes:
>>>> >
>>>> >> Charlie Gibbs wrote:
>>>> >>
>>>> >>> Contrast this with Excel, which insists that any field that
>>>> >>> consists of all numeric digits is numeric.
>>>> >>
>>>> >> Unless preceded with a '
>>>> >
>>>> > But if it's preceded with a ' it isn't a field that consists of
>>>> > all numeric digits.
>>>>
>>>> True, it just looks like it is :)
>
> "She ain't pretty, she just looks that way." -- The Northern Pikes
>
>>> And it keeps the leading zeros. Long distance numbers can start
>>> with zeros.
>>
>> But a long-distance number isn't really a number. It's a (combined)
>> label that can be "dialled" using digits.
>>
>> And the leading digits is only a signal to the network that a
>> "non-local" labels follow; it's not actually part of any label.
>
> But if you're storing and reporting on dialed digits, you want
> to keep that leading zero. Excel takes it upon itself to decide
> what you shall and shall not have, and it's damned difficult to
> get it to change its mind.

Nope, completely trivial, actually, just precede the string of digits with '

---

Subject: Re: New HD

Posted by Shmuel (Seymour J.) M on Sun, 17 Feb 2013 15:09:46 GMT
View Forum Message <> Reply to Message

In <1227.828T325T4753950@kltpzyxm.invalid>, on 02/14/2013
at 07:55 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:

> Although there might be some advantages to single-pass compilation,
> people seem to become obsessive about it. Heck, running my source
> deck through the reader twice to do an assembly (plus a third pass
> for a cross-reference) was just something I took for granted.

Even on the 650 we grew out of that, replacing SOAP with TASS, which
used our disk drive. I can see doing it on a really small 1401, but
not on any machine with disks, drums or tapes. By the time Pacal came
along designing for a single pass was, ar best, quaint.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 17 Feb 2013 15:11:19 GMT
View Forum Message <> Reply to Message

In <1b7gmax1km.fsf@snowball.wb.pfeifferfamily.net>, on 02/14/2013
at 10:11 AM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:

> I've read lots of Knuth and have no idea which of his statements
> you're referencing.

He wrote an article[1] called something like "Structured Programming
using GOTO", in which he outlined several cases where use of GOTO was
appropriate. As I recall he also outlined cases where it was
inappropriate.

[1] Possibly in Computing Surveys.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not

reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 17 Feb 2013 15:15:37 GMT
View Forum Message <> Reply to Message

In <71gqh8pg2ooc4r5ruh78u7tdiil0hqkihq@4ax.com>, on 02/14/2013
at 11:52 AM, Gene Wirchenko <genew@telus.net> said:

> Perhaps I do understand it better than you think. Harping at people
> is not polite. Consider becoming more polite.

I don't find it appropriate to be polite to people whose response to
an article is "fuck off".

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 17 Feb 2013 15:19:29 GMT
View Forum Message <> Reply to Message

In <f7hqh810bogehc2l86skdk0oh49ddf1gfj@4ax.com>, on 02/14/2013
at 12:12 PM, Gene Wirchenko <genew@telus.net> said:

> Nope. There are cases where a well-used GOTO make things clearer,
> but in general, code is better without them.

That's not what is at issue; what is at issue is whether GOTO should
be allowed in the cases where it does make things clearer.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 17 Feb 2013 15:26:37 GMT
View Forum Message <> Reply to Message

In <kfjsmv$mdl$3@dont-email.me>, on 02/14/2013
at 06:49 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> PL/I makes it a bit easier to follow the logic. You can label the DO
> statement and then say "LEAVE <label>;"

That's one of the cases where a language change eliminated a case
where GOTO was previously justified; LEAVE was not in the original
language. For that matter, neither was SELECT.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 17 Feb 2013 15:34:48 GMT
View Forum Message <> Reply to Message

In <511E50A6.2A72AB87@bytecraft.com>, on 02/15/2013
at 10:13 AM, Walter Banks <walter@bytecraft.com> said:

> Subroutines at the end in a single pass compiler changes some
> basic code generation assumptions for example branch ranges and
> bsr/jsr assumptions.

But it's the single pass constraint that is at the root of it; there
is no such requirement with a multi-pass compiler.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD

Posted by Ahem A Rivet's Shot on Sun, 17 Feb 2013 16:01:35 GMT
View Forum Message <> Reply to Message

On Sun, 17 Feb 2013 10:19:29 -0500
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <f7hqh810bogehc2l86skdk0oh49ddf1gfj@4ax.com>, on 02/14/2013
> at 12:12 PM, Gene Wirchenko <genew@telus.net> said:
>
>> Nope. There are cases where a well-used GOTO make things clearer,
>> but in general, code is better without them.
>
> That's not what is at issue; what is at issue is whether GOTO should
> be allowed in the cases where it does make things clearer.

That's simple - the reason the construct exists (if it does in the
language you're using) is so that it can be used where it would make things
either clearer or more efficient.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Walter Banks on Sun, 17 Feb 2013 17:24:04 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" wrote:

> In <511E50A6.2A72AB87@bytecraft.com>, on 02/15/2013
> at 10:13 AM, Walter Banks <walter@bytecraft.com> said:
>
>> Subroutines at the end in a single pass compiler changes some
>> basic code generation assumptions for example branch ranges and
>> bsr/jsr assumptions.
>
> But it's the single pass constraint that is at the root of it; there
> is no such requirement with a multi-pass compiler.

True on both comments. You can do a single pass compile and
multipass compiles allows the compiler to less conservative in
code generation.

w..

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sun, 17 Feb 2013 18:16:56 GMT
View Forum Message <> Reply to Message

In article <kfg4jt$pv5$1@dont-email.me>,
Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 2/13/2013 7:05 AM, blmblm@myrealbox.com wrote:
>>
>> Contrast this C fragment (untested):
>>
>>  t1 *p1 = malloc(sizeof *p);
>>  if (*p1 == NULL) goto error:
>>  /* use p1 */
>>
>>  t1 *p2 = malloc(sizeof *p);
>>  if (*p2 == NULL) goto error:
>>  /* use p2 */
>>
>>  /* lather, rinse, repeat */
>>
>>  /* branch around error handling? */
>>
>>  error:  /* do something about error */
>>
>> with this Java fragment (also untested):
>>
>>  try {
>>  T1 p1 = new T1();
>>  /* use p1 */
>>
>>  T1 p2 = new T1();
>>  /* use p2 */
>>
>>  /* lather, rinse, repeat */
>>  }
>>  catch (OutOfMemoryError) {
>>  /* do something about error */
>>  }
>>
>> and observe also that if you just want the program to crash
>> immediately if it runs out of memory, you don't even need the
>> try/catch because that (program crash) is the default behavior
>> for this type of error.
>>
>> To me the Java version is a little nicer.
>
> I would assume that Java would generate a somewhat meaningful error
> message even if not checked, like "Out of Memory."

That's the default behavior, yes -- exceptions "bubble up" through the
call stack until they're caught or until they reach the main program.
In the latter case the default behavior is to print a message (usually
fairly informative) and a stack trace.

> C code has a nasty
> tendency to just crash, hence the applications that get whatever the
> windoze equivalent of SIGSEGV is with no clue as to what's actually wrong.

Quite.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sun, 17 Feb 2013 18:17:25 GMT
View Forum Message <> Reply to Message

In article <icwqucyuqy.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>
>> On Wed, 13 Feb 2013 09:00:52 -0500
>> Dan Espen <despen@verizon.net> wrote:
>>
>>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>>
>>>> In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>>>> Gene Wirchenko <genew@telus.net> wrote:
>>>> > On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>>> > <blmblm.myrealbox@gmail.com> wrote:
>>>> >
>>>> > [snip]
>>>> >
>>>> > >Java checked exceptions are not without their annoyances, granted.
>>>> > >Based on some of what you've posted to comp.lang.java.programmer
>>>> > >I suspect you're more like to be annoyed than people who are, hm,
>>>> > >more inclined toward the Java mindset?
>>>> >
>>>> > Quite. I have never seen the point of try...catch. It gets in
>>>> > the way horribly.
>>>>
>>>> Huh. In general I guess I don't agree. "It takes all kinds" ?
>>>>
>>>> > >In this case I'd be inclined to wonder whether you might have
>>>> > >simplified the code by finding a common ancestor for all six of the
>>>> > >exception types and writing one "catch" for that. But maybe that

```
>>>> > >would have caught some other type of exception that you didn't want
>>>> > >to ....  But no, I'd think that might be okay given that you just
>>>> > >wanted to bail out anyway.
>>>> >
>>>> >      Exactly.  Java makes it awkward.
>>>>
>>>>  I could argue that so does C, with the need to explicitly check
>>>>  return codes from each and every function that might signal an
>>>>  error via a return code.
>>>>
>>>>  Contrast this C fragment (untested):
>>>>
>>>>      t1 *p1 = malloc(sizeof *p);
>>>>      if (*p1 == NULL) goto error:
>>>>      /* use p1 */
>>>>
>>>>      t1 *p2 = malloc(sizeof *p);
>>>>      if (*p2 == NULL) goto error:
>>>>      /* use p2 */
>>>>
>>>>      /* lather, rinse, repeat */
>>>>
>>>>      /* branch around error handling? */
>>>>
>>>>      error:  /* do something about error */
>>>>
>>>>  with this Java fragment (also untested):
>>>>
>>>>      try {
>>>>          T1 p1 = new T1();
>>>>          /* use p1 */
>>>>
>>>>          T1 p2 = new T1();
>>>>          /* use p2 */
>>>>
>>>>          /* lather, rinse, repeat */
>>>>      }
>>>>      catch (OutOfMemoryError) {
>>>>          /* do something about error */
>>>>      }
>>>
>>>  True enough but:
>>>
>>>   t1 *p1 = my_malloc(sizeof *p);
>>>   /* use p1 */
>>>
>>>   t1 *p2 = my_malloc(sizeof *p);
>>>   /* use p2 */
```

```
>>>
>>>  int my_malloc(int amt)
>>>  {
>>>      int rc;
>>>      rc = malloc(amt);
>>>      if (!rc) {
>>>        die horribly...
>>>      }
>>>      return(rc);
>>>  }
>>>
>>>  of course not tested.
>>
>>   The java version gives the choice of what to do about the problem,
>>  the C version does not.
>
>  Really?  I don't see it.
>  Anyway:
>
>    t1 *p1 = my_malloc(sizeof *p, DIE);
>    /* use p1 */
>
>    t1 *p2 = my_malloc(sizeof *p, DIE_SLOWLY);
>    /* use p2 */
>
>   int my_malloc(int amt, int how)
>   {
>       int rc;
>       rc = malloc(amt);
>       if (!rc) {
>         if (how == DIE) {
>           die horribly...
>         } else {
>           die slowly...
>         }
>       }
>       return(rc);
>   }
>
```

The only choices here seem to be how to end the program, no?  so
a caller doesn't have the option, as it would with an exception,
to catch it and, oh, maybe request a smaller amount of memory.

Putting all the choices in my_malloc, rather than allowing callers
to deal with exceptions as they think appropriate, seems kind of
counter to Java's notion of, hm, I'm not sure what word to use here,
polymorphism maybe, or extensibility.  "Just sayin'", maybe, because

there are almost always tradeoffs, and sometimes the approach above
might well be best!

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sun, 17 Feb 2013 18:17:56 GMT
View Forum Message <> Reply to Message

In article <867gmbomit.fsf@chai.my.domain>,
Patrick Scheible  <kkt@zipcon.net> wrote:
>  Walter Bushell <proto@panix.com> writes:
>
>>  In article <ans6pnFlh9aU2@mid.individual.net>,
>>   blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>>
>>>  Just sayin', maybe.  I'm not without my biases either.  (Don't get
>>>  me started on languages without explicitly-typed variables.)
>>
>>  Mine is languages that don't require declaring variable explicitly and
>>  throw exceptions only when they are referenced and found to be not
>>  set. Not throwing an exception for an unset variable (even if
>>  declared) is much worse, of course.
>
>  The Icon Programming Language's philosophy of typing is that data has
>  types, variables don't.  Any variable can contain any type of data, from
>  integers to large complex nested structures.  If you try to do something
>  that doesn't apply to the type of data, you get a run time error.
>
>  By default, you don't have to declare variables at all, it's just a
>  runtime error if you try to access them before setting them.  That makes
>  short scripts quicker to write.  However, you can set an option that
>  will give a warning at compile time if you use a variable that hasn't
>  been declared.

This may be another "takes all kinds" thing, but .... :

I've written a modest amount of code in some languages [*] in which
variables don't have types, and what I find awkward is trying
to write subprograms that behave "well" even when their inputs
don't meet the intended specifications.  There's a whole class
of potential problems that, in a language in which variables have
types, are caught at compile time rather than runtime (e.g., "is
this input a numeric value?"), and I find it irritating to have to
choose between putting in explicit code to check for these errors

or accepting that if they occur the program will just crash.

[*] Perl, Python, Scheme, a very small amount of J ....

I keep thinking that what this irritation means is that I just don't
grok the language(s) in question, and that maybe someone who *does*
could explain it to me. I don't know if you're willing and able to
do that, or perhaps to point me to a reference that might, but -- ?

I do get how it's pleasant not to have to declare variables: My
first high-level language was FORTRAN, and one of the things I found
irritating when I started learning other languages was having to
explicitly declare all variables, including loop counters. I got
over it eventually, perhaps by encountering languages that made it
easier and less ugly than it is in pre-1999-standard C, and now to
me the tradeoffs seem to very much favor explicit declarations.

But then there's Scala, which I've been using a lot lately and
mostly liking. In it, variables have to be declared and do have
types, but often the compiler will "infer" the type rather than
insisting that the programmer supply it. I'm still not sure about
that -- in some ways it's kind of nice, but in other ways that
compiler just seems, hm, "too smart for its own good" maybe --
or too smart for the programmer's good. :-)?

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sun, 17 Feb 2013 18:18:32 GMT
View Forum Message <> Reply to Message

In article <proto-FD0685.06381814022013@news.panix.com>,
Walter Bushell <proto@panix.com> wrote:
> In article <kfhifm$e1j$4@dont-email.me>,
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>>
>>> Now you are taling about "Heisenbugs". The program has been running
>>> successfully for a long, long time. You look at the source and find an
>>> atrocious and obvious bug that would prevent the code from ever
>>> working... yet the code has *already* been working all this time!!! The
>>> next time you compile the code and run it... the bug prevents the code
>>> from working right. Just the act of you observing the bug in the
>>> source... has changed the program's behavior. Heisenbug.

>>
>> No, this one is called "changed the source, forgot to compile it."
>
> Changed the code, link failed didn't notice, perhaps. Code compiled
> and linked, operations did not replace existing program or restored
> over it, perhaps due to complaints?
>

Or then there's the situation I once encountered, I think in the process
of writing a little throwaway program, which no matter what I did to the
source code didn't seem to do anything .... Eventually I discovered that
there was another executable with the same name in the (UNIX) search path,
ahead of my throwaway program. I still wonder what not-so-careful admin
type left an "a.out" in one of the system bin directories!

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sun, 17 Feb 2013 18:19:00 GMT
View Forum Message <> Reply to Message

In article <proto-D01BBA.06433314022013@news.panix.com>,
Walter Bushell <proto@panix.com> wrote:
> In article <644.827T690T5954031@kltpzyxm.invalid>,
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> In article <ao1dn9Fr1ajU1@mid.individual.net>, blmblm.myrealbox@gmail.com
>> (blmblm@myrealbox.com) writes:
>>
>>> I would be interested in knowing how much experience you have
>>> with different language "paradigms" (imperative, object-oriented,
>>> functional, logic .... that's all I can think of right now).
>>
>> "...taping 20 cents to my transmission so I can shift my pair o' dimes"
>> -- Spider Robinson

Admittedly "paradigm" is maybe a bit pretentious (Mr. Robinson's point?),
but I think it does express something real in context.

> Isn't object oriented a sub-classification of imperative?

Yes and no -- strictly speaking, yes, but OO programs are, in my
thinking, sufficiently from non-OO imperative programs to make it
useful to distinguish between them. But there doesn't seem to be a
good word for "non-OO imperative" -- I hear people call this subclass

"structured" but to me that doesn't seem like the right word.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sun, 17 Feb 2013 18:19:35 GMT
View Forum Message <> Reply to Message

In article <511cf8f8$36$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz  <spamtrap@library.lspace.org.invalid> wrote:
>  In <ao1e01Fr1ajU6@mid.individual.net>, on 02/13/2013
>     at 12:07 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>  said:
>
>> Can someone explain to me the significance of the "kewl" spelling?
>
>  It's a misspelling of k3wl. Google for leetspeak.
>

Hm, I hadn't thought of that.  I do know, sort of, about "leetspeak"
but wouldn't have thought that would be something that would appeal
to /BAH.  Hm.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 17 Feb 2013 19:59:46 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

>  In article <icwqucyuqy.fsf@home.home>, Dan Espen  <despen@verizon.net> wrote:
>>  Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>
>>>  On Wed, 13 Feb 2013 09:00:52 -0500
>>>  Dan Espen <despen@verizon.net> wrote:
>>>
>>>>  blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>>>
>>>>  > In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>>>>  > Gene Wirchenko  <genew@telus.net> wrote:

>>>> >> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>>> >> <blmblm.myrealbox@gmail.com> wrote:
>>>> >>
>>>> >> [snip]
>>>> >>
>>>> >> >Java checked exceptions are not without their annoyances, granted.
>>>> >> >Based on some of what you've posted to comp.lang.java.programmer
>>>> >> >I suspect you're more like to be annoyed than people who are, hm,
>>>> >> >more inclined toward the Java mindset?
>>>> >>
>>>> >>  Quite.  I have never seen the point of try...catch.  It gets in
>>>> >> the way horribly.
>>>> >
>>>> > Huh.  In general I guess I don't agree.  "It takes all kinds" ?
>>>> >
>>>> >> >In this case I'd be inclined to wonder whether you might have
>>>> >> >simplified the code by finding a common ancestor for all six of the
>>>> >> >exception types and writing one "catch" for that.  But maybe that
>>>> >> >would have caught some other type of exception that you didn't want
>>>> >> >to ....  But no, I'd think that might be okay given that you just
>>>> >> >wanted to bail out anyway.
>>>> >>
>>>> >>  Exactly.  Java makes it awkward.
>>>> >
>>>> > I could argue that so does C, with the need to explicitly check
>>>> > return codes from each and every function that might signal an
>>>> > error via a return code.
>>>> >
>>>> > Contrast this C fragment (untested):
>>>> >
>>>> >  t1 *p1 = malloc(sizeof *p);
>>>> >  if (*p1 == NULL) goto error:
>>>> >  /* use p1 */
>>>> >
>>>> >  t1 *p2 = malloc(sizeof *p);
>>>> >  if (*p2 == NULL) goto error:
>>>> >  /* use p2 */
>>>> >
>>>> >  /* lather, rinse, repeat */
>>>> >
>>>> >  /* branch around error handling? */
>>>> >
>>>> >  error:  /* do something about error */
>>>> >
>>>> > with this Java fragment (also untested):
>>>> >
>>>> >  try {
>>>> >  T1 p1 = new T1();

```
>>>>  >        /* use p1 */
>>>>  >
>>>>  >        T1 p2 = new T1();
>>>>  >        /* use p2 */
>>>>  >
>>>>  >        /* lather, rinse, repeat */
>>>>  >     }
>>>>  >     catch (OutOfMemoryError) {
>>>>  >        /* do something about error */
>>>>  >     }
>>>>
>>>>  True enough but:
>>>>
>>>>   t1 *p1 = my_malloc(sizeof *p);
>>>>   /* use p1 */
>>>>
>>>>   t1 *p2 = my_malloc(sizeof *p);
>>>>   /* use p2 */
>>>>
>>>>  int my_malloc(int amt)
>>>>  {
>>>>      int rc;
>>>>      rc = malloc(amt);
>>>>      if (!rc) {
>>>>        die horribly...
>>>>      }
>>>>      return(rc);
>>>>  }
>>>>
>>>>  of course not tested.
>>>
>>>   The java version gives the choice of what to do about the problem,
>>>  the C version does not.
>>
>>  Really?  I don't see it.
>>  Anyway:
>>
>>    t1 *p1 = my_malloc(sizeof *p, DIE);
>>    /* use p1 */
>>
>>    t1 *p2 = my_malloc(sizeof *p, DIE_SLOWLY);
>>    /* use p2 */
>>
>>   int my_malloc(int amt, int how)
>>   {
>>       int rc;
>>       rc = malloc(amt);
>>       if (!rc) {
```

```
>>        if (how == DIE) {
>>          die horribly...
>>        } else {
>>          die slowly...
>>        }
>>      }
>>      return(rc);
>>   }
>>
>
```

> The only choices here seem to be how to end the program, no? so
> a caller doesn't have the option, as it would with an exception,
> to catch it and, oh, maybe request a smaller amount of memory.

I have no idea how you reached that conclusion.
First off, if you are out of memory, you're out.
You don't ask for 10K when 8K will do.

But the code I posted is passing in a flag (DIE/DIE_SLOWLY).
"my_malloc" is free to do whatever it wants when the malloc fails,
and the caller is free to invent new actions to pass in to have
the subroutine act on. So the caller is free to pass in "MALLOC_HALF_ON_FAIL"
if that would somehow work for the caller.

> Putting all the choices in my_malloc, rather than allowing callers
> to deal with exceptions as they think appropriate, seems kind of
> counter to Java's notion of, hm, I'm not sure what word to use here,
> polymorphism maybe, or extensibility. "Just sayin'", maybe, because
> there are almost always tradeoffs, and sometimes the approach above
> might well be best!

Disagree completely.
The caller can also pass in "ILL_HANDLE_IT".

Try/Catch is just another way of handling a return code.

C can also produce stack traces just like Java does by
default with the appropriate signal handler or program logic.

--
Dan Espen

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 17 Feb 2013 20:29:36 GMT
View Forum Message <> Reply to Message

On 2/17/2013 10:26 AM, Shmuel (Seymour J.) Metz wrote:

> In <kfjsmv$mdl$3@dont-email.me>, on 02/14/2013
>  at 06:49 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> PL/I makes it a bit easier to follow the logic. You can label the DO
>> statement and then say "LEAVE <label>;"
>
> That's one of the cases where a language change eliminated a case
> where GOTO was previously justified; LEAVE was not in the original
> language. For that matter, neither was SELECT.
>

I can't find my IBM PL/I reference just now - the generic one, not
PL/I(F). There are some things in there that didn't make it into F, and
SELECT may be one of them.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 17 Feb 2013 20:36:48 GMT
View Forum Message <> Reply to Message

On 2/17/2013 1:17 PM, blmblm@myrealbox.com wrote:
> In article <icwqucyuqy.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
>> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>
>>> On Wed, 13 Feb 2013 09:00:52 -0500
>>> Dan Espen <despen@verizon.net> wrote:
>>>
>>>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>>>
>>>> > In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>>>> > Gene Wirchenko <genew@telus.net> wrote:
>>>> >> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>>> >> <blmblm.myrealbox@gmail.com> wrote:
>>>> >>
>>>> >> [snip]
>>>> >>
>>>> >>> Java checked exceptions are not without their annoyances, granted.
>>>> >>> Based on some of what you've posted to comp.lang.java.programmer
>>>> >>> I suspect you're more like to be annoyed than people who are, hm,
>>>> >>> more inclined toward the Java mindset?
>>>> >>
>>>> >>  Quite. I have never seen the point of try...catch. It gets in
>>>> >> the way horribly.
>>>> >
>>>> > Huh. In general I guess I don't agree. "It takes all kinds" ?

```
>>>> >
>>>> >>> In this case I'd be inclined to wonder whether you might have
>>>> >>> simplified the code by finding a common ancestor for all six of the
>>>> >>> exception types and writing one "catch" for that.  But maybe that
>>>> >>> would have caught some other type of exception that you didn't want
>>>> >>> to ....  But no, I'd think that might be okay given that you just
>>>> >>> wanted to bail out anyway.
>>>> >>
>>>> >>       Exactly.  Java makes it awkward.
>>>> >
>>>> > I could argue that so does C, with the need to explicitly check
>>>> > return codes from each and every function that might signal an
>>>> > error via a return code.
>>>> >
>>>> > Contrast this C fragment (untested):
>>>> >
>>>> >     t1 *p1 = malloc(sizeof *p);
>>>> >     if (*p1 == NULL) goto error:
>>>> >     /* use p1 */
>>>> >
>>>> >     t1 *p2 = malloc(sizeof *p);
>>>> >     if (*p2 == NULL) goto error:
>>>> >     /* use p2 */
>>>> >
>>>> >     /* lather, rinse, repeat */
>>>> >
>>>> >     /* branch around error handling? */
>>>> >
>>>> >     error:  /* do something about error */
>>>> >
>>>> > with this Java fragment (also untested):
>>>> >
>>>> >     try {
>>>> >         T1 p1 = new T1();
>>>> >         /* use p1 */
>>>> >
>>>> >         T1 p2 = new T1();
>>>> >         /* use p2 */
>>>> >
>>>> >         /* lather, rinse, repeat */
>>>> >     }
>>>> >     catch (OutOfMemoryError) {
>>>> >         /* do something about error */
>>>> >     }
>>>>
>>>>  True enough but:
>>>>
>>>>    t1 *p1 = my_malloc(sizeof *p);
```

```
>>>>    /* use p1 */
>>>>
>>>>    t1 *p2 = my_malloc(sizeof *p);
>>>>    /* use p2 */
>>>>
>>>>  int my_malloc(int amt)
>>>>  {
>>>>      int rc;
>>>>      rc = malloc(amt);
>>>>      if (!rc) {
>>>>        die horribly...
>>>>      }
>>>>      return(rc);
>>>>  }
>>>>
>>>>  of course not tested.
>>>
>>>   The java version gives the choice of what to do about the problem,
>>>  the C version does not.
>>
>>  Really?  I don't see it.
>>  Anyway:
>>
>>    t1 *p1 = my_malloc(sizeof *p, DIE);
>>    /* use p1 */
>>
>>    t1 *p2 = my_malloc(sizeof *p, DIE_SLOWLY);
>>    /* use p2 */
>>
>>   int my_malloc(int amt, int how)
>>   {
>>      int rc;
>>      rc = malloc(amt);
>>      if (!rc) {
>>        if (how == DIE) {
>>          die horribly...
>>        } else {
>>          die slowly...
>>        }
>>      }
>>      return(rc);
>>   }
>>
>
>  The only choices here seem to be how to end the program, no?  so
>  a caller doesn't have the option, as it would with an exception,
>  to catch it and, oh, maybe request a smaller amount of memory.
>
```

> Putting all the choices in my_malloc, rather than allowing callers
> to deal with exceptions as they think appropriate, seems kind of
> counter to Java's notion of, hm, I'm not sure what word to use here,
> polymorphism maybe, or extensibility. "Just sayin'", maybe, because
> there are almost always tradeoffs, and sometimes the approach above
> might well be best!
>

I think I lost the thread of the discussion somewhere back a ways, but
there are lots of ways to recover from "out of memory" conditions.
People have forgotten because it's not usually as much of a problem
these days. "my_malloc" can be written to take a requested amount and a
minimum amount, and return the amount actually available - Think
conditional GETMAIN. Alternatively the routine can be written to free
some memory to make it available for re-allocation. It's just not worth
bothering with today - if you're memory is too small, get a new computer.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 17 Feb 2013 20:38:10 GMT
View Forum Message <> Reply to Message

On 2/17/2013 1:18 PM, blmblm@myrealbox.com wrote:
> In article <proto-FD0685.06381814022013@news.panix.com>,
> Walter Bushell <proto@panix.com> wrote:
>> In article <kfhifm$e1j$4@dont-email.me>,
>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>
>>> On 2/13/2013 6:53 PM, Charles Richmond wrote:
>>>>
>>>> Now you are taling about "Heisenbugs". The program has been running
>>>> successfully for a long, long time. You look at the source and find an
>>>> atrocious and obvious bug that would prevent the code from ever
>>>> working... yet the code has *already* been working all this time!!! The
>>>> next time you compile the code and run it... the bug prevents the code
>>>> from working right. Just the act of you observing the bug in the
>>>> source... has changed the program's behavior. Heisenbug.
>>>
>>> No, this one is called "changed the source, forgot to compile it."
>>
>> Changed the code, link failed didn't notice, perhaps. Code compiled
>> and linked, operations did not replace existing program or restored
>> over it, perhaps due to complaints?
>>
>

> Or then there's the situation I once encountered, I think in the process
> of writing a little throwaway program, which no matter what I did to the
> source code didn't seem to do anything .... Eventually I discovered that
> there was another executable with the same name in the (UNIX) search path,
> ahead of my throwaway program. I still wonder what not-so-careful admin
> type left an "a.out" in one of the system bin directories!
>

BTDTGTTS.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 17 Feb 2013 20:43:19 GMT
View Forum Message <> Reply to Message

On 2/17/2013 2:59 PM, Dan Espen wrote:
>
> I have no idea how you reached that conclusion.
> First off, if you are out of memory, you're out.
> You don't ask for 10K when 8K will do.

Yes you can, often. A lot of OS/360 programs would request a certain amount of memory and alter their behavior to use less if that's all that was available. Compilers and assemblers would have a "fast" mode if the memory was there and a "slower" (often much slower) mode if it wasn't, but they worked no matter what.

A program like CICS would ask for a huge amount of memory - essentially everything that might be available, and make the most efficient use of whatever it got.

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 17 Feb 2013 20:55:51 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/17/2013 2:59 PM, Dan Espen wrote:
>>
>> I have no idea how you reached that conclusion.

>>  First off, if you are out of memory, you're out.
>>  You don't ask for 10K when 8K will do.
>
>  Yes you can, often.  A lot of OS/360 programs would request a certain
>  amount of memory and alter their behavior to use less if that's all
>  that was available.  Compilers and assemblers would have a "fast" mode
>  if the memory was there and a "slower" (often much slower) mode if it
>  wasn't, but they worked no matter what.

Compilers, Assembler, Sort all try to use as much memory as possible.
Applications?  Never saw one that had a plan B on a
malloc/GETMAIN/ALLOCATE failure.

Not saying there couldn't be one, just never saw one.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 17 Feb 2013 21:02:59 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

>  On 2/17/2013 1:17 PM, blmblm@myrealbox.com wrote:
>>  In article <icwqucyuqy.fsf@home.home>, Dan Espen  <despen@verizon.net> wrote:
>>>  Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>
>>>>  On Wed, 13 Feb 2013 09:00:52 -0500
>>>>  Dan Espen <despen@verizon.net> wrote:
>>>>
>>>> > blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>>> >
>>>> >> In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>>>> >> Gene Wirchenko  <genew@telus.net> wrote:
>>>> >>> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>>> >>> <blmblm.myrealbox@gmail.com> wrote:
>>>> >>>
>>>> >>> [snip]
>>>> >>>
>>>> >>>> Java checked exceptions are not without their annoyances, granted.
>>>> >>>> Based on some of what you've posted to comp.lang.java.programmer
>>>> >>>> I suspect you're more like to be annoyed than people who are, hm,
>>>> >>>> more inclined toward the Java mindset?
>>>> >>>
>>>> >>>      Quite.  I have never seen the point of try...catch.  It gets in
>>>> >>> the way horribly.

```
>>>> >>
>>>> >> Huh.  In general I guess I don't agree.  "It takes all kinds" ?
>>>> >>
>>>> >>>> In this case I'd be inclined to wonder whether you might have
>>>> >>>> simplified the code by finding a common ancestor for all six of the
>>>> >>>> exception types and writing one "catch" for that.  But maybe that
>>>> >>>> would have caught some other type of exception that you didn't want
>>>> >>>> to ....  But no, I'd think that might be okay given that you just
>>>> >>>> wanted to bail out anyway.
>>>> >>>
>>>> >>>      Exactly.  Java makes it awkward.
>>>> >>
>>>> >> I could argue that so does C, with the need to explicitly check
>>>> >> return codes from each and every function that might signal an
>>>> >> error via a return code.
>>>> >>
>>>> >> Contrast this C fragment (untested):
>>>> >>
>>>> >>     t1 *p1 = malloc(sizeof *p);
>>>> >>     if (*p1 == NULL) goto error:
>>>> >>     /* use p1 */
>>>> >>
>>>> >>     t1 *p2 = malloc(sizeof *p);
>>>> >>     if (*p2 == NULL) goto error:
>>>> >>     /* use p2 */
>>>> >>
>>>> >>     /* lather, rinse, repeat */
>>>> >>
>>>> >>     /* branch around error handling? */
>>>> >>
>>>> >>     error:  /* do something about error */
>>>> >>
>>>> >> with this Java fragment (also untested):
>>>> >>
>>>> >>     try {
>>>> >>         T1 p1 = new T1();
>>>> >>         /* use p1 */
>>>> >>
>>>> >>         T1 p2 = new T1();
>>>> >>         /* use p2 */
>>>> >>
>>>> >>         /* lather, rinse, repeat */
>>>> >>     }
>>>> >>     catch (OutOfMemoryError) {
>>>> >>         /* do something about error */
>>>> >>     }
>>>> >
>>>> > True enough but:
```

```
>>>> >
>>>> >   t1 *p1 = my_malloc(sizeof *p);
>>>> >   /* use p1 */
>>>> >
>>>> >   t1 *p2 = my_malloc(sizeof *p);
>>>> >   /* use p2 */
>>>> >
>>>> > int my_malloc(int amt)
>>>> > {
>>>> >     int rc;
>>>> >     rc = malloc(amt);
>>>> >     if (!rc) {
>>>> >       die horribly...
>>>> >     }
>>>> >     return(rc);
>>>> > }
>>>> >
>>>> > of course not tested.
>>>>
>>>>   The java version gives the choice of what to do about the problem,
>>>>  the C version does not.
>>>
>>>  Really?  I don't see it.
>>>  Anyway:
>>>
>>>    t1 *p1 = my_malloc(sizeof *p, DIE);
>>>    /* use p1 */
>>>
>>>    t1 *p2 = my_malloc(sizeof *p, DIE_SLOWLY);
>>>    /* use p2 */
>>>
>>>   int my_malloc(int amt, int how)
>>>   {
>>>       int rc;
>>>       rc = malloc(amt);
>>>       if (!rc) {
>>>         if (how == DIE) {
>>>           die horribly...
>>>         } else {
>>>           die slowly...
>>>         }
>>>       }
>>>       return(rc);
>>>   }
>>>
>>
>>  The only choices here seem to be how to end the program, no?  so
>>  a caller doesn't have the option, as it would with an exception,
```

>> to catch it and, oh, maybe request a smaller amount of memory.
>>
>> Putting all the choices in my_malloc, rather than allowing callers
>> to deal with exceptions as they think appropriate, seems kind of
>> counter to Java's notion of, hm, I'm not sure what word to use here,
>> polymorphism maybe, or extensibility. "Just sayin'", maybe, because
>> there are almost always tradeoffs, and sometimes the approach above
>> might well be best!
>>
>
> I think I lost the thread of the discussion somewhere back a ways, but
> there are lots of ways to recover from "out of memory"
> conditions. People have forgotten because it's not usually as much of
> a problem these days. "my_malloc" can be written to take a requested
> amount and a minimum amount, and return the amount actually available
> - Think conditional GETMAIN. Alternatively the routine can be written
> to free some memory to make it available for re-allocation. It's just
> not worth bothering with today - if you're memory is too small, get a
> new computer.

GETMAIN more than you need so you can free some if you need it?

I've heard it suggested. Never actually done.

Not a big fan of trying to recover from a malloc failure.
Calling a subroutine can expand the stack. Where's the memory for
that going to come from if you're out? Printing a message may
require a buffer. Where's the buffer going to come from.

In practice, I've seen messages get printed on a malloc failure.
I just don't believe they will always print.

With modern computers, you may not need more memory, just more swap
or different limits.

--
Dan Espen

---

Subject: Re: New HD
Posted by cb on Sun, 17 Feb 2013 21:42:18 GMT
View Forum Message <> Reply to Message

In article <aocl8kFck3aU5@mid.individual.net>,
blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
> In article <proto-D01BBA.06433314022013@news.panix.com>,
> Walter Bushell <proto@panix.com> wrote:
>> Isn't object oriented a sub-classification of imperative?

> Yes and no -- strictly speaking, yes, but OO programs are, in my
> thinking, sufficiently from non-OO imperative programs to make it
> useful to distinguish between them.  But there doesn't seem to be a
> good word for "non-OO imperative" -- I hear people call this subclass
> "structured" but to me that doesn't seem like the right word.

"Procedural" seems to be in use for this.

<quote src="http://en.wikipedia.org/wiki/Procedural_programming">

Procedural programming can sometimes be used as a synonym for imperative programming (specifying the steps the program must take to reach the desired state), but can also refer (as in this article) to a programming paradigm, derived from structured programming, based upon the concept of the procedure call. Procedures, also known as routines, subroutines, methods, or functions (not to be confused with mathematical functions, but similar to those used in functional programming), simply contain a series of computational steps to be carried out. Any given procedure might be called at any point during a program's execution, including by other procedures or itself. A list of instructions telling a computer, step-by-step, what to do, usually having a linear order of execution from the first statement to the second and so forth with occasional loops and branches. Procedural programming languages include C, C++, Fortran, Pascal, and BASIC.

</quote>

// Christian

---

Subject: Re: New HD
Posted by Andrew Swallow on Sun, 17 Feb 2013 21:43:54 GMT
View Forum Message <> Reply to Message

On 17/02/2013 21:02, Dan Espen wrote:
>  Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>>  On 2/17/2013 1:17 PM, blmblm@myrealbox.com wrote:
>>>  In article <icwqucyuqy.fsf@home.home>, Dan Espen  <despen@verizon.net> wrote:
>>>>  Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>>
>>>> > On Wed, 13 Feb 2013 09:00:52 -0500
>>>> > Dan Espen <despen@verizon.net> wrote:
>>>> >
>>>> >> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>>> >>
>>>> >>> In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>>>> >>> Gene Wirchenko  <genew@telus.net> wrote:

>>>> >>>> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>>> >>>> <blmblm.myrealbox@gmail.com> wrote:
>>>> >>>>
>>>> >>>> [snip]
>>>> >>>>
>>>> >>>>> Java checked exceptions are not without their annoyances, granted.
>>>> >>>>> Based on some of what you've posted to comp.lang.java.programmer
>>>> >>>>> I suspect you're more like to be annoyed than people who are, hm,
>>>> >>>>> more inclined toward the Java mindset?
>>>> >>>>
>>>> >>>>  Quite.  I have never seen the point of try...catch.  It gets in
>>>> >>>> the way horribly.
>>>> >>>
>>>> >>> Huh.  In general I guess I don't agree.  "It takes all kinds" ?
>>>> >>>
>>>> >>>>> In this case I'd be inclined to wonder whether you might have
>>>> >>>>> simplified the code by finding a common ancestor for all six of the
>>>> >>>>> exception types and writing one "catch" for that.  But maybe that
>>>> >>>>> would have caught some other type of exception that you didn't want
>>>> >>>>> to ....  But no, I'd think that might be okay given that you just
>>>> >>>>> wanted to bail out anyway.
>>>> >>>>
>>>> >>>>  Exactly.  Java makes it awkward.
>>>> >>>
>>>> >>> I could argue that so does C, with the need to explicitly check
>>>> >>> return codes from each and every function that might signal an
>>>> >>> error via a return code.
>>>> >>>
>>>> >>> Contrast this C fragment (untested):
>>>> >>>
>>>> >>>  t1 *p1 = malloc(sizeof *p);
>>>> >>>  if (*p1 == NULL) goto error:
>>>> >>>  /* use p1 */
>>>> >>>
>>>> >>>  t1 *p2 = malloc(sizeof *p);
>>>> >>>  if (*p2 == NULL) goto error:
>>>> >>>  /* use p2 */
>>>> >>>
>>>> >>>  /* lather, rinse, repeat */
>>>> >>>
>>>> >>>  /* branch around error handling? */
>>>> >>>
>>>> >>>  error:  /* do something about error */
>>>> >>>
>>>> >>> with this Java fragment (also untested):
>>>> >>>
>>>> >>>  try {
>>>> >>>  T1 p1 = new T1();

```
>>>> >>>          /* use p1 */
>>>> >>>
>>>> >>>          T1 p2 = new T1();
>>>> >>>          /* use p2 */
>>>> >>>
>>>> >>>          /* lather, rinse, repeat */
>>>> >>>       }
>>>> >>>       catch (OutOfMemoryError) {
>>>> >>>          /* do something about error */
>>>> >>>       }
>>>> >>
>>>> >> True enough but:
>>>> >>
>>>> >>    t1 *p1 = my_malloc(sizeof *p);
>>>> >>    /* use p1 */
>>>> >>
>>>> >>    t1 *p2 = my_malloc(sizeof *p);
>>>> >>    /* use p2 */
>>>> >>
>>>> >> int my_malloc(int amt)
>>>> >> {
>>>> >>       int rc;
>>>> >>       rc = malloc(amt);
>>>> >>       if (!rc) {
>>>> >>         die horribly...
>>>> >>       }
>>>> >>       return(rc);
>>>> >> }
>>>> >>
>>>> >> of course not tested.
>>>> >
>>>> >  The java version gives the choice of what to do about the problem,
>>>> > the C version does not.
>>>>
>>>>  Really?  I don't see it.
>>>>  Anyway:
>>>>
>>>>     t1 *p1 = my_malloc(sizeof *p, DIE);
>>>>     /* use p1 */
>>>>
>>>>     t1 *p2 = my_malloc(sizeof *p, DIE_SLOWLY);
>>>>     /* use p2 */
>>>>
>>>>    int my_malloc(int amt, int how)
>>>>    {
>>>>        int rc;
>>>>        rc = malloc(amt);
>>>>        if (!rc) {
```

```
>>>>          if (how == DIE) {
>>>>            die horribly...
>>>>          } else {
>>>>            die slowly...
>>>>          }
>>>>        }
>>>>        return(rc);
>>>>    }
>>>>
>>>
>>>  The only choices here seem to be how to end the program, no?  so
>>>  a caller doesn't have the option, as it would with an exception,
>>>  to catch it and, oh, maybe request a smaller amount of memory.
>>>
>>>  Putting all the choices in my_malloc, rather than allowing callers
>>>  to deal with exceptions as they think appropriate, seems kind of
>>>  counter to Java's notion of, hm, I'm not sure what word to use here,
>>>  polymorphism maybe, or extensibility.  "Just sayin'", maybe, because
>>>  there are almost always tradeoffs, and sometimes the approach above
>>>  might well be best!
>>>
>>
>>  I think I lost the thread of the discussion somewhere back a ways, but
>>  there are lots of ways to recover from "out of memory"
>>  conditions. People have forgotten because it's not usually as much of
>>  a problem these days.  "my_malloc" can be written to take a requested
>>  amount and a minimum amount, and return the amount actually available
>>  - Think conditional GETMAIN.  Alternatively the routine can be written
>>  to free some memory to make it available for re-allocation.  It's just
>>  not worth bothering with today - if you're memory is too small, get a
>>  new computer.
>
>  GETMAIN more than you need so you can free some if you need it?
>
>  I've heard it suggested.  Never actually done.
>
>  Not a big fan of trying to recover from a malloc failure.
>  Calling a subroutine can expand the stack.  Where's the memory for
>  that going to come from if you're out?  Printing a message may
>  require a buffer.  Where's the buffer going to come from.
>
>  In practice, I've seen messages get printed on a malloc failure.
>  I just don't believe they will always print.
>
>  With modern computers, you may not need more memory, just more swap
>  or different limits.
>
```

An embedded CPU may not have a disk and its ram can be restricted. You have to live with memory out. In communications systems you can send a Receive Not Ready to the other end of the link - basically wait a bit then repeat.

Andrew Swallow

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 18 Feb 2013 03:39:27 GMT
View Forum Message <> Reply to Message

On Sun, 17 Feb 2013 10:15:37 -0500, Shmuel (Seymour J.) Metz
<spamtrap@library.lspace.org.invalid> wrote:

> In <71gqh8pg2ooc4r5ruh78u7tdiil0hqkihq@4ax.com>, on 02/14/2013
>  at 11:52 AM, Gene Wirchenko <genew@telus.net> said:
>
>> Perhaps I do understand it better than you think. Harping at people
>> is not polite. Consider becoming more polite.
>
> I don't find it appropriate to be polite to people whose response to
> an article is "fuck off".

You bait her and act all surprised when you get a bad reaction.

People who do not use good manners until the other person does can be very rude, and it is all perfectly justified. It rather misses the point of manners.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 18 Feb 2013 04:06:39 GMT
View Forum Message <> Reply to Message

On 15 Feb 13 10:21:05 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
wrote:

> In article <pjgqh8prbho4ka77cqfiqnh4ajs85msiro@4ax.com>, genew@telus.net
> (Gene Wirchenko) writes:
>
>>  I much prefer having a general error handler that just spits out
>> the error and shuts down. If I need specific handling, I override

>> that, check for the errors I can handle, and rethrow any others to
>> the general error handler.
>
> That's my basic principle. Actually, I always call my general handler
> to exit - whether there were errors or not - because its other function
> is to ensure that all resources are freed (including closing files still
> open).
>
>> What can you do after an error? Quite often, not much. Why put
>> so much verbiage for the error handling then?
>
> To help people determine the cause of the error.

Of course, but other than that?

I was thinking of recovery actions. For an arbitrary error, there is not much one can do. If I know how to handle a specific error, then I override. Otherwise, shut down with an appropriate error message and debugging information that might be useful.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 18 Feb 2013 05:12:15 GMT
View Forum Message <> Reply to Message

In article <aocl6kFck3aU3@mid.individual.net>, blmblm.myrealbox@gmail.com (blmblm@myrealbox.com) writes:

> I do get how it's pleasant not to have to declare variables: My
> first high-level language was FORTRAN,

Still, variable types in FORTRAN were implicit based on the first letter of the name (which could be overridden by - you guessed it - IMPLICIT). And if you wanted something other than INTEGER or REAL, you had to declare it anyway (or did IMPLICIT work for types other than INTEGER or REAL?).

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 18 Feb 2013 05:16:00 GMT
View Forum Message <> Reply to Message

In article <ictxpau0bs.fsf@home.home>, despen@verizon.net (Dan Espen)
writes:

> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/17/2013 2:59 PM, Dan Espen wrote:
>>
>>> I have no idea how you reached that conclusion.
>>> First off, if you are out of memory, you're out.
>>> You don't ask for 10K when 8K will do.
>>
>> Yes you can, often. A lot of OS/360 programs would request a
>> certain amount of memory and alter their behavior to use less
>> if that's all that was available. Compilers and assemblers
>> would have a "fast" mode if the memory was there and a "slower"
>> (often much slower) mode if it wasn't, but they worked no matter
>> what.
>
> Compilers, Assembler, Sort all try to use as much memory as possible.
> Applications? Never saw one that had a plan B on a
> malloc/GETMAIN/ALLOCATE failure.
>
> Not saying there couldn't be one, just never saw one.

I've written a few.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 18 Feb 2013 05:22:11 GMT
View Forum Message <> Reply to Message

In article <5120f2ba$2$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <1227.828T325T4753950@kltpzyxm.invalid>, on 02/14/2013
> at 07:55 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>
>> Although there might be some advantages to single-pass compilation,

>> people seem to become obsessive about it. Heck, running my source
>> deck through the reader twice to do an assembly (plus a third pass
>> for a cross-reference) was just something I took for granted.
>
> Even on the 650 we grew out of that, replacing SOAP with TASS, which
> used our disk drive. I can see doing it on a really small 1401, but
> not on any machine with disks, drums or tapes.

It's still a multi-pass process, though - it's just that the disk
or tape storage is used to hold the source deck for the passes
(and only the 2nd pass and beyond if it's programmed properly).

> By the time Pacal came along designing for a single pass was, ar best,
> quaint.

If you can make multiple passes quickly enough, who cares about
single-pass compilation? It's ironic how often such shortcuts
become widespread at about the time hardware (and software)
advances make them unnecessary.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 18 Feb 2013 14:12:41 GMT
View Forum Message <> Reply to Message

On 2/17/2013 11:06 PM, Gene Wirchenko wrote:
> On 15 Feb 13 10:21:05 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
> wrote:
>
>> In article <pjgqh8prbho4ka77cqfiqnh4ajs85msiro@4ax.com>, genew@telus.net
>> (Gene Wirchenko) writes:
>>
>>>  I much prefer having a general error handler that just spits out
>>> the error and shuts down. If I need specific handling, I override
>>> that, check for the errors I can handle, and rethrow any others to
>>> the general error handler.
>>
>> That's my basic principle. Actually, I always call my general handler
>> to exit - whether there were errors or not - because its other function
>> is to ensure that all resources are freed (including closing files still
>> open).
>>

>>>  What can you do after an error?  Quite often, not much.  Why put
>>>  so much verbiage for the error handling then?
>>
>>  To help people determine the cause of the error.
>
>  Of course, but other than that?
>
>  I was thinking of recovery actions.  For an arbitrary error,
>  there is not much one can do.  If I know how to handle a specific
>  error, then I override.  Otherwise, shut down with an appropriate
>  error message and debugging information that might be useful.
>

It might not be useful to J. Random Luser, but it might be useful to
someone.  In the old days, when there actually was software support
you'd get an error displaying a lot of what, to you, was garbage.  The
error message action would read "contact your systems programmer."  Now,
of course, you send the dump file to M$, where they use it to chink the
holes in the bit bucket.

--
Pete

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 18 Feb 2013 15:05:32 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:
>
>
>  "Shmuel (Seymour J.) Metz" wrote:
>
>>  In <511E50A6.2A72AB87@bytecraft.com>, on 02/15/2013
>>  at 10:13 AM, Walter Banks <walter@bytecraft.com> said:
>>
>>> Subroutines at the end in a single pass compiler changes some
>>> basic code generation assumptions for example branch ranges and
>>> bsr/jsr assumptions.
>>
>>  But it's the single pass constraint that is at the root of it; there
>>  is no such requirement with a multi-pass compiler.
>
>  True on both comments. You can do a single pass compile and
>  multipass compiles allows the compiler to less conservative in
>  code generation.

DEC's FORTRAN and COBOL on the PDP-10 had to have compilers split

into segments because of memory constraints.  So, if you SET
WATCH VERSION, you would see FORTA, FORTB, FORTC,.... getting loaded.
It was a common techinique in those days.  I don't remember what
BASIC did; it was shipped as a single EXE.

/BAH

---

Subject: Re: New HD
Posted by Walter Bushell on Mon, 18 Feb 2013 16:43:17 GMT
View Forum Message <> Reply to Message

In article <ictxpau0bs.fsf@home.home>, Dan Espen <despen@verizon.net>
wrote:

>  Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>>  On 2/17/2013 2:59 PM, Dan Espen wrote:
>>>
>>>  I have no idea how you reached that conclusion.
>>>  First off, if you are out of memory, you're out.
>>>  You don't ask for 10K when 8K will do.
>>
>>  Yes you can, often.  A lot of OS/360 programs would request a certain
>>  amount of memory and alter their behavior to use less if that's all
>>  that was available.  Compilers and assemblers would have a "fast" mode
>>  if the memory was there and a "slower" (often much slower) mode if it
>>  wasn't, but they worked no matter what.
>
>  Compilers, Assembler, Sort all try to use as much memory as possible.
>  Applications?  Never saw one that had a plan B on a
>  malloc/GETMAIN/ALLOCATE failure.
>
>  Not saying there couldn't be one, just never saw one.

Sorts? Application programers shouldn't see them.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Mon, 18 Feb 2013 16:57:52 GMT
View Forum Message <> Reply to Message

In article <kfrirp$4eo$1@dont-email.me>,
 cb@mer.df.lth.se (Christian Brunschen) wrote:

> In article <aocl8kFck3aU5@mid.individual.net>,
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>> In article <proto-D01BBA.06433314022013@news.panix.com>,
>> Walter Bushell <proto@panix.com> wrote:
>>> Isn't object oriented a sub-classification of imperative?
>> Yes and no -- strictly speaking, yes, but OO programs are, in my
>> thinking, sufficiently from non-OO imperative programs to make it
>> useful to distinguish between them. But there doesn't seem to be a
>> good word for "non-OO imperative" -- I hear people call this subclass
>> "structured" but to me that doesn't seem like the right word.
>
> "Procedural" seems to be in use for this.
>
> <quote src="http://en.wikipedia.org/wiki/Procedural_programming">
>
> Procedural programming can sometimes be used as a synonym for imperative
> programming (specifying the steps the program must take to reach the
> desired state), but can also refer (as in this article) to a programming
> paradigm, derived from structured programming, based upon the concept of
> the procedure call. Procedures, also known as routines, subroutines,
> methods, or functions (not to be confused with mathematical functions, but
> similar to those used in functional programming), simply contain a series
> of computational steps to be carried out. Any given procedure might be
> called at any point during a program's execution, including by other
> procedures or itself. A list of instructions telling a computer,
> step-by-step, what to do, usually having a linear order of execution from
> the first statement to the second and so forth with occasional loops and
> branches. Procedural programming languages include C, C++, Fortran,
> Pascal, and BASIC.
>
> </quote>
>
> // Christian

So why is sending a message not imperative? And the called object
undoubtedly contains imperative statements certainly in C++, Objective
C and Java. When considering a program or function we consider the
called functions as black boxes (except in case of recursion), just
like Fortran and c.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Mon, 18 Feb 2013 17:05:04 GMT

View Forum Message <> Reply to Message

In article <755.831T756T12724541@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> Still, variable types in FORTRAN were implicit based on the first
> letter of the name (which could be overridden by - you guessed it -
> IMPLICIT). And if you wanted something other than INTEGER or REAL,
> you had to declare it anyway (or did IMPLICIT work for types other
> than INTEGER or REAL?).

IIRC implicit came late to FORTRAN. Why use it an confuse the people after you, unless you used it to declare all the usual floats to double. This was done routinely converting FORTRAN from 36 bit computers to 32 bit floating word computers. Otherwise you would have to recertify all your programs. Don't forget the edge cases which the original programmers knew about, but are no longer in the appropriate job.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Mon, 18 Feb 2013 17:06:56 GMT
View Forum Message <> Reply to Message

In article <1457.831T581T12824102@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> If you can make multiple passes quickly enough, who cares about
> single-pass compilation? It's ironic how often such shortcuts
> become widespread at about the time hardware (and software)
> advances make them unnecessary.

And then they become necessary again. Techniques obsolete on mainframes becoming necessary on minis and later on micros.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Bill Findlay on Mon, 18 Feb 2013 17:07:49 GMT
View Forum Message <> Reply to Message

On 18/02/2013 05:22, in article 1457.831T581T12824102@kltpzyxm.invalid,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <5120f2ba$2$fuzhry+tra$mr2ice@news.patriot.net>,
> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>
>> In <1227.828T325T4753950@kltpzyxm.invalid>, on 02/14/2013
>> at 07:55 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>
>>> Although there might be some advantages to single-pass compilation,
>>> people seem to become obsessive about it. Heck, running my source
>>> deck through the reader twice to do an assembly (plus a third pass
>>> for a cross-reference) was just something I took for granted.
>>
>> Even on the 650 we grew out of that, replacing SOAP with TASS, which
>> used our disk drive. I can see doing it on a really small 1401, but
>> not on any machine with disks, drums or tapes.
>
> It's still a multi-pass process, though - it's just that the disk
> or tape storage is used to hold the source deck for the passes
> (and only the 2nd pass and beyond if it's programmed properly).
>
>> By the time Pacal came along designing for a single pass was, ar best,
>> quaint.
>
> If you can make multiple passes quickly enough, who cares about
> single-pass compilation? It's ironic how often such shortcuts
> become widespread at about the time hardware (and software)
> advances make them unnecessary.

Remember that Pascal was developed by a teacher with teaching in mind.

A student workload involves a large number of relatively short compilations
and a smaller number of relatively short runs, That means that the per-job
overhead is nore important that usual; in particular compilations tend to be
very I/O bound. Multiple passes just make that worse.

The classical single pass Pascal compiler, on the machines of the 70s, was
typically 10 times faster on its typical workload than comparable
manufacturers' compilers. Even in the mid-80s I had trouble convincing a
colleague that a Pascal compiler we used 10 years previously ran at
20KSLOC/min when compiling itself, because he was more used to contemporary
compilers that managaged no better than 2KSLOC/min.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 18 Feb 2013 17:37:38 GMT
View Forum Message <> Reply to Message

On Mon, 18 Feb 2013 12:06:56 -0500
Walter Bushell <proto@panix.com> wrote:

> In article <1457.831T581T12824102@kltpzyxm.invalid>,
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> If you can make multiple passes quickly enough, who cares about
>> single-pass compilation? It's ironic how often such shortcuts
>> become widespread at about the time hardware (and software)
>> advances make them unnecessary.
>
> And then they become necessary again. Techniques obsolete on
> mainframes becoming necessary on minis and later on micros.

Where they are pretty much obsolete now on anything bigger than a washing machine control chip. The next generation to need the tricks will probably be nanoscale computers.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 18 Feb 2013 18:08:15 GMT
View Forum Message <> Reply to Message

On 2/18/2013 12:37 PM, Ahem A Rivet's Shot wrote:
> On Mon, 18 Feb 2013 12:06:56 -0500
> Walter Bushell <proto@panix.com> wrote:
>
>> In article <1457.831T581T12824102@kltpzyxm.invalid>,
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> If you can make multiple passes quickly enough, who cares about
>>> single-pass compilation? It's ironic how often such shortcuts
>>> become widespread at about the time hardware (and software)
>>> advances make them unnecessary.
>>
>> And then they become necessary again. Techniques obsolete on
>> mainframes becoming necessary on minis and later on micros.
>

>  Where they are pretty much obsolete now on anything bigger than a
> washing machine control chip. The next generation to need the tricks will
> probably be nanoscale computers.
>

Even my Raspberry Pi has (I believe) 512K, and that's the size of a
credit card.

--
Pete

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 18 Feb 2013 19:33:46 GMT
View Forum Message <> Reply to Message

On Sun, 17 Feb 2013 21:42:18 +0000 (UTC), cb@mer.df.lth.se (Christian
Brunschen) wrote:

> In article <aocl8kFck3aU5@mid.individual.net>,
> blmblm@myrealbox.com  <blmblm.myrealbox@gmail.com> wrote:
>> In article <proto-D01BBA.06433314022013@news.panix.com>,
>> Walter Bushell  <proto@panix.com> wrote:
>>>  Isn't object oriented a sub-classification of imperative?
>> Yes and no -- strictly speaking, yes, but OO programs are, in my
>> thinking, sufficiently from non-OO imperative programs to make it
>> useful to distinguish between them.  But there doesn't seem to be a
>> good word for "non-OO imperative" -- I hear people call this subclass
>> "structured" but to me that doesn't seem like the right word.
>
> "Procedural" seems to be in use for this.

    That is the term that I usually run across.  I have fun with it.
After all, a method is a procedure.

[snip]

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 18 Feb 2013 19:34:59 GMT
View Forum Message <> Reply to Message

On Sun, 17 Feb 2013 15:55:51 -0500, Dan Espen <despen@verizon.net>

wrote:

[snip]

> Compilers, Assembler, Sort all try to use as much memory as possible.
> Applications?  Never saw one that had a plan B on a
> malloc/GETMAIN/ALLOCATE failure.
>
> Not saying there couldn't be one, just never saw one.

There usually is not much point.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 18 Feb 2013 19:39:15 GMT
View Forum Message <> Reply to Message

On Mon, 18 Feb 2013 09:12:41 -0500, Peter Flass
<Peter_Flass@Yahoo.com> wrote:

> On 2/17/2013 11:06 PM, Gene Wirchenko wrote:

[snip]

>>  I was thinking of recovery actions.  For an arbitrary error,
>>  there is not much one can do.  If I know how to handle a specific
>>  error, then I override.  Otherwise, shut down with an appropriate
>>  error message and debugging information that might be useful.

> It might not be useful to J. Random Luser, but it might be useful to
> someone.  In the old days, when there actually was software support
> you'd get an error displaying a lot of what, to you, was garbage.  The
> error message action would read "contact your systems programmer."  Now,
> of course, you send the dump file to M$, where they use it to chink the
> holes in the bit bucket.

I am the someone.  I wrote and maintain a client billing app.
When it crashes, it writes a lot of data to a log file.  Sometimes,
some of that data beyond error and where is useful, but usually, I
just try to replicate the problem and proceed from there.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Bill Findlay on Mon, 18 Feb 2013 19:45:25 GMT
View Forum Message <> Reply to Message

On 18/02/2013 18:08, in article kftqfg$rv5$1@dont-email.me, "Peter Flass" <Peter_Flass@Yahoo.com> wrote:

> On 2/18/2013 12:37 PM, Ahem A Rivet's Shot wrote:
>> On Mon, 18 Feb 2013 12:06:56 -0500
>> Walter Bushell <proto@panix.com> wrote:
>>
>>> In article <1457.831T581T12824102@kltpzyxm.invalid>,
>>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>
>>>> If you can make multiple passes quickly enough, who cares about
>>>> single-pass compilation? It's ironic how often such shortcuts
>>>> become widespread at about the time hardware (and software)
>>>> advances make them unnecessary.
>>>
>>> And then they become necessary again. Techniques obsolete on
>>> mainframes becoming necessary on minis and later on micros.
>>
>> Where they are pretty much obsolete now on anything bigger than a
>> washing machine control chip. The next generation to need the tricks will
>> probably be nanoscale computers.
>>
>
> Even my Raspberry Pi has (I believe) 512K, and that's the size of a
> credit card.

512Mb surely?

The Raspbian Linux system on the Raspberry Pi includes the GNAT Ada 2012 compiler. So my KDF9 emulator, ee9, which is written in Ada runs on it -- at about 4 or 5 times the speed of the original KDF9 hardware.

The Raspberry Pi distribution of ee9 is here:

<http://www.findlayw.plus.com/KDF9/emulation/emulator.html>

And you can try your hand at KDF9 Algol programs on a website operated by David Holdsworth on his Raspberry Pi running ee9, here:

<http://david-h.dyndns-web.com/EE9/10064467/walgol/run.htm>

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

Subject: Re: New HD
Posted by cb on Mon, 18 Feb 2013 19:47:44 GMT
View Forum Message <> Reply to Message

In article <proto-5E3A6A.11575218022013@news.panix.com>,
Walter Bushell <proto@panix.com> wrote:
> In article <kfrirp$4eo$1@dont-email.me>,
> cb@mer.df.lth.se (Christian Brunschen) wrote:
>
>> "Procedural" seems to be in use for this.
>>
> So why is sending a message not imperative?

Nothing says it isn't. The article (elided from this response) is about
procedural programming, not about object-orientation.

But to the best of my understanding, both of those (procedural and
object-oriented programming) are usually considered different types of
imperative programming - procedural programming doing so by way of calling
procedures that operate on data but with the procedures being the focus of
the structure of the code; and with object-orientation linking the data
and the operations available on it closer to gether into 'objects', such
that we invoke method on (or send messages to) objects.

But still, buth are imperative - just like assembly-language programming
would usually be; it's just that the instructions are expressed in terms
of higher-level concepts than CPU instructions, and for both 'procedural'
and 'object-oriented' programming they are referred to by those constructs
whih are central the way the code is structured & written.

Best wishes,

// Christian

>
> --
> This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 18 Feb 2013 20:23:29 GMT
View Forum Message <> Reply to Message

In article <20130218173738.ad4fe594415f5f103028ea65@eircom.net>,
steveo@eircom.net (Ahem A Rivet's Shot) writes:

> On Mon, 18 Feb 2013 12:06:56 -0500
> Walter Bushell <proto@panix.com> wrote:

>
>> In article <1457.831T581T12824102@kltpzyxm.invalid>,
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> If you can make multiple passes quickly enough, who cares about
>>> single-pass compilation? It's ironic how often such shortcuts
>>> become widespread at about the time hardware (and software)
>>> advances make them unnecessary.
>>
>> And then they become necessary again. Techniques obsolete on
>> mainframes becoming necessary on minis and later on micros.
>
> Where they are pretty much obsolete now on anything bigger
> than a washing machine control chip. The next generation to need
> the tricks will probably be nanoscale computers.

I once read that everything has been invented three times: first on
mainframes, then on minis, and again on micros. I suppose embedded
controllers could make it a fourth time - although I think I'd
rather do cross-development on a larger machine than try to squeeze
a development environment into something that small.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 18 Feb 2013 20:32:18 GMT
View Forum Message <> Reply to Message

In article <ll05i850skphblrfb3uh18drkqdoqt5cvs@4ax.com>, genew@telus.net
(Gene Wirchenko) writes:

> On Mon, 18 Feb 2013 09:12:41 -0500, Peter Flass
> <Peter_Flass@Yahoo.com> wrote:
>
>> On 2/17/2013 11:06 PM, Gene Wirchenko wrote:
>>
>> [snip]
>>
>>> I was thinking of recovery actions. For an arbitrary error,
>>> there is not much one can do. If I know how to handle a specific
>>> error, then I override. Otherwise, shut down with an appropriate
>>> error message and debugging information that might be useful.
>>

>> It might not be useful to J. Random Luser, but it might be useful
>> to someone. In the old days, when there actually was software
>> support you'd get an error displaying a lot of what, to you, was
>> garbage. The error message action would read "contact your systems
>> programmer." Now, of course, you send the dump file to M$, where
>> they use it to chink the holes in the bit bucket.

<paranoid>
Maybe they sift through it for personal information.
</paranoid>

> I am the someone. I wrote and maintain a client billing app.
> When it crashes, it writes a lot of data to a log file. Sometimes,
> some of that data beyond error and where is useful, but usually, I
> just try to replicate the problem and proceed from there.

I'm another such someone. (Wow, I am someone after all!)
Each time we have to work too hard to track down a problem
with our application (including customer setup errors or
hardware faults), I usually find a way to include more
information in our logs to help us quickly recognize the
problem the next time it happens. Replication is often
difficult and time-consuming, if we can manage it at all -
a good log entry can eliminate the need to try.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Walter Bushell on Mon, 18 Feb 2013 20:35:09 GMT
View Forum Message <> Reply to Message

In article <CD483555.25FE7%yaldnif.w@blueyonder.co.uk>,
Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:

>> Even my Raspberry Pi has (I believe) 512K, and that's the size of a
>> credit card.
>
> 512Mb surely?

512MB IIUC reading the spec sheet for specific details is hard. I'm
unclear about a lot of stuff.

--

This space unintentionally left blank.

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 21:43:36 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1457.831T581T12824102@kltpzyxm.invalid...
> In article <5120f2ba$2$fuzhry+tra$mr2ice@news.patriot.net>,
> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>
>> In <1227.828T325T4753950@kltpzyxm.invalid>, on 02/14/2013
>> at 07:55 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>
>>> Although there might be some advantages to single-pass compilation,
>>> people seem to become obsessive about it. Heck, running my source
>>> deck through the reader twice to do an assembly (plus a third pass
>>> for a cross-reference) was just something I took for granted.
>>
>> Even on the 650 we grew out of that, replacing SOAP with TASS, which
>> used our disk drive. I can see doing it on a really small 1401, but
>> not on any machine with disks, drums or tapes.
>
> It's still a multi-pass process, though - it's just that the disk
> or tape storage is used to hold the source deck for the passes
> (and only the 2nd pass and beyond if it's programmed properly).
>

In David Gries' book from the early 1970's, _Compiler Construction for
Digital Computers_, he talks about *20* pass compilers. I think the
multiple passes were to allow a computer with a fairly *small* memory to
still compile complex programs.

--

numerist at aquaporin4 dot com

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 22:08:37 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
news:CD48107B.25FBA%yaldnif.w@blueyonder.co.uk...
> On 18/02/2013 05:22, in article 1457.831T581T12824102@kltpzyxm.invalid,
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

>
>> In article <5120f2ba$2$fuzhry+tra$mr2ice@news.patriot.net>,
>> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>> In <1227.828T325T4753950@kltpzyxm.invalid>, on 02/14/2013
>>> at 07:55 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>>
>>>> Although there might be some advantages to single-pass compilation,
>>>> people seem to become obsessive about it. Heck, running my source
>>>> deck through the reader twice to do an assembly (plus a third pass
>>>> for a cross-reference) was just something I took for granted.
>>>
>>> Even on the 650 we grew out of that, replacing SOAP with TASS, which
>>> used our disk drive. I can see doing it on a really small 1401, but
>>> not on any machine with disks, drums or tapes.
>>
>> It's still a multi-pass process, though - it's just that the disk
>> or tape storage is used to hold the source deck for the passes
>> (and only the 2nd pass and beyond if it's programmed properly).
>>
>>> By the time Pacal came along designing for a single pass was, ar best,
>>> quaint.
>>
>> If you can make multiple passes quickly enough, who cares about
>> single-pass compilation? It's ironic how often such shortcuts
>> become widespread at about the time hardware (and software)
>> advances make them unnecessary.
>
> Remember that Pascal was developed by a teacher with teaching in mind.
>
> A student workload involves a large number of relatively short
> compilations
> and a smaller number of relatively short runs, That means that the
> per-job
> overhead is nore important that usual; in particular compilations tend to
> be
> very I/O bound. Multiple passes just make that worse.
>

Supposedly, that's why Professor Niklaus Wirth wrote the Pascal-S
interpreter... to make it cheaper to run student Pascal jobs. It seems to
me that Pascal-S was *not* a good teaching aid, since it omitted too much...
like the dynamic memory allocation of full Pascal.

http://www.fh-jena.de/~kleine/history/languages/Wirth-Pascal S.pdf

This article is also a chapter in the book _Pascal: A Language and Its
Implementation_. The article includes the full Pascal source code for the

Pascal-S interpreter. More information on Pascal-S and also source code to download... can be found at:

http://www.friends-of-fpc.org/view/Pascal-S_Interpreter

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 18 Feb 2013 22:11:43 GMT
View Forum Message <> Reply to Message

In article <kfu78l$alf$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1457.831T581T12824102@kltpzyxm.invalid...
>
>> In article <5120f2ba$2$fuzhry+tra$mr2ice@news.patriot.net>,
>> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>> In <1227.828T325T4753950@kltpzyxm.invalid>, on 02/14/2013
>>> at 07:55 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>>
>>>> Although there might be some advantages to single-pass compilation,
>>>> people seem to become obsessive about it. Heck, running my source
>>>> deck through the reader twice to do an assembly (plus a third pass
>>>> for a cross-reference) was just something I took for granted.
>>>
>>> Even on the 650 we grew out of that, replacing SOAP with TASS, which
>>> used our disk drive. I can see doing it on a really small 1401, but
>>> not on any machine with disks, drums or tapes.
>>
>> It's still a multi-pass process, though - it's just that the disk
>> or tape storage is used to hold the source deck for the passes
>> (and only the 2nd pass and beyond if it's programmed properly).
>
> In David Gries' book from the early 1970's, _Compiler Construction
> for Digital Computers_, he talks about *20* pass compilers. I think
> the multiple passes were to allow a computer with a fairly *small*
> memory to still compile complex programs.

OS/3's assembler and compilers each had about 45 overlays; I doubt
this meant 45 passes, but they certainly were slow. I wrote an
assembler that ran twice as fast and took three passes (plus a
fourth overlay to generate the cross-reference listing). Expanding

a DCB macro was pretty horrendous no matter how you cut it.

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 22:18:16 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kfre56$7g2$1@dont-email.me...
>  On 2/17/2013 10:26 AM, Shmuel (Seymour J.) Metz wrote:
>>  In <kfjsmv$mdl$3@dont-email.me>, on 02/14/2013
>>      at 06:49 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>
>>>  PL/I makes it a bit easier to follow the logic.  You can label the DO
>>>  statement and then say "LEAVE <label>;"
>>
>>  That's one of the cases where a language change eliminated a case
>>  where GOTO was previously justified; LEAVE was not in the original
>>  language. For that matter, neither was SELECT.
>>
>
>  I can't find my IBM PL/I reference just now - the generic one, not
>  PL/I(F).  There are some things in there that didn't make it into F, and
>  SELECT may be one of them.
>

One can download an IBM 360 PL/I(F) manual at:

 http://bitsavers.trailing-edge.com/pdf/ibm/360/pli/GC28-8201
-4_PLI_F_Language_Reference_Dec72.pdf

I have searched the manual for SELECT, but it seems to be missing.  Too bad.
SELECT was a very general sort of case-style statement, probably somewhat
clearer than IF-ELSEIF-ELSEIF-ELSEIF...

--

numerist at aquaporin4 dot com

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 22:26:50 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:ic4nhavhhp.fsf@home.home...
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> The only choices here seem to be how to end the program, no? so
>> a caller doesn't have the option, as it would with an exception,
>> to catch it and, oh, maybe request a smaller amount of memory.
>
> I have no idea how you reached that conclusion.
> First off, if you are out of memory, you're out.
> You don't ask for 10K when 8K will do.
>
> But the code I posted is passing in a flag (DIE/DIE_SLOWLY).
> "my_malloc" is free to do whatever it wants when the malloc fails,
> and the caller is free to invent new actions to pass in to have
> the subroutine act on. So the caller is free to pass in
> "MALLOC_HALF_ON_FAIL"
> if that would somehow work for the caller.
>

The advice for application developers ob the original Macintosh OS was...
allocate some of the memory at the first of your program as a reserve. When
you get an "out of memory" exception, trap it, release your reserve memory,
and pop up a message "Memory running low... save your work and give the
program more memory". The program often can continue using the reserve
memory that you released... and the user can exit the program gracefully.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Walter Banks on Mon, 18 Feb 2013 22:28:44 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1457.831T581T12824102@kltpzyxm.invalid...
>> In article <5120f2ba$2$fuzhry+tra$mr2ice@news.patriot.net>,

>>  spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>>  In <1227.828T325T4753950@kltpzyxm.invalid>, on 02/14/2013
>>>  at 07:55 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>>
>>>>  Although there might be some advantages to single-pass compilation,
>>>>  people seem to become obsessive about it.  Heck, running my source
>>>>  deck through the reader twice to do an assembly (plus a third pass
>>>>  for a cross-reference) was just something I took for granted.
>>>
>>>  Even on the 650 we grew out of that, replacing SOAP with TASS, which
>>>  used our disk drive. I can see doing it on a really small 1401, but
>>>  not on any machine with disks, drums or tapes.
>>
>>  It's still a multi-pass process, though - it's just that the disk
>>  or tape storage is used to hold the source deck for the passes
>>  (and only the 2nd pass and beyond if it's programmed properly).
>>
>
>  In David Gries' book from the early 1970's,  _Compiler Construction for
>  Digital Computers_, he talks about *20* pass compilers.  I think the
>  multiple passes were to allow a computer with a fairly *small* memory to
>  still compile complex programs.

That and two things that were common at the time. Multiple passes
were used to solve forward jump/branch optimizations at that time.
And for a brief time optimizations were written as small individual
routines that processed the generated code a pass at a time.

Every once in a while I think of the excitement of computing in
the old days then I look at what we were doing and what we ran
it on and the shine of der blinkin lights starts to fade. For the price
of a PDP11 front panel I can buy more computing power now
than I once could possibly imagine. What better time to have
had a career in computing.

This group may have the last people that actually understands
how a whole computer hardware and software works.

w..

I don't want to do things the way we did

>
>
>  --

>
> numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 22:30:53 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kfreun$dd8$1@dont-email.me...
> On 2/17/2013 2:59 PM, Dan Espen wrote:
>>
>> I have no idea how you reached that conclusion.
>> First off, if you are out of memory, you're out.
>> You don't ask for 10K when 8K will do.
>
> Yes you can, often. A lot of OS/360 programs would request a certain
> amount of memory and alter their behavior to use less if that's all that
> was available. Compilers and assemblers would have a "fast" mode if the
> memory was there and a "slower" (often much slower) mode if it wasn't, but
> they worked no matter what.
>

You are talking about a "degraded operational mode" here. Such a mode is
*very* important in embedded applications like spacecraft... where a failure
of some memory system may reduce available memory to the computer. If the
computer can take *some* of the memory it needs and run in a slower,
degraded mode... then the spacecraft may be able to continue. Otherwise,
you probably can "write it off". :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 22:45:57 GMT
View Forum Message <> Reply to Message

"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
news:aocl7oFck3aU4@mid.individual.net...
>
> [snip...] [snip...]
> [snip...]
>
> Or then there's the situation I once encountered, I think in the process
> of writing a little throwaway program, which no matter what I did to the

> source code didn't seem to do anything .... Eventually I discovered that
> there was another executable with the same name in the (UNIX) search path,
> ahead of my throwaway program. I still wonder what not-so-careful admin
> type left an "a.out" in one of the system bin directories!
>

I've been bitten by this too. If this is suspected, you can always run your program with: "./prognam". That insures that "prognam" will be run from your current directory.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 23:14:21 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message news:1968.832T940T7524457@kltpzyxm.invalid...
> In article <ll05i850skphblrfb3uh18drkqdoqt5cvs@4ax.com>, genew@telus.net
> (Gene Wirchenko) writes:
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> I am the someone. I wrote and maintain a client billing app.
>> When it crashes, it writes a lot of data to a log file. Sometimes,
>> some of that data beyond error and where is useful, but usually, I
>> just try to replicate the problem and proceed from there.
>
> I'm another such someone. (Wow, I am someone after all!)
> Each time we have to work too hard to track down a problem
> with our application (including customer setup errors or
> hardware faults), I usually find a way to include more
> information in our logs to help us quickly recognize the
> problem the next time it happens. Replication is often
> difficult and time-consuming, if we can manage it at all -
> a good log entry can eliminate the need to try.
>

Amazing!!! Do you mean that you were actually *organized*??? You are assuming there will be a future... and actually perpare for it??? That's so anathema to the way most companies are run... IMHO. YMMV.

--

numerist at aquaporin4 dot com

Subject: Re: New HD
Posted by Walter Bushell on Mon, 18 Feb 2013 23:23:44 GMT
View Forum Message <> Reply to Message

In article <kfua1a$qr2$1@dont-email.me>,
"Charles Richmond" <numerist@aquaporin4.com> wrote:

> You are talking about a "degraded operational mode" here. Such a mode is
> *very* important in embedded applications like spacecraft... where a failure
> of some memory system may reduce available memory to the computer. If the
> computer can take *some* of the memory it needs and run in a slower,
> degraded mode... then the spacecraft may be able to continue. Otherwise,
> you probably can "write it off". :-)

What the Maytag repairman won't go to Mars?

--
This space unintentionally left blank.

Subject: Re: New HD
Posted by Bill Findlay on Mon, 18 Feb 2013 23:24:28 GMT
View Forum Message <> Reply to Message

On 18/02/2013 22:08, in article kfu8ni$jla$1@dont-email.me, "Charles
Richmond" <numerist@aquaporin4.com> wrote:

> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
> news:CD48107B.25FBA%yaldnif.w@blueyonder.co.uk...

>>
>> Remember that Pascal was developed by a teacher with teaching in mind.
>>
>> A student workload involves a large number of relatively short
>> compilations
>> and a smaller number of relatively short runs, That means that the
>> per-job
>> overhead is nore important that usual; in particular compilations tend to
>> be very I/O bound. Multiple passes just make that worse.
>>
>
> Supposedly, that's why Professor Niklaus Wirth wrote the Pascal-S
> interpreter... to make it cheaper to run student Pascal jobs. It seems to
> me that Pascal-S was *not* a good teaching aid, since it omitted too much...

> like the dynamic memory allocation of full Pascal.
>
> http://www.fh-jena.de/~kleine/history/languages/Wirth-Pascal S.pdf
>
> This article is also a chapter in the book _Pascal: A Language and Its
> Implementation_. The article includes the full Pascal source code for the
> Pascal-S interpreter.

I know that book (have a look at the chapter on a diagnostic system in that
book 8-) and completely agree with you about Pascal-S.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 23:49:49 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5122AB1C.60996207@bytecraft.com...
>
> [snip...] [snip...]
> [snip...]
>
> Every once in a while I think of the excitement of computing in
> the old days then I look at what we were doing and what we ran
> it on and the shine of der blinkin lights starts to fade. For the price
> of a PDP11 front panel I can buy more computing power now
> than I once could possibly imagine. What better time to have
> had a career in computing.
>
> This group may have the last people that actually understands
> how a whole computer hardware and software works.
>

You are young enough to use modern computing power... and old enough to
appreciate the power it gives you.

The computing power of the old days was really "gee-whiz" to us... because
we knew how things were done *before* computers. Nowadays, kids have a
different minimal metric. The *least* the modern kids are willing to
consider... is a damn sight faster than our computers in the olden days. If
you point out how things had to be done before that, kids will say: "Yes,
but that was back in the stone age. Of course, things were more difficult
then. Duh!!!" The kids "take it all for granted" and refuse to acknowledge

the debts they have to the past.  IMHO.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 18 Feb 2013 23:52:55 GMT
View Forum Message <> Reply to Message

"Walter Bushell" <proto@panix.com> wrote in message
news:proto-537CDB.18234318022013@news.panix.com...
>  In article <kfua1a$qr2$1@dont-email.me>,
>  "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>>  You are talking about a "degraded operational mode" here.  Such a mode is
>>  *very* important in embedded applications like spacecraft... where a
>>  failure
>>  of some memory system may reduce available memory to the computer.  If
>>  the
>>  computer can take *some* of the memory it needs and run in a slower,
>>  degraded mode... then the spacecraft may be able to continue.  Otherwise,
>>  you probably can "write it off".  :-)
>
>  What the Maytag repairman won't go to Mars?
>

The Maytag repairman *might* be willing to go to Mars... but you could *not*
afford the milage charge that he would lay on you!!!  ;-)

The majority of folks posting in this thread... were ignoring the quite
sizeable computer segment of embedded applications.  There are extras needed
in embedded systems that those folks are *not* acknowledging.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 00:23:00 GMT
View Forum Message <> Reply to Message

In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
  at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:

> That's simple - the reason the construct exists (if it does in the
> language you're using) is so that it can be used where it would
> make things either clearer or more efficient.

That is not the position that Dijkstra amd his followers took. Had he
taken that position there wouldn't have been much of a controversy.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 19 Feb 2013 00:33:28 GMT
View Forum Message <> Reply to Message

On 18/02/2013 23:49, in article kfuelb$kot$1@dont-email.me, "Charles
Richmond" <numerist@aquaporin4.com> wrote:

> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:5122AB1C.60996207@bytecraft.com...
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> Every once in a while I think of the excitement of computing in
>> the old days then I look at what we were doing and what we ran
>> it on and the shine of der blinkin lights starts to fade. For the price
>> of a PDP11 front panel I can buy more computing power now
>> than I once could possibly imagine. What better time to have
>> had a career in computing.
>>
>> This group may have the last people that actually understands
>> how a whole computer hardware and software works.

I think that should really be "how a whole computer hardware and software
workED". I consider myself expert, but I could not possibly claim to
understand everything about the hardware and software of this laptop.

> You are young enough to use modern computing power... and old enough to
> appreciate the power it gives you.

Yup. Grand, ain't it?

> The kids "take it all for granted" and refuse to acknowledge
> the debts they have to the past. IMHO.

'Twas ever thus.
You only really appreciate the past once you start to become a part of it.
8-)

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 19 Feb 2013 00:57:00 GMT
View Forum Message <> Reply to Message

On 2/18/2013 2:45 PM, Bill Findlay wrote:
> On 18/02/2013 18:08, in article kftqfg$rv5$1@dont-email.me, "Peter Flass"
> <Peter_Flass@Yahoo.com> wrote:
>
>> On 2/18/2013 12:37 PM, Ahem A Rivet's Shot wrote:
>>> On Mon, 18 Feb 2013 12:06:56 -0500
>>> Walter Bushell <proto@panix.com> wrote:
>>>
>>>> In article <1457.831T581T12824102@kltpzyxm.invalid>,
>>>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>>
>>>> > If you can make multiple passes quickly enough, who cares about
>>>> > single-pass compilation? It's ironic how often such shortcuts
>>>> > become widespread at about the time hardware (and software)
>>>> > advances make them unnecessary.
>>>>
>>>> And then they become necessary again. Techniques obsolete on
>>>> mainframes becoming necessary on minis and later on micros.
>>>
>>> Where they are pretty much obsolete now on anything bigger than a
>>> washing machine control chip. The next generation to need the tricks will
>>> probably be nanoscale computers.
>>>
>>
>> Even my Raspberry Pi has (I believe) 512K, and that's the size of a
>> credit card.
>
> 512Mb surely?

Yes, I guess I dropped a couple of orders of magnitude. When I wrote
512K I was thinking about what 360 model might have that much memory.

They probably didn't have 512MB of *disk*.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 19 Feb 2013 01:01:26 GMT
View Forum Message <> Reply to Message

On 2/18/2013 4:43 PM, Charles Richmond wrote:
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1457.831T581T12824102@kltpzyxm.invalid...
>> In article <5120f2ba$2$fuzhry+tra$mr2ice@news.patriot.net>,
>> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>> In <1227.828T325T4753950@kltpzyxm.invalid>, on 02/14/2013
>>> at 07:55 AM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>>>
>>>> Although there might be some advantages to single-pass compilation,
>>>> people seem to become obsessive about it. Heck, running my source
>>>> deck through the reader twice to do an assembly (plus a third pass
>>>> for a cross-reference) was just something I took for granted.
>>>
>>> Even on the 650 we grew out of that, replacing SOAP with TASS, which
>>> used our disk drive. I can see doing it on a really small 1401, but
>>> not on any machine with disks, drums or tapes.
>>
>> It's still a multi-pass process, though - it's just that the disk
>> or tape storage is used to hold the source deck for the passes
>> (and only the 2nd pass and beyond if it's programmed properly).
>>
>
> In David Gries' book from the early 1970's, _Compiler Construction for
> Digital Computers_, he talks about *20* pass compilers. I think the
> multiple passes were to allow a computer with a fairly *small* memory to
> still compile complex programs.
>

I forget just now how many passes PL/I(F) had, it was a lot. What they
did was to try to keep the symbol table and intermediate text in memory
and load the passes as overlays that ran against it. If memory was
really tight I think they "paged" the symbol table to disk, maybe the
intermediate code too. That made things *really* slow, but is an
example of a program written to make use of whatever memory was available.

--

Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 19 Feb 2013 01:05:38 GMT
View Forum Message <> Reply to Message

On 2/18/2013 5:45 PM, Charles Richmond wrote:
> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
> news:aocl7oFck3aU4@mid.individual.net...
>>
>> [snip...] [snip...] [snip...]
>>
>> Or then there's the situation I once encountered, I think in the process
>> of writing a little throwaway program, which no matter what I did to the
>> source code didn't seem to do anything .... Eventually I discovered that
>> there was another executable with the same name in the (UNIX) search
>> path,
>> ahead of my throwaway program. I still wonder what not-so-careful admin
>> type left an "a.out" in one of the system bin directories!
>>
>
> I've been bitten by this too. If this is suspected, you can always run
> your program with: "./prognam". That insures that "prognam" will be
> run from your current directory.
>

Actually don't most *nixes these days *not* include "." in the path by
default? This is, I guess, a security feature. If you want "./x" you
have to ask for it specifically.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 19 Feb 2013 01:08:00 GMT
View Forum Message <> Reply to Message

On 2/18/2013 6:52 PM, Charles Richmond wrote:
>
> The majority of folks posting in this thread... were ignoring the quite
> sizeable computer segment of embedded applications. There are extras
> needed in embedded systems that those folks are *not* acknowledging.
>

I don't know about the rest of everybody, but I don't know half a much
about embedded applications as I'd like.

--
Pete

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 19 Feb 2013 02:41:16 GMT
View Forum Message <> Reply to Message

In article <kfuig2$6ah$1@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

> I forget just now how many passes PL/I(F) had, it was a lot. What
> they did was to try to keep the symbol table and intermediate text
> in memory and load the passes as overlays that ran against it. If
> memory was really tight I think they "paged" the symbol table to
> disk, maybe the intermediate code too. That made things *really*
> slow, but is an example of a program written to make use of whatever
> memory was available.

They had to squeeze memory, the compiler was a monster. It was the
slowest compiler on the university's 360/67, which had compilers for
just about every language imaginable (and probably some that weren't).
The one thing that tied it as the slowest language processor was
Assembler G. Go figure.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 19 Feb 2013 02:43:17 GMT
View Forum Message <> Reply to Message

In article <kfui7r$5as$1@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

> On 2/18/2013 2:45 PM, Bill Findlay wrote:
>
>> On 18/02/2013 18:08, in article kftqfg$rv5$1@dont-email.me,
>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote:

>>
>>> Even my Raspberry Pi has (I believe) 512K, and that's the size
>>> of a credit card.
>>
>> 512Mb surely?
>
> Yes, I guess I dropped a couple of orders of magnitude. When I wrote
> 512K I was thinking about what 360 model might have that much memory.
> They probably didn't have 512MB of *disk*.

It'd some pretty close once you added a second string of 2314s.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 19 Feb 2013 02:45:15 GMT
View Forum Message <> Reply to Message

In article <kfuciq$9gb$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1968.832T940T7524457@kltpzyxm.invalid...
>
>> In article <ll05i850skphblrfb3uh18drkqdoqt5cvs@4ax.com>,
>> genew@telus.net (Gene Wirchenko) writes:
>>>
>>> [snip...] [snip...]
>>> [snip...]
>>>
>>> I am the someone. I wrote and maintain a client billing app.
>>> When it crashes, it writes a lot of data to a log file. Sometimes,
>>> some of that data beyond error and where is useful, but usually, I
>>> just try to replicate the problem and proceed from there.
>>
>> I'm another such someone. (Wow, I am someone after all!)
>> Each time we have to work too hard to track down a problem
>> with our application (including customer setup errors or
>> hardware faults), I usually find a way to include more
>> information in our logs to help us quickly recognize the
>> problem the next time it happens. Replication is often
>> difficult and time-consuming, if we can manage it at all -
>> a good log entry can eliminate the need to try.

>
> Amazing!!! Do you mean that you were actually *organized*???

Not really. It's more like the support people asking me for
things that would make their life easier and I stick it in.

> You are assuming there will be a future... and actually perpare
> for it??? That's so anathema to the way most companies are run...
> IMHO. YMMV.

I'll take that as a compliment.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 03:34:08 GMT
View Forum Message <> Reply to Message

In <kfre56$7g2$1@dont-email.me>, on 02/17/2013
at 03:29 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> I can't find my IBM PL/I reference just now - the generic one, not
> PL/I(F). There are some things in there that didn't make it into F,
> and SELECT may be one of them.

No, the people on the SHARE PL/1 project were quite aware of that
manual, and would have asked for SELECT rather THAN CASE had IBM
already adopted that nomenclature.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 03:48:28 GMT
View Forum Message <> Reply to Message

In <icppzytzzw.fsf@home.home>, on 02/17/2013
at 04:02 PM, Dan Espen <despen@verizon.net> said:

> GETMAIN more than you need so you can free some if you need it?

> I've heard it suggested. Never actually done.

It's been done for decades, and is still being done. One example of many, from z/OS Language Environment Programming Reference, SA22-7562-11:

usinit_size
Determines the initial allocation of the upward-growing stack storage. This value can be specified as n, nK, or nM bytes of storage. The actual amount of allocated storage is rounded up to the nearest multiple of 8 bytes.

usinit_size can be preceded by a minus sign. In environments other than CICS, if you specify a negative number Language Environment uses all available storage minus the amount specified for the initial stack storage.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 03:51:04 GMT
View Forum Message <> Reply to Message

In <bf83i8590att14lne7munu916l3odq617n@4ax.com>, on 02/17/2013
at 07:39 PM, Gene Wirchenko <genew@telus.net> said:

> You bait her

No; I sometimes disagree with her. I've been know to agree with her as well.

--

Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 03:53:23 GMT
View Forum Message <> Reply to Message

In <1457.831T581T12824102@kltpzyxm.invalid>, on 02/17/2013
  at 09:22 PM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:

> If you can make multiple passes quickly enough, who cares about
> single-pass compilation?

Wirth. I didn't like it then and still don't.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 03:57:04 GMT
View Forum Message <> Reply to Message

In <kftcph$bdf$1@dont-email.me>, on 02/18/2013
  at 09:12 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> It might not be useful to J. Random Luser, but it might be useful
> to someone.  In the old days, when there actually was software
> support you'd get an error displaying a lot of what, to you, was
> garbage. The error message action would read "contact your
> systems programmer."

It's reasonable for the error message itself to say "contact your
systems programmer". but when the documentation available to the
systems programmer says "contact your systems programmer" then it's
time to raise an issue with the vendor. BTDT,GTS.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 04:00:21 GMT
View Forum Message <> Reply to Message

In <proto-163115.12050418022013@news.panix.com>, on 02/18/2013
  at 12:05 PM, Walter Bushell <proto@panix.com> said:

> IIRC implicit came late to FORTRAN.

Implicit typing of variables or the statement to control the implicit
typing? The implicit typing of variables goes back to FORTRAN II, if
not earlier.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 04:02:36 GMT
View Forum Message <> Reply to Message

In <CD48107B.25FBA%yaldnif.w@blueyonder.co.uk>, on 02/18/2013
  at 05:08 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:

> Remember that Pascal was developed by a teacher with teaching in
> mind.

All the more reason to have sound language design, u,less it was meant
as a horrible example for instructional purposes.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 19 Feb 2013 04:09:31 GMT
View Forum Message <> Reply to Message

In <kfuciq$9gb$1@dont-email.me>, on 02/18/2013
at 05:14 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> Amazing!!! Do you mean that you were actually *organized*??? You
> are assuming there will be a future... and actually perpare for
> it??? That's so anathema to the way most companies are run...
> IMHO. YMMV.

The important question is whether he was disciplined for doing the
right thing without prior authorization.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 19 Feb 2013 06:03:13 GMT
View Forum Message <> Reply to Message

On Mon, 18 Feb 2013 19:23:00 -0500
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:

> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>
>> That's simple - the reason the construct exists (if it does in the
>> language you're using) is so that it can be used where it would
>> make things either clearer or more efficient.
>
> That is not the position that Dijkstra amd his followers took. Had he
> taken that position there wouldn't have been much of a controversy.

Sure, but it is the position language designers took. PHP is a language conceived well after Dijkstra wrote his piece and originally did not contain a goto - in 2009 goto was added to PHP 5.3.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Andrew Swallow on Tue, 19 Feb 2013 11:20:42 GMT
View Forum Message <> Reply to Message

On 19/02/2013 04:00, Shmuel (Seymour J.) Metz wrote:
> In <proto-163115.12050418022013@news.panix.com>, on 02/18/2013
> at 12:05 PM, Walter Bushell <proto@panix.com> said:
>
>> IIRC implicit came late to FORTRAN.
>
> Implicit typing of variables or the statement to control the implicit
> typing? The implicit typing of variables goes back to FORTRAN II, if
> not earlier.
>

The IMPLICIT statement was added to Fortran later. I used it to detect mistyped variable names by turning off automatic typing.

Andrew Swallow

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Tue, 19 Feb 2013 11:38:45 GMT
View Forum Message <> Reply to Message

On Thu, 14 Feb 2013 19:50:26 -0000, Gene Wirchenko <genew@telus.net> wrote:

> On Wed, 13 Feb 2013 10:19:00 -0500, Walter Bushell <proto@panix.com>
> wrote:
>
>> In article <kfbem9$j0p$1@dont-email.me>,
>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>
>>> On 2/11/2013 12:24 PM, Dan Espen wrote:
>>>>
>>>> Scientific Method finds bugs? I don't see how that's right either.

>
>>> I agree with Barb on this one. You formulate a hypothesis about what
>>> could be causing the problem, then you attempt to design an
>>> "experiment"
>>> to test the hypothesis. Repeat until the bug is found and fixed.
>>
>> And its usually something you know for sure that turns out not to be
>> the case.
>
> Oh, yes. I remember one debugging session where I tracked down a
> bug to one section of code where it had to be. It took a couple
> hours. Unfortunately, there was no way in that code for the bug to
> manifest.
>
> It turned out that somewhen in my testing, my test data had
> gotten munged somehow when I thought that it could not have been
> changed. With fresh test data, the program ran just fine.
>
> Since then, I restore my test data much more often.
>

I once spent a week staring at code. There was no error that I could find.
I got a lot of hassle as it was a production job that was run daily.
In despair I had the load module re-copied to Prod. The error had been in
the old code that I had already fixed!

> Sincerely,
>
> Gene Wirchenko

--
[dash dash space newline 4line sig]

Money/Life question

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 19 Feb 2013 14:02:11 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <icppzytzzw.fsf@home.home>, on 02/17/2013
> at 04:02 PM, Dan Espen <despen@verizon.net> said:
>
>> GETMAIN more than you need so you can free some if you need it?

>
>> I've heard it suggested.  Never actually done.
>
>  It's been done for decades, and is still being done. One example of
>  many, from z/OS Language Environment Programming Reference,
>  SA22-7562-11:
>
>    usinit_size
>        Determines the initial allocation of the upward-growing stack
>        storage.  This value can be specified as n, nK, or nM bytes of
>        storage. The actual amount of allocated storage is rounded up
>        to the nearest multiple of 8 bytes.

Not the same thing.  Where is the freeing when you need it part?

--
Dan Espen

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 19 Feb 2013 14:04:14 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
>  "Walter Bushell" <proto@panix.com> wrote in message
>  news:proto-537CDB.18234318022013@news.panix.com...
>>  In article <kfua1a$qr2$1@dont-email.me>,
>>  "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>>  You are talking about a "degraded operational mode" here.  Such a mode is
>>>  *very* important in embedded applications like spacecraft... where a
>>>  failure
>>>  of some memory system may reduce available memory to the computer.  If
>>>  the
>>>  computer can take *some* of the memory it needs and run in a slower,
>>>  degraded mode... then the spacecraft may be able to continue.  Otherwise,
>>>  you probably can "write it off".  :-)
>>
>>  What the Maytag repairman won't go to Mars?
>>
>
>  The Maytag repairman *might* be willing to go to Mars... but you could *not*
>  afford the milage charge that he would lay on you!!!  ;-)
>
>  The majority of folks posting in this thread... were ignoring the quite
>  sizeable computer segment of embedded applications.  There are extras needed
>  in embedded systems that those folks are *not* acknowledging.

Monitors also need to be able to run when everything turns to shit.

/BAH

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 19 Feb 2013 14:45:15 GMT
View Forum Message <> Reply to Message

In article <ic4nhavhhp.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>
>> In article <icwqucyuqy.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
>>> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>
>>>> On Wed, 13 Feb 2013 09:00:52 -0500
>>>> Dan Espen <despen@verizon.net> wrote:
>>>>
>>>> > blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>>> >
>>>> > > In article <m4jih8tcgqpd444dpfejpd67hl5ovep0ek@4ax.com>,
>>>> > > Gene Wirchenko <genew@telus.net> wrote:
>>>> > >> On 11 Feb 2013 12:34:00 GMT, blmblm@myrealbox.com
>>>> > >> <blmblm.myrealbox@gmail.com> wrote:

[ snip ]

>>>> > > Contrast this C fragment (untested):
>>>> > >
>>>> > >  t1 *p1 = malloc(sizeof *p);
>>>> > >  if (*p1 == NULL) goto error:
>>>> > >  /* use p1 */
>>>> > >
>>>> > >  t1 *p2 = malloc(sizeof *p);
>>>> > >  if (*p2 == NULL) goto error:
>>>> > >  /* use p2 */
>>>> > >
>>>> > >  /* lather, rinse, repeat */
>>>> > >
>>>> > >  /* branch around error handling? */
>>>> > >
>>>> > >  error: /* do something about error */
>>>> > >
>>>> > > with this Java fragment (also untested):
>>>> > >
>>>> > >  try {
>>>> > >  T1 p1 = new T1();
>>>> > >  /* use p1 */

```
>>>> > >
>>>> > >        T1 p2 = new T1();
>>>> > >        /* use p2 */
>>>> > >
>>>> > >        /* lather, rinse, repeat */
>>>> > >     }
>>>> > >     catch (OutOfMemoryError) {
>>>> > >        /* do something about error */
>>>> > >     }
>>>> >
>>>> > True enough but:
>>>> >
>>>> >  t1 *p1 = my_malloc(sizeof *p);
>>>> >  /* use p1 */
>>>> >
>>>> >  t1 *p2 = my_malloc(sizeof *p);
>>>> >  /* use p2 */
>>>> >
>>>> > int my_malloc(int amt)
>>>> > {
>>>> >     int rc;
>>>> >     rc = malloc(amt);
>>>> >     if (!rc) {
>>>> >       die horribly...
>>>> >     }
>>>> >     return(rc);
>>>> > }
>>>> >
>>>> > of course not tested.
>>>>
>>>>   The java version gives the choice of what to do about the problem,
>>>>  the C version does not.
>>>
>>>  Really?  I don't see it.
>>>  Anyway:
>>>
>>>    t1 *p1 = my_malloc(sizeof *p, DIE);
>>>    /* use p1 */
>>>
>>>    t1 *p2 = my_malloc(sizeof *p, DIE_SLOWLY);
>>>    /* use p2 */
>>>
>>>   int my_malloc(int amt, int how)
>>>   {
>>>       int rc;
>>>       rc = malloc(amt);
>>>       if (!rc) {
>>>         if (how == DIE) {
```

```
>>>          die horribly...
>>>        } else {
>>>          die slowly...
>>>        }
>>>      }
>>>      return(rc);
>>>   }
>>>
>>
```

>> The only choices here seem to be how to end the program, no? so
>> a caller doesn't have the option, as it would with an exception,
>> to catch it and, oh, maybe request a smaller amount of memory.
>
> I have no idea how you reached that conclusion.

Possibly the same way I too often reach conclusions -- by leaping to
them, erroneously. :-)?

> First off, if you are out of memory, you're out.
> You don't ask for 10K when 8K will do.

Others have addressed this point.

> But the code I posted is passing in a flag (DIE/DIE_SLOWLY).
> "my_malloc" is free to do whatever it wants when the malloc fails,
> and the caller is free to invent new actions to pass in to have
> the subroutine act on. So the caller is free to pass in "MALLOC_HALF_ON_FAIL"
> if that would somehow work for the caller.

Yes, but then you'd need to add code to my_malloc to deal with
that case, no? and Java rather pushes the idea that this is not
as extensible as just letting the caller decide what to do with
a failure, and therefore ungood ....

>> Putting all the choices in my_malloc, rather than allowing callers
>> to deal with exceptions as they think appropriate, seems kind of
>> counter to Java's notion of, hm, I'm not sure what word to use here,
>> polymorphism maybe, or extensibility. "Just sayin'", maybe, because
>> there are almost always tradeoffs, and sometimes the approach above
>> might well be best!
>
> Disagree completely.
> The caller can also pass in "ILL_HANDLE_IT".

Yes, I suppose that's an option (and one I didn't really think of).

> Try/Catch is just another way of handling a return code.

Well, yeah, kind of ....  I think one of the things I like about
try/catch is that if you want to do a sequence of things that
*can* (but probably won't) fail in different ways, you can write
something such as

```
try {
  op1();
  op2();
  ....
}
catch {
  /* report error and bail/recover */
}
```

rather than having to check return codes from each of op1, op2, etc.
That won't work in all situations but in some?

> C can also produce stack traces just like Java does by
> default with the appropriate signal handler or program logic.

Oh sure -- anything you can do in Java you can do in C, if you
work at it.  I would never claim that Java is the right tool for
all jobs, just that for some jobs it seems to me to be a lot easier
to use than straight C.  (And don't get me started on C++?)

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Stan Barr on Tue, 19 Feb 2013 16:12:12 GMT
View Forum Message <> Reply to Message

On Mon, 18 Feb 2013 20:08:00 -0500, Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 2/18/2013 6:52 PM, Charles Richmond wrote:
>>
>> The majority of folks posting in this thread... were ignoring the quite
>> sizeable computer segment of embedded applications.  There are extras
>> needed in embedded systems that those folks are *not* acknowledging.
>>
>
>
> I don't know about the rest of everybody, but I don't know half a much
> about embedded applications as I'd like.
>

I've done a bit in the past, and with radio being mostly computer

orientated these days I'm having a second look. It's most interesting, but I do have difficulty getting my head around some aspects of the PIC processors - old age strikes again :-(

Being an old Forther from way back I am intrigued by the GA144 chip - a 144-core Forth chip. But they only sell it in 10-packs and the evaluation board is $450 :-(

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 19 Feb 2013 16:38:42 GMT
View Forum Message <> Reply to Message

In article <5122f810$7$fuzhry+tra$mr2ice@news.patriot.net>, spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <kftcph$bdf$1@dont-email.me>, on 02/18/2013
> at 09:12 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> It might not be useful to J. Random Luser, but it might be useful
>> to someone. In the old days, when there actually was software
>> support you'd get an error displaying a lot of what, to you,
>> was garbage. The error message action would read "contact your
>> systems programmer."
>
> It's reasonable for the error message itself to say "contact your
> systems programmer". but when the documentation available to the
> systems programmer says "contact your systems programmer" then it's
> time to raise an issue with the vendor. BTDT,GTS.

It's the vendor's equivalent of the universal user complaint:
"It doesn't work!" And yes, it's a sign that something is
seriously wrong with said vendor.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 19 Feb 2013 16:39:27 GMT
View Forum Message <> Reply to Message

In article <5122f733$6$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <1457.831T581T12824102@kltpzyxm.invalid>, on 02/17/2013
> at 09:22 PM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:
>
>> If you can make multiple passes quickly enough, who cares about
>> single-pass compilation?
>
> Wirth. I didn't like it then and still don't.

I tell people that I've hated Wirth's languages for 40 years
and I see no reason to stop now.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Tue, 19 Feb 2013 16:44:49 GMT
View Forum Message <> Reply to Message

In article <5122fafb$10$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <kfuciq$9gb$1@dont-email.me>, on 02/18/2013
> at 05:14 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> Amazing!!! Do you mean that you were actually *organized*??? You
>> are assuming there will be a future... and actually perpare for
>> it??? That's so anathema to the way most companies are run...
>> IMHO. YMMV.
>
> The important question is whether he was disciplined for doing the
> right thing without prior authorization.

"No good deed goes unpunished."

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.

X  Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 19 Feb 2013 19:05:41 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kfuinq$6ah$2@dont-email.me...
>  On 2/18/2013 5:45 PM, Charles Richmond wrote:
>>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
>>  news:aocl7oFck3aU4@mid.individual.net...
>>>
>>>  [snip...]  [snip...] [snip...]
>>>
>>>  Or then there's the situation I once encountered, I think in the process
>>>  of writing a little throwaway program, which no matter what I did to the
>>>  source code didn't seem to do anything ....  Eventually I discovered
>>>  that
>>>  there was another executable with the same name in the (UNIX) search
>>>  path,
>>>  ahead of my throwaway program.  I still wonder what not-so-careful admin
>>>  type left an "a.out" in one of the system bin directories!
>>>
>>
>>  I've been bitten by this too.  If this is suspected, you can always run
>>  your program with:  "./prognam".  That insures that "prognam" will be
>>  run from your current directory.
>>
>
>  Actually don't most *nixes these days *not* include "." in the path by
>  default?  This is, I guess, a security feature.  If you want "./x" you
>  have to ask for it specifically.
>

Yes, "." does appear in the PATH environment variable.  But... it has been
my experience that "." does *not* usually appear *first*.  So if you compile
a program in your directory that is "vi.c" and the executable is "vi"...
when you run "vi", you'll get the first "vi" found down the PATH directory
list.  That will usually be in "/usr/bin" or some such.

And one of your initialization files can set the PATH variable however you
want it to be... for your login session or shell activation.

"vi" is easy to avoid using for your own programs.  But there are so many
Unix utilities and you may inadvertently name one of your programs with the
same name as one in "/usr/bin".

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 19 Feb 2013 19:09:04 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:852.833T2499T5245648@kltpzyxm.invalid...
> In article <5122fafb$10$fuzhry+tra$mr2ice@news.patriot.net>,
> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>
>> In <kfuciq$9gb$1@dont-email.me>, on 02/18/2013
>> at 05:14 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> Amazing!!! Do you mean that you were actually *organized*??? You
>>> are assuming there will be a future... and actually perpare for
>>> it??? That's so anathema to the way most companies are run...
>>> IMHO. YMMV.
>>
>> The important question is whether he was disciplined for doing the
>> right thing without prior authorization.
>
> "No good deed goes unpunished."
>

One of the Six Steps of a Project: Search for the guilty; punish the
innocent. Then promote the uninvolved.

I had a cow orker at a PPoE who used to joke that the most important thing
in any project was the placing of the blame.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Walter Banks on Tue, 19 Feb 2013 19:09:38 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:

> In article <5122f810$7$fuzhry+tra$mr2ice@news.patriot.net>,

> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>
>> In <kftcph$bdf$1@dont-email.me>, on 02/18/2013
>> at 09:12 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>
>>> It might not be useful to J. Random Luser, but it might be useful
>>> to someone. In the old days, when there actually was software
>>> support you'd get an error displaying a lot of what, to you,
>>> was garbage. The error message action would read "contact your
>>> systems programmer."
>>
>> It's reasonable for the error message itself to say "contact your
>> systems programmer". but when the documentation available to the
>> systems programmer says "contact your systems programmer" then it's
>> time to raise an issue with the vendor. BTDT,GTS.
>
> It's the vendor's equivalent of the universal user complaint:
> "It doesn't work!" And yes, it's a sign that something is
> seriously wrong with said vendor.
>

Thye curriculum for mind reading 101 has been a needing changes
for at least 40 years. Recursive calls for a systems programmer
will eventually result in fan driven excrement.

w..

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 19 Feb 2013 19:17:16 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
news:CD4878D8.26035%yaldnif.w@blueyonder.co.uk...
> On 18/02/2013 23:49, in article kfuelb$kot$1@dont-email.me, "Charles
> Richmond" <numerist@aquaporin4.com> wrote:
>
> [snip...] [snip...]
> [snip...]
>
>> The kids "take it all for granted" and refuse to acknowledge
>> the debts they have to the past. IMHO.
>
> 'Twas ever thus.
> You only really appreciate the past once you start to become a part of it.
> 8-)
>

I think you are right for the mass of people out there. But many of the folk who post on <a.f.c.> did *not* follow the path of the average kid IMHO. When I was a wee child, I believe I started to think about where things like TV's and refrigerators and cars came from... when I realized that mom and dad did *not* have TV when they were kids. I get the feeling that most posters here poked into things that the average person would leave alone.

It was a revelation when I discovered that "Silver Bells" and "Rudolph the Red-Nosed Reindeer" were *not* "traditional Christmas songs"... but were written in the 1940's or so.

ISTM that kids today often *intentionally* discount the contributions of the past... because they *want* to believe that everything worthwhile originated in their own lifetimes.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 19 Feb 2013 19:24:00 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kfuinq$6ah$2@dont-email.me...
>> On 2/18/2013 5:45 PM, Charles Richmond wrote:
>>> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
>>> news:aocl7oFck3aU4@mid.individual.net...
>>>>
>>>> [snip...] [snip...] [snip...]
>>>>
>>>> Or then there's the situation I once encountered, I think in the process
>>>> of writing a little throwaway program, which no matter what I did to the
>>>> source code didn't seem to do anything .... Eventually I
>>>> discovered that
>>>> there was another executable with the same name in the (UNIX) search
>>>> path,
>>>> ahead of my throwaway program. I still wonder what not-so-careful admin
>>>> type left an "a.out" in one of the system bin directories!
>>>>
>>>
>>> I've been bitten by this too. If this is suspected, you can always run
>>> your program with: "./prognam". That insures that "prognam" will be
>>> run from your current directory.
>>>

>>
>> Actually don't most *nixes these days *not* include "." in the path
>> by default? This is, I guess, a security feature. If you want
>> "./x" you have to ask for it specifically.
>>
>
> Yes, "." does appear in the PATH environment variable. But... it has
> been my experience that "." does *not* usually appear *first*. So if
> you compile a program in your directory that is "vi.c" and the
> executable is "vi"... when you run "vi", you'll get the first "vi"
> found down the PATH directory list. That will usually be in
> "/usr/bin" or some such.

Not in Fedora or Redhat. At least not in /etc/profile.

Any Unix (or Linux) doing that by default is not being paranoid enough,
even with "." at the very end.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 19 Feb 2013 19:29:33 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kfuis6$6ah$3@dont-email.me...
> On 2/18/2013 6:52 PM, Charles Richmond wrote:
>>
>> The majority of folks posting in this thread... were ignoring the quite
>> sizeable computer segment of embedded applications. There are extras
>> needed in embedded systems that those folks are *not* acknowledging.
>>
>
> I don't know about the rest of everybody, but I don't know half a much
> about embedded applications as I'd like.
>

ISTM that there are many times more computers embedded in devices like cars
and microwave ovens and toasters etc. etc. than there are computers in
banks and stores and such. And that's just because so darn many things have
a processor stuck in some way. The "modern" automobile has a dozen or more
processors in it. Most all of the consumer electronic devices have some
sort of processor embedded.

Also ISTM that many of the "tricks" of embedded software involve saving
memory, reducing chip count, getting some critical code to run within a

time-critical window, or making the embedded system more resiliant. Things like watchdog timers and re-trying failed memory or resource requests are needed, because AFAP the system has to be able to "take care of itself". And it's *not* just spacecrafts or deep sea submersibles that need this. If you have a pacemaker, you'd damn sure want it to work!!! And you might need your Automatic Braking System in the car to function.

Many embedded applications remind me of a poster I read that encouraged people to donate blood; it said:

"Blood is like a parachute: if you ever needed it and didn't have it... you'd probably never need it again."

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 19 Feb 2013 19:32:28 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...
> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>
>> That's simple - the reason the construct exists (if it does in the
>> language you're using) is so that it can be used where it would
>> make things either clearer or more efficient.
>
> That is not the position that Dijkstra amd his followers took. Had he
> taken that position there wouldn't have been much of a controversy.
>

Shmuel, of course you and I know how to use GOTO appropriately... but is it safe for the "unwashed masses"??? ;-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 19 Feb 2013 19:35:38 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kfui7r$5as$1@dont-email.me...
> On 2/18/2013 2:45 PM, Bill Findlay wrote:
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> 512Mb surely?
>
> Yes, I guess I dropped a couple of orders of magnitude. When I wrote 512K
> I was thinking about what 360 model might have that much memory. They
> probably didn't have 512MB of *disk*.
>

Hey, *we* did. In 1978, at the university, we had an IBM 370/155 with a
third-party disk that was 1.8 gigabytes!!! Of course, it was taller than a
US refrigerator and deeper. And ISTM that it spun at 3600 rpm.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Patrick Scheible on Tue, 19 Feb 2013 19:36:45 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

> In article <867gmbomit.fsf@chai.my.domain>,
> Patrick Scheible <kkt@zipcon.net> wrote:
>> Walter Bushell <proto@panix.com> writes:
>>
>>> In article <ans6pnFlh9aU2@mid.individual.net>,
>>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>>>
>>>> Just sayin', maybe. I'm not without my biases either. (Don't get
>>>> me started on languages without explicitly-typed variables.)
>>>
>>> Mine is languages that don't require declaring variable explicitly and
>>> throw exceptions only when they are referenced and found to be not
>>> set. Not throwing an exception for an unset variable (even if
>>> declared) is much worse, of course.
>>
>> The Icon Programming Language's philosophy of typing is that data has
>> types, variables don't. Any variable can contain any type of data, from
>> integers to large complex nested structures. If you try to do something
>> that doesn't apply to the type of data, you get a run time error.

>>
>> By default, you don't have to declare variables at all, it's just a
>> runtime error if you try to access them before setting them. That makes
>> short scripts quicker to write. However, you can set an option that
>> will give a warning at compile time if you use a variable that hasn't
>> been declared.
>
> This may be another "takes all kinds" thing, but .... :
>
> I've written a modest amount of code in some languages [*] in which
> variables don't have types, and what I find awkward is trying
> to write subprograms that behave "well" even when their inputs
> don't meet the intended specifications. There's a whole class
> of potential problems that, in a language in which variables have
> types, are caught at compile time rather than runtime (e.g., "is
> this input a numeric value?"), and I find it irritating to have to
> choose between putting in explicit code to check for these errors
> or accepting that if they occur the program will just crash.

I don't find that the typelessness of variables in Icon creates
particularly big problems, and I've been trying to think of why that is.
One reason is the implementation details of integer types are hidden,
small integers promote to larger integers or bignums as needed. (That
may mean a bug produces an out of memory runtime error rather than a
type conversion error, but at least tracing the program execution will
probably show a number growing much bigger than intended before it runs
out of memory.) Subscripts are range checked at runtime, so there's no
need to use a special type that's a subset of integers for index
variables.

As far as invalid input, in a language with typed variables yes, if the
programmer makes no special arrangement the program will bomb with an
invalid type conversion as soon as it's input. In Icon, the program
instead will bomb later, if the program tries to do arthmetic with it.
If the programer doesn't want it to bomb in Icon, she can force the type
conversion to happen in the same line as the input and it's a short
idiom to trap the input and type conversion in a loop until valid input
is received, for example:

```
procedure main()
   write( "How many widgets do you want?" )
   until widgetcount := 1 <= integer( read() ) do
 write( "Please input how many widgets you want." )
   write( "Taking your order for ", widgetcount, " widgets" )
end
```

Run:

How many widgets do you want?
foo
Please input how many widgets you want.
0
Please input how many widgets you want.
1
Taking your order for 1 widgets

Read() reads a line from the terminal, integer() attempts to convert the line to an integer. If the conversion fails, the assignment fails, and the "until" fails, so the program requests input again. The idea that operations can fail and produce no results without bombing out of the program creates great economy of expression compared to some languages.

Anyway, that's probably not a complete answer but maybe it's a start...

> [*] Perl, Python, Scheme, a very small amount of J ....
>
> I keep thinking that what this irritation means is that I just don't
> grok the language(s) in question, and that maybe someone who *does*
> could explain it to me. I don't know if you're willing and able to
> do that, or perhaps to point me to a reference that might, but -- ?

If you're interested in looking at the language, the standard introductory book is The Icon Programming Language, 3rd edition, by Griswold and Griswold, available online at

http://www.cs.arizona.edu/icon/lb3.htm

> I do get how it's pleasant not to have to declare variables: My
> first high-level language was FORTRAN, and one of the things I found
> irritating when I started learning other languages was having to
> explicitly declare all variables, including loop counters. I got
> over it eventually, perhaps by encountering languages that made it
> easier and less ugly than it is in pre-1999-standard C, and now to
> me the tradeoffs seem to very much favor explicit declarations.
>
> But then there's Scala, which I've been using a lot lately and
> mostly liking. In it, variables have to be declared and do have
> types, but often the compiler will "infer" the type rather than
> insisting that the programmer supply it. I'm still not sure about
> that -- in some ways it's kind of nice, but in other ways that
> compiler just seems, hm, "too smart for its own good" maybe --
> or too smart for the programmer's good. :-)?

-- Patrick

---

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Tue, 19 Feb 2013 19:39:26 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kfuinq$6ah$2@dont-email.me...
>> On 2/18/2013 5:45 PM, Charles Richmond wrote:
>>> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
>>> news:aocl7oFck3aU4@mid.individual.net...
>>>>
>>>> [snip...] [snip...] [snip...]
>>>>
>>>> Or then there's the situation I once encountered, I think in the process
>>>> of writing a little throwaway program, which no matter what I did to the
>>>> source code didn't seem to do anything .... Eventually I
>>>> discovered that
>>>> there was another executable with the same name in the (UNIX) search
>>>> path,
>>>> ahead of my throwaway program. I still wonder what not-so-careful admin
>>>> type left an "a.out" in one of the system bin directories!
>>>>
>>>
>>> I've been bitten by this too. If this is suspected, you can always run
>>> your program with: "./prognam". That insures that "prognam" will be
>>> run from your current directory.
>>>
>>
>> Actually don't most *nixes these days *not* include "." in the path
>> by default? This is, I guess, a security feature. If you want
>> "./x" you have to ask for it specifically.
>>
>
> Yes, "." does appear in the PATH environment variable. But... it has
> been my experience that "." does *not* usually appear *first*. So if
> you compile a program in your directory that is "vi.c" and the
> executable is "vi"... when you run "vi", you'll get the first "vi"
> found down the PATH directory list. That will usually be in
> "/usr/bin" or some such.

It may appear in PATH, but it frequently (I almost want to say
"normally") does not unless you've edited your .profile, due to the ease
of using it to break security -- the most obvious thing to so is put a
bogus 'ls' in your top-level directory, which is a shell script that
creates a SUID copy of the shell in one of your directories and then
executes the system /bin/ls command. This lets you execute a shell as
the hapless victim, giving you unlimited access to their directories
(this same exploit is the reason it's now possible -- and common -- to

mount filesystems containing use home directories 'nosuid').

If you've got . anywhere in your path, you *really* want it first.
Executing a program in your current directory except when there happens
to be a system command by the same name (which you may or may not have
ever heard of) is just a recipe for frustration.

> And one of your initialization files can set the PATH variable however
> you want it to be... for your login session or shell activation.
>
> "vi" is easy to avoid using for your own programs. But there are so
> many Unix utilities and you may inadvertently name one of your
> programs with the same name as one in "/usr/bin".
>
> --
>
> numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Walter Banks on Tue, 19 Feb 2013 20:09:14 GMT
View Forum Message <> Reply to Message

Bill Findlay wrote:

> On 18/02/2013 23:49, in article kfuelb$kot$1@dont-email.me, "Charles
> Richmond" <numerist@aquaporin4.com> wrote:
>
>> "Walter Banks" <walter@bytecraft.com> wrote in message
>> news:5122AB1C.60996207@bytecraft.com...
>
>>>
>>> This group may have the last people that actually understands
>>> how a whole computer hardware and software works.
>
> I think that should really be "how a whole computer hardware and software
> workED". I consider myself expert, but I could not possibly claim to
> understand everything about the hardware and software of this laptop.

When laptops couldn't be taken apart and put together without damaging
them they were past the black box point. Laptops are now a commodity item
incredibly inexpensive and delivered with maybe a 1000 man years
of software. Laptops are going the way of the mainframe now being
replaced with hand held touch screen computers and phones capable
of seamlessly interfacing to a handful of wireless networks simultaneously
storing a lifetimes work on a couple microSD cards.

It makes us humble

w..

Subject: Re: New HD
Posted by Walter Banks on Tue, 19 Feb 2013 20:11:30 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:

> Bill Findlay wrote:
>
>> On 18/02/2013 23:49, in article kfuelb$kot$1@dont-email.me, "Charles
>> Richmond" <numerist@aquaporin4.com> wrote:
>>
>>> "Walter Banks" <walter@bytecraft.com> wrote in message
>>> news:5122AB1C.60996207@bytecraft.com...
>>
>>>>
>>>> This group may have the last people that actually understands
>>>> how a whole computer hardware and software works.
>>
>> I think that should really be "how a whole computer hardware and software
>> workED". I consider myself expert, but I could not possibly claim to
>> understand everything about the hardware and software of this laptop.
>
> When laptops couldn't be taken apart and put together without damaging
> them they were past the black box point. Laptops are now a commodity item
> incredibly inexpensive and delivered with maybe a 1000 man years
> of software. Laptops are going the way of the mainframe now being
> replaced with hand held touch screen computers and phones capable
> of seamlessly interfacing to a handful of wireless networks simultaneously
> storing a lifetimes work on a couple microSD cards.
>
> It makes us humble
>

Even better the sd card can put itself on a network to save moving it from
computer to computer.

w..

Subject: Re: New HD
Posted by scott on Tue, 19 Feb 2013 20:38:04 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:
> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kfuinq$6ah$2@dont-email.me...
>> On 2/18/2013 5:45 PM, Charles Richmond wrote:
>>> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
>>> news:aocl7oFck3aU4@mid.individual.net...
>>>>
>>>> [snip...] [snip...] [snip...]
>>>>
>>>> Or then there's the situation I once encountered, I think in the process
>>>> of writing a little throwaway program, which no matter what I did to the
>>>> source code didn't seem to do anything .... Eventually I discovered
>>>> that
>>>> there was another executable with the same name in the (UNIX) search
>>>> path,
>>>> ahead of my throwaway program. I still wonder what not-so-careful admin
>>>> type left an "a.out" in one of the system bin directories!
>>>>
>>>
>>> I've been bitten by this too. If this is suspected, you can always run
>>> your program with: "./prognam". That insures that "prognam" will be
>>> run from your current directory.
>>>
>>
>> Actually don't most *nixes these days *not* include "." in the path by
>> default? This is, I guess, a security feature. If you want "./x" you
>> have to ask for it specifically.
>>
>
> Yes, "." does appear in the PATH environment variable.

Only if you put it there (e.g. in your .profile/.kshrc/.login/.cshrc et alia).

The default PATH variable content does not include an entry for '.' on any modern
linux distribution, nor did it on SVR4 Unix. Other unixen may vary.

> "vi" is easy to avoid using for your own programs. But there are so many
> Unix utilities and you may inadvertently name one of your programs with the
> same name as one in "/usr/bin".
>

'test' is one that programmers quickly find out doesn't make a good program name.

scott

---

## Subject: Re: New HD

Posted by hda on Tue, 19 Feb 2013 20:50:10 GMT
View Forum Message <> Reply to Message

On Tue, 19 Feb 2013 13:32:28 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
> message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...
>> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
>> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>>
>>> That's simple - the reason the construct exists (if it does in the
>>> language you're using) is so that it can be used where it would
>>> make things either clearer or more efficient.
>>
>> That is not the position that Dijkstra amd his followers took. Had he
>> taken that position there wouldn't have been much of a controversy.
>>
>
> Shmuel, of course you and I know how to use GOTO appropriately... but is it
> safe for the "unwashed masses"??? ;-)

Well..., some may consider it harmfull ;-)

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 19 Feb 2013 22:08:59 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5123DBEA.B301F655@bytecraft.com...
>
>
> Bill Findlay wrote:
>
>> On 18/02/2013 23:49, in article kfuelb$kot$1@dont-email.me, "Charles
>> Richmond" <numerist@aquaporin4.com> wrote:
>>
>>> "Walter Banks" <walter@bytecraft.com> wrote in message
>>> news:5122AB1C.60996207@bytecraft.com...
>>
>>>>
>>>> This group may have the last people that actually understands
>>>> how a whole computer hardware and software works.
>>
>> I think that should really be "how a whole computer hardware and software
>> workED". I consider myself expert, but I could not possibly claim to
>> understand everything about the hardware and software of this laptop.

>
> When laptops couldn't be taken apart and put together without damaging
> them they were past the black box point. Laptops are now a commodity item
> incredibly inexpensive and delivered with maybe a 1000 man years
> of software. Laptops are going the way of the mainframe now

Nope.

> being replaced with hand held touch screen computers and phones

Nope, those are being ADDED to desktops and laptops.

> capable of seamlessly interfacing to a handful of wireless networks
> simultaneously storing a lifetimes work on a couple microSD cards.

> It makes us humble

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 19 Feb 2013 23:29:01 GMT
View Forum Message <> Reply to Message

"Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
news:1bk3q4aya9.fsf@snowball.wb.pfeifferfamily.net...
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>
>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>> news:kfuinq$6ah$2@dont-email.me...
>>> On 2/18/2013 5:45 PM, Charles Richmond wrote:
>>>> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
>>>> news:aocl7oFck3aU4@mid.individual.net...
>>>> >
>>>> > [snip...] [snip...] [snip...]
>>>> >
>>>> > Or then there's the situation I once encountered, I think in the
>>>> > process
>>>> > of writing a little throwaway program, which no matter what I did to
>>>> > the
>>>> > source code didn't seem to do anything .... Eventually I
>>>> > discovered that
>>>> > there was another executable with the same name in the (UNIX) search
>>>> > path,
>>>> > ahead of my throwaway program. I still wonder what not-so-careful
>>>> > admin
>>>> > type left an "a.out" in one of the system bin directories!
>>>> >
>>>>
>>>> I've been bitten by this too. If this is suspected, you can always run

>>>>  your program with:  "./prognam".  That insures that "prognam" will be
>>>>  run from your current directory.
>>>>
>>>
>>>  Actually don't most *nixes these days *not* include "." in the path
>>>  by default?  This is, I guess, a security feature.  If you want
>>>  "./x" you have to ask for it specifically.
>>>
>>
>>  Yes, "." does appear in the PATH environment variable.  But... it has
>>  been my experience that "." does *not* usually appear *first*.  So if
>>  you compile a program in your directory that is "vi.c" and the
>>  executable is "vi"... when you run "vi", you'll get the first "vi"
>>  found down the PATH directory list.  That will usually be in
>>  "/usr/bin" or some such.
>
>  It may appear in PATH, but it frequently (I almost want to say
>  "normally") does not unless you've edited your .profile, due to the ease
>  of using it to break security -- the most obvious thing to so is put a
>  bogus 'ls' in your top-level directory, which is a shell script that
>  creates a SUID copy of the shell in one of your directories and then
>  executes the system /bin/ls command.  This lets you execute a shell as
>  the hapless victim, giving you unlimited access to their directories
>  (this same exploit is the reason it's now possible -- and common -- to
>  mount filesystems containing use home directories 'nosuid').
>
>  If you've got . anywhere in your path, you *really* want it first.
>  Executing a program in your current directory except when there happens
>  to be a system command by the same name (which you may or may not have
>  ever heard of) is just a recipe for frustration.
>

Okay, I lied.  "." is *first* in my PATH variable.  But somehow, when I
compile a program in my local directory named "type.c" to get an executable
named "type"... I *still* get the "type" in "/usr/bin" when I run it.  I am
at a loss to explain that...  Running the program as "./type" will of course
get the local "type" program.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 19 Feb 2013 23:37:44 GMT
View Forum Message <> Reply to Message

On 19/02/2013 19:32, in article kg0jun$4v9$1@dont-email.me, "Charles

Richmond" <numerist@aquaporin4.com> wrote:

> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
> message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...
>> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
>> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>>
>>> That's simple - the reason the construct exists (if it does in the
>>> language you're using) is so that it can be used where it would
>>> make things either clearer or more efficient.
>>
>> That is not the position that Dijkstra amd his followers took. Had he
>> taken that position there wouldn't have been much of a controversy.
>>
>
> Shmuel, of course you and I know how to use GOTO appropriately... but is it
> safe for the "unwashed masses"??? ;-)

There has been a lot of sniping at structured programming here on a.f.c.,, much of it unfair in my view, so let me give you my experience.

In the late 60s and early 70s I had the opportunity to observe (firstly as a student, then as a tutor) how few of the participants in programming courses succeeded in gettong their assignments to work /properly/. I guess it was about 10%-15%.

After 4 years of teaching such a 'traditional' course with flowcharting followed by coding, I was instrumental in changing it to structured programming. We did not forbid the use of GOTO, we just did not mention it until late in the course..

Instead we focussed on the (informal) logic of state changes induced by the different kinds of structured statements, and on the incremental development of the program text by stepwise refinement, with desk-checking of the logic at each level of refinement. We gave strong incentives for this to be done by requiring the development log and test plan to be submitted a week before the end of the assignment, and by allocating 50% of the credit for the exercise to those components.

The result? We went, in one year, from 80%-90% of students not completing their assignments, to only 10% failing to do so; and they maintained that progress through subsequent years.

In short, thanks to SP and the attitudes we inculcated around it, they went from failing to learn how to code to succeeding in learning how to program.

AS for my own practice, it has followed that line pretty much, about 4 years ahead of my students. When I write code now, I expect it to work once the

typos and other blunders are removed.  That was never the case before SP, and I have Dijkstra, Hoare and Wirth to thank for that.

It is true that more pedestrian minds than theirs turned a strong methodological recommendation into a dogma, and that in later years the SP trinity became rather unhelpfully dogmatic themselves.  None of that takes away from their acheivement in making us think more deeply about what the relationship shoud be between the static text of a program and the dynamic unfolding of its execution.

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 19 Feb 2013 23:50:04 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5123DBEA.B301F655@bytecraft.com...
>
>  [snip...]  [snip...]
>  [snip...]
>
>  When laptops couldn't be taken apart and put together without damaging
>  them they were past the black box point. Laptops are now a commodity item
>  incredibly inexpensive and delivered with maybe a 1000 man years
>  of software. Laptops are going the way of the mainframe now being
>  replaced with hand held touch screen computers and phones capable
>  of seamlessly interfacing to a handful of wireless networks simultaneously
>  storing a lifetimes work on a couple microSD cards.
>
>  It makes us humble
>

It makes me *angry*!!!  :-)  It trivializes most everything that I value.
It is mocking me by lowering the value of things I spent decades learning.

It's analagous in some ways to the inflation of money.  The dollar I have used to be able to buy burgers for two people.  Now I can't even get a burger for myself with the same dollar.  And I'm supposed to be humble and glad for that!??? I don't think so!!!

So yes, in this sense, progress makes me angry... but it's *not* just the progress.  It's the trivial use that such riches are wasted on.  I guess if one in a hundred thousand people put the technology to *good* use creating

new and useful things in the world... or find answers to serious problems
like disease and food shortages... then it does mitigate things somewhat.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 20 Feb 2013 00:21:35 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
> news:1bk3q4aya9.fsf@snowball.wb.pfeifferfamily.net...
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>>> news:kfuinq$6ah$2@dont-email.me...
>>>> On 2/18/2013 5:45 PM, Charles Richmond wrote:
>>>> > "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
>>>> > news:aocl7oFck3aU4@mid.individual.net...
>>>> >>
>>>> >> [snip...] [snip...] [snip...]
>>>> >>
>>>> >> Or then there's the situation I once encountered, I think in the
>>>> >> process
>>>> >> of writing a little throwaway program, which no matter what I
>>>> >> did to the
>>>> >> source code didn't seem to do anything .... Eventually I
>>>> >> discovered that
>>>> >> there was another executable with the same name in the (UNIX) search
>>>> >> path,
>>>> >> ahead of my throwaway program. I still wonder what
>>>> >> not-so-careful admin
>>>> >> type left an "a.out" in one of the system bin directories!
>>>> >>
>>>> >
>>>> > I've been bitten by this too. If this is suspected, you can always run
>>>> > your program with: "./prognam". That insures that "prognam" will be
>>>> > run from your current directory.
>>>> >
>>>>
>>>> Actually don't most *nixes these days *not* include "." in the path
>>>> by default? This is, I guess, a security feature. If you want
>>>> "./x" you have to ask for it specifically.
>>>>

>>>
>>> Yes, "." does appear in the PATH environment variable. But... it has
>>> been my experience that "." does *not* usually appear *first*. So if
>>> you compile a program in your directory that is "vi.c" and the
>>> executable is "vi"... when you run "vi", you'll get the first "vi"
>>> found down the PATH directory list. That will usually be in
>>> "/usr/bin" or some such.
>>
>> It may appear in PATH, but it frequently (I almost want to say
>> "normally") does not unless you've edited your .profile, due to the ease
>> of using it to break security -- the most obvious thing to so is put a
>> bogus 'ls' in your top-level directory, which is a shell script that
>> creates a SUID copy of the shell in one of your directories and then
>> executes the system /bin/ls command. This lets you execute a shell as
>> the hapless victim, giving you unlimited access to their directories
>> (this same exploit is the reason it's now possible -- and common -- to
>> mount filesystems containing use home directories 'nosuid').
>>
>> If you've got . anywhere in your path, you *really* want it first.
>> Executing a program in your current directory except when there happens
>> to be a system command by the same name (which you may or may not have
>> ever heard of) is just a recipe for frustration.
>>
>
> Okay, I lied. "." is *first* in my PATH variable. But somehow, when
> I compile a program in my local directory named "type.c" to get an
> executable named "type"... I *still* get the "type" in "/usr/bin" when
> I run it. I am at a loss to explain that... Running the program as
> "./type" will of course get the local "type" program.

There's no /usr/bin/type on my system, it's a shell builtin.

You're better off with no '.' anywhere in your path.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 20 Feb 2013 00:54:09 GMT
View Forum Message <> Reply to Message

In article <kg0jp8$3ml$1@dont-email.me>,
"Charles Richmond" <numerist@aquaporin4.com> wrote:

> If
> you have a pacemaker, you'd damn sure want it to work!!!

You heard about the guy who had the first Windows pacemaker?

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 20 Feb 2013 00:56:55 GMT
View Forum Message <> Reply to Message

In article <5122f8d5$8$fuzhry+tra$mr2ice@news.patriot.net>,
 Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid>
 wrote:

> In <proto-163115.12050418022013@news.panix.com>, on 02/18/2013
>  at 12:05 PM, Walter Bushell <proto@panix.com> said:
>
>> IIRC implicit came late to FORTRAN.
>
> Implicit typing of variables or the statement to control the implicit
> typing? The implicit typing of variables goes back to FORTRAN II, if
> not earlier.

I meant explicit typing. Implicit typing was there from the getgo.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 20 Feb 2013 01:06:11 GMT
View Forum Message <> Reply to Message

In article <kg0j28$v1r$1@dont-email.me>,
 "Charles Richmond" <numerist@aquaporin4.com> wrote:

>
> It was a revelation when I discovered that "Silver Bells" and "Rudolph the
> Red-Nosed Reindeer" were *not* "traditional Christmas songs"... but were
> written in the 1940's or so.

I was started to learn that the Hokey Pokey was recent when the guy
who wrote it died. The perfect existentialist dance.
< http://www.smbc-comics.com/index.php?db=comics&id=2883#c omic>

That's what it's all about.

It's traditional 'cause I learnt it in grade school.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 20 Feb 2013 01:06:33 GMT
View Forum Message <> Reply to Message

In article <kg0jun$4v9$1@dont-email.me>,
 "Charles Richmond" <numerist@aquaporin4.com> wrote:

> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
> message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...
>> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
>> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>>
>>> That's simple - the reason the construct exists (if it does in the
>>> language you're using) is so that it can be used where it would
>>> make things either clearer or more efficient.
>>
>> That is not the position that Dijkstra amd his followers took. Had he
>> taken that position there wouldn't have been much of a controversy.
>>
>
> Shmuel, of course you and I know how to use GOTO appropriately... but is it
> safe for the "unwashed masses"??? ;-)
>
> --
>
> numerist at aquaporin4 dot com

Give'em a bath.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Banks on Wed, 20 Feb 2013 01:30:02 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:

> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:5123DBEA.B301F655@bytecraft.com...

>>
>>  [snip...]  [snip...]
>> [snip...]
>>
>> When laptops couldn't be taken apart and put together without damaging
>> them they were past the black box point. Laptops are now a commodity item
>> incredibly inexpensive and delivered with maybe a 1000 man years
>> of software. Laptops are going the way of the mainframe now being
>> replaced with hand held touch screen computers and phones capable
>> of seamlessly interfacing to a handful of wireless networks simultaneously
>> storing a lifetimes work on a couple microSD cards.
>>
>> It makes us humble
>>
>
> It makes me *angry*!!!  :-)  It trivializes most everything that I value.
> It is mocking me by lowering the value of things I spent decades learning.
>
> It's analagous in some ways to the inflation of money.  The dollar I have
> used to be able to buy burgers for two people.  Now I can't even get a
> burger for myself with the same dollar.  And I'm supposed to be humble and
> glad for that!??? I don't think so!!!
>
> So yes, in this sense, progress makes me angry... but it's *not* just the
> progress.  It's the trivial use that such riches are wasted on.  I guess if
> one in a hundred thousand people put the technology to *good* use creating
> new and useful things in the world... or find answers to serious problems
> like disease and food shortages... then it does mitigate things somewhat.

I saw a short of Jay Leno a couple years ago finding an old rare car multiple cylinders each with it own carburetor. He commented on the service time to set up the fuel system on the engine. It was hours most of a day, his quip was remember in the old days technology was expensive and labor was cheap. I was working on some automotive engine controller software at the time that was continuously optimizing the engine fuel settings. Adjusting mixture every 4 microseconds and sensing and burning off cylinder wall carbon deposits.

Times have changed, a few years ago I drove a 56 T-bird from Boston to Toronto, it stopped at every other gas station on the NY interstate, the combination of 10 miles per Gallon and a 12 Gal tank. What is the gas mileage on a 1200 pound car these days.

Computers have come a long ways since we used them as over grown slide rules and automated accounting machines. In the 70's we did magic because we could do it at all, now grandpa's pictures of his grandchildren are changing on his living room wall as soon

as they are taken half a world away. Our emotions are saying wasted cycles and cycles are now not as rare as they once were.

It is a real eye-opener talking to the next generation of technology innovators we paved the road with hard learned insights and they will never have the joy of discovering new original ideas every few weeks. I wouldn't trade that for the next technology cycle and I would go back to doing the way we did in the 70's

w..

---

Subject: Re: New HD
Posted by oscar on Wed, 20 Feb 2013 02:06:49 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote in message news:kg131o$33t$1@dont-email.me...
> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:5123DBEA.B301F655@bytecraft.com...
>>
>> [snip...] [snip...] [snip...]
>>
>> When laptops couldn't be taken apart and put together without damaging
>> them they were past the black box point. Laptops are now a commodity item
>> incredibly inexpensive and delivered with maybe a 1000 man years
>> of software. Laptops are going the way of the mainframe now being
>> replaced with hand held touch screen computers and phones capable
>> of seamlessly interfacing to a handful of wireless networks
>> simultaneously
>> storing a lifetimes work on a couple microSD cards.
>>
>> It makes us humble
>>
>
> It makes me *angry*!!! :-) It trivializes most everything that I
> value. It is mocking me by lowering the value of things I spent decades
> learning.
>
> It's analagous in some ways to the inflation of money. The dollar I have
> used to be able to buy burgers for two people. Now I can't even get a
> burger for myself with the same dollar. And I'm supposed to be humble and
> glad for that!??? I don't think so!!!

> So yes, in this sense, progress makes me angry... but it's *not* just the
> progress. It's the trivial use that such riches are wasted on.

Depends on what you call trivial.

I used to feel that way about facebook for example.

Then I was told about a local buy sell swap group on it that turns
out to be very useful indeed and have just this morning watched
one hell of a dumping on one of the local repairers of laptops etc
that will ensure that plenty don't get ripped off by him and will
use someone else local when the shit hits the fan with their laptop.

Leaves the previous approach with poster boards in a couple of
supermarkets and malls for dead.

> I guess if one in a hundred thousand people put the technology to *good*
> use creating new and useful things in the world...

And that's what we see.

> or find answers to serious problems like disease and food shortages...

And that in spades.

> then it does mitigate things somewhat.

Hell of a lot more than somewhat in fact.

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 20 Feb 2013 02:12:40 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5124271A.C60C6130@bytecraft.com...
>
>
> Charles Richmond wrote:
>
>> "Walter Banks" <walter@bytecraft.com> wrote in message
>> news:5123DBEA.B301F655@bytecraft.com...
>>>
>>> [snip...] [snip...]
>>> [snip...]
>>>
>>> When laptops couldn't be taken apart and put together without damaging
>>> them they were past the black box point. Laptops are now a commodity
>>> item
>>> incredibly inexpensive and delivered with maybe a 1000 man years
>>> of software. Laptops are going the way of the mainframe now being
>>> replaced with hand held touch screen computers and phones capable

>>> of seamlessly interfacing to a handful of wireless networks
>>> simultaneously
>>> storing a lifetimes work on a couple microSD cards.
>>>
>>> It makes us humble
>>>
>>
>> It makes me *angry*!!! :-) It trivializes most everything that I
>> value.
>> It is mocking me by lowering the value of things I spent decades
>> learning.
>>
>> It's analagous in some ways to the inflation of money. The dollar I have
>> used to be able to buy burgers for two people. Now I can't even get a
>> burger for myself with the same dollar. And I'm supposed to be humble
>> and
>> glad for that!??? I don't think so!!!
>>
>> So yes, in this sense, progress makes me angry... but it's *not* just the
>> progress. It's the trivial use that such riches are wasted on. I guess
>> if
>> one in a hundred thousand people put the technology to *good* use
>> creating
>> new and useful things in the world... or find answers to serious problems
>> like disease and food shortages... then it does mitigate things somewhat.
>
> I saw a short of Jay Leno a couple years ago finding an old rare car
> multiple cylinders each with it own carburetor. He commented on the
> service time to set up the fuel system on the engine. It was hours most
> of a day, his quip was remember in the old days technology was
> expensive and labor was cheap. I was working on some automotive
> engine controller software at the time that was continuously optimizing
> the engine fuel settings. Adjusting mixture every 4 microseconds and
> sensing and burning off cylinder wall carbon deposits.
>
> Times have changed, a few years ago I drove a 56 T-bird from
> Boston to Toronto, it stopped at every other gas station on the
> NY interstate, the combination of 10 miles per Gallon and a
> 12 Gal tank. What is the gas mileage on a 1200 pound car these
> days.
>
> Computers have come a long ways since we used them as over
> grown slide rules and automated accounting machines. In the 70's
> we did magic because we could do it at all, now grandpa's pictures
> of his grandchildren are changing on his living room wall as soon
> as they are taken half a world away. Our emotions are saying wasted
> cycles and cycles are now not as rare as they once were.

> It is a real eye-opener talking to the next generation of technology
> innovators we paved the road with hard learned insights and they will
> never have the joy of discovering new original ideas every few weeks.

Dunno, we have seen something like that with
apps for the iphone and android phones.

> I wouldn't trade that for the next technology cycle and
> I would go back to doing the way we did in the 70's

Presumably you meant you wouldn't voluntarily
go back to the way we did it in the 70s. Me neither.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 20 Feb 2013 02:20:41 GMT
View Forum Message <> Reply to Message

In article <5123CDF2.217E37A6@bytecraft.com>, walter@bytecraft.com
(Walter Banks) writes:

> Charlie Gibbs wrote:
>
>> In article <5122f810$7$fuzhry+tra$mr2ice@news.patriot.net>,
>> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>> In <kftcph$bdf$1@dont-email.me>, on 02/18/2013
>>> at 09:12 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>
>>>> It might not be useful to J. Random Luser, but it might be useful
>>>> to someone. In the old days, when there actually was software
>>>> support you'd get an error displaying a lot of what, to you,
>>>> was garbage. The error message action would read "contact your
>>>> systems programmer."
>>>
>>> It's reasonable for the error message itself to say "contact your
>>> systems programmer". but when the documentation available to the
>>> systems programmer says "contact your systems programmer" then it's
>>> time to raise an issue with the vendor. BTDT,GTS.
>>
>> It's the vendor's equivalent of the universal user complaint:
>> "It doesn't work!" And yes, it's a sign that something is
>> seriously wrong with said vendor.
>
> Thye curriculum for mind reading 101 has been a needing changes
> for at least 40 years.

That's about how long I've been longing for the ability to read minds.

> Recursive calls for a systems programmer
> will eventually result in fan driven excrement.

I like that one. Cue the shot from "Airplane"...

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 20 Feb 2013 02:22:13 GMT
View Forum Message <> Reply to Message

In article <kg0iir$s4k$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:852.833T2499T5245648@kltpzyxm.invalid...
>
>> In article <5122fafb$10$fuzhry+tra$mr2ice@news.patriot.net>,
>> spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>> In <kfuciq$9gb$1@dont-email.me>, on 02/18/2013
>>> at 05:14 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> Amazing!!! Do you mean that you were actually *organized*??? You
>>>> are assuming there will be a future... and actually perpare for
>>>> it??? That's so anathema to the way most companies are run...
>>>> IMHO. YMMV.
>>>
>>> The important question is whether he was disciplined for doing the
>>> right thing without prior authorization.
>>
>> "No good deed goes unpunished."
>
> One of the Six Steps of a Project: Search for the guilty; punish the
> innocent. Then promote the uninvolved.

Is that the one where the auditors go through the remains to
bayonet the survivors?

> I had a cow orker at a PPoE who used to joke that the most important
> thing in any project was the placing of the blame.

"It matters not if you win or lose, it's how you place the blame."

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 20 Feb 2013 02:36:05 GMT
View Forum Message <> Reply to Message

In article <proto-5DDD87.20061119022013@news.panix.com>, proto@panix.com
(Walter Bushell) writes:

> In article <kg0j28$v1r$1@dont-email.me>,
> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>> It was a revelation when I discovered that "Silver Bells" and
>> "Rudolph the Red-Nosed Reindeer" were *not* "traditional Christmas
>> songs"... but were written in the 1940's or so.

Our "new" Christmas decorations are the ones I remember us getting
as a kid, i.e. they're only 50 years old.

> I was started to learn that the Hokey Pokey was recent when the guy
> who wrote it died. The perfect existentialist dance.
> < http://www.smbc-comics.com/index.php?db=comics&id=2883#c omic>
>
> That's what it's all about.
>
> It's traditional 'cause I learnt it in grade school.

Seen on a bumper sticker:

   What if the Hokey Pokey _is_ what it's all about?

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 20 Feb 2013 02:39:15 GMT

View Forum Message <> Reply to Message

In article <proto-599330.19540919022013@news.panix.com>, proto@panix.com
(Walter Bushell) writes:

> In article <kg0jp8$3ml$1@dont-email.me>,
> "Charles Richmond" <numerist@aquaporin4.com> wrote:

>> If you have a pacemaker, you'd damn sure want it to work!!!
>
> You heard about the guy who had the first Windows pacemaker?

Gives a whole new meaning to "blue screen of death".

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Andrew Swallow on Wed, 20 Feb 2013 08:31:22 GMT
View Forum Message <> Reply to Message

On 20/02/2013 00:54, Walter Bushell wrote:
> In article <kg0jp8$3ml$1@dont-email.me>,
> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>> If
>> you have a pacemaker, you'd damn sure want it to work!!!
>
> You heard about the guy who had the first Windows pacemaker?
>

He had the blue face of death. ;)

Andrew Swallow

---

Subject: Re: New HD
Posted by kenney on Wed, 20 Feb 2013 10:35:06 GMT
View Forum Message <> Reply to Message

In article <kfu78l$alf$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) wrote:

> I think the

> multiple passes were to allow a computer with a fairly *small* memory
> to still compile complex programs.

With some systems especially early micros there was not enough memory to hold the source compiler and object code. The assembler for the Video Genie wrote the output direct to (cassette) tape. Off course that was intended to work in 16K of memory. IIRC most if not all CPM compilers had to use overlays or a separate editor.

Ken Young

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 20 Feb 2013 12:43:04 GMT
View Forum Message <> Reply to Message

On 2/19/2013 3:09 PM, Walter Banks wrote:
> Laptops are going the way of the mainframe now being
> replaced with hand held touch screen computers and phones capable
> of seamlessly interfacing to a handful of wireless networks simultaneously
> storing a lifetimes work on a couple microSD cards.
>

Have you tried to do much serious web browsing on an iPhone? My wife keeps trying and it drives her crazy. My iPad is much better - that's why I wanted an "i" instead of an android with a 7" screen. (Samsung was about the same price as an iPad, why buy the copy when you can get the original?) For serious browsing or reading PDFs the computer is a much better choice. If all I want to do is read news headlines and update Facebook the iPad is great.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 20 Feb 2013 12:48:32 GMT
View Forum Message <> Reply to Message

On 2/19/2013 7:54 PM, Walter Bushell wrote:
> In article <kg0jp8$3ml$1@dont-email.me>,
> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>> If
>> you have a pacemaker, you'd damn sure want it to work!!!
>

>  You heard about the guy who had the first Windows pacemaker?
>

Gives nwe meaning to BSOD.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 20 Feb 2013 12:54:51 GMT
View Forum Message <> Reply to Message

On 2/19/2013 9:20 PM, Charlie Gibbs wrote:
>  In article <5123CDF2.217E37A6@bytecraft.com>, walter@bytecraft.com
>  (Walter Banks) writes:
>>
>>  Thye curriculum for mind reading 101 has been a needing changes
>>  for at least 40 years.
>
>  That's about how long I've been longing for the ability to read minds.
>

I wouldn't want to.  It would be great for poker or the stock market,
but I'd rather take Mother Teresa or the Dahli Lama by the persona they
present on the outside than know every little ego twitch on the inside.

--
Pete

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 20 Feb 2013 14:04:24 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>  news:852.833T2499T5245648@kltpzyxm.invalid...
>>  In article <5122fafb$10$fuzhry+tra$mr2ice@news.patriot.net>,
>>  spamtrap@library.lspace.org.invalid (Seymour J.) writes:
>>
>>>  In <kfuciq$9gb$1@dont-email.me>, on 02/18/2013
>>>  at 05:14 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>>  Amazing!!!  Do you mean that you were actually *organized*???  You
>>>>  are  assuming there will be a future... and actually perpare for

>>>> it??? That's so anathema to the way most companies are run...
>>>> IMHO. YMMV.
>>>
>>> The important question is whether he was disciplined for doing the
>>> right thing without prior authorization.
>>
>> "No good deed goes unpunished."
>>
>
> One of the Six Steps of a Project: Search for the guilty; punish the
> innocent. Then promote the uninvolved.
>
> I had a cow orker at a PPoE who used to joke that the most important thing
> in any project was the placing of the blame.

Whenever a project got to that stage (the only activity was finger-pointing),
the powers-that-be would put JMF in charge of the project. When he had
his first meeting, all bullshit stopped when he walked into the room. when
the participants walked out, they each had an assignment with a time stamp
of when that assignment would be done.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 20 Feb 2013 14:04:25 GMT
View Forum Message <> Reply to Message

Walter Bushell wrote:
> In article <kg0jun$4v9$1@dont-email.me>,
> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
>>> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>>>
>>>> That's simple - the reason the construct exists (if it does in the
>>>> language you're using) is so that it can be used where it would
>>>> make things either clearer or more efficient.
>>>
>>> That is not the position that Dijkstra amd his followers took. Had he
>>> taken that position there wouldn't have been much of a controversy.
>>>
>>
>> Shmuel, of course you and I know how to use GOTO appropriately... but is it
>> safe for the "unwashed masses"??? ;-)
>>

>> --
>>
>> numerist at aquaporin4 dot com
>
> Give'em a bath.
>
Or a buss. those require gotos, too.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 20 Feb 2013 14:04:28 GMT
View Forum Message <> Reply to Message

Bill Findlay wrote:
> On 19/02/2013 19:32, in article kg0jun$4v9$1@dont-email.me, "Charles
> Richmond" <numerist@aquaporin4.com> wrote:
>
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
>>> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>>>
>>>> That's simple - the reason the construct exists (if it does in the
>>>> language you're using) is so that it can be used where it would
>>>> make things either clearer or more efficient.
>>>
>>> That is not the position that Dijkstra amd his followers took. Had he
>>> taken that position there wouldn't have been much of a controversy.
>>>
>>
>> Shmuel, of course you and I know how to use GOTO appropriately... but is it
>> safe for the "unwashed masses"??? ;-)
>
> There has been a lot of sniping at structured programming here on a.f.c.,,
> much of it unfair in my view, so let me give you my experience.
>
> In the late 60s and early 70s I had the opportunity to observe (firstly as a
> student, then as a tutor) how few of the participants in programming courses
> succeeded in gettong their assignments to work /properly/. I guess it was
> about 10%-15%.
>
> After 4 years of teaching such a 'traditional' course with flowcharting
> followed by coding, I was instrumental in changing it to structured
> programming. We did not forbid the use of GOTO, we just did not mention it
> until late in the course..
>

> Instead we focussed on the (informal) logic of state changes induced by the
> different kinds of structured statements, and on the incremental development
> of the program text by stepwise refinement, with desk-checking of the logic
> at each level of refinement. We gave strong incentives for this to be done
> by requiring the development log and test plan to be submitted a week before
> the end of the assignment, and by allocating 50% of the credit for the
> exercise to those components.
>
> The result? We went, in one year, from 80%-90% of students not completing
> their assignments, to only 10% failing to do so; and they maintained that
> progress through subsequent years.
>
> In short, thanks to SP and the attitudes we inculcated around it, they went
> from failing to learn how to code to succeeding in learning how to program.
>
> AS for my own practice, it has followed that line pretty much, about 4 years
> ahead of my students. When I write code now, I expect it to work once the
> typos and other blunders are removed. That was never the case before SP,
> and I have Dijkstra, Hoare and Wirth to thank for that.
>
> It is true that more pedestrian minds than theirs turned a strong
> methodological recommendation into a dogma, and that in later years the SP
> trinity became rather unhelpfully dogmatic themselves. None of that takes
> away from their acheivement in making us think more deeply about what the
> relationship shoud be between the static text of a program and the dynamic
> unfolding of its execution.

It was that dogma which caused the insanity. Profs, and some programmers, got rabid about no gotos. You can't do any OS work without the machine's equivalent of goto.

/BAH

---

Subject: Re: New HD
Posted by Walter Banks on Wed, 20 Feb 2013 14:07:13 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:

> On 2/19/2013 3:09 PM, Walter Banks wrote:
>> Laptops are going the way of the mainframe now being
>> replaced with hand held touch screen computers and phones capable
>> of seamlessly interfacing to a handful of wireless networks simultaneously
>> storing a lifetimes work on a couple microSD cards.
>>
>
> Have you tried to do much serious web browsing on an iPhone? My wife

> keeps trying and it drives her crazy. My iPad is much better - that's
> why I wanted an "i" instead of an android with a 7" screen. (Samsung
> was about the same price as an iPad, why buy the copy when you can get
> the original?) For serious browsing or reading PDFs the computer is a
> much better choice. If all I want to do is read news headlines and
> update Facebook the iPad is great.

Small screens are a problem for just searching the internet but some
of the ipad/playbook acus sized touch screen devices do quite well.
The have the capabilities of a small laptop with a solid state hard disk
designed to access the internet through WiFi. I am starting to use
these types of devices for serious internet searches. I find that the
combination of small size and very long battery life (up to 10 hours
on one of the acus touch screens) wins out.

w..

---

Subject: Re: New HD
Posted by Bill Findlay on Wed, 20 Feb 2013 14:45:26 GMT
View Forum Message <> Reply to Message

On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
"jmfbahciv" <See.above@aol.com> wrote:

> Bill Findlay wrote:
....
>>
>> It is true that more pedestrian minds than theirs turned a strong
>> methodological recommendation into a dogma, and that in later years the SP
>> trinity became rather unhelpfully dogmatic themselves. None of that takes
>> away from their acheivement in making us think more deeply about what the
>> relationship shoud be between the static text of a program and the dynamic
>> unfolding of its execution.
>
> It was that dogma which caused the insanity. Profs, and some programmers,
> got rabid about no gotos. You can't do any OS work without the machine's
> equivalent of goto.

If you mean jump/branch intructions, then you can't do ANY work with them.

That is entirely beside the point. SP is about HOW the jump/branch
intructions are used, not WHETHER they should be used - of course they must.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 20 Feb 2013 15:33:54 GMT
View Forum Message <> Reply to Message

In article <kg2gjh$1aj$1@dont-email.me>, Peter_Flass@Yahoo.com
(Peter Flass) writes:

> On 2/19/2013 9:20 PM, Charlie Gibbs wrote:
>
>> In article <5123CDF2.217E37A6@bytecraft.com>, walter@bytecraft.com
>> (Walter Banks) writes:
>>
>>> Thye curriculum for mind reading 101 has been a needing changes
>>> for at least 40 years.
>>
>> That's about how long I've been longing for the ability to read
>> minds.
>
> I wouldn't want to. It would be great for poker or the stock market,
> but I'd rather take Mother Teresa or the Dahli Lama by the persona
> they present on the outside than know every little ego twitch on the
> inside.

<shudder> Good point. Besides, many users don't know what they
want anyway.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Wed, 20 Feb 2013 15:45:51 GMT
View Forum Message <> Reply to Message

In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
yaldnif.w@blueyonder.co.uk (Bill Findlay) writes:

> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
> "jmfbahciv" <See.above@aol.com> wrote:
>
>> Bill Findlay wrote:
> ...
>>>
>>> It is true that more pedestrian minds than theirs turned a strong
>>> methodological recommendation into a dogma, and that in later years

>>> the SP trinity became rather unhelpfully dogmatic themselves. None
>>> of that takes away from their acheivement in making us think more
>>> deeply about what the relationship shoud be between the static text
>>> of a program and the dynamic unfolding of its execution.
>>
>> It was that dogma which caused the insanity. Profs, and some
>> programmers, got rabid about no gotos. You can't do any OS work
>> without the machine's equivalent of goto.
>
> If you mean jump/branch intructions, then you can't do ANY work with
> them.

I assume you meant "without".

> That is entirely beside the point. SP is about HOW the jump/branch
> intructions are used, not WHETHER they should be used - of course
> they must.

Still, Barb is right about the dogma. The ideologues really hurt
the credibility of the SP revolution, and their code was often just
as unreadable as what they replaced. I still see source modules
that are a morass of 6-line functions calling each other in a web
that's at least as complex as the so-called "spaghetti" that their
authors condemn.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Patrick Scheible on Wed, 20 Feb 2013 16:53:37 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:

> In article <kg2gjh$1aj$1@dont-email.me>, Peter_Flass@Yahoo.com
> (Peter Flass) writes:
>
>> On 2/19/2013 9:20 PM, Charlie Gibbs wrote:
>>
>>> In article <5123CDF2.217E37A6@bytecraft.com>, walter@bytecraft.com
>>> (Walter Banks) writes:
>>>
>>>> Thye curriculum for mind reading 101 has been a needing changes
>>>> for at least 40 years.

>>>
>>> That's about how long I've been longing for the ability to read
>>> minds.
>>
>> I wouldn't want to. It would be great for poker or the stock market,
>> but I'd rather take Mother Teresa or the Dahli Lama by the persona
>> they present on the outside than know every little ego twitch on the
>> inside.
>
> <shudder> Good point. Besides, many users don't know what they
> want anyway.

One has to give them what they need, cleverly disguised as what they
want.

-- Patrick

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 20 Feb 2013 17:36:22 GMT
View Forum Message <> Reply to Message

On 20 Feb 13 07:45:51 -0800
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> Still, Barb is right about the dogma. The ideologues really hurt
> the credibility of the SP revolution, and their code was often just
> as unreadable as what they replaced. I still see source modules
> that are a morass of 6-line functions calling each other in a web
> that's at least as complex as the so-called "spaghetti" that their
> authors condemn.

There's a meme running round the Java world at the moment that says
it is best to put the complexity into the object hierarchy and not in the
code. Like most such memes it has some good points but gets carried
altogether too far by some people, resulting in code with functions that
are easy to understand and test (good), but a control flow that is
completely impossible to comprehend (very bad).

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD

Posted by Walter Banks on Wed, 20 Feb 2013 17:51:10 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> writes:
>
>> In article <kg2gjh$1aj$1@dont-email.me>, Peter_Flass@Yahoo.com
>> (Peter Flass) writes:
>>
>>> On 2/19/2013 9:20 PM, Charlie Gibbs wrote:
>>>
>>>> In article <5123CDF2.217E37A6@bytecraft.com>, walter@bytecraft.com
>>>> (Walter Banks) writes:
>>>>
>>>> > Thye curriculum for mind reading 101 has been a needing changes
>>>> > for at least 40 years.
>>>>
>>>> That's about how long I've been longing for the ability to read
>>>> minds.
>>>
>>> I wouldn't want to. It would be great for poker or the stock market,
>>> but I'd rather take Mother Teresa or the Dahli Lama by the persona
>>> they present on the outside than know every little ego twitch on the
>>> inside.
>>
>> <shudder> Good point. Besides, many users don't know what they
>> want anyway.
>
> One has to give them what they need, cleverly disguised as what they
> want.

:) Every programmer needs a degree in diplomacy and a strong enough
will so the inhibitors will hold when the temptation to give them what they
asking for gets unbearable.

w..

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 20 Feb 2013 18:07:01 GMT
View Forum Message <> Reply to Message

In <kfuelb$kot$1@dont-email.me>, on 02/18/2013
at 05:49 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> The computing power of the old days was really "gee-whiz" to us...
> because we knew how things were done *before* computers.

> Nowadays, kids have a different minimal metric.

So do some of us alter kockers; I don't feel a bit nostalgic about my
first computer, much less EAM plugboards.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 20 Feb 2013 18:09:15 GMT
View Forum Message <> Reply to Message

In <1070.832T825T11213822@kltpzyxm.invalid>, on 02/18/2013
  at 06:41 PM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:

> They had to squeeze memory, the compiler was a monster.  It was
> the slowest compiler on the university's 360/67, which had
> compilers for just about every language imaginable (and probably
> some that weren't). The one thing that tied it as the slowest
> language processor was Assembler G.

WTF? G was faster than F.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 20 Feb 2013 18:18:08 GMT
View Forum Message <> Reply to Message

In <icobfgqu58.fsf@home.home>, on 02/19/2013
  at 09:02 AM, Dan Espen <despen@verizon.net> said:

> Not the same thing.

Yes it is.

> Where is the freeing when you need it part?

In the part you didn't quote:

> usinit_size can be preceded by a minus sign. In environments other than CICS, if you specify a negative number Language Environment uses all available storage minus the amount specified for the initial stack storage.

The run-time library actually allocates the maximum amount of memory and then releases the specified reserve.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 20 Feb 2013 18:25:05 GMT
View Forum Message <> Reply to Message

In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> Shmuel, of course you and I know how to use GOTO appropriately... but
> is it safe for the "unwashed masses"??? ;-)

Is assignment? Is IF/THEN/ELSE?

If you've ever had to debug someone's GOTO-free spaghetti code, you'd understand that every tool not only can but will be misused.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Bill Findlay on Wed, 20 Feb 2013 19:08:44 GMT
View Forum Message <> Reply to Message

On 20/02/2013 15:45, in article 1717.834T2583T4656120@kltpzyxm.invalid,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
> yaldnif.w@blueyonder.co.uk (Bill Findlay) writes:
>
>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>> "jmfbahciv" <See.above@aol.com> wrote:
>>
>>> Bill Findlay wrote:
>> ...
>>>>
>>>> It is true that more pedestrian minds than theirs turned a strong
>>>> methodological recommendation into a dogma, and that in later years
>>>> the SP trinity became rather unhelpfully dogmatic themselves. None
>>>> of that takes away from their acheivement in making us think more
>>>> deeply about what the relationship shoud be between the static text
>>>> of a program and the dynamic unfolding of its execution.
>>>
>>> It was that dogma which caused the insanity. Profs, and some
>>> programmers, got rabid about no gotos. You can't do any OS work
>>> without the machine's equivalent of goto.
>>
>> If you mean jump/branch intructions, then you can't do ANY work with
>> them.
>
> I assume you meant "without".

Sure.

>> That is entirely beside the point. SP is about HOW the jump/branch
>> intructions are used, not WHETHER they should be used - of course
>> they must.
>
> Still, Barb is right about the dogma. The ideologues really hurt
> the credibility of the SP revolution, and their code was often just
> as unreadable as what they replaced. I still see source modules
> that are a morass of 6-line functions calling each other in a web
> that's at least as complex as the so-called "spaghetti" that their
> authors condemn.

90% of everything is rubbish. 8-(

I once had a proponent of "formal methods" give my software enginering class
a talk on "correctness by construction". He "calculated" a Pascal program

for some simple task and asserted that it must be correct. I asked the
class whether they could spot the obvious error, and to his chagrin several
of them could. 8-)

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 20 Feb 2013 19:21:37 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5124D891.ECB30B4B@bytecraft.com...
>
>
> Peter Flass wrote:
>
>> On 2/19/2013 3:09 PM, Walter Banks wrote:
>>> Laptops are going the way of the mainframe now being
>>> replaced with hand held touch screen computers and phones capable
>>> of seamlessly interfacing to a handful of wireless networks
>>> simultaneously
>>> storing a lifetimes work on a couple microSD cards.
>>>
>>
>> Have you tried to do much serious web browsing on an iPhone? My wife
>> keeps trying and it drives her crazy. My iPad is much better - that's
>> why I wanted an "i" instead of an android with a 7" screen. (Samsung
>> was about the same price as an iPad, why buy the copy when you can get
>> the original?) For serious browsing or reading PDFs the computer is a
>> much better choice. If all I want to do is read news headlines and
>> update Facebook the iPad is great.
>
> Small screens are a problem for just searching the internet but some
> of the ipad/playbook acus sized touch screen devices do quite well.

Dunno, I have 2 24" widescreens and a single ipad screen
is a hell of a step backward in time compared with that.

I don't even find the touch approach worthwhile for that, let alone
the lack of a decent keyboard for bulk text entry like usenet.

And if you are going to add a decent keyboard to the ipad,
its still MUCH worse than the 2 24" widescreen monitors.

> The have the capabilities of a small laptop

And I don't use those except when I need the portability
and that's only a tiny subset of my computer use.

> with a solid state hard disk designed to access
> the internet through WiFi. I am starting to use
> these types of devices for serious internet searches.

I only do that when the main system has died
or I need to do with when out and about.

> I find that the combination of small size and very long battery
> life (up to 10 hours on one of the acus touch screens) wins out.

I do value that for some situations like bottling the beer which
is too boring to not do something else at the same time, so I
watch recorded free to air video while bottling, and update the
beer database on the same device and its very handy to have a
full day on battery. But I don't use that for most of my computing.

I have always maintained that tablets and smartphones are ADDED
to what is used for computing by anyone who does much more than
just do their facebook daily.

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 20 Feb 2013 19:31:11 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
news:CD49BD48.26118%yaldnif.w@blueyonder.co.uk...
> On 19/02/2013 19:32, in article kg0jun$4v9$1@dont-email.me, "Charles
> Richmond" <numerist@aquaporin4.com> wrote:
>
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
>>> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>>>
>>>> That's simple - the reason the construct exists (if it does in the
>>>> language you're using) is so that it can be used where it would
>>>> make things either clearer or more efficient.
>>>
>>> That is not the position that Dijkstra amd his followers took. Had he
>>> taken that position there wouldn't have been much of a controversy.
>>>
>>

>> Shmuel, of course you and I know how to use GOTO appropriately... but is
>> it
>> safe for the "unwashed masses"??? ;-)
>
> There has been a lot of sniping at structured programming here on a.f.c.,,
> much of it unfair in my view, so let me give you my experience.
>

Yes, Mr. Findlay, I agree. I like "structured programming" and the indentation of code has been *hugely* helpful for me... to understand what I am doing. I have written a *lot* of C source in the last 20 years, and I do *not* remember a single time I used a "goto" at all. I did once have the need of "setjmp()/longjmp()"... some code had to send a request for an invoice to the central office. Sometimes the central office would *not* return anything. The code had to time out and continue on its way if the invoice failed to appear within two minutes.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 20 Feb 2013 19:35:34 GMT
View Forum Message <> Reply to Message

"Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message news:CD4ACFBC.261C7%yaldnif.w@blueyonder.co.uk...
>
> [snip...] [snip...]
> [snip...]
>
> 90% of everything is rubbish. 8-(
>

Sturgeon's revelation, commonly referred to as Sturgeon's law, is an adage commonly cited as "ninety percent of everything is crap."

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Bill Findlay on Wed, 20 Feb 2013 19:39:21 GMT
View Forum Message <> Reply to Message

On 20/02/2013 19:35, in article kg38gf$h1r$1@dont-email.me, "Charles Richmond" <numerist@aquaporin4.com> wrote:

> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
> news:CD4ACFBC.261C7%yaldnif.w@blueyonder.co.uk...
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> 90% of everything is rubbish. 8-(
>>
>
> Sturgeon's revelation, commonly referred to as Sturgeon's law, is an adage
> commonly cited as "ninety percent of everything is crap."

I'm far too refined to say any such thing.
(Lifts teacup to lips, pinkie elegantly extended.)

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 20 Feb 2013 19:47:09 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5124271A.C60C6130@bytecraft.com...
>
> [snip...] [snip...]
> [snip...]
>
>
> Times have changed, a few years ago I drove a 56 T-bird from
> Boston to Toronto, it stopped at every other gas station on the
> NY interstate, the combination of 10 miles per Gallon and a
> 12 Gal tank. What is the gas mileage on a 1200 pound car these
> days.
>
> Computers have come a long ways since we used them as over
> grown slide rules and automated accounting machines. In the 70's
> we did magic because we could do it at all, now grandpa's pictures
> of his grandchildren are changing on his living room wall as soon
> as they are taken half a world away. Our emotions are saying wasted
> cycles and cycles are now not as rare as they once were.
>

> It is a real eye-opener talking to the next generation of technology
> innovators we paved the road with hard learned insights and they
> will never have the joy of discovering new original ideas every few
> weeks. I wouldn't trade that for the next technology cycle and I
> would go back to doing the way we did in the 70's
>

Yes, yes, technology is wonderful. I accept that. I just don't like getting "phased out". Many of the roads technology has taken... are *not* the way I would like to have seen things go. So I guess something near the ultimate question is... what does it all mean and where is it going??? I am worried about where all the technological innovation is going and what it is doing to the minds of the young. *No* matter how good our technology or computing power is... people still need to be able to think, focus, and concentrate to get anything done.

I am *not* above retreating in the past so I can have fun with the type of computing I like... or using the new technology to re-create some of the old technology, like a PDP-10 on an FPGA. New technology can do a dandy job of re-creating the old technology and allowing us and others to experience a semblence (even if just a taste) of how things used to be. Mr. Findlay, your ee9 kdf9 emulator proves that very well. And running on the Raspberry PI is making progress in new technology re-creating old technology.

The things I enjoy about computers seem to be unimportant today... and I'm *not* willing to accept the total unimportance of some things.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 20 Feb 2013 19:48:39 GMT
View Forum Message <> Reply to Message

On 2/20/2013 10:45 AM, Charlie Gibbs wrote:
> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
> yaldnif.w@blueyonder.co.uk (Bill Findlay) writes:
>
>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>> "jmfbahciv" <See.above@aol.com> wrote:
>>
>>> Bill Findlay wrote:
>> ...
>>>>
>>>> It is true that more pedestrian minds than theirs turned a strong
>>>> methodological recommendation into a dogma, and that in later years

>>>> the SP trinity became rather unhelpfully dogmatic themselves. None
>>>> of that takes away from their acheivement in making us think more
>>>> deeply about what the relationship shoud be between the static text
>>>> of a program and the dynamic unfolding of its execution.
>>>
>>> It was that dogma which caused the insanity. Profs, and some
>>> programmers, got rabid about no gotos. You can't do any OS work
>>> without the machine's equivalent of goto.
>>
>> If you mean jump/branch intructions, then you can't do ANY work with
>> them.
>
> I assume you meant "without".
>
>> That is entirely beside the point. SP is about HOW the jump/branch
>> intructions are used, not WHETHER they should be used - of course
>> they must.
>
> Still, Barb is right about the dogma. The ideologues really hurt
> the credibility of the SP revolution, and their code was often just
> as unreadable as what they replaced. I still see source modules
> that are a morass of 6-line functions calling each other in a web
> that's at least as complex as the so-called "spaghetti" that their
> authors condemn.
>

I agree SP was a big advance. I look at old code from before and I
shudder at the incomprehensible mess. Like everything else it was
carried way too far. Sometimes the only way to get people to accept
something, unfortunately, is to make it a religion with iron-clad diktats.

--
Pete

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 20 Feb 2013 19:50:09 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:627.833T760T11194033@kltpzyxm.invalid...
> In article <proto-599330.19540919022013@news.panix.com>, proto@panix.com
> (Walter Bushell) writes:
>
>> In article <kg0jp8$3ml$1@dont-email.me>,
>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>

>>>  If you have a pacemaker, you'd damn sure want it to work!!!
>>
>>  You heard about the guy who had the first Windows pacemaker?
>
>  Gives a whole new meaning to "blue screen of death".
>

It then becomes the "blue *scream* of death"!!!  ;-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 20 Feb 2013 19:54:58 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
news:1104.833T277T11163410@kltpzyxm.invalid...
>
>  [snip...]  [snip...]
>  [snip...]
>
>  Seen on a bumper sticker:
>
>  What if the Hokey Pokey _is_ what it's all about?
>

In the B.C. comic strip, the stone age guy was trying to figure out what the
purpose of man was.  He finally determined that we were here to create
carbon dioxide for the plants.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by oscar on Wed, 20 Feb 2013 21:18:52 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote in message
news:kg3966$l4h$1@dont-email.me...
>  "Walter Banks" <walter@bytecraft.com> wrote in message
>  news:5124271A.C60C6130@bytecraft.com...
>>

>>  [snip...]  [snip...] [snip...]
>>
>>
>> Times have changed, a few years ago I drove a 56 T-bird from
>> Boston to Toronto, it stopped at every other gas station on the
>> NY interstate, the combination of 10 miles per Gallon and a
>> 12 Gal tank. What is the gas mileage on a 1200 pound car these
>> days.
>>
>> Computers have come a long ways since we used them as over
>> grown slide rules and automated accounting machines. In the 70's
>> we did magic because we could do it at all, now grandpa's pictures
>> of his grandchildren are changing on his living room wall as soon
>> as they are taken half a world away. Our emotions are saying wasted
>> cycles and cycles are now not as rare as they once were.
>>
>> It is a real eye-opener talking to the next generation of technology
>> innovators we paved the road with hard learned insights and they
>> will never have the joy of discovering new original ideas every few
>> weeks. I wouldn't trade that for the next technology cycle and I
>> would go back to doing the way we did in the 70's
>>
>
> Yes, yes, technology is wonderful. I accept that. I just don't like
> getting "phased out". Many of the roads technology has taken... are *not*
> the way I would like to have seen things go. So I guess something near
> the ultimate question is... what does it all mean and where is it going???
> I am worried about where all the technological innovation is going and
> what it is doing to the minds of the young.

Some have been gnawing their fingernails
about that ever since we invented agriculture.

> *No* matter how good our technology or computing power is... people still
> need to be able to think, focus, and concentrate to get anything done.

No evidence that there is any less of that than there used to be.

> I am *not* above retreating in the past so I can have fun with the type of
> computing I like... or using the new technology to re-create some of the
> old technology, like a PDP-10 on an FPGA. New technology can do a dandy
> job of re-creating the old technology and allowing us and others to
> experience a semblence (even if just a taste) of how things used to be.
> Mr. Findlay, your ee9 kdf9 emulator proves that very well. And running on
> the Raspberry PI is making progress in new technology re-creating old
> technology.

I don't bother myself. I don't use simulations of calculators

either, I cut to the chase and use a spreadsheet instead.

> The things I enjoy about computers seem to be unimportant today... and I'm
> *not* willing to accept the total unimportance of some things.

You're always free to dinosaur away as much as you like.

---

Subject: Re: New HD
Posted by Walter Banks on Wed, 20 Feb 2013 21:34:12 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:627.833T760T11194033@kltpzyxm.invalid...
>> In article <proto-599330.19540919022013@news.panix.com>, proto@panix.com
>> (Walter Bushell) writes:
>>
>>> In article <kg0jp8$3ml$1@dont-email.me>,
>>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>>> If you have a pacemaker, you'd damn sure want it to work!!!
>>>
>>> You heard about the guy who had the first Windows pacemaker?
>>
>> Gives a whole new meaning to "blue screen of death".
>>
>
> It then becomes the "blue *scream* of death"!!! ;-)

A friend of mine who owned a emulator company had for several years had a medical device essential to his health. The human engineering on the setup was less than ideal and he recognized the manufacturer as a customer.

Doing what any reasonable person would do he opened it dumped the ROM contents of the micro processor and reverse engineered the code. In the process discovered a real bug (a potential blue scream bug). This device had already been approved by the FDA and had been in production for a couple years.

He made two calls the first to the company technical contact he already had and gave them a heads up and a synopsis of what was happening. He then made a call to senior management and listened to a 2 minute rant about reverse engineering. While the guy was catching his breath my friend asked which of them should be the one to call the FDA.

At that point the conversation became entirely reasonable.

Embedded systems are impersonal computers where errors can
have serious consequences. It is one thing for a Cobol program
to send out checks for a million dollars it is bad when the same
bug in a engine controller makes the speed steeping to be MaxPositive.

w..

w..

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 20 Feb 2013 21:49:52 GMT
View Forum Message <> Reply to Message

On 2/20/2013 2:54 PM, Charles Richmond wrote:
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:1104.833T277T11163410@kltpzyxm.invalid...
>>
>> [snip...] [snip...] [snip...]
>>
>> Seen on a bumper sticker:
>>
>> What if the Hokey Pokey _is_ what it's all about?
>>
>
> In the B.C. comic strip, the stone age guy was trying to figure out what
> the purpose of man was. He finally determined that we were here to
> create carbon dioxide for the plants.
>

I'm not sure that's too far off. The most successful evolutionary
developments in plants are flowers and fruit. Because of them animals,
and especially humans, have spread those plants far and wide.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 20 Feb 2013 21:52:51 GMT
View Forum Message <> Reply to Message

On 2/20/2013 4:34 PM, Walter Banks wrote:
>
>
> Charles Richmond wrote:
>
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>> news:627.833T760T11194033@kltpzyxm.invalid...
>>> In article <proto-599330.19540919022013@news.panix.com>, proto@panix.com
>>> (Walter Bushell) writes:
>>>
>>>> In article <kg0jp8$3ml$1@dont-email.me>,
>>>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>>
>>>> > If you have a pacemaker, you'd damn sure want it to work!!!
>>>>
>>>> You heard about the guy who had the first Windows pacemaker?
>>>
>>> Gives a whole new meaning to "blue screen of death".
>>>
>>
>> It then becomes the "blue *scream* of death"!!! ;-)
>
> A friend of mine who owned a emulator company had for several
> years had a medical device essential to his health. The human
> engineering on the setup was less than ideal and he recognized the
> manufacturer as a customer.
>
> Doing what any reasonable person would do he opened it dumped
> the ROM contents of the micro processor and reverse engineered
> the code. In the process discovered a real bug (a potential blue
> scream bug). This device had already been approved by the FDA
> and had been in production for a couple years.
>
> He made two calls the first to the company technical contact he
> already had and gave them a heads up and a synopsis of what was
> happening. He then made a call to senior management and listened
> to a 2 minute rant about reverse engineering. While the guy was
> catching his breath my friend asked which of them should be the
> one to call the FDA.
>
> At that point the conversation became entirely reasonable.
>
> Embedded systems are impersonal computers where errors can
> have serious consequences. It is one thing for a Cobol program
> to send out checks for a million dollars it is bad when the same
> bug in a engine controller makes the speed steeping to be MaxPositive.
>

A while ago there was a bug in the software of some x-ray therapy systems. At least one patient got a lethal dose, and I think there were a few close calls before everyone decided it wasn't human error by the operator.

--
Pete

---

Subject: Re: New HD
Posted by Charles Richmond on Wed, 20 Feb 2013 22:10:48 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kg3g55$tq5$2@dont-email.me...
> On 2/20/2013 4:34 PM, Walter Banks wrote:
>>
>>
>> Charles Richmond wrote:
>>
>>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>>> news:627.833T760T11194033@kltpzyxm.invalid...
>>>> In article <proto-599330.19540919022013@news.panix.com>,
>>>> proto@panix.com
>>>> (Walter Bushell) writes:
>>>>
>>>> > In article <kg0jp8$3ml$1@dont-email.me>,
>>>> > "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>>>
>>>> >> If you have a pacemaker, you'd damn sure want it to work!!!
>>>> >
>>>> > You heard about the guy who had the first Windows pacemaker?
>>>>
>>>> Gives a whole new meaning to "blue screen of death".
>>>>
>>>
>>> It then becomes the "blue *scream* of death"!!! ;-)
>>
>> A friend of mine who owned a emulator company had for several
>> years had a medical device essential to his health. The human
>> engineering on the setup was less than ideal and he recognized the
>> manufacturer as a customer.
>>
>> Doing what any reasonable person would do he opened it dumped
>> the ROM contents of the micro processor and reverse engineered
>> the code. In the process discovered a real bug (a potential blue
>> scream bug). This device had already been approved by the FDA

>> and had been in production for a couple years.
>>
>> He made two calls the first to the company technical contact he
>> already had and gave them a heads up and a synopsis of what was
>> happening. He then made a call to senior management and listened
>> to a 2 minute rant about reverse engineering. While the guy was
>> catching his breath my friend asked which of them should be the
>> one to call the FDA.
>>
>> At that point the conversation became entirely reasonable.
>>
>> Embedded systems are impersonal computers where errors can
>> have serious consequences. It is one thing for a Cobol program
>> to send out checks for a million dollars it is bad when the same
>> bug in a engine controller makes the speed steeping to be MaxPositive.
>>
>
> A while ago there was a bug in the software of some x-ray therapy systems.
> At least one patient got a lethal dose, and I think there were a few close
> calls before everyone decided it wasn't human error by the operator.
>

You are probably referring to the Therac-25:

http://en.wikipedia.org/wiki/Therac-25

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 20 Feb 2013 22:28:26 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> writes:

> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:5124271A.C60C6130@bytecraft.com...
>>
>> [snip...] [snip...] [snip...]
>>
>>
>> Times have changed, a few years ago I drove a 56 T-bird from
>> Boston to Toronto, it stopped at every other gas station on the
>> NY interstate, the combination of 10 miles per Gallon and a
>> 12 Gal tank. What is the gas mileage on a 1200 pound car these
>> days.

>>
>> Computers have come a long ways since we used them as over
>> grown slide rules and automated accounting machines. In the 70's
>> we did magic because we could do it at all, now grandpa's pictures
>> of his grandchildren are changing on his living room wall as soon
>> as they are taken half a world away. Our emotions are saying wasted
>> cycles and cycles are now not as rare as they once were.
>>
>> It is a real eye-opener talking to the next generation of technology
>> innovators we paved the road with hard learned insights and they
>> will never have the joy of discovering new original ideas every few
>> weeks. I wouldn't trade that for the next technology cycle and I
>> would go back to doing the way we did in the 70's
>>
>
> Yes, yes, technology is wonderful. I accept that. I just don't like
> getting "phased out". Many of the roads technology has taken... are
> *not* the way I would like to have seen things go. So I guess
> something near the ultimate question is... what does it all mean and
> where is it going??? I am worried about where all the technological
> innovation is going and what it is doing to the minds of the young.
> *No* matter how good our technology or computing power is... people
> still need to be able to think, focus, and concentrate to get anything
> done.
>
> I am *not* above retreating in the past so I can have fun with the
> type of computing I like... or using the new technology to re-create
> some of the old technology, like a PDP-10 on an FPGA. New technology
> can do a dandy job of re-creating the old technology and allowing us
> and others to experience a semblence (even if just a taste) of how
> things used to be. Mr. Findlay, your ee9 kdf9 emulator proves that
> very well. And running on the Raspberry PI is making progress in new
> technology re-creating old technology.
>
> The things I enjoy about computers seem to be unimportant today... and
> I'm *not* willing to accept the total unimportance of some things.

Yep, like blinken lights!

Still think there is a fortune to be made on a line of PCs with real
honest to goodness blinken lights.

--
Dan Espen

---

Subject: Re: New HD

Posted by Walter Banks on Wed, 20 Feb 2013 23:20:28 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:

> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
>
>>
>> A while ago there was a bug in the software of some x-ray therapy
>> systems. At least one patient got a lethal dose, and I think there
>> were a few close calls before everyone decided it wasn't human
>> error by the operator.
>
> You are probably referring to the Therac-25:
>
> http://en.wikipedia.org/wiki/Therac-25

There have been quite a few cases of embedded systems bugs ranging
from simple to serious. There have been two space related bugs that
both had simple software failures

Ariane 5 maiden flight
http://en.wikipedia.org/wiki/Cluster_(spacecraft)

Flight calculations done with wrong units
http://en.wikipedia.org/wiki/Mars_Climate_Orbiter

Early in the days of digital speedometer and processors short on
ram the internal speed representation was in a signed 8 bit number.
Worked in all the tests in the US but after release in Canada
above 127Km/hour indicated 0

Both FDA and various regulatory agencies for automotive
have extensive testing requirements that have eliminated
a lot of failure modes from getting released.

Interesting all three of the failures I have just described
have a component of data range issues.

w..

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 21 Feb 2013 02:55:52 GMT
View Forum Message <> Reply to Message

In article <kg39br$m8c$1@dont-email.me>,
"Charles Richmond" <numerist@aquaporin4.com> wrote:

> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:627.833T760T11194033@kltpzyxm.invalid...
>> In article <proto-599330.19540919022013@news.panix.com>, proto@panix.com
>> (Walter Bushell) writes:
>>
>>> In article <kg0jp8$3ml$1@dont-email.me>,
>>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>>> If you have a pacemaker, you'd damn sure want it to work!!!
>>>
>>> You heard about the guy who had the first Windows pacemaker?
>>
>> Gives a whole new meaning to "blue screen of death".
>>
>
> It then becomes the "blue *scream* of death"!!! ;-)
>
> --
>
> numerist at aquaporin4 dot com

Especially since the pacemaker program was written in Visual Cobol.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 21 Feb 2013 02:57:05 GMT
View Forum Message <> Reply to Message

In article <958.834T2728T4536301@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> <shudder> Good point. Besides, many users don't know what they
> want anyway.

Sometimes you have to give them what the need.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 21 Feb 2013 03:01:43 GMT
View Forum Message <> Reply to Message

In article <kg3fvk$tq5$1@dont-email.me>,
 Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 2/20/2013 2:54 PM, Charles Richmond wrote:
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>> news:1104.833T277T11163410@kltpzyxm.invalid...
>>>
>>> [snip...] [snip...] [snip...]
>>>
>>> Seen on a bumper sticker:
>>>
>>> What if the Hokey Pokey _is_ what it's all about?
>>>
>>
>> In the B.C. comic strip, the stone age guy was trying to figure out what
>> the purpose of man was. He finally determined that we were here to
>> create carbon dioxide for the plants.
>>
>
> I'm not sure that's too far off. The most successful evolutionary
> developments in plants are flowers and fruit. Because of them animals,
> and especially humans, have spread those plants far and wide.

Actually us eucaryotes were designed as habitats for the procaryotes.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 21 Feb 2013 03:03:48 GMT
View Forum Message <> Reply to Message

In article <kg3fvk$tq5$1@dont-email.me>,
 Peter Flass <Peter_Flass@Yahoo.com> wrote:

> On 2/20/2013 2:54 PM, Charles Richmond wrote:
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>> news:1104.833T277T11163410@kltpzyxm.invalid...
>>>
>>> [snip...] [snip...] [snip...]
>>>
>>> Seen on a bumper sticker:
>>>
>>> What if the Hokey Pokey _is_ what it's all about?
>>>
>>
>> In the B.C. comic strip, the stone age guy was trying to figure out what

>> the purpose of man was. He finally determined that we were here to
>> create carbon dioxide for the plants.
>>
>
> I'm not sure that's too far off. The most successful evolutionary
> developments in plants are flowers and fruit. Because of them animals,
> and especially humans, have spread those plants far and wide.

Don't forget the grasses. Their area is larger, wheat, corn, rice,
millet, etcetera.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 21 Feb 2013 05:38:24 GMT
View Forum Message <> Reply to Message

Walter Bushell <proto@panix.com> writes:

> In article <958.834T2728T4536301@kltpzyxm.invalid>,
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> <shudder> Good point. Besides, many users don't know what they
>> want anyway.
>
> Sometimes you have to give them what the need.

You can't always get what you want.
But if you try sometimes you just might find
You get what you need.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 21 Feb 2013 06:08:06 GMT
View Forum Message <> Reply to Message

In article <20130220173622.8003d5a44b51c84e6fda0ecc@eircom.net>,
steveo@eircom.net (Ahem A Rivet's Shot) writes:

> On 20 Feb 13 07:45:51 -0800
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>> Still, Barb is right about the dogma. The ideologues really hurt
>> the credibility of the SP revolution, and their code was often just
>> as unreadable as what they replaced. I still see source modules

>> that are a morass of 6-line functions calling each other in a web
>> that's at least as complex as the so-called "spaghetti" that their
>> authors condemn.
>
> There's a meme running round the Java world at the moment that
> says it is best to put the complexity into the object hierarchy and
> not in the code. Like most such memes it has some good points but
> gets carried altogether too far by some people, resulting in code
> with functions that are easy to understand and test (good), but a
> control flow that is completely impossible to comprehend (very bad).

That's why the zealots really don't accomplish much in the end.
But what the heck, remember that old definition:

A zealot is someone who does what God would do
if only He had all the facts.

The meme I'd love to see take root would have us design out
as much complexity as possible before beginning to code.
Alas, the opposite meme - the one that confuses complexity
with sophistication - is far more firmly entrenched.

Perfection is achieved, not when there is nothing more
to add, but when there is nothing left to take away.
-- Antoine de Saint-Exupery

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 21 Feb 2013 06:18:25 GMT
View Forum Message <> Reply to Message

In article <kg3888$fj8$1@dont-email.me>, numerist@aquaporin4.com
(Charles Richmond) writes:

> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
> news:CD49BD48.26118%yaldnif.w@blueyonder.co.uk...
>
>> On 19/02/2013 19:32, in article kg0jun$4v9$1@dont-email.me, "Charles
>> Richmond" <numerist@aquaporin4.com> wrote:
>>
>>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid>
>>> wrote in message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...

>>>>  In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>,
>>>>  on 02/17/2013 at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net>
>>>>  said:
>>>>
>>>> > That's simple - the reason the construct exists (if it does in the
>>>> > language you're using) is so that it can be used where it would
>>>> > make things either clearer or more efficient.
>>>>
>>>>  That is not the position that Dijkstra amd his followers took. Had
>>>>  he taken that position there wouldn't have been much of a
>>>>  controversy.
>>>
>>>  Shmuel, of course you and I know how to use GOTO appropriately...
>>>  but is it
>>>  safe for the "unwashed masses"???   ;-)
>>
>>  There has been a lot of sniping at structured programming here
>>  on a.f.c.,, much of it unfair in my view, so let me give you my
>>  experience.
>
>  Yes, Mr. Findlay, I agree. I like "structured programming" and the
>  indentation of code has been *hugely* helpful for me... to understand
>  what I am doing.  I have written a *lot* of C source in the last 20
>  years, and I do *not* remember a single time I used a "goto" at all.
>  I did once have the need of "setjmp()/longjmp()"... some code had to
>  send a request for an invoice to the central office.  Sometimes the
>  central office would *not* return anything.  The code had to time out
>  and continue on its way if the invoice failed to appear within two
>  minutes.

I had a few GOTOs creep into a large C program that I wrote 20 years
ago, but I haven't written one since.  I'm still maintaining and
enhancing that program on a weekly basis - I really should see
about getting rid of the GOTOs but there are so many other pressing
requests...

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 21 Feb 2013 07:15:40 GMT
View Forum Message <> Reply to Message

In <kg0k4l$600$1@dont-email.me>, on 02/19/2013

at 01:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:

> Hey, *we* did.  In 1978,

I believe that Peter was referring to an earlier era, when 3330, 3350,
3375 and 3380 drives were not available. The 1302 wasn't very common,
so he probably had a mixture of 2311 and 2314.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 21 Feb 2013 07:31:48 GMT
View Forum Message <> Reply to Message

In <CD49BD48.26118%yaldnif.w@blueyonder.co.uk>, on 02/19/2013
at 11:37 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:

> There has been a lot of sniping at structured programming here on
> a.f.c.,,

Perhaps, but what I've been sniping at is the insane idea that
structured programming is equivalent to not using GOTO. The fact is
that you can write a program using GOTO that is well structured and
can write a dog's breakfast without a single GOTO.

The fact that your students got better results when they did the
design before the coding was predictable.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by GreyMaus[1] on Thu, 21 Feb 2013 08:39:58 GMT
View Forum Message <> Reply to Message

On 2013-02-20, Charles Richmond <numerist@aquaporin4.com> wrote:
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:627.833T760T11194033@kltpzyxm.invalid...
>> In article <proto-599330.19540919022013@news.panix.com>, proto@panix.com
>> (Walter Bushell) writes:
>>
>>> In article <kg0jp8$3ml$1@dont-email.me>,
>>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>>> If you have a pacemaker, you'd damn sure want it to work!!!
>>>
>>> You heard about the guy who had the first Windows pacemaker?
>>
>> Gives a whole new meaning to "blue screen of death".
>>
>
> It then becomes the "blue *scream* of death"!!! ;-)

if the pacemaker goes awry, it wwwould be the "blue gurgle of death"

>
> --
>
> numerist at aquaporin4 dot com
>

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Thu, 21 Feb 2013 09:20:35 GMT
View Forum Message <> Reply to Message

On 21 Feb 2013 08:39:58 GMT
greymaus <maus@mail.com> wrote:

> if the pacemaker goes awry, it wwwould be the "blue gurgle of death"

Does that make the clutching at the chest an example of gurgle
gropes ?

--
Steve O'Hara-Smith | Directable Mirror Arrays

C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Thu, 21 Feb 2013 09:22:52 GMT
View Forum Message <> Reply to Message

On Wed, 20 Feb 2013 22:38:24 -0700
Joe Pfeiffer <pfeiffer@cs.nmsu.edu> wrote:

> Walter Bushell <proto@panix.com> writes:
>
>> In article <958.834T2728T4536301@kltpzyxm.invalid>,
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> <shudder> Good point. Besides, many users don't know what they
>>> want anyway.
>>
>> Sometimes you have to give them what the need.
>
> You can't always get what you want.
> But if you try sometimes you just might find
> You get what you need.

Thank you Joe, I really needed a Rolling Stones earworm this
morning.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Mike Spencer on Thu, 21 Feb 2013 13:45:21 GMT
View Forum Message <> Reply to Message

greymaus <maus@mail.com> writes:

> On 2013-02-20, Charles Richmond <numerist@aquaporin4.com> wrote:
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
>> news:627.833T760T11194033@kltpzyxm.invalid...
>>> In article <proto-599330.19540919022013@news.panix.com>, proto@panix.com
>>> (Walter Bushell) writes:

>>>
>>>> In article <kg0jp8$3ml$1@dont-email.me>,
>>>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>>
>>>> > If you have a pacemaker, you'd damn sure want it to work!!!
>>>>
>>>> You heard about the guy who had the first Windows pacemaker?
>>>
>>> Gives a whole new meaning to "blue screen of death".
>>>
>>
>> It then becomes the "blue *scream* of death"!!! ;-)
>
> if the pacemaker goes awry, it wwwould be the "blue gurgle of death"

Alas, Windoes is surplus to the needs of the PFY two seats behind you
on the bus.

http://www.cbc.ca/news/technology/story/2011/08/04/science-h acking-bloodstream-diabetes.html

How long before there's a zap-a-geezer app on the darknet of your choice?

--
Mike Spencer Nova Scotia, Canada

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 21 Feb 2013 14:07:46 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message
> news:627.833T760T11194033@kltpzyxm.invalid...
>> In article <proto-599330.19540919022013@news.panix.com>, proto@panix.com
>> (Walter Bushell) writes:
>>
>>> In article <kg0jp8$3ml$1@dont-email.me>,
>>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>>> If you have a pacemaker, you'd damn sure want it to work!!!
>>>
>>> You heard about the guy who had the first Windows pacemaker?
>>
>> Gives a whole new meaning to "blue screen of death".
>>
>
> It then becomes the "blue *scream* of death"!!! ;-)

That's the best one.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 21 Feb 2013 14:07:47 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>
>> "Walter Banks" <walter@bytecraft.com> wrote in message
>> news:5124271A.C60C6130@bytecraft.com...
>>>
>>> [snip...] [snip...] [snip...]
>>>
>>>
>>> Times have changed, a few years ago I drove a 56 T-bird from
>>> Boston to Toronto, it stopped at every other gas station on the
>>> NY interstate, the combination of 10 miles per Gallon and a
>>> 12 Gal tank. What is the gas mileage on a 1200 pound car these
>>> days.
>>>
>>> Computers have come a long ways since we used them as over
>>> grown slide rules and automated accounting machines. In the 70's
>>> we did magic because we could do it at all, now grandpa's pictures
>>> of his grandchildren are changing on his living room wall as soon
>>> as they are taken half a world away. Our emotions are saying wasted
>>> cycles and cycles are now not as rare as they once were.
>>>
>>> It is a real eye-opener talking to the next generation of technology
>>> innovators we paved the road with hard learned insights and they
>>> will never have the joy of discovering new original ideas every few
>>> weeks. I wouldn't trade that for the next technology cycle and I
>>> would go back to doing the way we did in the 70's
>>>
>>
>> Yes, yes, technology is wonderful. I accept that. I just don't like
>> getting "phased out". Many of the roads technology has taken... are
>> *not* the way I would like to have seen things go. So I guess
>> something near the ultimate question is... what does it all mean and
>> where is it going??? I am worried about where all the technological
>> innovation is going and what it is doing to the minds of the young.
>> *No* matter how good our technology or computing power is... people
>> still need to be able to think, focus, and concentrate to get anything
>> done.
>>

>> I am *not* above retreating in the past so I can have fun with the
>> type of computing I like... or using the new technology to re-create
>> some of the old technology, like a PDP-10 on an FPGA. New technology
>> can do a dandy job of re-creating the old technology and allowing us
>> and others to experience a semblence (even if just a taste) of how
>> things used to be. Mr. Findlay, your ee9 kdf9 emulator proves that
>> very well. And running on the Raspberry PI is making progress in new
>> technology re-creating old technology.
>>
>> The things I enjoy about computers seem to be unimportant today... and
>> I'm *not* willing to accept the total unimportance of some things.
>
> Yep, like blinken lights!
>
> Still think there is a fortune to be made on a line of PCs with real
> honest to goodness blinken lights.

Modems. Then you can see if you're being attacked...or at least notice
that something not normal is going on. sounds can also help.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 21 Feb 2013 14:07:49 GMT
View Forum Message <> Reply to Message

Bill Findlay wrote:
> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
> "jmfbahciv" <See.above@aol.com> wrote:
>
>> Bill Findlay wrote:
> ...
>>>
>>> It is true that more pedestrian minds than theirs turned a strong
>>> methodological recommendation into a dogma, and that in later years the SP
>>> trinity became rather unhelpfully dogmatic themselves. None of that takes
>>> away from their acheivement in making us think more deeply about what the
>>> relationship shoud be between the static text of a program and the dynamic
>>> unfolding of its execution.
>>
>> It was that dogma which caused the insanity. Profs, and some programmers,
>> got rabid about no gotos. You can't do any OS work without the machine's
>> equivalent of goto.
>
> If you mean jump/branch intructions, then you can't do ANY work with them.
>
> That is entirely beside the point. SP is about HOW the jump/branch

> intructions are used, not WHETHER they should be used - of course they must.
>
and the insane types insisted that they cannot be used.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 21 Feb 2013 14:07:51 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
> news:CD4ACFBC.261C7%yaldnif.w@blueyonder.co.uk...
>>
>> [snip...] [snip...]
>> [snip...]
>>
>> 90% of everything is rubbish. 8-(
>>
>
> Sturgeon's revelation, commonly referred to as Sturgeon's law, is an adage
> commonly cited as "ninety percent of everything is crap."

And the bit gods were able to turn the crap into manure which was very
productive.

/BAH

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 21 Feb 2013 14:54:06 GMT
View Forum Message <> Reply to Message

In <CD4AD6E9.261CE%yaldnif.w@blueyonder.co.uk>, on 02/20/2013
at 07:39 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:

> On 20/02/2013 19:35, in article kg38gf$h1r$1@dont-email.me, "Charles
> Richmond" <numerist@aquaporin4.com> wrote:

>> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
>> news:CD4ACFBC.261C7%yaldnif.w@blueyonder.co.uk...
>>>
>>> [snip...] [snip...]
>>> [snip...]
>>>
>>> 90% of everything is rubbish. 8-(

>>>
>>
>> Sturgeon's revelation, commonly referred to as Sturgeon's law, is an adage
>> commonly cited as "ninety percent of everything is crap."

> I'm far too refined to say any such thing.
> (Lifts teacup to lips, pinkie elegantly extended.)

Urban legend has it that the word Sturgeon actually used was less
refined than "crap".

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 21 Feb 2013 14:56:52 GMT
View Forum Message <> Reply to Message

In <kg38rj$hd6$1@dont-email.me>, on 02/20/2013
at 02:48 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> I agree SP was a big advance. I look at old code from before and
> I shudder at the incomprehensible mess. Like everything else it
> was carried way too far. Sometimes the only way to get people to
> accept something, unfortunately, is to make it a religion with
> iron-clad diktats.

Until they revolt. I'd rather not throw the baby out with the bath
water.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Bill Findlay on Thu, 21 Feb 2013 15:00:58 GMT

View Forum Message <> Reply to Message

On 21/02/2013 14:07, in article PM0004D63C8FCAB357@ac8150e0.ipt.aol.com, "jmfbahciv" <See.above@aol.com> wrote:

> Bill Findlay wrote:
>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>> "jmfbahciv" <See.above@aol.com> wrote:
>>
>>> Bill Findlay wrote:
>> ...
>>>>
>>>> It is true that more pedestrian minds than theirs turned a strong
>>>> methodological recommendation into a dogma, and that in later years the SP
>>>> trinity became rather unhelpfully dogmatic themselves. None of that takes
>>>> away from their acheivement in making us think more deeply about what the
>>>> relationship shoud be between the static text of a program and the dynamic
>>>> unfolding of its execution.
>>>
>>> It was that dogma which caused the insanity. Profs, and some programmers,
>>> got rabid about no gotos. You can't do any OS work without the machine's
>>> equivalent of goto.
>>
>> If you mean jump/branch intructions, then you can't do ANY work with them.
>>
>> That is entirely beside the point. SP is about HOW the jump/branch
>> intructions are used, not WHETHER they should be used - of course they must.
>>
> and the insane types insisted that they cannot be used.

Why do you bother about what insane people say?

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Charlie Gibbs on Thu, 21 Feb 2013 15:31:36 GMT
View Forum Message <> Reply to Message

In article <5126350e$1$fuzhry+tra$mr2ice@news.patriot.net>, spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <CD4AD6E9.261CE%yaldnif.w@blueyonder.co.uk>, on 02/20/2013
> at 07:39 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>

>> On 20/02/2013 19:35, in article kg38gf$h1r$1@dont-email.me,
>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>> "Bill Findlay" <yaldnif.w@blueyonder.co.uk> wrote in message
>>> news:CD4ACFBC.261C7%yaldnif.w@blueyonder.co.uk...
>>>
>>>> [snip...] [snip...]
>>>> [snip...]
>>>>
>>>> 90% of everything is rubbish. 8-(
>>>>
>>>
>>> Sturgeon's revelation, commonly referred to as Sturgeon's law, is
>>> an adage commonly cited as "ninety percent of everything is crap."
>>
>> I'm far too refined to say any such thing.
>> (Lifts teacup to lips, pinkie elegantly extended.)
>
> Urban legend has it that the word Sturgeon actually used was less
> refined than "crap".

On the other tentacle, I heard the word was "crud".

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 21 Feb 2013 16:11:15 GMT
View Forum Message <> Reply to Message

In <51254154.4F1D8AC6@bytecraft.com>, on 02/20/2013
at 04:34 PM, Walter Banks <walter@bytecraft.com> said:

> He made two calls the first to the company technical contact he
> already had and gave them a heads up and a synopsis of what was
> happening. He then made a call to senior management and listened
> to a 2 minute rant about reverse engineering. While the guy was
> catching his breath my friend asked which of them should be the
> one to call the FDA.

I suppose that reporting the conversation to the FDA, cc to CEO and
board chairman, wasn't an option? Likewise filing charges of reckless
endangerment?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Thu, 21 Feb 2013 16:23:47 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
> Perhaps, but what I've been sniping at is the insane idea that
> structured programming is equivalent to not using GOTO. The fact is
> that you can write a program using GOTO that is well structured and
> can write a dog's breakfast without a single GOTO.
>
> The fact that your students got better results when they did the
> design before the coding was predictable.

at one time i did a lot of work on diagnosing failures ... common
scenario was attempt to recreate the execution path leading up to
particular failure. lots of different spaghetti GOTOs arriving at same
common point could be nearly impossible to backtrack how execution
progressed.

part of this was having done a failure analysis tool (written in REXX).
early in rexx days (before released to customers), i wanted to
demonstrate power of rexx language ... I decided to take a large
failure/dump application ... written in assembler ... and rewrite it in
rexx ... objectives were: 1) ten times the function, 2) ten times the
performance and 2) implementation would take less than half-time over 3m
period. I actually finished early ... and started library of code that
would examine image for list of well known failure signatures.

I had originally believed that it would be released to customers as
replacement for the existing tool. For whatever reason that never
happened, even tho it came to be used by nearly every internal
datacenters and customer support PSRs. I eventually got permission to
present the implementation at some customer user group meetings ... and
within a few months, other similar implementations started to appear.

misc. past posts mentioning the work
http://www.garlic.com/~lynn/submain.html#dumprx

earlier on in my career i had written a program in pli that would

process a assembler listing and attempt to create a symbolic representation of the machine operations and code flow ... then generate a representation of the program in a pascal-like language. ... attempting to replace all GOTO/branch/jumps with if/then/else/while/do/until/etc. There was some highly optimized kernel modules that were relative compact and understandardable in assembler with goto/branch ... which would generate 15-deep nested if/then/else and almost impossible to follow. part of the issue is that 360 conditions could have four values and could result in four different code paths ... while if/then/else is purely binary ... converting from 4-value logic to 2-value logic would make things more complex.

code also tried to identify register use before set and (static) orphan code sequences (not used).

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 21 Feb 2013 16:42:38 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.) Metz" wrote:

> In <51254154.4F1D8AC6@bytecraft.com>, on 02/20/2013
>  at 04:34 PM, Walter Banks <walter@bytecraft.com> said:
>
>> He made two calls the first to the company technical contact he
>> already had and gave them a heads up and a synopsis of what was
>> happening. He then made a call to senior management and listened
>> to a 2 minute rant about reverse engineering. While the guy was
>> catching his breath my friend asked which of them should be the
>> one to call the FDA.
>
> I suppose that reporting the conversation to the FDA, cc to CEO and
> board chairman, wasn't an option? Likewise filing charges of reckless
> endangerment?

Like I said earlier after the rant the conversation became civilized. If my friend wanted to be mean about it, talking to the FDA first could have created some discomfort but may have delayed getting a fix for the problem. In his case his life depended on the product and it was in his best interest to find a solution rather than create aggravation.

From the companies point of view they had a whole bunch of unexpected testing to do to re-release the product

I have had limited contact with companies regulated under
the FDA but in automotive the regulatory agencies have
generally been quite well respected and viewed as an
industry positive.

w..

---

Subject: Re: New HD
Posted by Andrew Swallow on Thu, 21 Feb 2013 16:52:27 GMT
View Forum Message <> Reply to Message

On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>  at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> Shmuel, of course you and I know how to use GOTO appropriately... but
>> is it safe for the "unwashed masses"??? ;-)
>
> Is assignment? Is IF/THEN/ELSE?
>
> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
> understand that every tool not only can but will be misused.
>

With a GOTO you know where you are and since it is labelled where you
are going to. If a variable is set you have to find ever where it is
read. IFLAG(number) can be used in a lot of places.

Andrew Swallow

---

Subject: Re: New HD
Posted by Andrew Swallow on Thu, 21 Feb 2013 16:58:48 GMT
View Forum Message <> Reply to Message

On 21/02/2013 14:07, jmfbahciv wrote:
> Dan Espen wrote:
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>> "Walter Banks" <walter@bytecraft.com> wrote in message
>>> news:5124271A.C60C6130@bytecraft.com...
>>>>
>>>> [snip...] [snip...] [snip...]
>>>>
>>>>
>>>> Times have changed, a few years ago I drove a 56 T-bird from

>>>> Boston to Toronto, it stopped at every other gas station on the
>>>> NY interstate, the combination of 10 miles per Gallon and a
>>>> 12 Gal tank. What is the gas mileage on a 1200 pound car these
>>>> days.
>>>>
>>>> Computers have come a long ways since we used them as over
>>>> grown slide rules and automated accounting machines. In the 70's
>>>> we did magic because we could do it at all, now grandpa's pictures
>>>> of his grandchildren are changing on his living room wall as soon
>>>> as they are taken half a world away. Our emotions are saying wasted
>>>> cycles and cycles are now not as rare as they once were.
>>>>
>>>> It is a real eye-opener talking to the next generation of technology
>>>> innovators we paved the road with hard learned insights and they
>>>> will never have the joy of discovering new original ideas every few
>>>> weeks. I wouldn't trade that for the next technology cycle and I
>>>> would go back to doing the way we did in the 70's
>>>>
>>>
>>> Yes, yes, technology is wonderful. I accept that. I just don't like
>>> getting "phased out". Many of the roads technology has taken... are
>>> *not* the way I would like to have seen things go. So I guess
>>> something near the ultimate question is... what does it all mean and
>>> where is it going??? I am worried about where all the technological
>>> innovation is going and what it is doing to the minds of the young.
>>> *No* matter how good our technology or computing power is... people
>>> still need to be able to think, focus, and concentrate to get anything
>>> done.
>>>
>>> I am *not* above retreating in the past so I can have fun with the
>>> type of computing I like... or using the new technology to re-create
>>> some of the old technology, like a PDP-10 on an FPGA. New technology
>>> can do a dandy job of re-creating the old technology and allowing us
>>> and others to experience a semblence (even if just a taste) of how
>>> things used to be. Mr. Findlay, your ee9 kdf9 emulator proves that
>>> very well. And running on the Raspberry PI is making progress in new
>>> technology re-creating old technology.
>>>
>>> The things I enjoy about computers seem to be unimportant today... and
>>> I'm *not* willing to accept the total unimportance of some things.
>>
>> Yep, like blinken lights!
>>
>> Still think there is a fortune to be made on a line of PCs with real
>> honest to goodness blinken lights.
>
> Modems. Then you can see if you're being attacked...or at least notice
> that something not normal is going on. sounds can also help.

>
> /BAH
>

Have a device that connects using USB port. A supervisor program that flashes a light on ever time a program runs should give a good indication of what the computer is doing.

Andrew Swallow

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 21 Feb 2013 17:54:46 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <icobfgqu58.fsf@home.home>, on 02/19/2013
>  at 09:02 AM, Dan Espen <despen@verizon.net> said:
>
>> Not the same thing.
>
> Yes it is.
>
>> Where is the freeing when you need it part?
>
> In the part you didn't quote:
>
>  usinit_size can be preceded by a minus sign. In environments
>  other than CICS, if you specify a negative number Language
>  Environment uses all available storage minus the amount
>  specified for the initial stack storage.
>
> The run-time library actually allocates the maximum amount of memory
> and then releases the specified reserve.

The quote doesn't match your sentence.
I don't see a reserve in the quote, just allowance for the stack.

--
Dan Espen

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 21 Feb 2013 18:38:39 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On Wed, 20 Feb 2013 22:38:24 -0700
> Joe Pfeiffer <pfeiffer@cs.nmsu.edu> wrote:
>
>> Walter Bushell <proto@panix.com> writes:
>>
>>> In article <958.834T2728T4536301@kltpzyxm.invalid>,
>>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>
>>>> <shudder> Good point. Besides, many users don't know what they
>>>> want anyway.
>>>
>>> Sometimes you have to give them what the need.
>>
>> You can't always get what you want.
>> But if you try sometimes you just might find
>> You get what you need.
>
> Thank you Joe, I really needed a Rolling Stones earworm this
> morning.

Always happy to help!

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 21 Feb 2013 18:41:09 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Bill Findlay wrote:
>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>> "jmfbahciv" <See.above@aol.com> wrote:
>>
>>> Bill Findlay wrote:
>> ...
>>>>
>>>> It is true that more pedestrian minds than theirs turned a strong
>>>> methodological recommendation into a dogma, and that in later years the SP
>>>> trinity became rather unhelpfully dogmatic themselves. None of that takes
>>>> away from their acheivement in making us think more deeply about what the
>>>> relationship shoud be between the static text of a program and the dynamic
>>>> unfolding of its execution.
>>>
>>> It was that dogma which caused the insanity. Profs, and some programmers,
>>> got rabid about no gotos. You can't do any OS work without the machine's
>>> equivalent of goto.

>>
>> If you mean jump/branch intructions, then you can't do ANY work with them.
>>
>> That is entirely beside the point. SP is about HOW the jump/branch
>> intructions are used, not WHETHER they should be used - of course they must.
>>
> and the insane types insisted that they cannot be used.

No, nobody has ever claimed that. What was claimed by the very most
extreme was that all code must conform to exactly the three canonical
forms defined by Dijkstra (linear traversal, if-then-else, while loop);
the last two of those are implemented with branch instructions.

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 21 Feb 2013 19:26:33 GMT
View Forum Message <> Reply to Message

On 2/20/2013 1:18 PM, Shmuel (Seymour J.) Metz wrote:
> In <icobfgqu58.fsf@home.home>, on 02/19/2013
> at 09:02 AM, Dan Espen <despen@verizon.net> said:
>
>> Not the same thing.
>
> Yes it is.
>
>> Where is the freeing when you need it part?
>
> In the part you didn't quote:
>
> usinit_size can be preceded by a minus sign. In environments
> other than CICS, if you specify a negative number Language
> Environment uses all available storage minus the amount
> specified for the initial stack storage.
>
> The run-time library actually allocates the maximum amount of memory
> and then releases the specified reserve.
>

That's not the same thing. A program has to go to a lot of work to free
memory once allocated. If it's programs it could probably just mark
them all "not in memory" and free the relevant chunk, depending on the
normal load process to bring them back in. This is how shared DLLs can
be freed. If it's data the method has to be programmed somehow.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 21 Feb 2013 19:28:00 GMT
View Forum Message <> Reply to Message

On 2/21/2013 2:15 AM, Shmuel (Seymour J.) Metz wrote:
> In <kg0k4l$600$1@dont-email.me>, on 02/19/2013
>  at 01:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>
>> Hey, *we* did. In 1978,
>
> I believe that Peter was referring to an earlier era, when 3330, 3350,
> 3375 and 3380 drives were not available. The 1302 wasn't very common,
> so he probably had a mixture of 2311 and 2314.
>

Yes, 1978 is rather recent for this NG ;-) I imagine people here have
stories about the 305 RAMAC.

--
Pete

---

Subject: Re: New HD
Posted by Bill Findlay on Thu, 21 Feb 2013 19:32:57 GMT
View Forum Message <> Reply to Message

On 21/02/2013 16:52, in article JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
"Andrew Swallow" <am.swallow@btinternet.com> wrote:

> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>  at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> Shmuel, of course you and I know how to use GOTO appropriately... but
>>> is it safe for the "unwashed masses"??? ;-)
>>
>> Is assignment? Is IF/THEN/ELSE?
>>
>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>> understand that every tool not only can but will be misused.
>>
>
> With a GOTO you know where you are and since it is labelled where you
> are going to.

Only for the very simplest uses of GOTO. You fail to consider
'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ..., switches,
label variables, label parameters, ...

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 21 Feb 2013 19:34:43 GMT
View Forum Message <> Reply to Message

On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>
> at one time i did a lot of work on diagnosing failures ... common
> scenario was attempt to recreate the execution path leading up to
> particular failure. lots of different spaghetti GOTOs arriving at same
> common point could be nearly impossible to backtrack how execution
> progressed.

Having just spent two (or was it three) days trying to diagnose a bug, what I'd like to see in my debugger (GDB) is a log, even just a branch log. (assuming there isn't one I'm not seeing).  I spent most of the two (or maybe three) days trying to figure out how I got to where I was, and maybe less than an hour figuring out the problem.  Now to code a fix...

--
Pete

---

Subject: Re: New HD
Posted by Charles Richmond on Thu, 21 Feb 2013 19:47:45 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kg5s1n$ggt$2@dont-email.me...
> On 2/21/2013 2:15 AM, Shmuel (Seymour J.) Metz wrote:
>> In <kg0k4l$600$1@dont-email.me>, on 02/19/2013
>>  at 01:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> Hey, *we* did.  In 1978,
>>
>> I believe that Peter was referring to an earlier era, when 3330, 3350,
>> 3375 and 3380 drives were not available. The 1302 wasn't very common,
>> so he probably had a mixture of 2311 and 2314.
>>
>
> Yes, 1978 is rather recent for this NG ;-)  I imagine people here have

> stories about the 305 RAMAC.
>

Well, 1978 was *over* 30 years ago... so that qualifies for inclusion in
<a.f.c.> :-)

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 21 Feb 2013 19:54:40 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D63CA6CC7875@ac8150e0.ipt.aol.com...
> Dan Espen wrote:
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>> "Walter Banks" <walter@bytecraft.com> wrote in message
>>> news:5124271A.C60C6130@bytecraft.com...
>>>>
>>>> [snip...] [snip...] [snip...]
>>>>
>>>>
>>>> Times have changed, a few years ago I drove a 56 T-bird from
>>>> Boston to Toronto, it stopped at every other gas station on the
>>>> NY interstate, the combination of 10 miles per Gallon and a
>>>> 12 Gal tank. What is the gas mileage on a 1200 pound car these
>>>> days.
>>>>
>>>> Computers have come a long ways since we used them as over
>>>> grown slide rules and automated accounting machines. In the 70's
>>>> we did magic because we could do it at all, now grandpa's pictures
>>>> of his grandchildren are changing on his living room wall as soon
>>>> as they are taken half a world away. Our emotions are saying wasted
>>>> cycles and cycles are now not as rare as they once were.
>>>>
>>>> It is a real eye-opener talking to the next generation of technology
>>>> innovators we paved the road with hard learned insights and they
>>>> will never have the joy of discovering new original ideas every few
>>>> weeks. I wouldn't trade that for the next technology cycle and I
>>>> would go back to doing the way we did in the 70's
>>>>
>>>
>>> Yes, yes, technology is wonderful. I accept that. I just don't like
>>> getting "phased out". Many of the roads technology has taken... are

>>> *not* the way I would like to have seen things go. So I guess
>>> something near the ultimate question is... what does it all mean and
>>> where is it going??? I am worried about where all the technological
>>> innovation is going and what it is doing to the minds of the young.
>>> *No* matter how good our technology or computing power is... people
>>> still need to be able to think, focus, and concentrate to get anything
>>> done.
>>>
>>> I am *not* above retreating in the past so I can have fun with the
>>> type of computing I like... or using the new technology to re-create
>>> some of the old technology, like a PDP-10 on an FPGA. New technology
>>> can do a dandy job of re-creating the old technology and allowing us
>>> and others to experience a semblence (even if just a taste) of how
>>> things used to be. Mr. Findlay, your ee9 kdf9 emulator proves that
>>> very well. And running on the Raspberry PI is making progress in new
>>> technology re-creating old technology.
>>>
>>> The things I enjoy about computers seem to be unimportant today... and
>>> I'm *not* willing to accept the total unimportance of some things.
>>
>> Yep, like blinken lights!
>>
>> Still think there is a fortune to be made on a line of PCs with real
>> honest to goodness blinken lights.

> Modems. Then you can see if you're being attacked...

You don’t need lights on the modem for that.

> or at least notice that something not normal is going on.

Ditto.

> sounds can also help.

There are MUCH better ways to see if you are being attacked.

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 21 Feb 2013 19:56:08 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D63C8FCAB357@ac8150e0.ipt.aol.com...
> Bill Findlay wrote:
>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>> "jmfbahciv" <See.above@aol.com> wrote:
>>

>>> Bill Findlay wrote:
>> ...
>>>>
>>>> It is true that more pedestrian minds than theirs turned a strong
>>>> methodological recommendation into a dogma, and that in later years the
>>>> SP
>>>> trinity became rather unhelpfully dogmatic themselves. None of that
>>>> takes
>>>> away from their acheivement in making us think more deeply about what
>>>> the
>>>> relationship shoud be between the static text of a program and the
>>>> dynamic
>>>> unfolding of its execution.
>>>
>>> It was that dogma which caused the insanity. Profs, and some
>>> programmers,
>>> got rabid about no gotos. You can't do any OS work without the
>>> machine's
>>> equivalent of goto.
>>
>> If you mean jump/branch intructions, then you can't do ANY work with
>> them.
>>
>> That is entirely beside the point. SP is about HOW the jump/branch
>> intructions are used, not WHETHER they should be used - of course they
>> must.
>>
> and the insane types insisted that they cannot be used.

Bullshit they do. ALL they are talking about is how those
are represented in the high level code, no one ever said
that they cant be used by what the high level code is
compiled into.

---

Subject: Re: New HD
Posted by scott on Thu, 21 Feb 2013 19:57:57 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:
> On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>>
>> at one time i did a lot of work on diagnosing failures ... common
>> scenario was attempt to recreate the execution path leading up to
>> particular failure. lots of different spaghetti GOTOs arriving at same
>> common point could be nearly impossible to backtrack how execution
>> progressed.
>

> Having just spent two (or was it three) days trying to diagnose a bug,
> what I'd like to see in my debugger (GDB) is a log, even just a branch
> log. (assuming there isn't one I'm not seeing). I spent most of the two
> (or maybe three) days trying to figure out how I got to where I was, and
> maybe less than an hour figuring out the problem. Now to code a fix...

Intel/AMD processors support an 'execute to branch[*] and trap' mode. Part of the single step hardware support. The kernel level debuggers I've written (kdb on linux, a couple of proprietary hypervisors), used this feature to provide a branch trace on a core. Quite useful.

I should think that GDB could use this feature, if it were exposed through ptrace(2).

scott

[*] FSVO branch, including lcalls, call gates, interrupts, et alia

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 21 Feb 2013 20:26:15 GMT
View Forum Message <> Reply to Message

On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
<yaldnif.w@blueyonder.co.uk> wrote:

[snip]

> I once had a proponent of "formal methods" give my software enginering class
> a talk on "correctness by construction". He "calculated" a Pascal program
> for some simple task and asserted that it must be correct. I asked the
> class whether they could spot the obvious error, and to his chagrin several
> of them could. 8-)

I see your error and raise you two:

I remember one text where the author proved correct a program
that used Euclid's Algorithm. I found three errors in the program.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Thu, 21 Feb 2013 20:31:08 GMT
View Forum Message <> Reply to Message

On Thu, 21 Feb 2013 16:52:27 +0000, Andrew Swallow
<am.swallow@btinternet.com> wrote:

[snip]

> With a GOTO you know where you are and since it is labelled where you
> are going to.  If a variable is set you have to find ever where it is
> read.  IFLAG(number) can be used in a lot of places.

You might.  There was some recursive code posted in this newsgroup recently that had two labels with the same name.

Knowing where one is in the program lexically is not the same as knowing where one is in the execution.

I rarely use GOTOs.  I find that I almost never need them.  I do like continue/exit/break.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by GreyMaus[1] on Thu, 21 Feb 2013 20:36:45 GMT
View Forum Message <> Reply to Message

On 2013-02-21, jmfbahciv <See.above@aol.com> wrote:
>  Dan Espen wrote:
>>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>>  things used to be.  Mr. Findlay, your ee9 kdf9 emulator proves that
>>>  very well.  And running on the Raspberry PI is making progress in new
>>>  technology re-creating old technology.
>>>
>>>  The things I enjoy about computers seem to be unimportant today... and
>>>  I'm *not* willing to accept the total unimportance of some things.
>>
>>  Yep, like blinken lights!
>>
>>  Still think there is a fortune to be made on a line of PCs with real
>>  honest to goodness blinken lights.
>
>  Modems.  Then you can see if you're being attacked...or at least notice
>  that something not normal is going on.  sounds can also help.
>
>  /BAH

Story of an office being wardialled, security man listens as every
phone rings in rotation at 2.am.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 21 Feb 2013 21:25:33 GMT
View Forum Message <> Reply to Message

In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
> "jmfbahciv" <See.above@aol.com> wrote:
>
>> Bill Findlay wrote:
> ...
>>>
>>> It is true that more pedestrian minds than theirs turned a strong
>>> methodological recommendation into a dogma, and that in later years the SP
>>> trinity became rather unhelpfully dogmatic themselves. None of that takes
>>> away from their acheivement in making us think more deeply about what the
>>> relationship shoud be between the static text of a program and the dynamic
>>> unfolding of its execution.
>>
>> It was that dogma which caused the insanity. Profs, and some programmers,
>> got rabid about no gotos. You can't do any OS work without the machine's
>> equivalent of goto.
>
> If you mean jump/branch intructions, then you can't do ANY work with them.
>
> That is entirely beside the point. SP is about HOW the jump/branch
> intructions are used, not WHETHER they should be used - of course they must.

At the assembly/binary level there are lots of JMPs, JRST etc (whatever
the architecture calls them.)

The point is rather what abstractions are useful in higher level languages.

I will counter the view about needing goto's in the OS. Yes, there will
be oodles of loops, selects with break/continues, throw/catch and
even dispatch tables.

This is about the abstractions, not about the implementation.

-- mrr

---

Subject: Re: New HD
Posted by Patrick Scheible on Thu, 21 Feb 2013 21:39:47 GMT
View Forum Message <> Reply to Message

Gene Wirchenko <genew@telus.net> writes:

> On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
> <yaldnif.w@blueyonder.co.uk> wrote:
>
> [snip]
>
>> I once had a proponent of "formal methods" give my software enginering class
>> a talk on "correctness by construction". He "calculated" a Pascal program
>> for some simple task and asserted that it must be correct. I asked the
>> class whether they could spot the obvious error, and to his chagrin several
>> of them could. 8-)
>
> I see your error and raise you two:
>
> I remember one text where the author proved correct a program
> that used Euclid's Algorithm. I found three errors in the program.

I had similar observations. "Proofs of correctness" are harder then
deskchecks and no more convincing that the program is really right.

-- Patrick

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 21 Feb 2013 21:49:17 GMT
View Forum Message <> Reply to Message

In article <kg5tj9$qts$1@dont-email.me>,
Charles Richmond <numerist@aquaporin4.com> wrote:
> "Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
> news:kg5s1n$ggt$2@dont-email.me...
>> On 2/21/2013 2:15 AM, Shmuel (Seymour J.) Metz wrote:
>>> In <kg0k4l$600$1@dont-email.me>, on 02/19/2013
>>> at 01:35 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> Hey, *we* did. In 1978,
>>>
>>> I believe that Peter was referring to an earlier era, when 3330, 3350,

>>>  3375 and 3380 drives were not available. The 1302 wasn't very common,
>>>  so he probably had a mixture of 2311 and 2314.
>>>
>>
>>  Yes, 1978 is rather recent for this NG ;-)  I imagine people here have
>>  stories about the 305 RAMAC.
>>
>
> Well, 1978 was *over* 30 years ago...  so that qualifies for inclusion in
> <a.f.c.>  :-)

1978 was the year i "discovered" computers. But it took until Jan 17th 1979
before I discovered Emacs, and I never looked back after that.

-- mrr

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 21 Feb 2013 21:53:04 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:

>  Gene Wirchenko <genew@telus.net> writes:
>
>>  On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
>>  <yaldnif.w@blueyonder.co.uk> wrote:
>>
>>  [snip]
>>
>>> I once had a proponent of "formal methods" give my software enginering class
>>> a talk on "correctness by construction".  He "calculated" a Pascal program
>>> for some simple task and asserted that it must be correct.  I asked the
>>> class whether they could spot the obvious error, and to his chagrin several
>>> of them could.  8-)
>>
>>      I see your error and raise you two:
>>
>>      I remember one text where the author proved correct a program
>>  that used Euclid's Algorithm.  I found three errors in the program.
>
>  I had similar observations.  "Proofs of correctness" are harder then
>  deskchecks and no more convincing that the program is really right.

To me, knowing how to do a correctness proof based on axiomatic
semantics was extremely valuable -- not because I ever had occasion to
try to do one for a real application (shudder), but because it gave me a
lot of guidance on how to do deskchecks.

The one and only time somebody (a mathematician who never, to the best of my knowledge, ever wrote an actual program) tried to convince programs should be proved correct, I pointed out to him that there is a reason many bugs are called "logic errors". He accepted this as a compelling reason to recognize that formal correctness proofs would not eliminate bugs.

---

Subject: Re: New HD
Posted by Bill Findlay on Thu, 21 Feb 2013 22:16:51 GMT
View Forum Message <> Reply to Message

On 21/02/2013 21:25, in article dvfiv9-273.ln1@wair.reistad.name, "Morten Reistad" <first@last.name> wrote:

> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
....
>> SP is about HOW the jump/branch
>> intructions are used, not WHETHER they should be used - of course they must.
>
> At the assembly/binary level there are lots of JMPs, JRST etc (whatever
> the architecture calls them.)
>
> The point is rather what abstractions are useful in higher level languages.
>
> I will counter the view about needing goto's in the OS. Yes, there will
> be oodles of loops, selects with break/continues, throw/catch and
> even dispatch tables.
>
> This is about the abstractions, not about the implementation.

Precisely.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Bill Findlay on Thu, 21 Feb 2013 22:19:01 GMT
View Forum Message <> Reply to Message

On 21/02/2013 21:53, in article 1b38wpbagv.fsf@snowball.wb.pfeifferfamily.net, "Joe Pfeiffer"

<pfeiffer@cs.nmsu.edu> wrote:

> Patrick Scheible <kkt@zipcon.net> writes:
....
>
> To me, knowing how to do a correctness proof based on axiomatic
> semantics was extremely valuable -- not because I ever had occasion to
> try to do one for a real application (shudder), but because it gave me a
> lot of guidance on how to do deskchecks.

That is just what I was getting by mentioning "the (informal) logic of state
changes induced by the different kinds of structured statements".

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Andrew Swallow on Thu, 21 Feb 2013 22:46:02 GMT
View Forum Message <> Reply to Message

On 21/02/2013 19:32, Bill Findlay wrote:
> On 21/02/2013 16:52, in article JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>
>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>> at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> is it safe for the "unwashed masses"??? ;-)
>>>
>>> Is assignment? Is IF/THEN/ELSE?
>>>
>>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>> understand that every tool not only can but will be misused.
>>>
>>
>> With a GOTO you know where you are and since it is labelled where you
>> are going to.
>
> Only for the very simplest uses of GOTO. You fail to consider
> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ..., switches,
> label variables, label parameters, ...
>

The destinations are still labelled.

Andrew Swallow

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 22 Feb 2013 00:17:19 GMT
View Forum Message <> Reply to Message

On 2/21/2013 5:46 PM, Andrew Swallow wrote:
> On 21/02/2013 19:32, Bill Findlay wrote:
>> On 21/02/2013 16:52, in article JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>
>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> > Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> > is it safe for the "unwashed masses"??? ;-)
>>>>
>>>> Is assignment? Is IF/THEN/ELSE?
>>>>
>>>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>>> understand that every tool not only can but will be misused.
>>>>
>>>
>>> With a GOTO you know where you are and since it is labelled where you
>>> are going to.
>>
>> Only for the very simplest uses of GOTO. You fail to consider
>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ..., switches,
>> label variables, label parameters, ...
>>
>
> The destinations are still labelled.
>

If the program is well-written you could have a good program written in
Fortran II, GOTOs and all. If something isn't clear in the code it
deserves a comment.

--
Pete

---

Subject: Re: New HD

Posted by Bill Findlay on Fri, 22 Feb 2013 01:17:45 GMT
View Forum Message <> Reply to Message

On 21/02/2013 22:46, in article 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
"Andrew Swallow" <am.swallow@btinternet.com> wrote:

> On 21/02/2013 19:32, Bill Findlay wrote:
>> On 21/02/2013 16:52, in article JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>
>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> > Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> > is it safe for the "unwashed masses"??? ;-)
>>>>
>>>> Is assignment? Is IF/THEN/ELSE?
>>>>
>>>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>>> understand that every tool not only can but will be misused.
>>>>
>>>
>>> With a GOTO you know where you are and since it is labelled where you
>>> are going to.
>>
>> Only for the very simplest uses of GOTO. You fail to consider
>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ..., switches,
>> label variables, label parameters, ...
>>
>
> The destinations are still labelled.

But you don't know which one of them the GOTO will reach unless you can work
out which of them is dynamically designated by the label value to be used.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Bernd Felsche on Fri, 22 Feb 2013 03:15:06 GMT
View Forum Message <> Reply to Message

greymaus <maus@mail.com> wrote:
> On 2013-02-21, jmfbahciv <See.above@aol.com> wrote:

>> Dan Espen wrote:
>>> "Charles Richmond" <numerist@aquaporin4.com> writes:

>>>> The things I enjoy about computers seem to be unimportant
>>>> today... and I'm *not* willing to accept the total unimportance
>>>> of some things.

>>> Yep, like blinken lights!

>>> Still think there is a fortune to be made on a line of PCs with
>>> real honest to goodness blinken lights.

>> Modems. Then you can see if you're being attacked...or at least notice
>> that something not normal is going on. sounds can also help.

> Story of an office being wardialled, security man listens as every
> phone rings in rotation at 2.am.

I noticed that the TTY bells were identical to the bells in the
telephones. Sending a string of ^G to the TTY with the appropriate
cadence was one of the student amusements for those exploring the
possibilities of computers (to annoy staff).
--
/"\ Bernd Felsche - Somewhere in Western Australia
\ / ASCII ribbon campaign | For every complex problem there is an
X against HTML mail | answer that is clear, simple, and wrong.
/ \ and postings | --HL Mencken

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 22 Feb 2013 04:44:20 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:

>
> Still think there is a fortune to be made on a line of PCs with real
> honest to goodness blinken lights.
>

Probably be less expensive in this day and age to do some
graphics and add an additional display to fake der blinking
lights complete technical correctness sampling addresses
and registers. Lights and switches were not inexpensive
and unlike silicon their prices have stayed more or less
consistent.

The alternative would be to use real lights and use an

embedded processor to drive them (An embedded processor BTW that probably has more power than the mini's back in the day) Damn we just can't get away from this new fangled stuff.

Okay try again real wire, real led lights . . .  Strike that lights with bulbs and filaments, Plexiglas panel with silk-screen painted overlay (try to explain that to the teashirt shop who has the only silk screen equipment anymore) okay need some lamp drivers 2N3705 about the price of an embedded system processor these days Right no processor.

Now all we needed to do is bring out the address and register connections

I know where your comment is coming from.

I grew up in a small town where there was a functioning livery stable when I was a kid. These times are changing..

Coffee has worn off time to get some sleep

w..

---

Subject: Re: New HD
Posted by oscar on Fri, 22 Feb 2013 05:31:21 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote in message news:1814.834T325T13283226@kltpzyxm.invalid...
>  In article <20130220173622.8003d5a44b51c84e6fda0ecc@eircom.net>,
>  steveo@eircom.net (Ahem A Rivet's Shot) writes:
>
>>  On 20 Feb 13 07:45:51 -0800
>>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>>  Still, Barb is right about the dogma.  The ideologues really hurt
>>>  the credibility of the SP revolution, and their code was often just
>>>  as unreadable as what they replaced.  I still see source modules
>>>  that are a morass of 6-line functions calling each other in a web
>>>  that's at least as complex as the so-called "spaghetti" that their
>>>  authors condemn.
>>
>>  There's a meme running round the Java world at the moment that
>>  says it is best to put the complexity into the object hierarchy and
>>  not in the code. Like most such memes it has some good points but
>>  gets carried altogether too far by some people, resulting in code

>> with functions that are easy to understand and test (good), but a
>> control flow that is completely impossible to comprehend (very bad).

> That's why the zealots really don't accomplish much in the end.

Those particular zealots did in fact accomplish a hell of a lot in
the end, even tho like all zealots, they radically overstated the
point they were making.

> But what the heck, remember that old definition:

> A zealot is someone who does what God would do
> if only He had all the facts.

> The meme I'd love to see take root would have us design out
> as much complexity as possible before beginning to code.

That is how the best do things, so it has taken route.

Its just not possible for most to do it that way, they
arent capable of designing out as much complexity
as possible before beginning to code, that’s why
they are just coders.

> Alas, the opposite meme - the one that confuses complexity
> with sophistication - is far more firmly entrenched.

Again, because there arent that many that are
capable of designing out as much complexity
as possible before beginning to code.

> Perfection is achieved, not when there is nothing more
> to add, but when there is nothing left to take away.
> -- Antoine de Saint-Exupery

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Fri, 22 Feb 2013 10:23:12 GMT
View Forum Message <> Reply to Message

On Mon, 18 Feb 2013 19:47:44 -0000, Christian Brunschen <cb@mer.df.lth.se>
wrote:

> In article <proto-5E3A6A.11575218022013@news.panix.com>,
> Walter Bushell <proto@panix.com> wrote:
>> In article <kfrirp$4eo$1@dont-email.me>,
>> cb@mer.df.lth.se (Christian Brunschen) wrote:
>>

>>>  "Procedural" seems to be in use for this.
>>>
>>  So why is sending a message not imperative?
>
>  Nothing says it isn't. The article (elided from this response) is about
>  procedural programming, not about object-orientation.
>
>  But to the best of my understanding, both of those (procedural and
>  object-oriented programming) are usually considered different types of
>  imperative programming - procedural programming doing so by way of
>  calling
>  procedures that operate on data but with the procedures being the focus
>  of
>  the structure of the code; and with object-orientation linking the data
>  and the operations available on it closer to gether into 'objects', such
>  that we invoke method on (or send messages to) objects.
>
>  But still, buth are imperative - just like assembly-language programming
>  would usually be; it's just that the instructions are expressed in terms
>  of higher-level concepts than CPU instructions, and for both 'procedural'
>  and 'object-oriented' programming they are referred to by those
>  constructs
>  whih are central the way the code is structured & written.
>
With Prolog being on the other side: Declarative.

I find Wikipedia says it better than I can:

http://en.wikipedia.org/wiki/Imperative_programming

>  Best wishes,
>
>  // Christian
>
>>
>>  --
>>  This space unintentionally left blank.
>
>

--
[dash dash space newline 4line sig]

Money/Life question

Subject: Re: New HD
Posted by Stan Dandy Liver on Fri, 22 Feb 2013 11:21:47 GMT
View Forum Message <> Reply to Message

On Wed, 20 Feb 2013 02:36:05 -0000, Charlie Gibbs
<cgibbs@kltpzyxm.invalid> wrote:

> In article <proto-5DDD87.20061119022013@news.panix.com>, proto@panix.com
> (Walter Bushell) writes:
>
>> In article <kg0j28$v1r$1@dont-email.me>,
>> "Charles Richmond" <numerist@aquaporin4.com> wrote:
>>
>>> It was a revelation when I discovered that "Silver Bells" and
>>> "Rudolph the Red-Nosed Reindeer" were *not* "traditional Christmas
>>> songs"... but were written in the 1940's or so.
>
> Our "new" Christmas decorations are the ones I remember us getting
> as a kid, i.e. they're only 50 years old.
>
>> I was started to learn that the Hokey Pokey was recent when the guy
>> who wrote it died. The perfect existentialist dance.
>> < http://www.smbc-comics.com/index.php?db=comics&id=2883#c omic>
>>
>> That's what it's all about.
>>
>> It's traditional 'cause I learnt it in grade school.
>
> Seen on a bumper sticker:
>
>  What if the Hokey Pokey _is_ what it's all about?
>
Hokey Cokey over here.

There's some debate as to it's origins:
http://en.wikipedia.org/wiki/Hokey_pokey#Controversy

I feel I must learn more about Ida Barr.

--
[dash dash space newline 4line sig]

Money/Life question

---

Subject: Re: New HD
Posted by driftwood on Fri, 22 Feb 2013 11:21:48 GMT
View Forum Message <> Reply to Message

On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:

[snip]

> So yes, in this sense, progress makes me angry... but it's *not* just
> the progress. It's the trivial use that such riches are wasted on. I
> guess if one in a hundred thousand people put the technology to *good*
> use creating new and useful things in the world... or find answers to
> serious problems like disease and food shortages... then it does
> mitigate things somewhat.

It seems that the majority of internet usage is for pornography
and 'social networking', yet there are clamouring demands for faster
connection speeds. I first connected on dial-up in the early 90's, then
went broadband on half a meg., which was subsequently increased to 2,
then 8 meg. D/L. We learnt how to minimise consumption by, for example,
suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.

I carry a torch for your one in a 100,000 ...

--
driftwood

---

Subject: Re: New HD
Posted by Stan Dandy Liver on Fri, 22 Feb 2013 11:42:46 GMT
View Forum Message <> Reply to Message

On Thu, 21 Feb 2013 22:16:51 -0000, Bill Findlay
<yaldnif.w@blueyonder.co.uk> wrote:

> On 21/02/2013 21:25, in article dvfiv9-273.ln1@wair.reistad.name, "Morten
> Reistad" <first@last.name> wrote:
>
>> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
> ...
>>> SP is about HOW the jump/branch
>>> intructions are used, not WHETHER they should be used - of course they
>>> must.
>>
>> At the assembly/binary level there are lots of JMPs, JRST etc (whatever
>> the architecture calls them.)
>>

Create some macros; that's what I did.

>> The point is rather what abstractions are useful in higher level
>> languages.
>>
>> I will counter the view about needing goto's in the OS. Yes, there will
>> be oodles of loops, selects with break/continues, throw/catch and
>> even dispatch tables.
>>
>> This is about the abstractions, not about the implementation.
>
> Precisely.
>

--
[dash dash space newline 4line sig]

Money/Life question

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 22 Feb 2013 12:36:47 GMT
View Forum Message <> Reply to Message

On 2/21/2013 8:17 PM, Bill Findlay wrote:
>
>
>
> On 21/02/2013 22:46, in article 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>
>> On 21/02/2013 19:32, Bill Findlay wrote:
>>> On 21/02/2013 16:52, in article JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>
>>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> > In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> > at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >> Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> >> is it safe for the "unwashed masses"??? ;-)
>>>> >
>>>> > Is assignment? Is IF/THEN/ELSE?
>>>> >
>>>> > If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>>> > understand that every tool not only can but will be misused.
>>>> >
>>>>
>>>> With a GOTO you know where you are and since it is labelled where you

>>>> are going to.
>>>
>>> Only for the very simplest uses of GOTO. You fail to consider
>>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ..., switches,
>>> label variables, label parameters, ...
>>>
>>
>> The destinations are still labelled.
>
> But you don't know which one of them the GOTO will reach unless you can work
> out which of them is dynamically designated by the label value to be used.
>

If you're talking "proof of correctness it's a problem. If you're
talking debugging it's easy to have a character string version of the
label set at the same time a the alter, and maybe a character string
representation of the alter statement. If you really had a problem you
could build in a small trace table.

--
Pete

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 22 Feb 2013 13:08:21 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:
>
>
> "Shmuel (Seymour J.) Metz" wrote:
>
>> In <51254154.4F1D8AC6@bytecraft.com>, on 02/20/2013
>> at 04:34 PM, Walter Banks <walter@bytecraft.com> said:
>>
>>> He made two calls the first to the company technical contact he
>>> already had and gave them a heads up and a synopsis of what was
>>> happening. He then made a call to senior management and listened
>>> to a 2 minute rant about reverse engineering. While the guy was
>>> catching his breath my friend asked which of them should be the
>>> one to call the FDA.
>>
>> I suppose that reporting the conversation to the FDA, cc to CEO and
>> board chairman, wasn't an option? Likewise filing charges of reckless
>> endangerment?
>
> Like I said earlier after the rant the conversation became

> civilized. If my friend wanted to be mean about it, talking
> to the FDA first could have created some discomfort but
> may have delayed getting a fix for the problem. In his case
> his life depended on the product and it was in his best
> interest to find a solution rather than create aggravation.
>
> From the companies point of view they had a whole
> bunch of unexpected testing to do to re-release the product
> I have had limited contact with companies regulated under
> the FDA but in automotive the regulatory agencies have
> generally been quite well respected and viewed as an
> industry positive.

and he didn't have trouble with the tech. He had trouble with
a manager. Huge difference.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 22 Feb 2013 13:08:22 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>> "jmfbahciv" <See.above@aol.com> wrote:
>>
>>> Bill Findlay wrote:
>> ...
>>>>
>>>> It is true that more pedestrian minds than theirs turned a strong
>>>> methodological recommendation into a dogma, and that in later years the
SP
>>>> trinity became rather unhelpfully dogmatic themselves. None of that
takes
>>>> away from their acheivement in making us think more deeply about what the
>>>> relationship shoud be between the static text of a program and the
dynamic
>>>> unfolding of its execution.
>>>
>>> It was that dogma which caused the insanity. Profs, and some programmers,
>>> got rabid about no gotos. You can't do any OS work without the machine's
>>> equivalent of goto.
>>
>> If you mean jump/branch intructions, then you can't do ANY work with them.
>>

>> That is entirely beside the point.  SP is about HOW the jump/branch
>> intructions are used, not WHETHER they should be used - of course they must.
>
>  At the assembly/binary level there are lots of JMPs, JRST etc (whatever
>  the architecture calls them.)
>
>  The point is rather what abstractions are useful in higher level languages.
>
>  I will counter the view about needing goto's in the OS. Yes, there will
>  be oodles of loops, selects with break/continues, throw/catch and
>  even dispatch tables.
>
>  This is about the abstractions, not about the implementation.

Now try to tell that to a rabid customer or supervisor who insists that
there shalt not be any gotos.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 22 Feb 2013 13:08:23 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
>  On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>>
>>  at one time i did a lot of work on diagnosing failures ... common
>>  scenario was attempt to recreate the execution path leading up to
>>  particular failure. lots of different spaghetti GOTOs arriving at same
>>  common point could be nearly impossible to backtrack how execution
>>  progressed.
>
>  Having just spent two (or was it three) days trying to diagnose a bug,
>  what I'd like to see in my debugger (GDB) is a log, even just a branch
>  log. (assuming there isn't one I'm not seeing).  I spent most of the two
>  (or maybe three) days trying to figure out how I got to where I was, and
>  maybe less than an hour figuring out the problem.  Now to code a fix...
>
Address break might help.  Isn't there a "last PC" location?  Oh, sorry.

You're doing an app and can't look at it from the monitor's side.  I
don't see how you people manage to accomplish what you do without
EDDT.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 22 Feb 2013 13:08:26 GMT
View Forum Message <> Reply to Message

Joe Pfeiffer wrote:
> Patrick Scheible <kkt@zipcon.net> writes:
>
>> Gene Wirchenko <genew@telus.net> writes:
>>
>>> On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
>>> <yaldnif.w@blueyonder.co.uk> wrote:
>>>
>>> [snip]
>>>
>>>> I once had a proponent of "formal methods" give my software enginering
class
>>>> a talk on "correctness by construction". He "calculated" a Pascal program
>>>> for some simple task and asserted that it must be correct. I asked the
>>>> class whether they could spot the obvious error, and to his chagrin
several
>>>> of them could. 8-)
>>>
>>> I see your error and raise you two:
>>>
>>> I remember one text where the author proved correct a program
>>> that used Euclid's Algorithm. I found three errors in the program.
>>
>> I had similar observations. "Proofs of correctness" are harder then
>> deskchecks and no more convincing that the program is really right.
>
> To me, knowing how to do a correctness proof based on axiomatic
> semantics was extremely valuable -- not because I ever had occasion to
> try to do one for a real application (shudder), but because it gave me a
> lot of guidance on how to do deskchecks.
>
> The one and only time somebody (a mathematician who never, to the best
> of my knowledge, ever wrote an actual program) tried to convince
> programs should be proved correct, I pointed out to him that there is a
> reason many bugs are called "logic errors". He accepted this as a
> compelling reason to recognize that formal correctness proofs would not
> eliminate bugs.

And doesn't deal with those bugs which are someone else's features.

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Fri, 22 Feb 2013 13:08:27 GMT
View Forum Message <> Reply to Message

Joe Pfeiffer wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Bill Findlay wrote:
>>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>> "jmfbahciv" <See.above@aol.com> wrote:
>>>
>>>> Bill Findlay wrote:
>>> ...
>>>> >
>>>> > It is true that more pedestrian minds than theirs turned a strong
>>>> > methodological recommendation into a dogma, and that in later years the
SP
>>>> > trinity became rather unhelpfully dogmatic themselves. None of that
takes
>>>> > away from their acheivement in making us think more deeply about what
the
>>>> > relationship shoud be between the static text of a program and the
dynamic
>>>> > unfolding of its execution.
>>>>
>>>> It was that dogma which caused the insanity. Profs, and some
programmers,
>>>> got rabid about no gotos. You can't do any OS work without the machine's
>>>> equivalent of goto.
>>>
>>> If you mean jump/branch intructions, then you can't do ANY work with them.
>>>
>>> That is entirely beside the point. SP is about HOW the jump/branch
>>> intructions are used, not WHETHER they should be used - of course they
must.
>>>
>> and the insane types insisted that they cannot be used.
>
> No, nobody has ever claimed that.

You didn't talk to the same people I did. ;-)

> What was claimed by the very most
> extreme was that all code must conform to exactly the three canonical
> forms defined by Dijkstra (linear traversal, if-then-else, while loop);
> the last two of those are implemented with branch instructions.

It takes me quite a bit of time to sort out one of those sets. It's more
straight-forward to read machine code.

/BAH

Subject: Re: New HD
Posted by jmfbahciv on Fri, 22 Feb 2013 13:08:32 GMT
View Forum Message <> Reply to Message

Andrew Swallow wrote:
> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>> at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>
>>> Shmuel, of course you and I know how to use GOTO appropriately... but
>>> is it safe for the "unwashed masses"??? ;-)
>>
>> Is assignment? Is IF/THEN/ELSE?
>>
>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>> understand that every tool not only can but will be misused.
>>
>
> With a GOTO you know where you are and since it is labelled where you
> are going to. If a variable is set you have to find ever where it is
> read. IFLAG(number) can be used in a lot of places.

And if the goto is a PUSHJ, you know where you've been and can find how
to got there. All of this is used in looking a monitor crashes.

/BAH

Subject: Re: New HD
Posted by jmfbahciv on Fri, 22 Feb 2013 13:08:33 GMT
View Forum Message <> Reply to Message

Bill Findlay wrote:
> On 21/02/2013 14:07, in article PM0004D63C8FCAB357@ac8150e0.ipt.aol.com,
> "jmfbahciv" <See.above@aol.com> wrote:
>
>> Bill Findlay wrote:
>>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>> "jmfbahciv" <See.above@aol.com> wrote:
>>>
>>>> Bill Findlay wrote:
>>> ...
>>>> >
>>>> > It is true that more pedestrian minds than theirs turned a strong

>>>> > methodological recommendation into a dogma, and that in later years the
SP
>>>> > trinity became rather unhelpfully dogmatic themselves.  None of that
takes
>>>> > away from their acheivement in making us think more deeply about what
the
>>>> > relationship shoud be between the static text of a program and the
dynamic
>>>> > unfolding of its execution.
>>>>
>>>>  It was that dogma which caused the insanity.  Profs, and some
programmers,
>>>>  got rabid about no gotos.  You can't do any OS work without the machine's
>>>>  equivalent of goto.
>>>
>>>  If you mean jump/branch intructions, then you can't do ANY work with them.
>>>
>>>  That is entirely beside the point.  SP is about HOW the jump/branch
>>>  intructions are used, not WHETHER they should be used - of course they
must.
>>>
>>  and the insane types insisted that they cannot be used.
>
>  Why do you bother about what insane people say?

Because they were customers or bosses.

There were also students who would talk to me and complain about
what certain profs were doing.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 22 Feb 2013 13:08:37 GMT
View Forum Message <> Reply to Message

Andrew Swallow wrote:
>  On 21/02/2013 14:07, jmfbahciv wrote:
>>  Dan Espen wrote:
>>>  "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>
>>>>  "Walter Banks" <walter@bytecraft.com> wrote in message
>>>>  news:5124271A.C60C6130@bytecraft.com...
>>>> >
>>>> >  [snip...]  [snip...] [snip...]
>>>> >
>>>> >

>>>> > Times have changed, a few years ago I drove a 56 T-bird from
>>>> > Boston to Toronto, it stopped at every other gas station on the
>>>> > NY interstate, the combination of 10 miles per Gallon and a
>>>> > 12 Gal tank. What is the gas mileage on a 1200 pound car these
>>>> > days.
>>>> >
>>>> > Computers have come a long ways since we used them as over
>>>> > grown slide rules and automated accounting machines. In the 70's
>>>> > we did magic because we could do it at all, now grandpa's pictures
>>>> > of his grandchildren are changing on his living room wall as soon
>>>> > as they are taken half a world away. Our emotions are saying wasted
>>>> > cycles and cycles are now not as rare as they once were.
>>>> >
>>>> > It is a real eye-opener talking to the next generation of technology
>>>> > innovators we paved the road with hard learned insights and they
>>>> > will never have the joy of discovering new original ideas every few
>>>> > weeks. I wouldn't trade that for the next technology cycle and I
>>>> > would go back to doing the way we did in the 70's
>>>> >
>>>>
>>>>  Yes, yes, technology is wonderful.  I accept that.  I just don't like
>>>>  getting "phased out".  Many of the roads technology has taken... are
>>>>  *not* the way I would like to have seen things go.  So I guess
>>>>  something near the ultimate question is... what does it all mean and
>>>>  where is it going???  I am worried about where all the technological
>>>>  innovation is going and what it is doing to the minds of the young.
>>>>  *No* matter how good our technology or computing power is... people
>>>>  still need to be able to think, focus, and concentrate to get anything
>>>>  done.
>>>>
>>>>  I am *not* above retreating in the past so I can have fun with the
>>>>  type of computing I like... or using the new technology to re-create
>>>>  some of the old technology, like a PDP-10 on an FPGA.  New technology
>>>>  can do a dandy job of re-creating the old technology and allowing us
>>>>  and others to experience a semblence (even if just a taste) of how
>>>>  things used to be.  Mr. Findlay, your ee9 kdf9 emulator proves that
>>>>  very well.  And running on the Raspberry PI is making progress in new
>>>>  technology re-creating old technology.
>>>>
>>>>  The things I enjoy about computers seem to be unimportant today... and
>>>>  I'm *not* willing to accept the total unimportance of some things.
>>>
>>>  Yep, like blinken lights!
>>>
>>>  Still think there is a fortune to be made on a line of PCs with real
>>>  honest to goodness blinken lights.
>>
>>  Modems.  Then you can see if you're being attacked...or at least notice

>> that something not normal is going on. sounds can also help.
>>
>> /BAH
>>
>
> Have a device that connects using USB port. A supervisor program that
> flashes a light on ever time a program runs should give a good
> indication of what the computer is doing.

I can get that just by listening to the clatter of the disk. I want
all those lights which meant something on modems.

/BAH

---

Subject: Re: New HD
Posted by Morten Reistad on Fri, 22 Feb 2013 13:32:58 GMT
View Forum Message <> Reply to Message

In article <PM0004D64F9902857F@aca22827.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Morten Reistad wrote:
>> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
>>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>> "jmfbahciv" <See.above@aol.com> wrote:
>>>
>>>> Bill Findlay wrote:
>>> ...
>>>
>>> That is entirely beside the point. SP is about HOW the jump/branch
>>> intructions are used, not WHETHER they should be used - of course they must.
>>
>> At the assembly/binary level there are lots of JMPs, JRST etc (whatever
>> the architecture calls them.)
>>
>> The point is rather what abstractions are useful in higher level languages.
>>
>> I will counter the view about needing goto's in the OS. Yes, there will
>> be oodles of loops, selects with break/continues, throw/catch and
>> even dispatch tables.
>>
>> This is about the abstractions, not about the implementation.
>
> Now try to tell that to a rabid customer or supervisor who insists that
> there shalt not be any gotos.

This is a discussion of languages used to express code, and the

languages need the primitives defined before GOTOs can be eliminated.

Your view is coloured by supporting OSs and CUSPs written in assembly language, even if heavily using macro facilities. With such tools, there will be a lot of JRST's (the JMP in PDP10 assembly).

But, even there, building macros that do while, until, dispatch, throw/catch, and all the other primitives would have been useful. I know the code for Tops20 use lots of such macros; I haven't seen tops10 source code enough to make a judgement of that.

The downfall of Tops20 was that it wasn't written in a high(er) level language, and therefore didn't port to other architectures. If done in a language suitable for such implementations the number of GOTOs would have been pretty low.

Now, unix isn't free from GOTOs. I did a grep over my copy of FreeBSD 9.0, and among 12.3M loc in 25778 files found 52716 instances of "goto", around 90% of these are active and not commented out. (/usr/src, find . -name *.[ch])

The vast majority seems to be bailouts from errors, needing to do cleanup before returning, and the existance could therefore be considered a consequence of C-language limitations.

-- mrr

---

Subject: Re: New HD
Posted by Morten Reistad on Fri, 22 Feb 2013 13:35:45 GMT
View Forum Message <> Reply to Message

In article <PM0004D64FC8DBD114@aca22827.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Andrew Swallow wrote:
>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>> at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> is it safe for the "unwashed masses"??? ;-)
>>>
>>> Is assignment? Is IF/THEN/ELSE?
>>>
>>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>> understand that every tool not only can but will be misused.
>>>
>>

>> With a GOTO you know where you are and since it is labelled where you
>> are going to. If a variable is set you have to find ever where it is
>> read. IFLAG(number) can be used in a lot of places.
>
> And if the goto is a PUSHJ, you know where you've been and can find how
> to got there. All of this is used in looking a monitor crashes.

A PUSHJ is a CALL, not a GOTO. (It is used to invoke subroutines/functions).

If this is what you call GOTOs I see why you insist on using them.

-- mrr

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 22 Feb 2013 13:43:52 GMT
View Forum Message <> Reply to Message

On 22 Feb 2013 13:08:37 GMT
jmfbahciv <See.above@aol.com> wrote:

> Andrew Swallow wrote:

>> Have a device that connects using USB port. A supervisor program that
>> flashes a light on ever time a program runs should give a good
>> indication of what the computer is doing.
>
> I can get that just by listening to the clatter of the disk. I want

You'll stop being able to do that once you get an SSD based
machine, no moving parts so no clatter. Heck even the spinning rust in my
file server is too quiet to hear unless I get really close to it.

> all those lights which meant something on modems.

The trouble is that on a typical broadband connection things move
far too fast for lights to be useful, even a flash per packet would be
hundreds to thousands per second. As for the CPU, the lights would be
flashing close to microwave frequencies.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 22 Feb 2013 13:54:32 GMT
View Forum Message <> Reply to Message

On Thu, 21 Feb 2013 14:34:43 -0500
Peter Flass <Peter_Flass@Yahoo.com> wrote:

> Having just spent two (or was it three) days trying to diagnose a bug,
> what I'd like to see in my debugger (GDB) is a log, even just a branch
> log.

I have recently been seriously contemplating seeing if I can
torture the aspect weaving support in Spring to add a log of every method
call (with arguments) into a LIFO and then arrange for the contents of the
LIFO to be dumped to the log instead of the (usually almost useless)
backtrace. One tricky part is that it would have to be a per-thread LIFO.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 22 Feb 2013 14:25:04 GMT
View Forum Message <> Reply to Message

In <51264E7E.D43D921A@bytecraft.com>, on 02/21/2013
at 11:42 AM, Walter Banks <walter@bytecraft.com> said:

> From the companies point of view they had a whole
> bunch of unexpected testing to do to re-release the product

Following the law is always more expensive. They had a legal
obligation.

> I have had limited contact with companies regulated under the FDA
> but in automotive the regulatory agencies have generally been quite
> well respected and viewed as an industry positive.

If you want to avoid heavy payouts in product liability lawsuits, then
a regulatory agency can be a valuable ally. If you prefer to sweep
problems under the rug, not so much.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 22 Feb 2013 14:27:03 GMT
View Forum Message <> Reply to Message

In <icwqu1o8m1.fsf@home.home>, on 02/21/2013
at 12:54 PM, Dan Espen <despen@verizon.net> said:

> The quote doesn't match your sentence.

Read it again.

> I don't see a reserve in the quote, just allowance for the stack.

The storage that it frees is the reserve.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 22 Feb 2013 14:29:00 GMT
View Forum Message <> Reply to Message

In <kg5rv2$ggt$1@dont-email.me>, on 02/21/2013
at 02:26 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> That's not the same thing.

How not? It ensures that the stack will not take up all of memory.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not

reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 22 Feb 2013 14:38:12 GMT
View Forum Message <> Reply to Message

In <5126F7A4.2F320D4@bytecraft.com>, on 02/21/2013
at 11:44 PM, Walter Banks <walter@bytecraft.com> said:

> Probably be less expensive in this day and age to do some graphics
> and add an additional display to fake der blinking lights complete
> technical correctness sampling addresses and registers.

In fact, that's the direction that IBM took with the S/370. Where
early models had buttons, dials, lights, rollers and toggles, later
models had extensive diagnostic circuitry that feed into a service
processor providing the console controls and displays
programmatically.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 22 Feb 2013 14:39:37 GMT
View Forum Message <> Reply to Message

driftwood <vg4cysss7001@sneakemail.com> writes:

> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>
> [snip]
>
>> So yes, in this sense, progress makes me angry... but it's *not* just
>> the progress. It's the trivial use that such riches are wasted on. I
>> guess if one in a hundred thousand people put the technology to *good*
>> use creating new and useful things in the world... or find answers to
>> serious problems like disease and food shortages... then it does
>> mitigate things somewhat.
>
> It seems that the majority of internet usage is for pornography

> and 'social networking',

Not here.

I work from home 100% of the time and put FIOS bandwidth to good use.

> yet there are clamouring demands for faster connection speeds.

Really?

> I first connected on dial-up in the early 90's, then
> went broadband on half a meg., which was subsequently increased to 2,
> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.

Is it uphill both ways?

What's with so many people being so cynical?

The world just keeps getting better and better except for all the
complaining.

--
Dan Espen

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 22 Feb 2013 14:41:05 GMT
View Forum Message <> Reply to Message

On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter Flass"
<Peter_Flass@Yahoo.com> wrote:

> On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>
>>
>>
>> On 21/02/2013 22:46, in article 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>
>>> On 21/02/2013 19:32, Bill Findlay wrote:
>>>> On 21/02/2013 16:52, in article JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>>
>>>> > On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >> at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>

>>>> >>> Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> >>> is it safe for the "unwashed masses"???  ;-)
>>>> >>
>>>> >> Is assignment? Is IF/THEN/ELSE?
>>>> >>
>>>> >> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>>> >> understand that every tool not only can but will be misused.
>>>> >>
>>>> >
>>>> > With a GOTO you know where you are and since it is labelled where you
>>>> > are going to.
>>>>
>>>>  Only for the very simplest uses of GOTO.  You fail to consider
>>>>  'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ..., switches,
>>>>  label variables, label parameters, ...
>>>>
>>>
>>>  The destinations are still labelled.
>>
>>  But you don't know which one of them the GOTO will reach unless you can work
>>  out which of them is dynamically designated by the label value to be used.
>>
>
>  If you're talking "proof of correctness it's a problem.  If you're
>  talking debugging it's easy to have a character string version of the
>  label set at the same time a the alter, and maybe a character string
>  representation of the alter statement.  If you really had a problem you
>  could build in a small trace table.

What I am asserting is that GOTO makes control flow non-transparent.  Any
use of the language features I listed only makes matters worse.  Resorting
to the debugging measures such as those you list would be an admission of
failure to organise control flow properly (i.e. clearly), so far as I am
concerned.

SP done properly makes that kind of problem simply go away.
The control flow is manifest in the static text.
Debugging of control flow, per se, is hardly ever necessary.
I get lots of other things wrong in my code, at first attempt.
But control flow?  Hardly ever.

(It is one disadvantage of OOP that it somewhat undermines this simple and
very valuable static/dynamic coreespondence.)

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

Subject: Re: New HD
Posted by Dan Espen on Fri, 22 Feb 2013 14:52:17 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On 22 Feb 2013 13:08:37 GMT
> jmfbahciv <See.above@aol.com> wrote:
>
>> Andrew Swallow wrote:
>
>>> Have a device that connects using USB port. A supervisor program that
>>> flashes a light on ever time a program runs should give a good
>>> indication of what the computer is doing.
>>
>> I can get that just by listening to the clatter of the disk. I want
>
> You'll stop being able to do that once you get an SSD based
> machine, no moving parts so no clatter. Heck even the spinning rust in my
> file server is too quiet to hear unless I get really close to it.
>
>> all those lights which meant something on modems.
>
> The trouble is that on a typical broadband connection things move
> far too fast for lights to be useful, even a flash per packet would be
> hundreds to thousands per second. As for the CPU, the lights would be
> flashing close to microwave frequencies.

My FIOS modem/router does a fine job of blinking a lot.

--
Dan Espen

---

Subject: Re: New HD
Posted by cb on Fri, 22 Feb 2013 15:01:32 GMT
View Forum Message <> Reply to Message

In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
Ahem A Rivet's Shot <steveo@eircom.net> wrote:
> On 22 Feb 2013 13:08:37 GMT
> jmfbahciv <See.above@aol.com> wrote:
>
>> Andrew Swallow wrote:
>
>>> Have a device that connects using USB port. A supervisor program that
>>> flashes a light on ever time a program runs should give a good
>>> indication of what the computer is doing.

>>
>> I can get that just by listening to the clatter of the disk. I want
>
> You'll stop being able to do that once you get an SSD based
> machine, no moving parts so no clatter. Heck even the spinning rust in my
> file server is too quiet to hear unless I get really close to it.
>
>> all those lights which meant something on modems.
>
> The trouble is that on a typical broadband connection things move
> far too fast for lights to be useful, even a flash per packet would be
> hundreds to thousands per second. As for the CPU, the lights would be
> flashing close to microwave frequencies.

Another thing is that on modern computers, a lot of software is
written to use an internet connection if it is available even if the user
is not not directly interacting with that software. This, IIRC, is
something that Barb is not entirely happy with - she would prefer if any
software she uses uses any available betwork connection only at her
explicit instruction; and she is not alone in that regard!

With a dial-up connection using an external modem, any communication is
shown by the lights for sending and/or receiving data. These days,
internet connectiosn tend to happen in ways and through devices that don't
disclose such information - or if they do, because of the speed at which
traffic flows, it's easy to miss something that might be improtant.

However, all is not lost. For instance, for Mac OS X, for instance,
there's software called "Little Snitch",
<http://www.obdev.at/products/littlesnitch/index.html>, which will not
only allow you to see what is going on right now and even notify the user
if something unexpected occurs, but also keep logs for later analysis.

Another option is to have, somewhere along the path to the internet, a
router that allows you to keep track of the flow of traffic.

>
> --
> Steve O'Hara-Smith | Directable Mirror Arrays
> C:>WIN | A better way to focus the sun
> The computer obeys and wins. | licences available see
> You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by scott on Fri, 22 Feb 2013 15:25:57 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Morten Reistad wrote:
>> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,

>> This is about the abstractions, not about the implementation.
>
> Now try to tell that to a rabid customer or supervisor who insists that
> there shalt not be any gotos.

A rare to non-existent entity, to be sure. A strawman, of sorts.

scott

---

Subject: Re: New HD
Posted by scott on Fri, 22 Feb 2013 15:30:54 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Peter Flass wrote:
>> On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>>>
>>> at one time i did a lot of work on diagnosing failures ... common
>>> scenario was attempt to recreate the execution path leading up to
>>> particular failure. lots of different spaghetti GOTOs arriving at same
>>> common point could be nearly impossible to backtrack how execution
>>> progressed.
>>
>> Having just spent two (or was it three) days trying to diagnose a bug,
>> what I'd like to see in my debugger (GDB) is a log, even just a branch
>> log. (assuming there isn't one I'm not seeing). I spent most of the two
>> (or maybe three) days trying to figure out how I got to where I was, and
>> maybe less than an hour figuring out the problem. Now to code a fix...
>>
> Address break might help. Isn't there a "last PC" location? Oh, sorry.
>
> You're doing an app and can't look at it from the monitor's side. I
> don't see how you people manage to accomplish what you do without
> EDDT.

Maybe because we've now got tools far better than EDDT? Everthing you
could do with EDDT to debug a "monitor" can be done with GDB to debug
an application. Everything. Breakpoints, watchpoints, single step,
source code, instruction disassembly, memory display and modification,
dynamic function calls, etc. et. al. u.s.w.)

(assuming EDDT doesn't really stand for Emotional Disturbance Decision Tree,
as the first google hit indicates :-)

scott

---

Subject: Re: New HD
Posted by scott on Fri, 22 Feb 2013 15:31:54 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Andrew Swallow wrote:
>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>> at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>
>>>> Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> is it safe for the "unwashed masses"??? ;-)
>>>
>>> Is assignment? Is IF/THEN/ELSE?
>>>
>>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>> understand that every tool not only can but will be misused.
>>>
>>
>> With a GOTO you know where you are and since it is labelled where you
>> are going to. If a variable is set you have to find ever where it is
>> read. IFLAG(number) can be used in a lot of places.
>
> And if the goto is a PUSHJ, you know where you've been and can find how
> to got there. All of this is used in looking a monitor crashes.
>

And application crashes, of course. It's called a stack traceback.

---

Subject: Re: New HD
Posted by scott on Fri, 22 Feb 2013 15:33:27 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:
> On Thu, 21 Feb 2013 14:34:43 -0500
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> Having just spent two (or was it three) days trying to diagnose a bug,
>> what I'd like to see in my debugger (GDB) is a log, even just a branch
>> log.
>
> I have recently been seriously contemplating seeing if I can

> torture the aspect weaving support in Spring to add a log of every method
> call (with arguments) into a LIFO and then arrange for the contents of the
> LIFO to be dumped to the log instead of the (usually almost useless)
> backtrace. One tricky part is that it would have to be a per-thread LIFO.
>

To a first approximation, the ltrace command in linux will do this, at least
for all library calls;  likewise, strace for system calls.

scott

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 22 Feb 2013 15:44:49 GMT
View Forum Message <> Reply to Message

On Fri, 22 Feb 2013 15:25:57 GMT
scott@slp53.sl.home (Scott Lurndal) wrote:

>  jmfbahciv <See.above@aol.com> writes:
>> Morten Reistad wrote:
>>>  In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>
>>>  This is about the abstractions, not about the implementation.
>>
>> Now try to tell that to a rabid customer or supervisor who insists that
>> there shalt not be any gotos.
>
>  A rare to non-existent entity, to be sure.  A strawman, of sorts.

 The coding standards committee OTOH ...

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Andy Leighton on Fri, 22 Feb 2013 15:52:44 GMT
View Forum Message <> Reply to Message

On Fri, 22 Feb 2013 15:33:27 GMT, Scott Lurndal <scott@slp53.sl.home> wrote:
>  Ahem A Rivet's Shot <steveo@eircom.net> writes:
>> On Thu, 21 Feb 2013 14:34:43 -0500
>> Peter Flass <Peter_Flass@Yahoo.com> wrote:

>>
>>>  Having just spent two (or was it three) days trying to diagnose a bug,
>>>  what I'd like to see in my debugger (GDB) is a log, even just a branch
>>>  log.
>>
>>  I have recently been seriously contemplating seeing if I can
>> torture the aspect weaving support in Spring to add a log of every method
>> call (with arguments) into a LIFO and then arrange for the contents of the
>> LIFO to be dumped to the log instead of the (usually almost useless)
>> backtrace. One tricky part is that it would have to be a per-thread LIFO.
>>
>
>  To a first approximation, the ltrace command in linux will do this, at least
>  for all library calls;  likewise, strace for system calls.

Yep but Spring is a java application framework.

BTW - I would be interested in seeing that if you get it working Steve.  I
use Spring a lot but generally there are only a couple of times where
I get seriously delayed by trying to track down an exception.  Most
times the backtrace is fine.

--
Andy Leighton => andyl@azaal.plus.com
"The Lord is my shepherd, but we still lost the sheep dog trials"
  - Robert Rankin, _They Came And Ate Us_

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 22 Feb 2013 16:03:31 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:

>  In article <PM0004D64FC8DBD114@aca22827.ipt.aol.com>,
>  jmfbahciv  <See.above@aol.com> wrote:
>
>>
>> And if the goto is a PUSHJ, you know where you've been and can find how
>> to got there.  All of this is used in looking a monitor crashes.
>
>  A PUSHJ is a CALL, not a GOTO. (It is used to invoke subroutines/functions).
>
>  If this is what you call GOTOs I see why you insist on using them.

The luxury of a stack with more than return space :)

---

Subject: Re: New HD
Posted by scott on Fri, 22 Feb 2013 16:08:14 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:
> On Fri, 22 Feb 2013 15:25:57 GMT
> scott@slp53.sl.home (Scott Lurndal) wrote:
>
>> jmfbahciv <See.above@aol.com> writes:
>>> Morten Reistad wrote:
>>>> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>>
>>>> This is about the abstractions, not about the implementation.
>>>
>>> Now try to tell that to a rabid customer or supervisor who insists that
>>> there shalt not be any gotos.
>>
>> A rare to non-existent entity, to be sure. A strawman, of sorts.
>
> The coding standards committee OTOH ...

But that's arguing about religion. whitespace, brace location, declare
in closest block, etc.

There are also tools (e.g. cppcheck) that will both check for semantic
errors as well as some of the typical coding standards (and there are
tools like indent that will apply site-wide spacing/indentation, etc).

scott

---

Subject: Re: New HD
Posted by Stan Barr on Fri, 22 Feb 2013 16:21:16 GMT
View Forum Message <> Reply to Message

On Thu, 21 Feb 2013 23:44:20 -0500, Walter Banks <walter@bytecraft.com> wrote:
>
>
> Dan Espen wrote:
>
>>
>> Still think there is a fortune to be made on a line of PCs with real
>> honest to goodness blinken lights.
>>
>
> Probably be less expensive in this day and age to do some
> graphics and add an additional display to fake der blinking
> lights complete technical correctness sampling addresses

> and registers. Lights and switches were not inexpensive
> and unlike silicon their prices have stayed more or less
> consistent.
>
> The alternative would be to use real lights and use an
> embedded processor to drive them (An embedded processor
> BTW that probably has more power than the mini's back in
> the day) Damn we just can't get away from this new fangled
> stuff.

Such things exist for PDP emulators, of course.

>
> Okay try again real wire, real led lights . . . Strike that lights
> with bulbs and filaments, Plexiglas panel with silk-screen painted
> overlay (try to explain that to the teashirt shop who has the
> only silk screen equipment anymore) okay need some lamp
> drivers 2N3705 about the price of an embedded system
> processor these days Right no processor.

The MSDOS version of Ersatz-11 uses a printer port to mulitplex 16
LEDs with minimal hardware (a couple of transisitors). My PDP-11
emulator uses it complete with smoked plexiglass panel, sadly no
silk-sreened legend (yet...).

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by scott on Fri, 22 Feb 2013 16:33:48 GMT
View Forum Message <> Reply to Message

Stan Barr <plan.b@dsl.pipex.com> writes:
> On Thu, 21 Feb 2013 23:44:20 -0500, Walter Banks <walter@bytecraft.com> wrote:
>>
>>
>> Dan Espen wrote:
>>
>>>
>>> Still think there is a fortune to be made on a line of PCs with real
>>> honest to goodness blinken lights.
>>>
>>
>> Probably be less expensive in this day and age to do some

>> graphics and add an additional display to fake der blinking
>> lights complete technical correctness sampling addresses
>> and registers. Lights and switches were not inexpensive
>> and unlike silicon their prices have stayed more or less
>> consistent.
>>
>> The alternative would be to use real lights and use an
>> embedded processor to drive them (An embedded processor
>> BTW that probably has more power than the mini's back in
>> the day) Damn we just can't get away from this new fangled
>> stuff.
>
> Such things exist for PDP emulators, of course.

The Burroughs B4800 had thousands of blinken-lighten, and smoked
plexiglass panels to show them off. The key blinken-lighten
used by customers and plant engineers were the channel activity
indicators which would quickly give one a pretty good idea
about system activity and load levels (as well as determining
a borked system by absence of activity).

Once the B4900 was released, with zero blinken-lighten, a
top request from customers was for a channel light display
that could be retrofited to the system (a couple were developed
internally for system debug and new system bringup, but they
were not made available to customers).

scott

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 22 Feb 2013 16:44:10 GMT
View Forum Message <> Reply to Message

On Fri, 22 Feb 2013 16:08:14 GMT
scott@slp53.sl.home (Scott Lurndal) wrote:

> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>> On Fri, 22 Feb 2013 15:25:57 GMT
>> scott@slp53.sl.home (Scott Lurndal) wrote:
>>
>>> jmfbahciv <See.above@aol.com> writes:
>>>> Morten Reistad wrote:
>>>> > In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>>>
>>>> > This is about the abstractions, not about the implementation.
>>>>
>>>> Now try to tell that to a rabid customer or supervisor who insists

>>>> that there shalt not be any gotos.
>>>
>>> A rare to non-existent entity, to be sure. A strawman, of sorts.
>>
>> The coding standards committee OTOH ...
>
> But that's arguing about religion. whitespace, brace location, declare
> in closest block, etc.

Yep - so it's exactly the place to find a blanket ban on goto being
imposed.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 22 Feb 2013 17:16:12 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D64F9902857F@aca22827.ipt.aol.com...
> Morten Reistad wrote:
>> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
>>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>> "jmfbahciv" <See.above@aol.com> wrote:
>>>
>>>> Bill Findlay wrote:
>>> ...
>>>> >
>>>> > It is true that more pedestrian minds than theirs turned a strong
>>>> > methodological recommendation into a dogma, and that in later years
>>>> > the
> SP
>>>> > trinity became rather unhelpfully dogmatic themselves. None of that
> takes
>>>> > away from their acheivement in making us think more deeply about what
>>>> > the
>>>> > relationship shoud be between the static text of a program and the
> dynamic
>>>> > unfolding of its execution.
>>>>
>>>> It was that dogma which caused the insanity. Profs, and some
>>>> programmers,

>>>> got rabid about no gotos. You can't do any OS work without the
>>>> machine's
>>>> equivalent of goto.
>>>
>>> If you mean jump/branch intructions, then you can't do ANY work with
>>> them.
>>>
>>> That is entirely beside the point. SP is about HOW the jump/branch
>>> intructions are used, not WHETHER they should be used - of course they
>>> must.
>>
>> At the assembly/binary level there are lots of JMPs, JRST etc (whatever
>> the architecture calls them.)
>>
>> The point is rather what abstractions are useful in higher level
>> languages.
>>
>> I will counter the view about needing goto's in the OS. Yes, there will
>> be oodles of loops, selects with break/continues, throw/catch and
>> even dispatch tables.
>>
>> This is about the abstractions, not about the implementation.
>
> Now try to tell that to a rabid customer or supervisor who insists that
> there shalt not be any gotos.

Have fun listing even a single example of either with an OS.

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 22 Feb 2013 17:17:28 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D64FDEA20C1E@aca22827.ipt.aol.com...
> Peter Flass wrote:
>> On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>>>
>>> at one time i did a lot of work on diagnosing failures ... common
>>> scenario was attempt to recreate the execution path leading up to
>>> particular failure. lots of different spaghetti GOTOs arriving at same
>>> common point could be nearly impossible to backtrack how execution
>>> progressed.
>>
>> Having just spent two (or was it three) days trying to diagnose a bug,
>> what I'd like to see in my debugger (GDB) is a log, even just a branch
>> log. (assuming there isn't one I'm not seeing). I spent most of the two
>> (or maybe three) days trying to figure out how I got to where I was, and

>>  maybe less than an hour figuring out the problem.  Now to code a fix...
>>
>  Address break might help.  Isn't there a "last PC" location?  Oh, sorry.
>
>  You're doing an app and can't look at it from the monitor's side.  I
>  don't see how you people manage to accomplish what you do without
>  EDDT.

We've noticed that the real world has moved on just a tad, just like
it ALWAYS does with computing.

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 22 Feb 2013 17:19:18 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D64FA34E6749@aca22827.ipt.aol.com...
>  Joe Pfeiffer wrote:
>>  jmfbahciv <See.above@aol.com> writes:
>>
>>>  Bill Findlay wrote:
>>>>  On 20/02/2013 14:04, in article
>>>>  PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>>>  "jmfbahciv" <See.above@aol.com> wrote:
>>>>
>>>> > Bill Findlay wrote:
>>>>  ...
>>>> >>
>>>> >> It is true that more pedestrian minds than theirs turned a strong
>>>> >> methodological recommendation into a dogma, and that in later years
>>>> >> the
>  SP
>>>> >> trinity became rather unhelpfully dogmatic themselves.  None of that
>  takes
>>>> >> away from their acheivement in making us think more deeply about what
>  the
>>>> >> relationship shoud be between the static text of a program and the
>  dynamic
>>>> >> unfolding of its execution.
>>>> >
>>>> > It was that dogma which caused the insanity.  Profs, and some
>  programmers,
>>>> > got rabid about no gotos.  You can't do any OS work without the
>>>> > machine's
>>>> > equivalent of goto.
>>>>
>>>>  If you mean jump/branch intructions, then you can't do ANY work with

>>>> them.
>>>>
>>>> That is entirely beside the point. SP is about HOW the jump/branch
>>>> intructions are used, not WHETHER they should be used - of course they
> must.
>>>>
>>> and the insane types insisted that they cannot be used.
>>
>> No, nobody has ever claimed that.
>
> You didn't talk to the same people I did. ;-)
>
>> What was claimed by the very most
>> extreme was that all code must conform to exactly the three canonical
>> forms defined by Dijkstra (linear traversal, if-then-else, while loop);
>> the last two of those are implemented with branch instructions.

> It takes me quite a bit of time to sort out one of those sets.

Because you are a dinosaur stuck in the past.

> It's more straight-forward to read machine code.

Bullshit.

Even DEC moved on to a hll with OSs.

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 22 Feb 2013 17:24:26 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D64FB5D6DFB6@aca22827.ipt.aol.com...
> Andrew Swallow wrote:
>> On 21/02/2013 14:07, jmfbahciv wrote:
>>> Dan Espen wrote:
>>>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>>>
>>>> > "Walter Banks" <walter@bytecraft.com> wrote in message
>>>> > news:5124271A.C60C6130@bytecraft.com...
>>>> >>
>>>> >> [snip...] [snip...] [snip...]
>>>> >>
>>>> >>
>>>> >> Times have changed, a few years ago I drove a 56 T-bird from
>>>> >> Boston to Toronto, it stopped at every other gas station on the
>>>> >> NY interstate, the combination of 10 miles per Gallon and a

>>>> >> 12 Gal tank. What is the gas mileage on a 1200 pound car these
>>>> >> days.
>>>> >>
>>>> >> Computers have come a long ways since we used them as over
>>>> >> grown slide rules and automated accounting machines. In the 70's
>>>> >> we did magic because we could do it at all, now grandpa's pictures
>>>> >> of his grandchildren are changing on his living room wall as soon
>>>> >> as they are taken half a world away. Our emotions are saying wasted
>>>> >> cycles and cycles are now not as rare as they once were.
>>>> >>
>>>> >> It is a real eye-opener talking to the next generation of technology
>>>> >> innovators we paved the road with hard learned insights and they
>>>> >> will never have the joy of discovering new original ideas every few
>>>> >> weeks. I wouldn't trade that for the next technology cycle and I
>>>> >> would go back to doing the way we did in the 70's
>>>> >>
>>>> >
>>>> > Yes, yes, technology is wonderful.  I accept that.  I just don't like
>>>> > getting "phased out".  Many of the roads technology has taken... are
>>>> > *not* the way I would like to have seen things go.  So I guess
>>>> > something near the ultimate question is... what does it all mean and
>>>> > where is it going???  I am worried about where all the technological
>>>> > innovation is going and what it is doing to the minds of the young.
>>>> > *No* matter how good our technology or computing power is... people
>>>> > still need to be able to think, focus, and concentrate to get anything
>>>> > done.
>>>> >
>>>> > I am *not* above retreating in the past so I can have fun with the
>>>> > type of computing I like... or using the new technology to re-create
>>>> > some of the old technology, like a PDP-10 on an FPGA.  New technology
>>>> > can do a dandy job of re-creating the old technology and allowing us
>>>> > and others to experience a semblence (even if just a taste) of how
>>>> > things used to be.  Mr. Findlay, your ee9 kdf9 emulator proves that
>>>> > very well.  And running on the Raspberry PI is making progress in new
>>>> > technology re-creating old technology.
>>>> >
>>>> > The things I enjoy about computers seem to be unimportant today... and
>>>> > I'm *not* willing to accept the total unimportance of some things.
>>>>
>>>>  Yep, like blinken lights!
>>>>
>>>>  Still think there is a fortune to be made on a line of PCs with real
>>>>  honest to goodness blinken lights.
>>>
>>>  Modems.  Then you can see if you're being attacked...or at least notice
>>>  that something not normal is going on.  sounds can also help.
>>>
>>>  /BAH

>>>
>>
>> Have a device that connects using USB port. A supervisor program that
>> flashes a light on ever time a program runs should give a good
>> indication of what the computer is doing.

> I can get that just by listening to the clatter of the disk.

Not on modern systems where the disk is completely silent you cant.

> I want all those lights which meant something on modems.

There were never 'all those lights', just a 4 of 5
at most and a couple of those don't change.

And you can have much better than that and
the lights too with a decent modern system.

---

Subject: Re: New HD
Posted by Patrick Scheible on Fri, 22 Feb 2013 17:33:35 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:

> Dan Espen wrote:
>
>>
>> Still think there is a fortune to be made on a line of PCs with real
>> honest to goodness blinken lights.
>>
>
> Probably be less expensive in this day and age to do some
> graphics and add an additional display to fake der blinking
> lights complete technical correctness sampling addresses
> and registers. Lights and switches were not inexpensive
> and unlike silicon their prices have stayed more or less
> consistent.

Emulating blinkenlights on a screen is one approach, but just when you
need blinkenlights the most the screen freezes. (Computer has
apparently done nothing for over 60 seconds! What's it up to? Should I
forcibly interrupt it or wait for whatever it is to finish?)

> The alternative would be to use real lights and use an
> embedded processor to drive them (An embedded processor
> BTW that probably has more power than the mini's back in
> the day) Damn we just can't get away from this new fangled

> stuff.
>
> Okay try again real wire, real led lights . . . Strike that lights
> with bulbs and filaments, Plexiglas panel with silk-screen painted
> overlay (try to explain that to the teashirt shop who has the
> only silk screen equipment anymore) okay need some lamp
> drivers 2N3705 about the price of an embedded system
> processor these days Right no processor.
>
> Now all we needed to do is bring out the address and
> register connections

My guess is that for current CPUs and motherboards, those connections
don't exist, right?

-- Patrick

---

Subject: Re: New HD
Posted by Patrick Scheible on Fri, 22 Feb 2013 17:41:10 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:

> driftwood <vg4cysss7001@sneakemail.com> writes:
>
>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>
>> [snip]
>>
>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>> the progress. It's the trivial use that such riches are wasted on. I
>>> guess if one in a hundred thousand people put the technology to *good*
>>> use creating new and useful things in the world... or find answers to
>>> serious problems like disease and food shortages... then it does
>>> mitigate things somewhat.
>>
>> It seems that the majority of internet usage is for pornography
>> and 'social networking',
>
> Not here.
>
> I work from home 100% of the time and put FIOS bandwidth to good use.
>
>> yet there are clamouring demands for faster connection speeds.
>
> Really?
>

>> I first connected on dial-up in the early 90's, then
>> went broadband on half a meg., which was subsequently increased to 2,
>> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>
> Is it uphill both ways?
>
> What's with so many people being so cynical?
>
> The world just keeps getting better and better except for all the
> complaining.

Hm. As I see it, computer hardware is just about the only part of the
world that just keeps getting better.

-- Patrick

---

Subject: Re: New HD
Posted by scott on Fri, 22 Feb 2013 17:53:10 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:
> Walter Banks <walter@bytecraft.com> writes:

>> Now all we needed to do is bring out the address and
>> register connections
>
> My guess is that for current CPUs and motherboards, those connections
> don't exist, right?

Generally they do, through some form of JTAG (e.g. AMD's Hardware Debug Tool);
intel has equivalent ICE access.

That said, the datarate and access times for JTAG would preclude sampling
the registers at anything close to real-time, but then displaying them as
they change in real-time would be quite pointless. JTAG would be sufficient
to reach in and grab internal CPU state when the system halts for some
reason, however, or to sample once a second or so.

scott

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 22 Feb 2013 17:55:53 GMT
View Forum Message <> Reply to Message

On Fri, 22 Feb 2013 11:21:47 -0000, "Stanley Daniel de Liver"
<notagoodone@invalid.org.invalid> wrote:

> On Wed, 20 Feb 2013 02:36:05 -0000, Charlie Gibbs
> <cgibbs@kltpzyxm.invalid> wrote:
>
>> In article <proto-5DDD87.20061119022013@news.panix.com>, proto@panix.com
>> (Walter Bushell) writes:

[snip]

>>> I was started to learn that the Hokey Pokey was recent when the guy
>>> who wrote it died. The perfect existentialist dance.
>>> < http://www.smbc-comics.com/index.php?db=comics&id=2883#c omic>
>>>
>>> That's what it's all about.
>>>
>>> It's traditional 'cause I learnt it in grade school.
>>
>> Seen on a bumper sticker:
>>
>> What if the Hokey Pokey _is_ what it's all about?
>>
> Hokey Cokey over here.
>
> There's some debate as to it's origins:
> http://en.wikipedia.org/wiki/Hokey_pokey#Controversy

There is? What's that all about?

> I feel I must learn more about Ida Barr.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 22 Feb 2013 18:03:23 GMT
View Forum Message <> Reply to Message

On 20 Feb 13 22:08:06 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
wrote:

> In article <20130220173622.8003d5a44b51c84e6fda0ecc@eircom.net>,
> steveo@eircom.net (Ahem A Rivet's Shot) writes:
>
>> On 20 Feb 13 07:45:51 -0800

>>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>>  Still, Barb is right about the dogma.  The ideologues really hurt
>>>  the credibility of the SP revolution, and their code was often just
>>>  as unreadable as what they replaced.  I still see source modules
>>>  that are a morass of 6-line functions calling each other in a web
>>>  that's at least as complex as the so-called "spaghetti" that their
>>>  authors condemn.
>>
>>  There's a meme running round the Java world at the moment that
>>  says it is best to put the complexity into the object hierarchy and
>>  not in the code. Like most such memes it has some good points but
>>  gets carried altogether too far by some people, resulting in code
>>  with functions that are easy to understand and test (good), but a
>>  control flow that is completely impossible to comprehend (very bad).
>
> That's why the zealots really don't accomplish much in the end.

Actually, they did.  And others did push back some.  I did myself, but I do like not having to trace execution paths through a jungle of GOTOs.

When I was still in high school, I found a program on the TSB the school used.  It evaluated arithmetic expressions.  I wanted to learn how to do that so I tried taking the program apart.  What a maze!  It had subroutines with multiple entry points.  The creme de la creme was a GOTO statement whose target was another GOTO statement.  Yuck!

> But what the heck, remember that old definition:
>
>  A zealot is someone who does what God would do
>  if only He had all the facts.
>
> The meme I'd love to see take root would have us design out
> as much complexity as possible before beginning to code.
> Alas, the opposite meme - the one that confuses complexity
> with sophistication - is far more firmly entrenched.

Agreed.

>  Perfection is achieved, not when there is nothing more
>  to add, but when there is nothing left to take away.
>  -- Antoine de Saint-Exupery

Ah, I like a bit of fluff.  It is like that first potato chip; the second one is not nearly as good.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 22 Feb 2013 18:09:12 GMT
View Forum Message <> Reply to Message

On Fri, 22 Feb 2013 15:30:54 GMT, scott@slp53.sl.home (Scott Lurndal)
wrote:

[snip]

> (assuming EDDT doesn't really stand for Emotional Disturbance Decision Tree,
> as the first google hit indicates :-)

My computing diploma program is called Computer Systems:
Operations and Management and abbreviated CSOM. One of the expansions
for "CSOM" is "Center for Sex Offender Management". At the time I
started the program, that was prominent when one Googled for "CSOM".

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 22 Feb 2013 19:04:25 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5126F7A4.2F320D4@bytecraft.com...
>
>
> Dan Espen wrote:
>
>>
>> Still think there is a fortune to be made on a line of PCs with real
>> honest to goodness blinken lights.
>>
>
> Probably be less expensive in this day and age to do some
> graphics and add an additional display to fake der blinking
> lights complete technical correctness sampling addresses
> and registers. Lights and switches were not inexpensive
> and unlike silicon their prices have stayed more or less
> consistent.

>
> The alternative would be to use real lights and use an
> embedded processor to drive them (An embedded processor
> BTW that probably has more power than the mini's back in
> the day) Damn we just can't get away from this new fangled
> stuff.
>

Mr. Banks, the *good* way to do it: *use* the modern, embedded processor to creat the blinking lights display cheaply. Then *pretend* that the embedded processor does *not* exist and was *not* used. Forget about it. The blinking lights become a "black box". You're *not* allowed to consider what's in there.

"No man is happy without a delusion of some kind. Delusions are as necessary to our happiness as realities." -- Christian Nestell Bovee

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Fri, 22 Feb 2013 19:14:30 GMT
View Forum Message <> Reply to Message

On Fri, 22 Feb 2013 09:41:10 -0800
Patrick Scheible <kkt@zipcon.net> wrote:

> Hm. As I see it, computer hardware is just about the only part of the
> world that just keeps getting better.

Medicine.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 22 Feb 2013 19:23:10 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:

> Walter Banks <walter@bytecraft.com> writes:
>
>> Dan Espen wrote:
>>
>>>
>>> Still think there is a fortune to be made on a line of PCs with real
>>> honest to goodness blinken lights.
>>>
>>
>> Probably be less expensive in this day and age to do some
>> graphics and add an additional display to fake der blinking
>> lights complete technical correctness sampling addresses
>> and registers. Lights and switches were not inexpensive
>> and unlike silicon their prices have stayed more or less
>> consistent.
>
> Emulating blinkenlights on a screen is one approach, but just when you
> need blinkenlights the most the screen freezes. (Computer has
> apparently done nothing for over 60 seconds! What's it up to? Should I
> forcibly interrupt it or wait for whatever it is to finish?)
>
>> The alternative would be to use real lights and use an
>> embedded processor to drive them (An embedded processor
>> BTW that probably has more power than the mini's back in
>> the day) Damn we just can't get away from this new fangled
>> stuff.
>>
>> Okay try again real wire, real led lights . . . Strike that lights
>> with bulbs and filaments, Plexiglas panel with silk-screen painted
>> overlay (try to explain that to the teashirt shop who has the
>> only silk screen equipment anymore) okay need some lamp
>> drivers 2N3705 about the price of an embedded system
>> processor these days Right no processor.
>>
>> Now all we needed to do is bring out the address and
>> register connections
>
> My guess is that for current CPUs and motherboards, those connections
> don't exist, right?
>

Certainly the registers are not available. Probably the best that can
be done is to add some code to the real-time clock interrupt and
display data periodically. Last nights rant came after a long day
while I was I was waiting for a daily backup to finish. It started off
as a mind experiment and then I realized that technology has changed
at every level even something as simple as a status display.

I haven't checked recently about current availability of 7400
series parts or wire wrap wire.

7400 4 nand gates vs Cortex M1?

w..

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 22 Feb 2013 19:28:00 GMT
View Forum Message <> Reply to Message

"Walter Banks" <walter@bytecraft.com> wrote in message
news:5126F7A4.2F320D4@bytecraft.com...
>
>
> Dan Espen wrote:
>
>>
>> Still think there is a fortune to be made on a line of PCs with real
>> honest to goodness blinken lights.
>>
>
> Probably be less expensive in this day and age to do some
> graphics and add an additional display to fake der blinking
> lights complete technical correctness sampling addresses
> and registers. Lights and switches were not inexpensive
> and unlike silicon their prices have stayed more or less
> consistent.
>
> The alternative would be to use real lights and use an
> embedded processor to drive them (An embedded processor
> BTW that probably has more power than the mini's back in
> the day) Damn we just can't get away from this new fangled
> stuff.
>

Just a small observation: the embedded processor on a little circuit card
would have *more* power than the fastest PDP-10 "back in the day". And the
little embedded processor card would probably cost between $12 and $25
dollars US.

But the *really* important thing is... that embedded processor can blink
those lights!!! (Which will probably be LED lights anyway.)

Reminds me of this homemade 80-column computer card reader. It uses some
Lego parts and wheels to create the "pinch roller" to feed the cards. An

Ardiuno computer is used with some Python code, etc.

http://www.codeincluded.blogspot.com/

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 22 Feb 2013 19:51:44 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On Fri, 22 Feb 2013 09:41:10 -0800
> Patrick Scheible <kkt@zipcon.net> wrote:
>
>> Hm. As I see it, computer hardware is just about the only part of the
>> world that just keeps getting better.
>
> Medicine.

Flat panels, HLASM, Linux, JCL, cars, flashlights, light bulbs.

Really, I don't get it. The default mindset seems to be to bitch about
everything. Doesn't seem healthy to me.

Even taxes are lower than they've been in ages.
Most people would rather choke than admit things are better,
yet they work like slaves to make things better.

--
Dan Espen

---

Subject: Re: New HD
Posted by scott on Fri, 22 Feb 2013 20:02:12 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:
>
>
> Patrick Scheible wrote:
>

>>  Walter Banks <walter@bytecraft.com> writes:
>>
>>>  Dan Espen wrote:
>>>
>>>>
>>>>  Still think there is a fortune to be made on a line of PCs with real
>>>>  honest to goodness blinken lights.
>>>>
>>>
>>>  Probably be less expensive in this day and age to do some
>>>  graphics and add an additional display to fake der blinking
>>>  lights complete technical correctness sampling addresses
>>>  and registers. Lights and switches were not inexpensive
>>>  and unlike silicon their prices have stayed more or less
>>>  consistent.
>>
>>  Emulating blinkenlights on a screen is one approach, but just when you
>>  need blinkenlights the most the screen freezes.  (Computer has
>>  apparently done nothing for over 60 seconds!  What's it up to?  Should I
>>  forcibly interrupt it or wait for whatever it is to finish?)
>>
>>>  The alternative would be to use real lights and use an
>>>  embedded processor to drive them (An embedded processor
>>>  BTW that probably has more power than the mini's back in
>>>  the day) Damn we just can't get away from this new fangled
>>>  stuff.
>>>
>>>  Okay try again real wire, real led lights . . .  Strike that lights
>>>  with bulbs and filaments, Plexiglas panel with silk-screen painted
>>>  overlay (try to explain that to the teashirt shop who has the
>>>  only silk screen equipment anymore) okay need some lamp
>>>  drivers 2N3705 about the price of an embedded system
>>>  processor these days Right no processor.
>>>
>>>  Now all we needed to do is bring out the address and
>>>  register connections
>>
>>  My guess is that for current CPUs and motherboards, those connections
>>  don't exist, right?
>>
>
> Certainly the registers are not available.

sure they are.  JTAG.

---

## Subject: Re: New HD

Posted by Walter Bushell on Fri, 22 Feb 2013 20:08:21 GMT
View Forum Message <> Reply to Message

In article <hq8kv9-cvj.ln1@wair.reistad.name>,
 Morten Reistad <first@last.name> wrote:

> A PUSHJ is a CALL, not a GOTO. (It is used to invoke subroutines/functions).
>
> If this is what you call GOTOs I see why you insist on using them.

But it "ASSIGNS" at least one "COME FROM". OK, in as standard way.
Some FORTRANS allowed multiple returns from a subroutine. I hope they
were used to handle errors.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 22 Feb 2013 20:13:57 GMT
View Forum Message <> Reply to Message

In article <slrnkif52c.isj.andyl@azaal.plus.com>,
 Andy Leighton <andyl@azaal.plus.com> wrote:

> On Fri, 22 Feb 2013 15:33:27 GMT, Scott Lurndal <scott@slp53.sl.home> wrote:
>> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>> On Thu, 21 Feb 2013 14:34:43 -0500
>>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>>
>>>> Having just spent two (or was it three) days trying to diagnose a bug,
>>>> what I'd like to see in my debugger (GDB) is a log, even just a branch
>>>> log.
>>>
>>> I have recently been seriously contemplating seeing if I can
>>> torture the aspect weaving support in Spring to add a log of every method
>>> call (with arguments) into a LIFO and then arrange for the contents of the
>>> LIFO to be dumped to the log instead of the (usually almost useless)
>>> backtrace. One tricky part is that it would have to be a per-thread LIFO.
>>>
>>
>> To a first approximation, the ltrace command in linux will do this, at least
>> for all library calls; likewise, strace for system calls.
>
> Yep but Spring is a java application framework.
>
> BTW - I would be interested in seeing that if you get it working Steve. I
> use Spring a lot but generally there are only a couple of times where

> I get seriously delayed by trying to track down an exception. Most
> times the backtrace is fine.

Sounds like a recursive algorithm written in a language that does not
allow recursion. Things in my text book tended to look that way
especially if the translation was done by algorithm.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 22 Feb 2013 20:45:51 GMT
View Forum Message <> Reply to Message

In article <867gm4p036.fsf@chai.my.domain>,
Patrick Scheible <kkt@zipcon.net> wrote:
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>
>> In article <867gmbomit.fsf@chai.my.domain>,
>> Patrick Scheible <kkt@zipcon.net> wrote:
>>> Walter Bushell <proto@panix.com> writes:
>>>
>>>> In article <ans6pnFlh9aU2@mid.individual.net>,
>>>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> wrote:
>>>>
>>>> > Just sayin', maybe. I'm not without my biases either. (Don't get
>>>> > me started on languages without explicitly-typed variables.)
>>>>
>>>> Mine is languages that don't require declaring variable explicitly and
>>>> throw exceptions only when they are referenced and found to be not
>>>> set. Not throwing an exception for an unset variable (even if
>>>> declared) is much worse, of course.
>>>
>>> The Icon Programming Language's philosophy of typing is that data has
>>> types, variables don't. Any variable can contain any type of data, from
>>> integers to large complex nested structures. If you try to do something
>>> that doesn't apply to the type of data, you get a run time error.
>>>
>>> By default, you don't have to declare variables at all, it's just a
>>> runtime error if you try to access them before setting them. That makes
>>> short scripts quicker to write. However, you can set an option that
>>> will give a warning at compile time if you use a variable that hasn't
>>> been declared.
>>
>> This may be another "takes all kinds" thing, but .... :
>>
>> I've written a modest amount of code in some languages [*] in which

>> variables don't have types, and what I find awkward is trying
>> to write subprograms that behave "well" even when their inputs
>> don't meet the intended specifications. There's a whole class
>> of potential problems that, in a language in which variables have
>> types, are caught at compile time rather than runtime (e.g., "is
>> this input a numeric value?"), and I find it irritating to have to
>> choose between putting in explicit code to check for these errors
>> or accepting that if they occur the program will just crash.
>
> I don't find that the typelessness of variables in Icon creates
> particularly big problems, and I've been trying to think of why that is.
> One reason is the implementation details of integer types are hidden,
> small integers promote to larger integers or bignums as needed. (That
> may mean a bug produces an out of memory runtime error rather than a
> type conversion error, but at least tracing the program execution will
> probably show a number growing much bigger than intended before it runs
> out of memory.) Subscripts are range checked at runtime, so there's no
> need to use a special type that's a subset of integers for index
> variables.
>
> As far as invalid input, in a language with typed variables yes, if the
> programmer makes no special arrangement the program will bomb with an
> invalid type conversion as soon as it's input. In Icon, the program
> instead will bomb later, if the program tries to do arthmetic with it.
> If the programer doesn't want it to bomb in Icon, she can force the type
> conversion to happen in the same line as the input and it's a short
> idiom to trap the input and type conversion in a loop until valid input
> is received, for example:
>
> procedure main()
>  write( "How many widgets do you want?" )
>  until widgetcount := 1 <= integer( read() ) do
>  write( "Please input how many widgets you want." )
>  write( "Taking your order for ", widgetcount, " widgets" )
> end
>
> Run:
>
> How many widgets do you want?
> foo
> Please input how many widgets you want.
> 0
> Please input how many widgets you want.
> 1
> Taking your order for 1 widgets
>
> Read() reads a line from the terminal, integer() attempts to convert the
> line to an integer. If the conversion fails, the assignment fails, and

> the "until" fails, so the program requests input again. The idea that
> operations can fail and produce no results without bombing out of the
> program creates great economy of expression compared to some languages.
>
> Anyway, that's probably not a complete answer but maybe it's a start...

Yes, sort of ....

"Sort of" because I don't think I did a very good job of explaining
what it is that troubles me:

Even a language in which variables have types one has to deal with
the problem of invalid input from external sources. So that part is
okay. What I find troublesome is figuring out how much error checking
to do in subprograms that are meant to be called only from within
the program. Maybe an annotated example using the Python REPL will
make it clearer:

```
Python 2.3.4 (#1, Jul 29 2008, 14:35:43)
[GCC 3.4.1] on linux2
Type "help", "copyright", "credits" or "license" for more information.
```

Define a function meant to operate on numbers:

```
>>> def square(x):
...   return x*x
...
```

Try it with a couple of different numeric types:

```
>>> square(2)
4
>>> square(2.0)
4.0
```

Now try it with a non-numeric type:

```
>>> square("hello")
Traceback (most recent call last):
  File "<stdin>", line 1, in ?
  File "<stdin>", line 2, in square
TypeError: can't multiply sequence to non-int
```

"Oops". Should I have put code in square() to check for this?
I think yes, but then what if square() calls, oh, integer_power()
maybe; should that also include .... Is it any clearer what's
bugging me??

>> [*] Perl, Python, Scheme, a very small amount of J ....
>>
>> I keep thinking that what this irritation means is that I just don't
>> grok the language(s) in question, and that maybe someone who *does*
>> could explain it to me. I don't know if you're willing and able to
>> do that, or perhaps to point me to a reference that might, but -- ?
>
> If you're interested in looking at the language, the standard
> introductory book is The Icon Programming Language, 3rd edition, by
> Griswold and Griswold, available online at
>
> http://www.cs.arizona.edu/icon/lb3.htm

Thanks .... I guess the question I have is whether somehow learning
something about this language would help me "grok" dynamic typing in
a way that learning a bit about other languages didn't. That may be
something no one but me can answer, though.

[ snip ]

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 22 Feb 2013 20:46:26 GMT
View Forum Message <> Reply to Message

In article <op.wswkgyws5cosae@dell3100>,
Stanley Daniel de Liver <admin@127.0.0.1> wrote:
> On Mon, 18 Feb 2013 19:47:44 -0000, Christian Brunschen <cb@mer.df.lth.se>
> wrote:
>
>> In article <proto-5E3A6A.11575218022013@news.panix.com>,
>> Walter Bushell <proto@panix.com> wrote:
>>> In article <kfrirp$4eo$1@dont-email.me>,
>>> cb@mer.df.lth.se (Christian Brunschen) wrote:
>>>
>>>> "Procedural" seems to be in use for this.
>>>>
>>> So why is sending a message not imperative?
>>
>> Nothing says it isn't. The article (elided from this response) is about
>> procedural programming, not about object-orientation.
>>
>> But to the best of my understanding, both of those (procedural and
>> object-oriented programming) are usually considered different types of

>> imperative programming - procedural programming doing so by way of
>> calling
>> procedures that operate on data but with the procedures being the focus
>> of
>> the structure of the code; and with object-orientation linking the data
>> and the operations available on it closer to gether into 'objects', such
>> that we invoke method on (or send messages to) objects.
>>
>> But still, buth are imperative - just like assembly-language programming
>> would usually be; it's just that the instructions are expressed in terms
>> of higher-level concepts than CPU instructions, and for both 'procedural'
>> and 'object-oriented' programming they are referred to by those
>> constructs
>> whih are central the way the code is structured & written.
>>

Yup, that pretty much sums up the distinction I was trying to make,
better than I could.

> With Prolog being on the other side: Declarative.
>
> I find Wikipedia says it better than I can:
>
> http://en.wikipedia.org/wiki/Imperative_programming

Indeed -- I had that link bookmarked too, to post "later".

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 22 Feb 2013 20:57:06 GMT
View Forum Message <> Reply to Message

On 2/22/2013 9:39 AM, Dan Espen wrote:
> driftwood <vg4cysss7001@sneakemail.com> writes:
>
>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>
>> [snip]
>>
>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>> the progress. It's the trivial use that such riches are wasted on. I
>>> guess if one in a hundred thousand people put the technology to *good*
>>> use creating new and useful things in the world... or find answers to
>>> serious problems like disease and food shortages... then it does

>>>  mitigate things somewhat.
>>
>>  It seems that the majority of internet usage is for pornography
>>  and 'social networking',
>
>  Not here.
>
>  I work from home 100% of the time and put FIOS bandwidth to good use.
>
>>  yet there are clamouring demands for faster connection speeds.
>
>  Really?
>
>>  I first connected on dial-up in the early 90's, then
>>  went broadband on half a meg., which was subsequently increased to 2,
>>  then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>  suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>
>  Is it uphill both ways?
>
>  What's with so many people being so cynical?
>
>  The world just keeps getting better and better except for all the
>  complaining.
>

That keeps getting better too.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 22 Feb 2013 20:59:48 GMT
View Forum Message <> Reply to Message

On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>  In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>  Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>>  On 22 Feb 2013 13:08:37 GMT
>>  jmfbahciv <See.above@aol.com> wrote:
>>
>>>  Andrew Swallow wrote:
>>
>>>>  Have a device that connects using USB port.  A supervisor program that
>>>>  flashes a light on ever time a program runs should give a good
>>>>  indication of what the computer is doing.
>>>

>>>  I can get that just by listening to the clatter of the disk.  I want
>>
>>  You'll stop being able to do that once you get an SSD based
>>  machine, no moving parts so no clatter. Heck even the spinning rust in my
>>  file server is too quiet to hear unless I get really close to it.
>>
>>>  all those lights which meant something on modems.
>>
>>  The trouble is that on a typical broadband connection things move
>>  far too fast for lights to be useful, even a flash per packet would be
>>  hundreds to thousands per second. As for the CPU, the lights would be
>>  flashing close to microwave frequencies.
>
>  Another thing is that on modern computers, a lot of software is
>  written to use an internet connection if it is available even if the user
>  is not not directly interacting with that software. This, IIRC, is
>  something that Barb is not entirely happy with - she would prefer if any
>  software she uses uses any available betwork connection only at her
>  explicit instruction; and she is not alone in that regard!

She'd probably love something like what Vista does in other
circumstances: "Solitare is trying to access the internet.  Allow/Deny."

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 22 Feb 2013 21:02:57 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

>  In article <867gm4p036.fsf@chai.my.domain>,
>>  Anyway, that's probably not a complete answer but maybe it's a start...
>
>  Yes, sort of ....
>
>  "Sort of" because I don't think I did a very good job of explaining
>  what it is that troubles me:
>
>  Even a language in which variables have types one has to deal with
>  the problem of invalid input from external sources.  So that part is
>  okay.  What I find troublesome is figuring out how much error checking
>  to do in subprograms that are meant to be called only from within
>  the program.  Maybe an annotated example using the Python REPL will
>  make it clearer:
>

> Now try it with a non-numeric type:
>
>>>> square("hello")
> Traceback (most recent call last):
> File "<stdin>", line 1, in ?
> File "<stdin>", line 2, in square
> TypeError: can't multiply sequence to non-int
>
> "Oops". Should I have put code in square() to check for this?
> I think yes, but then what if square() calls, oh, integer_power()
> maybe; should that also include .... Is it any clearer what's
> bugging me??

That's pretty easy to answer.

You put edits where the untrained user is allowed to enter data.
In the case above, you show a programmer calling a function with
a string that should take a number and getting a somewhat readable
indication of the error. That seems fine.

Programs need to be designed to their audience.

--
Dan Espen

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 22 Feb 2013 21:04:13 GMT
View Forum Message <> Reply to Message

On 2/22/2013 11:33 AM, Scott Lurndal wrote:
>
> The Burroughs B4800 had thousands of blinken-lighten, and smoked
> plexiglass panels to show them off. The key blinken-lighten
> used by customers and plant engineers were the channel activity
> indicators which would quickly give one a pretty good idea
> about system activity and load levels (as well as determining
> a borked system by absence of activity).

Monitors like RMF took the place of blinkenlights, with things like
barcharts to show % busy for channels and CPUs.

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 22 Feb 2013 21:05:14 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/22/2013 9:39 AM, Dan Espen wrote:
>> driftwood <vg4cysss7001@sneakemail.com> writes:
>>
>>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>
>>> [snip]
>>>
>>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> the progress. It's the trivial use that such riches are wasted on. I
>>>> guess if one in a hundred thousand people put the technology to *good*
>>>> use creating new and useful things in the world... or find answers to
>>>> serious problems like disease and food shortages... then it does
>>>> mitigate things somewhat.
>>>
>>> It seems that the majority of internet usage is for pornography
>>> and 'social networking',
>>
>> Not here.
>>
>> I work from home 100% of the time and put FIOS bandwidth to good use.
>>
>>> yet there are clamouring demands for faster connection speeds.
>>
>> Really?
>>
>>> I first connected on dial-up in the early 90's, then
>>> went broadband on half a meg., which was subsequently increased to 2,
>>> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>
>> Is it uphill both ways?
>>
>> What's with so many people being so cynical?
>>
>> The world just keeps getting better and better except for all the
>> complaining.
>
> That keeps getting better too.

Have to admit, you have a point.

--
Dan Espen

Subject: Re: New HD
Posted by Peter Flass on Fri, 22 Feb 2013 21:08:55 GMT
View Forum Message <> Reply to Message

On 2/22/2013 1:03 PM, Gene Wirchenko wrote:
> On 20 Feb 13 22:08:06 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
> wrote:
>
>> In article <20130220173622.8003d5a44b51c84e6fda0ecc@eircom.net>,
>> steveo@eircom.net (Ahem A Rivet's Shot) writes:
>>
>>> On 20 Feb 13 07:45:51 -0800
>>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>
>>>> Still, Barb is right about the dogma. The ideologues really hurt
>>>> the credibility of the SP revolution, and their code was often just
>>>> as unreadable as what they replaced. I still see source modules
>>>> that are a morass of 6-line functions calling each other in a web
>>>> that's at least as complex as the so-called "spaghetti" that their
>>>> authors condemn.
>>>
>>> There's a meme running round the Java world at the moment that
>>> says it is best to put the complexity into the object hierarchy and
>>> not in the code. Like most such memes it has some good points but
>>> gets carried altogether too far by some people, resulting in code
>>> with functions that are easy to understand and test (good), but a
>>> control flow that is completely impossible to comprehend (very bad).
>>
>> That's why the zealots really don't accomplish much in the end.
>
> Actually, they did. And others did push back some. I did
> myself, but I do like not having to trace execution paths through a
> jungle of GOTOs.
>
> When I was still in high school, I found a program on the TSB the
> school used. It evaluated arithmetic expressions. I wanted to learn
> how to do that so I tried taking the program apart. What a maze! It
> had subroutines with multiple entry points. The creme de la creme was
> a GOTO statement whose target was another GOTO statement. Yuck!

I had some old IBM code I was trying to port and it was an absolute mess
of GOTOs. No structure at all. Various places in the code would set
switches and branch somewhere, and somewhere would do things and branch
somewhere else depending. All the GOTO ranges overlapped, with no
concept of "subroutines." I tried to recode it from assembler twice,
starting over completely the second time, and finally gave up. Someday
I'll have another go.

--

Pete

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 22 Feb 2013 21:29:09 GMT
View Forum Message <> Reply to Message

On 22/02/2013 01:17, Bill Findlay wrote:
>
>
>
> On 21/02/2013 22:46, in article 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>
>> On 21/02/2013 19:32, Bill Findlay wrote:
>>> On 21/02/2013 16:52, in article JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>
>>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> > In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> > at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >
>>>> >> Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> >> is it safe for the "unwashed masses"??? ;-)
>>>> >
>>>> > Is assignment? Is IF/THEN/ELSE?
>>>> >
>>>> > If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>>> > understand that every tool not only can but will be misused.
>>>> >
>>>>
>>>> With a GOTO you know where you are and since it is labelled where you
>>>> are going to.
>>>
>>> Only for the very simplest uses of GOTO. You fail to consider
>>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ..., switches,
>>> label variables, label parameters, ...
>>>
>>
>> The destinations are still labelled.
>
> But you don't know which one of them the GOTO will reach unless you can work
> out which of them is dynamically designated by the label value to be used.
>

With computed GOTOs make sure that the variable is around somewhere.

Andrew Swallow

Subject: Re: New HD
Posted by Dan Espen on Fri, 22 Feb 2013 21:34:48 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/22/2013 1:03 PM, Gene Wirchenko wrote:
>> On 20 Feb 13 22:08:06 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
>> wrote:
>>
>>> In article <20130220173622.8003d5a44b51c84e6fda0ecc@eircom.net>,
>>> steveo@eircom.net (Ahem A Rivet's Shot) writes:
>>>
>>>> On 20 Feb 13 07:45:51 -0800
>>>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>>
>>>> > Still, Barb is right about the dogma. The ideologues really hurt
>>>> > the credibility of the SP revolution, and their code was often just
>>>> > as unreadable as what they replaced. I still see source modules
>>>> > that are a morass of 6-line functions calling each other in a web
>>>> > that's at least as complex as the so-called "spaghetti" that their
>>>> > authors condemn.
>>>>
>>>> There's a meme running round the Java world at the moment that
>>>> says it is best to put the complexity into the object hierarchy and
>>>> not in the code. Like most such memes it has some good points but
>>>> gets carried altogether too far by some people, resulting in code
>>>> with functions that are easy to understand and test (good), but a
>>>> control flow that is completely impossible to comprehend (very bad).
>>>
>>> That's why the zealots really don't accomplish much in the end.
>>
>> Actually, they did. And others did push back some. I did
>> myself, but I do like not having to trace execution paths through a
>> jungle of GOTOs.
>>
>> When I was still in high school, I found a program on the TSB the
>> school used. It evaluated arithmetic expressions. I wanted to learn
>> how to do that so I tried taking the program apart. What a maze! It
>> had subroutines with multiple entry points. The creme de la creme was
>> a GOTO statement whose target was another GOTO statement. Yuck!
>
> I had some old IBM code I was trying to port and it was an absolute
> mess of GOTOs. No structure at all. Various places in the code would
> set switches and branch somewhere, and somewhere would do things and
> branch somewhere else depending. All the GOTO ranges overlapped, with
> no concept of "subroutines." I tried to recode it from assembler
> twice, starting over completely the second time, and finally gave up.
> Someday I'll have another go.

Perhaps introducing structured assembler macros would be easier than
a rewrite.  That way you can at least pick off the easy cases.

--
Dan Espen

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 22 Feb 2013 21:42:49 GMT
View Forum Message <> Reply to Message

On 22/02/2013 14:41, Bill Findlay wrote:
>  On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter Flass"
>  <Peter_Flass@Yahoo.com> wrote:
>
>>  On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>>
>>>
>>>
>>>  On 21/02/2013 22:46, in article 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
>>>  "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>
>>>>  On 21/02/2013 19:32, Bill Findlay wrote:
>>>> > On 21/02/2013 16:52, in article JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> > "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >
>>>> >> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >>>        at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>> >>>
>>>> >>>> Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> >>>> is it safe for the "unwashed masses"???   ;-)
>>>> >>>
>>>> >>> Is assignment? Is IF/THEN/ELSE?
>>>> >>>
>>>> >>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>>> >>> understand that every tool not only can but will be misused.
>>>> >>>
>>>> >>
>>>> >> With a GOTO you know where you are and since it is labelled where you
>>>> >> are going to.
>>>> >
>>>> > Only for the very simplest uses of GOTO.  You fail to consider
>>>> > 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ..., switches,
>>>> > label variables, label parameters, ...
>>>> >
>>>>

>>>> The destinations are still labelled.
>>>
>>> But you don't know which one of them the GOTO will reach unless you can work
>>> out which of them is dynamically designated by the label value to be used.
>>>
>>
>> If you're talking "proof of correctness it's a problem. If you're
>> talking debugging it's easy to have a character string version of the
>> label set at the same time a the alter, and maybe a character string
>> representation of the alter statement. If you really had a problem you
>> could build in a small trace table.
>
> What I am asserting is that GOTO makes control flow non-transparent. Any
> use of the language features I listed only makes matters worse. Resorting
> to the debugging measures such as those you list would be an admission of
> failure to organise control flow properly (i.e. clearly), so far as I am
> concerned.
>
> SP done properly makes that kind of problem simply go away.
> The control flow is manifest in the static text.
> Debugging of control flow, per se, is hardly ever necessary.
> I get lots of other things wrong in my code, at first attempt.
> But control flow? Hardly ever.
>
> (It is one disadvantage of OOP that it somewhat undermines this simple and
> very valuable static/dynamic coreespondence.)
>

The structured programming replacement for the computed GOTO is the
nested IF. After 5 or 6 levels it is unreadable.

Andrew Swallow

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 22 Feb 2013 22:36:27 GMT
View Forum Message <> Reply to Message

On 22/02/2013 21:42, in article 6LednQ1GGJnFe7rMnZ2dnUVZ8tidnZ2d@bt.com,
"Andrew Swallow" <am.swallow@btinternet.com> wrote:

> On 22/02/2013 14:41, Bill Findlay wrote:

>>
>> What I am asserting is that GOTO makes control flow non-transparent. Any
>> use of the language features I listed only makes matters worse. Resorting
>> to the debugging measures such as those you list would be an admission of
>> failure to organise control flow properly (i.e. clearly), so far as I am

>> concerned.
>>
>> SP done properly makes that kind of problem simply go away.
>> The control flow is manifest in the static text.
>> Debugging of control flow, per se, is hardly ever necessary.
>> I get lots of other things wrong in my code, at first attempt.
>> But control flow? Hardly ever.
>>
>> (It is one disadvantage of OOP that it somewhat undermines this simple and
>> very valuable static/dynamic coreespondence.)
>>
>
> The structured programming replacement for the computed GOTO is the
> nested IF. After 5 or 6 levels it is unreadable.

No it isn't - it's the case statement / switch.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 22 Feb 2013 22:44:49 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:

> Patrick Scheible <kkt@zipcon.net> writes:
>> Walter Banks <walter@bytecraft.com> writes:
>
>>> Now all we needed to do is bring out the address and
>>> register connections
>>
>> My guess is that for current CPUs and motherboards, those connections
>> don't exist, right?
>
> Generally they do, through some form of JTAG (e.g. AMD's Hardware Debug Tool);
> intel has equivalent ICE access.
>
> That said, the datarate and access times for JTAG would preclude sampling
> the registers at anything close to real-time, but then displaying them as
> they change in real-time would be quite pointless. JTAG would be sufficient
> to reach in and grab internal CPU state when the system halts for some
> reason, however, or to sample once a second or so.

Good points. JTAG is widely used in embedded processors and it has all

the issues you point out. What is good about it is for the most part JTAG functions independent of the processor it is attached to. JTAG can also control essentially anything inside of the processor.

w..

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 22 Feb 2013 22:46:44 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:

> Walter Banks <walter@bytecraft.com> writes:
>>
>>
>> Patrick Scheible wrote:
>>
>>> Walter Banks <walter@bytecraft.com> writes:
>>>
>>>> Dan Espen wrote:
>>>>
>
>>>>
>>>> Now all we needed to do is bring out the address and
>>>> register connections
>>>
>>> My guess is that for current CPUs and motherboards, those connections
>>> don't exist, right?
>>>
>>
>> Certainly the registers are not available.
>
> sure they are. JTAG.

Quite correct, and this was from someone using a JTAG debugger on a PowerPC daily.

w..

---

Subject: Re: New HD
Posted by Walter Banks on Fri, 22 Feb 2013 22:53:28 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:

> "Walter Banks" <walter@bytecraft.com> wrote in message
> news:5126F7A4.2F320D4@bytecraft.com...
>>
>>
>> Dan Espen wrote:
>>
>>>
>>> Still think there is a fortune to be made on a line of PCs with real
>>> honest to goodness blinken lights.
>>>
>>
>> Probably be less expensive in this day and age to do some
>> graphics and add an additional display to fake der blinking
>> lights complete technical correctness sampling addresses
>> and registers. Lights and switches were not inexpensive
>> and unlike silicon their prices have stayed more or less
>> consistent.
>>
>> The alternative would be to use real lights and use an
>> embedded processor to drive them (An embedded processor
>> BTW that probably has more power than the mini's back in
>> the day) Damn we just can't get away from this new fangled
>> stuff.
>>
>
> Just a small observation: the embedded processor on a little circuit card
> would have *more* power than the fastest PDP-10 "back in the day". And the
> little embedded processor card would probably cost between $12 and $25
> dollars US.
>
> But the *really* important thing is... that embedded processor can blink
> those lights!!! (Which will probably be LED lights anyway.)
>
> Reminds me of this homemade 80-column computer card reader. It uses some
> Lego parts and wheels to create the "pinch roller" to feed the cards. An
> Ardiuno computer is used with some Python code, etc.
>
>
>
> http://www.codeincluded.blogspot.com/

First thing I thought when I first saw these links a few days ago was
why not use the cheapest point and shoot camera with WiFi ($100 or
so) and image the card and use some simple scan conversion software.
Probably could be as fast as some card readers back in the day.

w..

Subject: Re: New HD
Posted by Peter Flass on Sat, 23 Feb 2013 00:12:40 GMT
View Forum Message <> Reply to Message

On 2/22/2013 9:29 AM, Shmuel (Seymour J.) Metz wrote:
> In <kg5rv2$ggt$1@dont-email.me>, on 02/21/2013
>  at 02:26 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> That's not the same thing.
>
> How not? It ensures that the stack will not take up all of memory.
>

Once the memory is in use there is no mechanism for freeing any of it.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 23 Feb 2013 00:18:00 GMT
View Forum Message <> Reply to Message

On 2/22/2013 4:34 PM, Dan Espen wrote:
> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>> On 2/22/2013 1:03 PM, Gene Wirchenko wrote:
>>> On 20 Feb 13 22:08:06 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
>>> wrote:
>>>
>>>> In article <20130220173622.8003d5a44b51c84e6fda0ecc@eircom.net>,
>>>> steveo@eircom.net (Ahem A Rivet's Shot) writes:
>>>>
>>>> > On 20 Feb 13 07:45:51 -0800
>>>> > "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>> >
>>>> >> Still, Barb is right about the dogma. The ideologues really hurt
>>>> >> the credibility of the SP revolution, and their code was often just
>>>> >> as unreadable as what they replaced. I still see source modules
>>>> >> that are a morass of 6-line functions calling each other in a web
>>>> >> that's at least as complex as the so-called "spaghetti" that their
>>>> >> authors condemn.
>>>> >
>>>> > There's a meme running round the Java world at the moment that
>>>> > says it is best to put the complexity into the object hierarchy and
>>>> > not in the code. Like most such memes it has some good points but
>>>> > gets carried altogether too far by some people, resulting in code
>>>> > with functions that are easy to understand and test (good), but a

>>>> > control flow that is completely impossible to comprehend (very bad).
>>>>
>>>> That's why the zealots really don't accomplish much in the end.
>>>
>>> Actually, they did. And others did push back some. I did
>>> myself, but I do like not having to trace execution paths through a
>>> jungle of GOTOs.
>>>
>>> When I was still in high school, I found a program on the TSB the
>>> school used. It evaluated arithmetic expressions. I wanted to learn
>>> how to do that so I tried taking the program apart. What a maze! It
>>> had subroutines with multiple entry points. The creme de la creme was
>>> a GOTO statement whose target was another GOTO statement. Yuck!
>>
>> I had some old IBM code I was trying to port and it was an absolute
>> mess of GOTOs. No structure at all. Various places in the code would
>> set switches and branch somewhere, and somewhere would do things and
>> branch somewhere else depending. All the GOTO ranges overlapped, with
>> no concept of "subroutines." I tried to recode it from assembler
>> twice, starting over completely the second time, and finally gave up.
>> Someday I'll have another go.
>
> Perhaps introducing structured assembler macros would be easier than
> a rewrite. That way you can at least pick off the easy cases.
>

I want to get it out of assembler. It's not structured enough for
macros to be of any use. It's so bad I seriously considered writing HLL
code that mimicked the operation of the assembler code, using variables
for registers, etc.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 23 Feb 2013 00:19:55 GMT
View Forum Message <> Reply to Message

On 2/22/2013 4:42 PM, Andrew Swallow wrote:
> On 22/02/2013 14:41, Bill Findlay wrote:
>> On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter Flass"
>> <Peter_Flass@Yahoo.com> wrote:
>>
>>> On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>>>
>>>>
>>>>

>>>>  On 21/02/2013 22:46, in article
>>>>  1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
>>>>  "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>>
>>>> > On 21/02/2013 19:32, Bill Findlay wrote:
>>>> >> On 21/02/2013 16:52, in article
>>>> >> JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> >> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>
>>>> >>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >>>>        at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com>
>>>> >>>> said:
>>>> >>>>
>>>> >>>>> Shmuel, of course you and I know how to use GOTO
>>>> >>>>> appropriately... but
>>>> >>>>> is it safe for the "unwashed masses"???   ;-)
>>>> >>>>
>>>> >>>> Is assignment? Is IF/THEN/ELSE?
>>>> >>>>
>>>> >>>> If you've ever had to debug someone's GOTO-free spaghetti code,
>>>> >>>> you'd
>>>> >>>> understand that every tool not only can but will be misused.
>>>> >>>>
>>>> >>>
>>>> >>> With a GOTO you know where you are and since it is labelled where
>>>> >>> you
>>>> >>> are going to.
>>>> >>
>>>> >> Only for the very simplest uses of GOTO.  You fail to consider
>>>> >> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ...,
>>>> >> switches,
>>>> >> label variables, label parameters, ...
>>>> >>
>>>> >
>>>> > The destinations are still labelled.
>>>>
>>>>  But you don't know which one of them the GOTO will reach unless you
>>>>  can work
>>>>  out which of them is dynamically designated by the label value to be
>>>>  used.
>>>>
>>>
>>>  If you're talking "proof of correctness it's a problem.  If you're
>>>  talking debugging it's easy to have a character string version of the
>>>  label set at the same time a the alter, and maybe a character string
>>>  representation of the alter statement.  If you really had a problem you
>>>  could build in a small trace table.

>>
>> What I am asserting is that GOTO makes control flow non-transparent. Any
>> use of the language features I listed only makes matters worse.
>> Resorting
>> to the debugging measures such as those you list would be an admission of
>> failure to organise control flow properly (i.e. clearly), so far as I am
>> concerned.
>>
>> SP done properly makes that kind of problem simply go away.
>> The control flow is manifest in the static text.
>> Debugging of control flow, per se, is hardly ever necessary.
>> I get lots of other things wrong in my code, at first attempt.
>> But control flow? Hardly ever.
>>
>> (It is one disadvantage of OOP that it somewhat undermines this simple
>> and
>> very valuable static/dynamic coreespondence.)
>>
>
> The structured programming replacement for the computed GOTO is the
> nested IF. After 5 or 6 levels it is unreadable.
>

You're good - after about three levels it's unreadable. At that point
you factor out the logic into a subroutine. If your IF statement is
more than about 50 lines it's too big.

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Sat, 23 Feb 2013 00:30:15 GMT
View Forum Message <> Reply to Message

Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:

> On 22/02/2013 21:42, in article 6LednQ1GGJnFe7rMnZ2dnUVZ8tidnZ2d@bt.com,
> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>
>> On 22/02/2013 14:41, Bill Findlay wrote:
>
>>>
>>> What I am asserting is that GOTO makes control flow non-transparent. Any
>>> use of the language features I listed only makes matters worse. Resorting
>>> to the debugging measures such as those you list would be an admission of
>>> failure to organise control flow properly (i.e. clearly), so far as I am

>>> concerned.
>>>
>>> SP done properly makes that kind of problem simply go away.
>>> The control flow is manifest in the static text.
>>> Debugging of control flow, per se, is hardly ever necessary.
>>> I get lots of other things wrong in my code, at first attempt.
>>> But control flow? Hardly ever.
>>>
>>> (It is one disadvantage of OOP that it somewhat undermines this simple and
>>> very valuable static/dynamic coreespondence.)
>>>
>>
>> The structured programming replacement for the computed GOTO is the
>> nested IF. After 5 or 6 levels it is unreadable.
>
> No it isn't - it's the case statement / switch.

Okay my turn.

No it isn't - it's a table of label pointers.

--
Dan Espen

---

Subject: Re: New HD
Posted by D.J. on Sat, 23 Feb 2013 00:42:22 GMT
View Forum Message <> Reply to Message

On Mon, 18 Feb 2013 23:02:36 -0500, Shmuel (Seymour J.) Metz
<spamtrap@library.lspace.org.invalid> wrote:
> In <CD48107B.25FBA%yaldnif.w@blueyonder.co.uk>, on 02/18/2013
> at 05:08 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>
>> Remember that Pascal was developed by a teacher with teaching in
>> mind.
>
> All the more reason to have sound language design, u,less it was meant
> as a horrible example for instructional purposes.

VAX PASCAL, on a DEC VAX 11/730. There is where much of my university
homework was done on. Senior year we wrote a compiler, integers and
text. Several thousand lines of code. Not short stuff.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette

http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Sat, 23 Feb 2013 00:48:06 GMT
View Forum Message <> Reply to Message

On Tue, 19 Feb 2013 13:17:16 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:
> It was a revelation when I discovered that "Silver Bells" and "Rudolph the
> Red-Nosed Reindeer" were *not* "traditional Christmas songs"... but were
> written in the 1940's or so.

I remember when those were introduced on local radio. Gene Autry
released it in 1949, someone else wrote it. I remember seeing him sing
it on some tv show about 1952.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Sat, 23 Feb 2013 00:53:30 GMT
View Forum Message <> Reply to Message

On 21 Feb 2013 14:07:47 GMT, jmfbahciv <See.above@aol.com> wrote:
> Dan Espen wrote:
>> "Charles Richmond" <numerist@aquaporin4.com> writes:
>>
>>> "Walter Banks" <walter@bytecraft.com> wrote in message
>>> news:5124271A.C60C6130@bytecraft.com...
>>>>
>>>> [snip...] [snip...] [snip...]
>>>>
>>>>
>>>> Times have changed, a few years ago I drove a 56 T-bird from
>>>> Boston to Toronto, it stopped at every other gas station on the
>>>> NY interstate, the combination of 10 miles per Gallon and a
>>>> 12 Gal tank. What is the gas mileage on a 1200 pound car these
>>>> days.
>>>>
>>>> Computers have come a long ways since we used them as over

>>>> grown slide rules and automated accounting machines. In the 70's
>>>> we did magic because we could do it at all, now grandpa's pictures
>>>> of his grandchildren are changing on his living room wall as soon
>>>> as they are taken half a world away. Our emotions are saying wasted
>>>> cycles and cycles are now not as rare as they once were.
>>>>
>>>> It is a real eye-opener talking to the next generation of technology
>>>> innovators we paved the road with hard learned insights and they
>>>> will never have the joy of discovering new original ideas every few
>>>> weeks. I wouldn't trade that for the next technology cycle and I
>>>> would go back to doing the way we did in the 70's
>>>>
>>>
>>> Yes, yes, technology is wonderful. I accept that. I just don't like
>>> getting "phased out". Many of the roads technology has taken... are
>>> *not* the way I would like to have seen things go. So I guess
>>> something near the ultimate question is... what does it all mean and
>>> where is it going??? I am worried about where all the technological
>>> innovation is going and what it is doing to the minds of the young.
>>> *No* matter how good our technology or computing power is... people
>>> still need to be able to think, focus, and concentrate to get anything
>>> done.
>>>
>>> I am *not* above retreating in the past so I can have fun with the
>>> type of computing I like... or using the new technology to re-create
>>> some of the old technology, like a PDP-10 on an FPGA. New technology
>>> can do a dandy job of re-creating the old technology and allowing us
>>> and others to experience a semblence (even if just a taste) of how
>>> things used to be. Mr. Findlay, your ee9 kdf9 emulator proves that
>>> very well. And running on the Raspberry PI is making progress in new
>>> technology re-creating old technology.
>>>
>>> The things I enjoy about computers seem to be unimportant today... and
>>> I'm *not* willing to accept the total unimportance of some things.
>>
>> Yep, like blinken lights!
>>
>> Still think there is a fortune to be made on a line of PCs with real
>> honest to goodness blinken lights.
>
> Modems. Then you can see if you're being attacked...or at least notice
> that something not normal is going on. sounds can also help.

I was watching a music video, New Wave, from the 1980s, on youtube.
Several comments wondered what the weird sound was at a certain point
in the video. its a modem dialing and then negotiatnig with the other
modem to set parameters. I knew what it was. Most didn't.
..

JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Sat, 23 Feb 2013 01:00:26 GMT
View Forum Message <> Reply to Message

On Wed, 20 Feb 2013 17:28:26 -0500, Dan Espen <despen@verizon.net>
wrote:
> "Charles Richmond" <numerist@aquaporin4.com> writes:
>
>> "Walter Banks" <walter@bytecraft.com> wrote in message
>> news:5124271A.C60C6130@bytecraft.com...
>>>
>>> [snip...] [snip...] [snip...]
>>>
>>>
>>> Times have changed, a few years ago I drove a 56 T-bird from
>>> Boston to Toronto, it stopped at every other gas station on the
>>> NY interstate, the combination of 10 miles per Gallon and a
>>> 12 Gal tank. What is the gas mileage on a 1200 pound car these
>>> days.
>>>
>>> Computers have come a long ways since we used them as over
>>> grown slide rules and automated accounting machines. In the 70's
>>> we did magic because we could do it at all, now grandpa's pictures
>>> of his grandchildren are changing on his living room wall as soon
>>> as they are taken half a world away. Our emotions are saying wasted
>>> cycles and cycles are now not as rare as they once were.
>>>
>>> It is a real eye-opener talking to the next generation of technology
>>> innovators we paved the road with hard learned insights and they
>>> will never have the joy of discovering new original ideas every few
>>> weeks. I wouldn't trade that for the next technology cycle and I
>>> would go back to doing the way we did in the 70's
>>>
>>
>> Yes, yes, technology is wonderful. I accept that. I just don't like
>> getting "phased out". Many of the roads technology has taken... are
>> *not* the way I would like to have seen things go. So I guess
>> something near the ultimate question is... what does it all mean and
>> where is it going??? I am worried about where all the technological
>> innovation is going and what it is doing to the minds of the young.

>> *No* matter how good our technology or computing power is... people
>> still need to be able to think, focus, and concentrate to get anything
>> done.
>>
>> I am *not* above retreating in the past so I can have fun with the
>> type of computing I like... or using the new technology to re-create
>> some of the old technology, like a PDP-10 on an FPGA. New technology
>> can do a dandy job of re-creating the old technology and allowing us
>> and others to experience a semblence (even if just a taste) of how
>> things used to be. Mr. Findlay, your ee9 kdf9 emulator proves that
>> very well. And running on the Raspberry PI is making progress in new
>> technology re-creating old technology.
>>
>> The things I enjoy about computers seem to be unimportant today... and
>> I'm *not* willing to accept the total unimportance of some things.
>
> Yep, like blinken lights!
>
> Still think there is a fortune to be made on a line of PCs with real
> honest to goodness blinken lights.

I am studying for my ham radio license. RTTY and CW, continuous wave
morse code, is still being used. RTTY isn't done by teletype machine
anymore, nor paper tape. The computer is connected to the trans-ceiver
via cable. Keyboard typing, software converts the text to BAUDOT
teletype, sends it out via the ham radio transmitter. Same for morse
code, although some people still use a brass key to send CW.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Bill Findlay on Sat, 23 Feb 2013 01:06:12 GMT
View Forum Message <> Reply to Message

On 23/02/2013 00:30, in article icehg7na7c.fsf@home.home, "Dan Espen"
<despen@verizon.net> wrote:

> Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
>
>> On 22/02/2013 21:42, in article 6LednQ1GGJnFe7rMnZ2dnUVZ8tidnZ2d@bt.com,
>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>

>>>  On 22/02/2013 14:41, Bill Findlay wrote:
>>
>>>>
>>>>  What I am asserting is that GOTO makes control flow non-transparent.  Any
>>>>  use of the language features I listed only makes matters worse.  Resorting
>>>>  to the debugging measures such as those you list would be an admission of
>>>>  failure to organise control flow properly (i.e. clearly), so far as I am
>>>>  concerned.
>>>>
>>>>  SP done properly makes that kind of problem simply go away.
>>>>  The control flow is manifest in the static text.
>>>>  Debugging of control flow, per se, is hardly ever necessary.
>>>>  I get lots of other things wrong in my code, at first attempt.
>>>>  But control flow?  Hardly ever.
>>>>
>>>>  (It is one disadvantage of OOP that it somewhat undermines this simple and
>>>>  very valuable static/dynamic coreespondence.)
>>>>
>>>
>>>  The structured programming replacement for the computed GOTO is the
>>>  nested IF.  After 5 or 6 levels it is unreadable.
>>
>>  No it isn't - it's the case statement / switch.
>
>  Okay my turn.
>
>  No it isn't - it's a table of label pointers.

Seriously?  You propose that as an SP construct?

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by Walter Banks on Sat, 23 Feb 2013 02:13:14 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:

>  On 2/22/2013 4:34 PM, Dan Espen wrote:
>>  Peter Flass <Peter_Flass@Yahoo.com> writes:
>>
>>>  On 2/22/2013 1:03 PM, Gene Wirchenko wrote:
>>>>  On 20 Feb 13 22:08:06 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
>>>>  wrote:

>>>>
>>>> > In article <20130220173622.8003d5a44b51c84e6fda0ecc@eircom.net>,
>>>> > steveo@eircom.net (Ahem A Rivet's Shot) writes:
>>>> >
>>>> >> On 20 Feb 13 07:45:51 -0800
>>>> >> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>> >>
>>>> >>> Still, Barb is right about the dogma.  The ideologues really hurt
>>>> >>> the credibility of the SP revolution, and their code was often just
>>>> >>> as unreadable as what they replaced.  I still see source modules
>>>> >>> that are a morass of 6-line functions calling each other in a web
>>>> >>> that's at least as complex as the so-called "spaghetti" that their
>>>> >>> authors condemn.
>>>> >>
>>>> >>  There's a meme running round the Java world at the moment that
>>>> >> says it is best to put the complexity into the object hierarchy and
>>>> >> not in the code. Like most such memes it has some good points but
>>>> >> gets carried altogether too far by some people, resulting in code
>>>> >> with functions that are easy to understand and test (good), but a
>>>> >> control flow that is completely impossible to comprehend (very bad).
>>>> >
>>>> > That's why the zealots really don't accomplish much in the end.
>>>>
>>>>  Actually, they did.  And others did push back some.  I did
>>>>  myself, but I do like not having to trace execution paths through a
>>>>  jungle of GOTOs.
>>>>
>>>>  When I was still in high school, I found a program on the TSB the
>>>>  school used.  It evaluated arithmetic expressions.  I wanted to learn
>>>>  how to do that so I tried taking the program apart.  What a maze!  It
>>>>  had subroutines with multiple entry points.  The creme de la creme was
>>>>  a GOTO statement whose target was another GOTO statement.  Yuck!
>>>
>>>  I had some old IBM code I was trying to port and it was an absolute
>>>  mess of GOTOs.  No structure at all.  Various places in the code would
>>>  set switches and branch somewhere, and somewhere would do things and
>>>  branch somewhere else depending.  All the GOTO ranges overlapped, with
>>>  no concept of "subroutines."  I tried to recode it from assembler
>>>  twice, starting over completely the second time, and finally gave up.
>>>  Someday I'll have another go.
>>
>>  Perhaps introducing structured assembler macros would be easier than
>>  a rewrite.  That way you can at least pick off the easy cases.
>>
>
>  I want to get it out of assembler.  It's not structured enough for
>  macros to be of any use.  It's so bad I seriously considered writing HLL
>  code that mimicked the operation of the assembler code, using variables

> for registers, etc.

A quick translation that is quite efficient is write a quick assembler parser
that translates each assembler statement to its HLL equivalent. It is an
80 percent solution that still requires some work but the simple
statements actually translate quite well HLL is compiled. We have done this
in several embedded systems applications quite effectively.

Contact me off line if you need more details.

w..

---

Subject: Re: New HD
Posted by Walter Banks on Sat, 23 Feb 2013 02:24:39 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:

> I want to get it out of assembler. It's not structured enough for
> macros to be of any use. It's so bad I seriously considered writing HLL
> code that mimicked the operation of the assembler code, using variables
> for registers, etc.

A quick translation that is quite efficient is write a quick assembler parser
that translates each assembler statement to its HLL equivalent. It is an
80 percent solution that still requires work but the simple statements
actually translate quite well when the HLL is compiled. We have done
this in several embedded systems applications quite effectively.

Contact me off line if you need more details.

Sorry for the duplicate this fixes some wording. (My send inhibitors failed)

w..

---

Subject: Re: New HD
Posted by Dan Espen on Sat, 23 Feb 2013 02:26:45 GMT
View Forum Message <> Reply to Message

Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:

> On 23/02/2013 00:30, in article icehg7na7c.fsf@home.home, "Dan Espen"
> <despen@verizon.net> wrote:
>
>> Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:

>>
>>> On 22/02/2013 21:42, in article 6LednQ1GGJnFe7rMnZ2dnUVZ8tidnZ2d@bt.com,
>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>
>>>> On 22/02/2013 14:41, Bill Findlay wrote:
>>>
>>>> >
>>>> > What I am asserting is that GOTO makes control flow non-transparent. Any
>>>> > use of the language features I listed only makes matters worse. Resorting
>>>> > to the debugging measures such as those you list would be an admission of
>>>> > failure to organise control flow properly (i.e. clearly), so far as I am
>>>> > concerned.
>>>> >
>>>> > SP done properly makes that kind of problem simply go away.
>>>> > The control flow is manifest in the static text.
>>>> > Debugging of control flow, per se, is hardly ever necessary.
>>>> > I get lots of other things wrong in my code, at first attempt.
>>>> > But control flow? Hardly ever.
>>>> >
>>>> > (It is one disadvantage of OOP that it somewhat undermines this simple and
>>>> > very valuable static/dynamic coreespondence.)
>>>> >
>>>>
>>>> The structured programming replacement for the computed GOTO is the
>>>> nested IF. After 5 or 6 levels it is unreadable.
>>>
>>> No it isn't - it's the case statement / switch.
>>
>> Okay my turn.
>>
>> No it isn't - it's a table of label pointers.
>
> Seriously? You propose that as an SP construct?

Computed goto isn't a SP construct.

Using tables to direct logic flow seems like a valid solution
for some problems.

--
Dan Espen

---

Subject: Re: New HD
Posted by Bill Findlay on Sat, 23 Feb 2013 02:45:42 GMT
View Forum Message <> Reply to Message

On 23/02/2013 02:26, in article ica9qvn4t6.fsf@home.home, "Dan Espen"

<despen@verizon.net> wrote:

> Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
>
>> On 23/02/2013 00:30, in article icehg7na7c.fsf@home.home, "Dan Espen"
>> <despen@verizon.net> wrote:
>>
>>> Bill Findlay <yaldnif.w@blueyonder.co.uk> writes:
>>>
>>>> On 22/02/2013 21:42, in article 6LednQ1GGJnFe7rMnZ2dnUVZ8tidnZ2d@bt.com,
>>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>>
>>>> > On 22/02/2013 14:41, Bill Findlay wrote:
>>>>
>>>> >>
>>>> >> What I am asserting is that GOTO makes control flow non-transparent. Any
>>>> >> use of the language features I listed only makes matters worse.
>>>> >> Resorting
>>>> >> to the debugging measures such as those you list would be an admission of
>>>> >> failure to organise control flow properly (i.e. clearly), so far as I am
>>>> >> concerned.
>>>> >>
>>>> >> SP done properly makes that kind of problem simply go away.
>>>> >> The control flow is manifest in the static text.
>>>> >> Debugging of control flow, per se, is hardly ever necessary.
>>>> >> I get lots of other things wrong in my code, at first attempt.
>>>> >> But control flow? Hardly ever.
>>>> >>
>>>> >> (It is one disadvantage of OOP that it somewhat undermines this simple
>>>> >> and
>>>> >> very valuable static/dynamic coreespondence.)
>>>> >>
>>>> >
>>>> > The structured programming replacement for the computed GOTO is the
>>>> > nested IF. After 5 or 6 levels it is unreadable.
>>>>
>>>> No it isn't - it's the case statement / switch.
>>>
>>> Okay my turn.
>>>
>>> No it isn't - it's a table of label pointers.
>>
>> Seriously? You propose that as an SP construct?
>
> Computed goto isn't a SP construct.

Quite so.
But we were discussing SP replacements for computed GOTO. See above.

> Using tables to direct logic flow seems like a valid solution
> for some problems.

That is formally equivalent to writing in a special-purpose interpreted language, with the table index being the instruction address. OK for small problems, but likely to reincarnate the spaghetti issue for larger problems.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by cmadams on Sat, 23 Feb 2013 04:03:48 GMT
View Forum Message <> Reply to Message

Once upon a time, JimP. <pongbill127@cableone.net> said:
> I was watching a music video, New Wave, from the 1980s, on youtube.
> Several comments wondered what the weird sound was at a certain point
> in the video. its a modem dialing and then negotiatnig with the other
> modem to set parameters. I knew what it was. Most didn't.

A room-mate about 20 years ago had a CD with a song that I'm not sure how I'd describe (industrial?). There was a recurring beat that was made by a dot-matrix printer printing a row and then feeding the paper; already some of our friends didn't recognize the sound.

I wish I remembered the name of the song (or even the band).
--
Chris Adams <cmadams@hiwaay.net>
Systems and Network Administrator - HiWAAY Internet Services
I don't speak for anybody but myself - that's enough trouble.

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 23 Feb 2013 12:55:58 GMT
View Forum Message <> Reply to Message

On 2/22/2013 7:42 PM, JimP. wrote:
> On Mon, 18 Feb 2013 23:02:36 -0500, Shmuel (Seymour J.) Metz
> <spamtrap@library.lspace.org.invalid> wrote:
>> In <CD48107B.25FBA%yaldnif.w@blueyonder.co.uk>, on 02/18/2013
>> at 05:08 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>>
>>> Remember that Pascal was developed by a teacher with teaching in

>>>  mind.
>>
>>  All the more reason to have sound language design, u,less it was meant
>>  as a horrible example for instructional purposes.
>
>  VAX PASCAL, on a DEC VAX 11/730. There is where much of my university
>  homework was done on. Senior year we wrote a compiler, integers and

People did a lot with Pascal, and still do - Sybil.  I never liked the
language myself, I thought it was missing too many useful features.

--
Pete

---

Subject: Re: New HD
Posted by Walter Bushell on Sat, 23 Feb 2013 15:31:07 GMT
View Forum Message <> Reply to Message

In article <kg91gv$nn7$2@dont-email.me>,
 Peter Flass <Peter_Flass@Yahoo.com> wrote:

>  On 2/22/2013 4:42 PM, Andrew Swallow wrote:
>>  On 22/02/2013 14:41, Bill Findlay wrote:
>>>  On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter Flass"
>>>  <Peter_Flass@Yahoo.com> wrote:
>>>
>>>>  On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>>> >
>>>> >
>>>> >
>>>> > On 21/02/2013 22:46, in article
>>>> > 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
>>>> > "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >
>>>> >> On 21/02/2013 19:32, Bill Findlay wrote:
>>>> >>> On 21/02/2013 16:52, in article
>>>> >>> JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> >>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>
>>>> >>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >>>>>        at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com>
>>>> >>>>> said:
>>>> >>>>>
>>>> >>>>>> Shmuel, of course you and I know how to use GOTO

>>>> >>>>>> appropriately... but
>>>> >>>>>> is it safe for the "unwashed masses"???  ;-)
>>>> >>>>>
>>>> >>>>> Is assignment? Is IF/THEN/ELSE?
>>>> >>>>>
>>>> >>>>> If you've ever had to debug someone's GOTO-free spaghetti code,
>>>> >>>>> you'd
>>>> >>>>> understand that every tool not only can but will be misused.
>>>> >>>>>
>>>> >>>>
>>>> >>>> With a GOTO you know where you are and since it is labelled where
>>>> >>>> you
>>>> >>>> are going to.
>>>> >>>
>>>> >>> Only for the very simplest uses of GOTO.  You fail to consider
>>>> >>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ...,
>>>> >>> switches,
>>>> >>> label variables, label parameters, ...
>>>> >>>
>>>> >>
>>>> >> The destinations are still labelled.
>>>> >
>>>> > But you don't know which one of them the GOTO will reach unless you
>>>> > can work
>>>> > out which of them is dynamically designated by the label value to be
>>>> > used.
>>>> >
>>>>
>>>>  If you're talking "proof of correctness it's a problem.  If you're
>>>>  talking debugging it's easy to have a character string version of the
>>>>  label set at the same time a the alter, and maybe a character string
>>>>  representation of the alter statement.  If you really had a problem you
>>>>  could build in a small trace table.
>>>
>>>  What I am asserting is that GOTO makes control flow non-transparent.  Any
>>>  use of the language features I listed only makes matters worse.
>>>  Resorting
>>>  to the debugging measures such as those you list would be an admission of
>>>  failure to organise control flow properly (i.e. clearly), so far as I am
>>>  concerned.
>>>
>>>  SP done properly makes that kind of problem simply go away.
>>>  The control flow is manifest in the static text.
>>>  Debugging of control flow, per se, is hardly ever necessary.
>>>  I get lots of other things wrong in my code, at first attempt.
>>>  But control flow?  Hardly ever.
>>>
>>>  (It is one disadvantage of OOP that it somewhat undermines this simple

>>> and
>>> very valuable static/dynamic coreespondence.)
>>>
>>
>> The structured programming replacement for the computed GOTO is the
>> nested IF. After 5 or 6 levels it is unreadable.
>>
>
> You're good - after about three levels it's unreadable. At that point
> you factor out the logic into a subroutine. If your IF statement is
> more than about 50 lines it's too big.

Then you have the problem of a routine called once with 50 or 60
parameters, (or arguments if your doing Klingon style programming).

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:47:57 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D64F9902857F@aca22827.ipt.aol.com...
>> Morten Reistad wrote:
>>> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>>> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
>>>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>>> "jmfbahciv" <See.above@aol.com> wrote:
>>>>
>>>> > Bill Findlay wrote:
>>>> ...
>>>> >>
>>>> >> It is true that more pedestrian minds than theirs turned a strong
>>>> >> methodological recommendation into a dogma, and that in later years
>>>> >> the
>> SP
>>>> >> trinity became rather unhelpfully dogmatic themselves. None of that
>> takes
>>>> >> away from their acheivement in making us think more deeply about what
>>>> >> the
>>>> >> relationship shoud be between the static text of a program and the
>> dynamic
>>>> >> unfolding of its execution.

>>>> >
>>>> > It was that dogma which caused the insanity.  Profs, and some
>>>> > programmers,
>>>> > got rabid about no gotos.  You can't do any OS work without the
>>>> > machine's
>>>> > equivalent of goto.
>>>>
>>>> If you mean jump/branch intructions, then you can't do ANY work with
>>>> them.
>>>>
>>>> That is entirely beside the point.  SP is about HOW the jump/branch
>>>> intructions are used, not WHETHER they should be used - of course they
>>>> must.
>>>
>>>  At the assembly/binary level there are lots of JMPs, JRST etc (whatever
>>>  the architecture calls them.)
>>>
>>>  The point is rather what abstractions are useful in higher level
>>>  languages.
>>>
>>>  I will counter the view about needing goto's in the OS. Yes, there will
>>>  be oodles of loops, selects with break/continues, throw/catch and
>>>  even dispatch tables.
>>>
>>>  This is about the abstractions, not about the implementation.
>>
>>  Now try to tell that to a rabid customer or supervisor who insists that
>>  there shalt not be any gotos.
>
>  Have fun listing even a single example of either with an OS.

And once again, you and Scott will ignore my experience.  ergo, fuck off
the both of you.  I'm not going to try to explain to ears which
have been closed off.

/BAH

>

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:47:58 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
>  jmfbahciv <See.above@aol.com> writes:
>> Peter Flass wrote:
>>>  On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:

>>>>
>>>> at one time i did a lot of work on diagnosing failures ... common
>>>> scenario was attempt to recreate the execution path leading up to
>>>> particular failure. lots of different spaghetti GOTOs arriving at same
>>>> common point could be nearly impossible to backtrack how execution
>>>> progressed.
>>>
>>> Having just spent two (or was it three) days trying to diagnose a bug,
>>> what I'd like to see in my debugger (GDB) is a log, even just a branch
>>> log. (assuming there isn't one I'm not seeing). I spent most of the two
>>> (or maybe three) days trying to figure out how I got to where I was, and
>>> maybe less than an hour figuring out the problem. Now to code a fix...
>>>
>> Address break might help. Isn't there a "last PC" location? Oh, sorry.
>>
>> You're doing an app and can't look at it from the monitor's side. I
>> don't see how you people manage to accomplish what you do without
>> EDDT.
>
> Maybe because we've now got tools far better than EDDT? Everthing you
> could do with EDDT to debug a "monitor" can be done with GDB to debug
> an application. Everything. Breakpoints, watchpoints, single step,
> source code, instruction disassembly, memory display and modification,
> dynamic function calls, etc. et. al. u.s.w.)

But all of that is done on the app's side of things. The bug described
would have been easier to track if it had been watched from the monitor's
side of things.
>
> (assuming EDDT doesn't really stand for Emotional Disturbance Decision Tree,
> as the first google hit indicates :-)

Oh, goodfuckinggrief. another sacred cybercrud had been turned to shit.
I wonder if EDDT had been trademarked.

However, I suppose the second definition may be appropriate--if you have
to resort to EDDT to debug an app problem, you are already way past
minor emotional disturbance and into the waist deep in alligators phase.

;-)

/BHA

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:00 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/22/2013 11:33 AM, Scott Lurndal wrote:
>>
>> The Burroughs B4800 had thousands of blinken-lighten, and smoked
>> plexiglass panels to show them off. The key blinken-lighten
>> used by customers and plant engineers were the channel activity
>> indicators which would quickly give one a pretty good idea
>> about system activity and load levels (as well as determining
>> a borked system by absence of activity).
>
> Monitors like RMF took the place of blinkenlights, with things like
> barcharts to show % busy for channels and CPUs.

That takes lots of extra human brain processing. Watching lights
is a lot easier and portrays a lot more information than anything
reduced to numbers and pie charts.

%busy will not show the gaps of in/activity which can point to
an aberration which will bite you in the most painful manner
at exactly the wrong time. These gaps can last for a very short
time and be regular or irregular; the eye/brain will catch it
but nothing else can catch differing behaviour.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:03 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>> In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>> On 22 Feb 2013 13:08:37 GMT
>>> jmfbahciv <See.above@aol.com> wrote:
>>>
>>>> Andrew Swallow wrote:
>>>
>>>> > Have a device that connects using USB port. A supervisor program that
>>>> > flashes a light on ever time a program runs should give a good
>>>> > indication of what the computer is doing.
>>>>
>>>> I can get that just by listening to the clatter of the disk. I want
>>>
>>> You'll stop being able to do that once you get an SSD based
>>> machine, no moving parts so no clatter. Heck even the spinning rust in my
>>> file server is too quiet to hear unless I get really close to it.

>>>
>>>>  all those lights which meant something on modems.
>>>
>>>  The trouble is that on a typical broadband connection things move
>>>  far too fast for lights to be useful, even a flash per packet would be
>>>  hundreds to thousands per second. As for the CPU, the lights would be
>>>  flashing close to microwave frequencies.
>>
>>  Another thing is that on modern computers, a lot of software is
>>  written to use an internet connection if it is available even if the user
>>  is not not directly interacting with that software. This, IIRC, is
>>  something that Barb is not entirely happy with - she would prefer if any
>>  software she uses uses any available betwork connection only at her
>>  explicit instruction; and she is not alone in that regard!
>
>  She'd probably love something like what Vista does in other
>  circumstances: "Solitare is trying to access the internet.  Allow/Deny."

My game system is Vista.  I still am unsure if the system is really
shut down and can't be booted from an airwave hopping through the house.

I no longer feel "safe" even if I've set all that hardware offline.
Settings in this computing world today have a very strange way of
changing out from underneath you.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:10 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
>  "jmfbahciv" <See.above@aol.com> wrote in message
>  news:PM0004D64FA34E6749@aca22827.ipt.aol.com...
>>  Joe Pfeiffer wrote:
>>>  jmfbahciv <See.above@aol.com> writes:
>>>
>>>>  Bill Findlay wrote:
>>>> > On 20/02/2013 14:04, in article
>>>> > PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>>> > "jmfbahciv" <See.above@aol.com> wrote:
>>>> >
>>>> >> Bill Findlay wrote:
>>>> > ...
>>>> >>>

>>>> >>> It is true that more pedestrian minds than theirs turned a strong
>>>> >>> methodological recommendation into a dogma, and that in later years
>>>> >>> the
>> SP
>>>> >>> trinity became rather unhelpfully dogmatic themselves. None of that
>> takes
>>>> >>> away from their acheivement in making us think more deeply about what
>> the
>>>> >>> relationship shoud be between the static text of a program and the
>> dynamic
>>>> >>> unfolding of its execution.
>>>> >>
>>>> >> It was that dogma which caused the insanity. Profs, and some
>> programmers,
>>>> >> got rabid about no gotos. You can't do any OS work without the
>>>> >> machine's
>>>> >> equivalent of goto.
>>>> >
>>>> > If you mean jump/branch intructions, then you can't do ANY work with
>>>> > them.
>>>> >
>>>> > That is entirely beside the point. SP is about HOW the jump/branch
>>>> > intructions are used, not WHETHER they should be used - of course they
>> must.
>>>> >
>>>> and the insane types insisted that they cannot be used.
>>>
>>> No, nobody has ever claimed that.
>>
>> You didn't talk to the same people I did. ;-)
>>
>>> What was claimed by the very most
>>> extreme was that all code must conform to exactly the three canonical
>>> forms defined by Dijkstra (linear traversal, if-then-else, while loop);
>>> the last two of those are implemented with branch instructions.
>
>> It takes me quite a bit of time to sort out one of those sets.
>
> Because you are a dinosaur stuck in the past.

And, thus, I can remember better than those of you who have had to change
with the times for your work. Now, you can either use this feature
or shut upo.

>
>> It's more straight-forward to read machine code.
>
> Bullshit.

>
> Even DEC moved on to a hll with OSs.
>
Oh, really? Name one. Some of VMS was written in BLISS, except for the
hard parts and the workarounds caused by the compiler.

Now, just how large of code and data space were the hard parts?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:12 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D64FDEA20C1E@aca22827.ipt.aol.com...
>> Peter Flass wrote:
>>> On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>>>>
>>>> at one time i did a lot of work on diagnosing failures ... common
>>>> scenario was attempt to recreate the execution path leading up to
>>>> particular failure. lots of different spaghetti GOTOs arriving at same
>>>> common point could be nearly impossible to backtrack how execution
>>>> progressed.
>>>
>>> Having just spent two (or was it three) days trying to diagnose a bug,
>>> what I'd like to see in my debugger (GDB) is a log, even just a branch
>>> log. (assuming there isn't one I'm not seeing). I spent most of the two
>>> (or maybe three) days trying to figure out how I got to where I was, and
>>> maybe less than an hour figuring out the problem. Now to code a fix...
>>>
>> Address break might help. Isn't there a "last PC" location? Oh, sorry.
>>
>> You're doing an app and can't look at it from the monitor's side. I
>> don't see how you people manage to accomplish what you do without
>> EDDT.
>
> We've noticed that the real world has moved on just a tad, just like
> it ALWAYS does with computing.

Yea, I've noticed. All four thumbs of cappable people have been duct
taped to the four corners of the world.

/BAH

>

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:14 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:
> On 22 Feb 2013 13:08:37 GMT
> jmfbahciv <See.above@aol.com> wrote:
>
>> Andrew Swallow wrote:
>
>>> Have a device that connects using USB port. A supervisor program that
>>> flashes a light on ever time a program runs should give a good
>>> indication of what the computer is doing.
>>
>> I can get that just by listening to the clatter of the disk. I want
>
> You'll stop being able to do that once you get an SSD based
> machine, no moving parts so no clatter. Heck even the spinning rust in my
> file server is too quiet to hear unless I get really close to it.
>
>> all those lights which meant something on modems.
>
> The trouble is that on a typical broadband connection things move
> far too fast for lights to be useful, even a flash per packet would be
> hundreds to thousands per second. As for the CPU, the lights would be
> flashing close to microwave frequencies.

However, if I'm setting comtemplating my navel and the lights have settled
down to the null job's flash-flash, I can tell if someone is sniffing
by the sudden cacaphohy of light emissions which are lasting for too long.
I've done this before and immediatly switched the modem off.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:15 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D64F9902857F@aca22827.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:

>>>  In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>>>  Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>>>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>>> "jmfbahciv" <See.above@aol.com> wrote:
>>>>
>>>> > Bill Findlay wrote:
>>>> ...
>>>>
>>>> That is entirely beside the point.  SP is about HOW the jump/branch
>>>> intructions are used, not WHETHER they should be used - of course they
must.
>>>
>>>  At the assembly/binary level there are lots of JMPs, JRST etc (whatever
>>>  the architecture calls them.)
>>>
>>>  The point is rather what abstractions are useful in higher level
languages.
>>>
>>>  I will counter the view about needing goto's in the OS. Yes, there will
>>>  be oodles of loops, selects with break/continues, throw/catch and
>>>  even dispatch tables.
>>>
>>>  This is about the abstractions, not about the implementation.
>>
>> Now try to tell that to a rabid customer or supervisor who insists that
>> there shalt not be any gotos.
>
>  This is a discussion of languages used to express code, and the
>  languages need the primitives defined before GOTOs can be eliminated.
>
>  Your view is coloured by supporting OSs and CUSPs written in assembly
>  language, even if heavily using macro facilities. With such tools,
>  there will be a lot of JRST's (the JMP in PDP10 assembly).
>
>  But, even there, building macros that do while, until, dispatch,
throw/catch,
>  and all the other primitives would have been useful. I know the code for
>  Tops20 use lots of such macros; I haven't seen tops10 source code
>  enough to make a judgement of that.
>
>  The downfall of Tops20 was that it wasn't written in a high(er) level
>  language, and therefore didn't port to other architectures. If done
>  in a language suitable for such implementations the number of GOTOs
>  would have been pretty low.
>
>  Now, unix isn't free from GOTOs. I did a grep over my copy of
>  FreeBSD 9.0, and among 12.3M loc in 25778 files found 52716 instances
>  of "goto", around 90% of these are active and not commented out.

> (/usr/src, find . -name *.[ch])
>
> The vast majority seems to be bailouts from errors, needing to
> do cleanup before returning, and the existance could therefore
> be considered a consequence of C-language limitations.

That last paragraph is why you have to have them. You do not want
a montior to stumble around trashing disks and data and comm packets
when it perceives a big problem. You want to go directly to the code
which can carefully find out how big a mess the system is in. There
isn't any time to go through a 20-layered IF-THEN-ELSE. There are
cases where the monitor really wants to simply push the HALT button.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:16 GMT
View Forum Message <> Reply to Message

Gene Wirchenko wrote:
> On 20 Feb 13 22:08:06 -0800, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid>
> wrote:
>
>> In article <20130220173622.8003d5a44b51c84e6fda0ecc@eircom.net>,
>> steveo@eircom.net (Ahem A Rivet's Shot) writes:
>>
>>> On 20 Feb 13 07:45:51 -0800
>>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>>
>>>> Still, Barb is right about the dogma. The ideologues really hurt
>>>> the credibility of the SP revolution, and their code was often just
>>>> as unreadable as what they replaced. I still see source modules
>>>> that are a morass of 6-line functions calling each other in a web
>>>> that's at least as complex as the so-called "spaghetti" that their
>>>> authors condemn.
>>>
>>> There's a meme running round the Java world at the moment that
>>> says it is best to put the complexity into the object hierarchy and
>>> not in the code. Like most such memes it has some good points but
>>> gets carried altogether too far by some people, resulting in code
>>> with functions that are easy to understand and test (good), but a
>>> control flow that is completely impossible to comprehend (very bad).
>>
>> That's why the zealots really don't accomplish much in the end.
>
> Actually, they did. And others did push back some. I did

> myself, but I do like not having to trace execution paths through a
> jungle of GOTOs.
>
> When I was still in high school, I found a program on the TSB the
> school used. It evaluated arithmetic expressions. I wanted to learn
> how to do that so I tried taking the program apart. What a maze! It
> had subroutines with multiple entry points. The creme de la creme was
> a GOTO statement whose target was another GOTO statement. Yuck!

There were lots of gotos to gotos in those days :-). If IBM could do
it, it must be all right to copy the technique. Anybody who worte
that kind of code never cooked/backed using a recipe nor knitted
or crocheted. and they probably never wired a bran (which didn't
burn down).

>
>> But what the heck, remember that old definition:
>>
>> A zealot is someone who does what God would do
>> if only He had all the facts.
>>
>> The meme I'd love to see take root would have us design out
>> as much complexity as possible before beginning to code.
>> Alas, the opposite meme - the one that confuses complexity
>> with sophistication - is far more firmly entrenched.
>
> Agreed.
>
>> Perfection is achieved, not when there is nothing more
>> to add, but when there is nothing left to take away.
>> -- Antoine de Saint-Exupery
>
> Ah, I like a bit of fluff. It is like that first potato chip;
> the second one is not nearly as good.

You can eat your fluffanutta just give me the option to keep it
out of my life :-).

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:18 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:

>> Morten Reistad wrote:
>>> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>
>>> This is about the abstractions, not about the implementation.
>>
>> Now try to tell that to a rabid customer or supervisor who insists that
>> there shalt not be any gotos.
>
> A rare to non-existent entity, to be sure.

Apparently, only in your world.

> A strawman, of sorts.

Nice try.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 23 Feb 2013 15:48:21 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D64FC8DBD114@aca22827.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Andrew Swallow wrote:
>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com> said:
>>>>
>>>> > Shmuel, of course you and I know how to use GOTO appropriately... but
>>>> > is it safe for the "unwashed masses"??? ;-)
>>>>
>>>> Is assignment? Is IF/THEN/ELSE?
>>>>
>>>> If you've ever had to debug someone's GOTO-free spaghetti code, you'd
>>>> understand that every tool not only can but will be misused.
>>>>
>>>
>>> With a GOTO you know where you are and since it is labelled where you
>>> are going to. If a variable is set you have to find ever where it is
>>> read. IFLAG(number) can be used in a lot of places.
>>
>> And if the goto is a PUSHJ, you know where you've been and can find how
>> to got there. All of this is used in looking a monitor crashes.
>
> A PUSHJ is a CALL, not a GOTO. (It is used to invoke subroutines/functions).

>
> If this is what you call GOTOs I see why you insist on using them.

The pneumonic PJRST was a CALL and then a goto. What would you call JSRs
and JSPs? The insanity included all of these. One particular customer
left me speechless because it was so unbelievably stupid. A goto
generates any of the above in machine lanugage depending on the context
and/or the definitions of call blocks in compiler and link.

/BHA

---

Subject: Re: New HD
Posted by cb on Sat, 23 Feb 2013 16:06:57 GMT
View Forum Message <> Reply to Message

In article <PM0004D665DBB7AADB@ac812488.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Ahem A Rivet's Shot wrote:
>> On 22 Feb 2013 13:08:37 GMT
>> jmfbahciv <See.above@aol.com> wrote:
>>
>>> Andrew Swallow wrote:
>>
>>>> Have a device that connects using USB port. A supervisor program that
>>>> flashes a light on ever time a program runs should give a good
>>>> indication of what the computer is doing.
>>>
>>> I can get that just by listening to the clatter of the disk. I want
>>
>> You'll stop being able to do that once you get an SSD based
>> machine, no moving parts so no clatter. Heck even the spinning rust in my
>> file server is too quiet to hear unless I get really close to it.
>>
>>> all those lights which meant something on modems.
>>
>> The trouble is that on a typical broadband connection things move
>> far too fast for lights to be useful, even a flash per packet would be
>> hundreds to thousands per second. As for the CPU, the lights would be
>> flashing close to microwave frequencies.
>
> However, if I'm setting comtemplating my navel and the lights have settled
> down to the null job's flash-flash, I can tell if someone is sniffing
> by the sudden cacaphohy of light emissions which are lasting for too long.

Actually, the only thing that one can tell by modem or router 'activity'
lights is that _something_ is happening - but exactly what, or why, is not
something that those lights can tell. So while you think you've identified

'sniffing', you may simply have detected and misidentified some unexpected (by you) but perfectly benign activity.

This is why something that actually identifies the programs, ports, and hosts involved, is going to be much more useful than a light that only shows 'there is some activity going on'.

> /BAH

// Christian

---

Subject: Re: New HD
Posted by Stan Barr on Sat, 23 Feb 2013 16:24:58 GMT
View Forum Message <> Reply to Message

On Fri, 22 Feb 2013 18:48:06 -0600, JimP <pongbill127@cableone.net> wrote:
> On Tue, 19 Feb 2013 13:17:16 -0600, "Charles Richmond"
> <numerist@aquaporin4.com> wrote:
>> It was a revelation when I discovered that "Silver Bells" and "Rudolph the
>> Red-Nosed Reindeer" were *not* "traditional Christmas songs"... but were
>> written in the 1940's or so.
>
> I remember when those were introduced on local radio. Gene Autry
> released it in 1949, someone else wrote it. I remember seeing him sing
> it on some tv show about 1952.

"Jingle Bells" was really written for thanksgiving, not Xmas and the
title was originally imperative: "Jingle, Bells". (Little known facts
#127...)

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Morten Reistad on Sat, 23 Feb 2013 16:50:25 GMT
View Forum Message <> Reply to Message

In article <PM0004D6659BB8D2C9@ac812488.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Scott Lurndal wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>> Peter Flass wrote:

>>>> On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:

>>> Address break might help. Isn't there a "last PC" location? Oh, sorry.
>>>
>>> You're doing an app and can't look at it from the monitor's side. I
>>> don't see how you people manage to accomplish what you do without
>>> EDDT.
>>
>> Maybe because we've now got tools far better than EDDT? Everthing you
>> could do with EDDT to debug a "monitor" can be done with GDB to debug
>> an application. Everything. Breakpoints, watchpoints, single step,
>> source code, instruction disassembly, memory display and modification,
>> dynamic function calls, etc. et. al. u.s.w.)
>
> But all of that is done on the app's side of things. The bug described
> would have been easier to track if it had been watched from the monitor's
> side of things.

strace and ktrace give you views similar to the "view from the monitor"
on tops10/20. Where you see the external behaviour of the process, not
what it does internally.

gdb is the tool for DDT'ing processes (regular DDT).

>> (assuming EDDT doesn't really stand for Emotional Disturbance Decision Tree,
>> as the first google hit indicates :-)
>
> Oh, goodfuckinggrief. another sacred cybercrud had been turned to shit.
> I wonder if EDDT had been trademarked.
>
> However, I suppose the second definition may be appropriate--if you have
> to resort to EDDT to debug an app problem, you are already way past
> minor emotional disturbance and into the waist deep in alligators phase.

Not necessarily. I run programs from gdb with all the debug stuff on
when I first start newly developed programs. Then I can look at data,
set breakpoints etc.

strace is also very useful in situations where you want to know if
a program reads the right files, gets the right dns servers etc.

-- mrr

---

Subject: Re: New HD
Posted by Morten Reistad on Sat, 23 Feb 2013 16:56:52 GMT
View Forum Message <> Reply to Message

In article <PM0004D665FF588336@ac812488.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
> Morten Reistad wrote:
>>  In article <PM0004D64F9902857F@aca22827.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>> Morten Reistad wrote:
>>>>  In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>>>>  Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>>
>>  But, even there, building macros that do while, until, dispatch,
> throw/catch,
>>  and all the other primitives would have been useful. I know the code for
>>  Tops20 use lots of such macros; I haven't seen tops10 source code
>>  enough to make a judgement of that.
>>
>>  The downfall of Tops20 was that it wasn't written in a high(er) level
>>  language, and therefore didn't port to other architectures. If done
>>  in a language suitable for such implementations the number of GOTOs
>>  would have been pretty low.
>>
>>  Now, unix isn't free from GOTOs. I did a grep over my copy of
>>  FreeBSD 9.0, and among 12.3M loc in 25778 files found 52716 instances
>>  of "goto", around 90% of these are active and not commented out.
>>  (/usr/src, find . -name *.[ch])
>>
>>  The vast majority seems to be bailouts from errors, needing to
>>  do cleanup before returning, and the existance could therefore
>>  be considered a consequence of C-language limitations.
>
>
> That last paragraph is why you have to have them.  You do not want
> a montior to stumble around trashing disks and data and comm packets
> when it perceives a big problem.  You want to go directly to the code
> which can carefully find out how big a mess the system is in.  There
> isn't any time to go through a 20-layered IF-THEN-ELSE.  There are
> cases where the monitor really wants to simply push the HALT button.

No, these are routinely present in rather mundane functions. Like
an open, where a failure needs some deallocation of memory and file
handles. So, BSD does a "goto error". In this case this is just
a simulation of a "throw". The structured answer would be to have
a few "catch error", and do a "throw error" when the event occurs.

But, alas, c does not have this feature.

-- mrr

Subject: Re: New HD
Posted by Andrew Swallow on Sat, 23 Feb 2013 17:43:52 GMT
View Forum Message <> Reply to Message

On 23/02/2013 00:19, Peter Flass wrote:
> On 2/22/2013 4:42 PM, Andrew Swallow wrote:
>> On 22/02/2013 14:41, Bill Findlay wrote:
>>> On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter
>>> Flass"
>>> <Peter_Flass@Yahoo.com> wrote:
>>>
>>>> On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>>> >
>>>> >
>>>> >
>>>> > On 21/02/2013 22:46, in article
>>>> > 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
>>>> > "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >
>>>> >> On 21/02/2013 19:32, Bill Findlay wrote:
>>>> >>> On 21/02/2013 16:52, in article
>>>> >>> JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> >>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>
>>>> >>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >>>>>  at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com>
>>>> >>>>> said:
>>>> >>>>>
>>>> >>>>>> Shmuel, of course you and I know how to use GOTO
>>>> >>>>>> appropriately... but
>>>> >>>>>> is it safe for the "unwashed masses"???  ;-)
>>>> >>>>>
>>>> >>>>> Is assignment? Is IF/THEN/ELSE?
>>>> >>>>>
>>>> >>>>> If you've ever had to debug someone's GOTO-free spaghetti code,
>>>> >>>>> you'd
>>>> >>>>> understand that every tool not only can but will be misused.
>>>> >>>>>
>>>> >>>>>
>>>> >>>> With a GOTO you know where you are and since it is labelled where
>>>> >>>> you
>>>> >>>> are going to.
>>>> >>>>
>>>> >>> Only for the very simplest uses of GOTO.  You fail to consider
>>>> >>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ...,
>>>> >>> switches,
>>>> >>> label variables, label parameters, ...
>>>> >>>

>>>> >>
>>>> >> The destinations are still labelled.
>>>> >
>>>> > But you don't know which one of them the GOTO will reach unless you
>>>> > can work
>>>> > out which of them is dynamically designated by the label value to be
>>>> > used.
>>>> >
>>>>
>>>>  If you're talking "proof of correctness it's a problem.  If you're
>>>>  talking debugging it's easy to have a character string version of the
>>>>  label set at the same time a the alter, and maybe a character string
>>>>  representation of the alter statement.  If you really had a problem you
>>>>  could build in a small trace table.
>>>
>>>  What I am asserting is that GOTO makes control flow non-transparent.
>>>  Any
>>>  use of the language features I listed only makes matters worse.
>>>  Resorting
>>>  to the debugging measures such as those you list would be an
>>>  admission of
>>>  failure to organise control flow properly (i.e. clearly), so far as I am
>>>  concerned.
>>>
>>>  SP done properly makes that kind of problem simply go away.
>>>  The control flow is manifest in the static text.
>>>  Debugging of control flow, per se, is hardly ever necessary.
>>>  I get lots of other things wrong in my code, at first attempt.
>>>  But control flow?  Hardly ever.
>>>
>>>  (It is one disadvantage of OOP that it somewhat undermines this simple
>>>  and
>>>  very valuable static/dynamic coreespondence.)
>>>
>>
>>  The structured programming replacement for the computed GOTO is the
>>  nested IF.  After 5 or 6 levels it is unreadable.
>>
>
>  You're good - after about three levels it's unreadable.  At that point
>  you factor out the logic into a subroutine.  If your IF statement is
>  more than about 50 lines it's too big.
>
>
That was the compromise that made BEGIN END statements readable.
Although if you keep your subroutines down to a single page (60 lines)
you do not need structured programming.

Subject: Re: New HD
Posted by Andrew Swallow on Sat, 23 Feb 2013 17:45:57 GMT
View Forum Message <> Reply to Message

On 23/02/2013 15:31, Walter Bushell wrote:
> In article <kg91gv$nn7$2@dont-email.me>,
> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>
>> On 2/22/2013 4:42 PM, Andrew Swallow wrote:
>>> On 22/02/2013 14:41, Bill Findlay wrote:
>>>> On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter Flass"
>>>> <Peter_Flass@Yahoo.com> wrote:
>>>>
>>>> > On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>>> >>
>>>> >>
>>>> >>
>>>> >> On 21/02/2013 22:46, in article
>>>> >> 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
>>>> >> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>
>>>> >>> On 21/02/2013 19:32, Bill Findlay wrote:
>>>> >>>> On 21/02/2013 16:52, in article
>>>> >>>> JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> >>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>>
>>>> >>>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >>>>>>  at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com>
>>>> >>>>>> said:
>>>> >>>>>>
>>>> >>>>>>> Shmuel, of course you and I know how to use GOTO
>>>> >>>>>>> appropriately... but
>>>> >>>>>>> is it safe for the "unwashed masses"???  ;-)
>>>> >>>>>>
>>>> >>>>>> Is assignment? Is IF/THEN/ELSE?
>>>> >>>>>>
>>>> >>>>>> If you've ever had to debug someone's GOTO-free spaghetti code,
>>>> >>>>>> you'd
>>>> >>>>>> understand that every tool not only can but will be misused.
>>>> >>>>>>
>>>> >>>>>
>>>> >>>>> With a GOTO you know where you are and since it is labelled where
>>>> >>>>> you
>>>> >>>>> are going to.

>>>> >>>>
>>>> >>>> Only for the very simplest uses of GOTO.  You fail to consider
>>>> >>>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ...,
>>>> >>>> switches,
>>>> >>>> label variables, label parameters, ...
>>>> >>>>
>>>> >>>
>>>> >>> The destinations are still labelled.
>>>> >>
>>>> >> But you don't know which one of them the GOTO will reach unless you
>>>> >> can work
>>>> >> out which of them is dynamically designated by the label value to be
>>>> >> used.
>>>> >>
>>>> >
>>>> > If you're talking "proof of correctness it's a problem.  If you're
>>>> > talking debugging it's easy to have a character string version of the
>>>> > label set at the same time a the alter, and maybe a character string
>>>> > representation of the alter statement.  If you really had a problem you
>>>> > could build in a small trace table.
>>>>
>>>>  What I am asserting is that GOTO makes control flow non-transparent.  Any
>>>>  use of the language features I listed only makes matters worse.
>>>>  Resorting
>>>>  to the debugging measures such as those you list would be an admission of
>>>>  failure to organise control flow properly (i.e. clearly), so far as I am
>>>>  concerned.
>>>>
>>>>  SP done properly makes that kind of problem simply go away.
>>>>  The control flow is manifest in the static text.
>>>>  Debugging of control flow, per se, is hardly ever necessary.
>>>>  I get lots of other things wrong in my code, at first attempt.
>>>>  But control flow?  Hardly ever.
>>>>
>>>>  (It is one disadvantage of OOP that it somewhat undermines this simple
>>>>  and
>>>>  very valuable static/dynamic coreespondence.)
>>>>
>>>>
>>>>  The structured programming replacement for the computed GOTO is the
>>>>  nested IF.  After 5 or 6 levels it is unreadable.
>>>>
>>>
>>  You're good - after about three levels it's unreadable.  At that point
>>  you factor out the logic into a subroutine.  If your IF statement is
>>  more than about 50 lines it's too big.
>
>  Then you have the problem of a routine called once with 50 or 60

> parameters, (or arguments if your doing Klingon style programming).
>
Too many parameters, they interact in N! ways. Rewrite using 5 or 6
subroutines with about 10 parameters.

Andrew Swallow

---

Subject: Re: New HD
Posted by Andrew Swallow on Sat, 23 Feb 2013 17:48:38 GMT
View Forum Message <> Reply to Message

On 23/02/2013 00:48, JimP. wrote:
> On Tue, 19 Feb 2013 13:17:16 -0600, "Charles Richmond"
> <numerist@aquaporin4.com> wrote:
>> It was a revelation when I discovered that "Silver Bells" and "Rudolph the
>> Red-Nosed Reindeer" were *not* "traditional Christmas songs"... but were
>> written in the 1940's or so.
>
> I remember when those were introduced on local radio. Gene Autry
> released it in 1949, someone else wrote it. I remember seeing him sing
> it on some tv show about 1952.
> .
> JimP.
>

The secular songs came from the Jews deciding to join in on Christmas.

Andrew Swallow

---

Subject: Re: New HD
Posted by DVP on Sat, 23 Feb 2013 18:19:52 GMT
View Forum Message <> Reply to Message

On Tue, 19 Feb 2013 19:21:35 -0500, Dan Espen wrote:

<snip>

>> Okay, I lied. "." is *first* in my PATH variable. But somehow, when I
>> compile a program in my local directory named "type.c" to get an
>> executable named "type"... I *still* get the "type" in "/usr/bin" when
>> I run it. I am at a loss to explain that... Running the program as
>> "./type" will of course get the local "type" program.
>
> There's no /usr/bin/type on my system, it's a shell builtin.
>

> You're better off with no '.' anywhere in your path.

'type' is probably a built-in shell command on your system.

---

Subject: Re: New HD
Posted by Dan Espen on Sat, 23 Feb 2013 19:17:45 GMT
View Forum Message <> Reply to Message

Andrew Swallow <am.swallow@btinternet.com> writes:

> Although if you keep your subroutines down to a single page
> (60 lines) you do not need structured programming.

The first time I heard people advocating for keeping routines
around 60 lines, was as part of SP rules.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Sat, 23 Feb 2013 19:23:01 GMT
View Forum Message <> Reply to Message

DVP <drdvpTREE@sdf.lonestar.org> writes:

> On Tue, 19 Feb 2013 19:21:35 -0500, Dan Espen wrote:
>
> <snip>
>
>>> Okay, I lied. "." is *first* in my PATH variable. But somehow, when I
>>> compile a program in my local directory named "type.c" to get an
>>> executable named "type"... I *still* get the "type" in "/usr/bin" when
>>> I run it. I am at a loss to explain that... Running the program as
>>> "./type" will of course get the local "type" program.
>>
>> There's no /usr/bin/type on my system, it's a shell builtin.
^^^^^^^^^^^^^^^^^^^^
>>
>> You're better off with no '.' anywhere in your path.
>
> 'type' is probably a built-in shell command on your system.

Yeah, I just said it was a shell builtin.

Rather that "type" I prefer my own "lpathto" command. Shows all

instances of the file in my path plus says something about them:

```
#!/bin/bash
#
Files="$@"
for i in `echo $PATH | sed "s%:[.]*:%:$PWD:%g" | sed "s/:/ /g" ` ; do
  if [ -d $i ] ; then
    cd $i
    for j in $Files ; do
      if [ -f $j ] ; then
 file=`file $i/$j`
 case $file in
   *ELF\ 32-bit\ LSB\ executable*) file='ELF 32-bit executable';;
   *symbolic\ link*)
      file='symbolic link';;
   *perl\ script*)
      file='perl';;
   *)
      file=$file##$i/$j:};;
 esac
 ls=`ls -ld $i/$j`
 echo "$ls ($file)"
      fi
    done
  fi
done
```

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Bushell on Sat, 23 Feb 2013 19:35:50 GMT
View Forum Message <> Reply to Message

In article <r8mdnUF2HvrPnbTMnZ2dnUVZ8u6dnZ2d@bt.com>,
 Andrew Swallow <am.swallow@btinternet.com> wrote:

> Too many parameters, they interact in N! ways. Rewrite using 5 or 6
> subroutines with about 10 parameters.
>
> Andrew Swallow

Then you have the deeply nested if's again. Sometimes problems are
complicated. Business rules, you know are not limited to simple logic.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by scott on Sat, 23 Feb 2013 19:43:48 GMT
View Forum Message <> Reply to Message

JimP. <pongbill127@cableone.net> writes:
> On Mon, 18 Feb 2013 23:02:36 -0500, Shmuel (Seymour J.) Metz
> <spamtrap@library.lspace.org.invalid> wrote:
>> In <CD48107B.25FBA%yaldnif.w@blueyonder.co.uk>, on 02/18/2013
>>  at 05:08 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>>
>>> Remember that Pascal was developed by a teacher with teaching in
>>> mind.
>>
>> All the more reason to have sound language design, u,less it was meant
>> as a horrible example for instructional purposes.
>
> VAX PASCAL, on a DEC VAX 11/730. There is where much of my university
> homework was done on. Senior year we wrote a compiler, integers and
> text. Several thousand lines of code. Not short stuff.
> .

VAX PASCAL had loads of extensions to actually make it useful, including
a complete STARLET mapping for all OS services (e.g. SYS$QIO, SYS$GETJPI, et. al.)

scott

---

Subject: Re: New HD
Posted by scott on Sat, 23 Feb 2013 19:47:15 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Scott Lurndal wrote:
>>  jmfbahciv <See.above@aol.com> writes:
>>> Peter Flass wrote:
>>>>  On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>>>> >
>>>> > at one time i did a lot of work on diagnosing failures ... common
>>>> > scenario was attempt to recreate the execution path leading up to
>>>> > particular failure. lots of different spaghetti GOTOs arriving at same
>>>> > common point could be nearly impossible to backtrack how execution
>>>> > progressed.
>>>>
>>>>  Having just spent two (or was it three) days trying to diagnose a bug,
>>>>  what I'd like to see in my debugger (GDB) is a log, even just a branch
>>>>  log. (assuming there isn't one I'm not seeing).  I spent most of the two
>>>>  (or maybe three) days trying to figure out how I got to where I was, and
>>>>  maybe less than an hour figuring out the problem.  Now to code a fix...

>>>>
>>> Address break might help.  Isn't there a "last PC" location?  Oh, sorry.
>>>
>>> You're doing an app and can't look at it from the monitor's side.  I
>>> don't see how you people manage to accomplish what you do without
>>> EDDT.
>>
>>  Maybe because we've now got tools far better than EDDT?  Everthing you
>>  could do with EDDT to debug a "monitor" can be done with GDB to debug
>>  an application.  Everything.  Breakpoints, watchpoints, single step,
>>  source code, instruction disassembly, memory display and modification,
>>  dynamic function calls, etc. et. al. u.s.w.)
>
> But all of that is done on the app's side of things.  The bug described
> would have been easier to track if it had been watched from the monitor's
> side of things.

Actually GDB relies on the ptrace system call (on linux) or the /proc
file system on SVR4-derived systems.  Both of which are part of the
monitor.  GDB handles the display and symbol tables, but all the control
is via the kernel (aka monitor).  GDB breakpoints are implemented in
the hardware on most processor families (either via insertion of a break
point instruction such as INT 3 or by using hardware breakpoint registers
that provide capabilities beyond simple instruction breakpoints).

scott

---

Subject: Re: New HD
Posted by scott on Sat, 23 Feb 2013 19:51:21 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Rod Speed wrote:

> Oh, really?  Name one.  Some of VMS was written in BLISS, except for the
> hard parts and the workarounds caused by the compiler.
>

I gave my fiche listing to Al K, and it's been 30 years since I worked with
the VMS source, but my impression was that the bulk of the _new_ stuff for
VMS was written in BLISS-32[*], and the large majority of the remaining assembler
was derived from RSX-11 (e.g. all the RMS code that ran in ring 1).  I've still
got two full boxes of RMS listings in the garage.

The MDL compiler was useful, in providing a common base for system api bindings.

scott

[*] I'm not sure I'd categorize BLISS-32 as a HLL, however; Medium Level Language, perhaps.

---

Subject: Re: New HD
Posted by scott on Sat, 23 Feb 2013 19:56:28 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Scott Lurndal wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>> Morten Reistad wrote:
>>>> In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>>
>>>> This is about the abstractions, not about the implementation.
>>>
>>> Now try to tell that to a rabid customer or supervisor who insists that
>>> there shalt not be any gotos.
>>
>> A rare to non-existent entity, to be sure.
>
> Apparently, only in your world.

40 years of programming. Never once has a supervisor, customer or "coding guideline" forbidden use of a 'goto' construct of any form.

Your milage has obviously varied, presuming you personally have experienced this and you are not simply repeating apocryphal stories from the lunchroom.

scott

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Sat, 23 Feb 2013 20:16:52 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:
> VAX PASCAL had loads of extensions to actually make it useful, including
> a complete STARLET mapping for all OS services (e.g. SYS$QIO, SYS$GETJPI, et. al.)

IBM mainframe pascal was original done at the Los Gatos VLSI lab in support of developing VLSI design tools in pascal. It eventually morphed into customer product on both IBM mainframe and rs/6000 ... and was used for a number of other applications ... including the original mainframe tcp/ip product.

the original mainframe tcp/ip product had some throughput issues
.... getting about 44kbytes/sec using nearly full 3090 processor. I did
the rfc1044 changes and in some tests at cray research got sustained
channel speed throughput between 4341 and cray ... using only modest
amount of 4341 processor (possibly 500 times improvement in bytes moved
per instruction executed). misc. past posts mentioning rfc1044
http://www.garlic.com/~lynn/subnetwork.html#1044

side-note, that pascal implementation was never known to have the
multitude of errors and exploits that have plagued c-language based
implementations.

I had also done an implementation of vm370 spool function with vs/pascal
running in virtual address space (replacement for assembler kenel
implementation). part of the motivation was trying to get factor of
100 times increase in throughput for vnet/rscs networking ... which
made used of the vm370 spool infrastructure. old email about trying
to get it adopted for the internal corporate network backbone ...
which was forstalled by enormous amount of mis-information being
generated by the communication group in its program to get the
internal corporate network moved to vtam/sna:
http://www.garlic.com/~lynn/2011.html#email870306
in this post
http://www.garlic.com/~lynn/2011.html#4
other old email mentioning vnet/rscs
http://www.garlic.com/~lynn/lhwemail.html#vnet

later ... after company went into the red in the early 90s ... there was
effort to move to commercial vlsi design tools ... part of this was
transfer of various internal vlsi design tools to commercial vlsi tool
vendor. I got tasked with making one such 50,000 vs/pascal statement
(vlsi design tool) portable to other workstation platforms. Working with
pascal on another workstation platform ... it appeared that their pascal
had never been used for anything other than simple student instruction
(whole litney of problems ported to their pascal) ... and was compounded
by the fact that they had outsourced their pascal support to
organization 12 time-zones away ... even dropping by their hdqtrs
location ... would still require overnight delay while details were
exchanged with the outsourced entity.

misc. past posts mentioning the pascal vlsi tool port
http://www.garlic.com/~lynn/2001b.html#30 perceived forced conversion from cp/m to ms-dos in late 80's
http://www.garlic.com/~lynn/2004f.html#42 Infiniband - practicalities for small clusters
http://www.garlic.com/~lynn/2004k.html#34 August 23, 1957
http://www.garlic.com/~lynn/2005b.html#14 something like a CTC on a PC
http://www.garlic.com/~lynn/2007o.html#61 (Newbie question)How does the modern high-end

processor been designed?
http://www.garlic.com/~lynn/2008j.html#77 CLIs and GUIs
http://www.garlic.com/~lynn/2009g.html#19 Top 10 Cybersecurity Threats for 2009, will they cause creation of highly-secure Corporate-wide Intranets?
http://www.garlic.com/~lynn/2010n.html#54 PL/I vs. Pascal
http://www.garlic.com/~lynn/2011m.html#27 "Best" versus "worst" programming language you've used?
http://www.garlic.com/~lynn/2012m.html#21 The simplest High Level Language

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 23 Feb 2013 23:11:16 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> wrote
> Rod Speed wrote
>> jmfbahciv <See.above@aol.com> wrote
>>> Morten Reistad wrote
>>>> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote
>>>> > jmfbahciv <See.above@aol.com> wrote
>>>> >> Bill Findlay wrote

>>>> >>> It is true that more pedestrian minds than theirs turned a strong
>>>> >>> methodological recommendation into a dogma, and that in later
>>>> >>> years the SP trinity became rather unhelpfully dogmatic themselves.
>>>> >>> None of that takes away from their acheivement in making us think
>>>> >>> more deeply about what the relationship shoud be between the
>>>> >>> static text of a program and the dynamic unfolding of its execution.

>>>> >> It was that dogma which caused the insanity. Profs, and some
>>>> >> programmers, got rabid about no gotos. You can't do any OS
>>>> >> work without the machine's equivalent of goto.

>>>> > If you mean jump/branch intructions, then you can't do ANY work with
>>>> > them.

>>>> >That is entirely beside the point. SP is about HOW the jump/branch
>>>> >intructions are used, not WHETHER they should be used - of course they
>>>> >must.

>>>> At the assembly/binary level there are lots of JMPs, JRST etc (whatever
>>>> the architecture calls them.)

>>>> The point is rather what abstractions are useful in higher level
>>>> languages.

>>>> I will counter the view about needing goto's in the OS. Yes, there will
>>>> be oodles of loops, selects with break/continues, throw/catch and
>>>> even dispatch tables.

>>>> This is about the abstractions, not about the implementation.

>>> Now try to tell that to a rabid customer or supervisor who insists that
>>> there shalt not be any gotos.

>> Have fun listing even a single example of either with an OS.

> And once again, you and Scott will ignore my experience.

You have NO experience with the use of GOTOs IN HIGH LEVEL
LANGUAGES WITH OSs. None, zero, nada, not a shred.

NO ONE has ever insisted that there can never be any jumps
at all in the OS code.

> ergo, fuck off the both of you. I'm not going to try
> to explain to ears which have been closed off.

You're the one silly enough to be claiming that
anything other than GOTOs in HIGH LEVEL CODE,
was even being discussed.

That's what Morten is saying there and you haven't even noticed.

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 23 Feb 2013 23:14:43 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D665B2E09B94@ac812488.ipt.aol.com...
> Peter Flass wrote:
>> On 2/22/2013 11:33 AM, Scott Lurndal wrote:
>>>
>>> The Burroughs B4800 had thousands of blinken-lighten, and smoked
>>> plexiglass panels to show them off. The key blinken-lighten
>>> used by customers and plant engineers were the channel activity
>>> indicators which would quickly give one a pretty good idea
>>> about system activity and load levels (as well as determining
>>> a borked system by absence of activity).
>>
>> Monitors like RMF took the place of blinkenlights, with things like
>> barcharts to show % busy for channels and CPUs.

>
> That takes lots of extra human brain processing. Watching lights
> is a lot easier and portrays a lot more information than anything
> reduced to numbers and pie charts.

Bullshit.

> %busy will not show the gaps of in/activity which can
> point to an aberration which will bite you in the most
> painful manner at exactly the wrong time.

Which is why a graph leaves it for dead.

> These gaps can last for a very short time and be
> regular or irregular; the eye/brain will catch it
> but nothing else can catch differing behaviour.

More drivel. A graph of activity leaves it for dead and you
can go back over it as much as you like. You cant with lights.

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 23 Feb 2013 23:17:14 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D665E6E1ABB2@ac812488.ipt.aol.com...
> Peter Flass wrote:
>> On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>> In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>>> On 22 Feb 2013 13:08:37 GMT
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> > Andrew Swallow wrote:
>>>>
>>>> >> Have a device that connects using USB port. A supervisor program
>>>> >> that
>>>> >> flashes a light on ever time a program runs should give a good
>>>> >> indication of what the computer is doing.
>>>> >
>>>> > I can get that just by listening to the clatter of the disk. I want
>>>>
>>>> You'll stop being able to do that once you get an SSD based
>>>> machine, no moving parts so no clatter. Heck even the spinning rust in
>>>> my
>>>> file server is too quiet to hear unless I get really close to it.
>>>>

>>>> > all those lights which meant something on modems.
>>>>
>>>>  The trouble is that on a typical broadband connection things move
>>>> far too fast for lights to be useful, even a flash per packet would be
>>>> hundreds to thousands per second. As for the CPU, the lights would be
>>>> flashing close to microwave frequencies.
>>>
>>> Another thing is that on modern computers, a lot of software is
>>> written to use an internet connection if it is available even if the
>>> user
>>> is not not directly interacting with that software. This, IIRC, is
>>> something that Barb is not entirely happy with - she would prefer if any
>>> software she uses uses any available betwork connection only at her
>>> explicit instruction; and she is not alone in that regard!
>>
>> She'd probably love something like what Vista does in other
>> circumstances: "Solitare is trying to access the internet. Allow/Deny."

> My game system is Vista. I still am unsure if the system is really shut
> down and can't be booted from an airwave hopping through the house.

Because you don't have a fucking clue about the basics.

> I no longer feel "safe" even if I've set all that hardware offline.

Because you don't have a fucking clue about the basics.

> Settings in this computing world today have a very
> strange way of changing out from underneath you.

Even sillier. You just don't have a fucking clue about what you are doing.

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 23 Feb 2013 23:22:18 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D666239E7CBD@ac812488.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D64FA34E6749@aca22827.ipt.aol.com...
>>> Joe Pfeiffer wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Bill Findlay wrote:

>>>> >> On 20/02/2013 14:04, in article
>>>> >> PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>>> >> "jmfbahciv" <See.above@aol.com> wrote:
>>>> >>
>>>> >>> Bill Findlay wrote:
>>>> >> ...
>>>> >>>>
>>>> >>>> It is true that more pedestrian minds than theirs turned a strong
>>>> >>>> methodological recommendation into a dogma, and that in later years
>>>> >>>> the
>>> SP
>>>> >>>> trinity became rather unhelpfully dogmatic themselves. None of
>>>> >>>> that
>>> takes
>>>> >>>> away from their acheivement in making us think more deeply about
>>>> >>>> what
>>> the
>>>> >>>> relationship shoud be between the static text of a program and the
>>> dynamic
>>>> >>>> unfolding of its execution.
>>>> >>>
>>>> >>> It was that dogma which caused the insanity. Profs, and some
>>> programmers,
>>>> >>> got rabid about no gotos. You can't do any OS work without the
>>>> >>> machine's
>>>> >>> equivalent of goto.
>>>> >>
>>>> >> If you mean jump/branch intructions, then you can't do ANY work with
>>>> >> them.
>>>> >>
>>>> >> That is entirely beside the point. SP is about HOW the jump/branch
>>>> >> intructions are used, not WHETHER they should be used - of course
>>>> >> they
>>> must.
>>>> >>
>>>> > and the insane types insisted that they cannot be used.
>>>>
>>>> No, nobody has ever claimed that.
>>>
>>> You didn't talk to the same people I did. ;-)
>>>
>>>> What was claimed by the very most
>>>> extreme was that all code must conform to exactly the three canonical
>>>> forms defined by Dijkstra (linear traversal, if-then-else, while loop);
>>>> the last two of those are implemented with branch instructions.
>>
>>> It takes me quite a bit of time to sort out one of those sets.

>> Because you are a dinosaur stuck in the past.

> And, thus, I can remember better than those of you
> who have had to change with the times for your work.

Like hell you can.

> Now, you can either use this feature or shut upo.

Its never that binary.

>>> It's more straight-forward to read machine code.

>> Bullshit.

>> Even DEC moved on to a hll with OSs.

> Oh, really?

Yep, really.

> Name one.

You just did.

> Some of VMS was written in BLISS, except for the hard
> parts and the workarounds caused by the compiler.

That’s almost always been the way with most HLLs.

> Now, just how large of code and data space were the hard parts?

Irrelevant to your stupid claim about assembler.

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 23 Feb 2013 23:23:30 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D665A0BF0623@ac812488.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D64FDEA20C1E@aca22827.ipt.aol.com...
>>> Peter Flass wrote:
>>>> On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:

>>>> >
>>>> > at one time i did a lot of work on diagnosing failures ... common
>>>> > scenario was attempt to recreate the execution path leading up to
>>>> > particular failure. lots of different spaghetti GOTOs arriving at same
>>>> > common point could be nearly impossible to backtrack how execution
>>>> > progressed.
>>>>
>>>> Having just spent two (or was it three) days trying to diagnose a bug,
>>>> what I'd like to see in my debugger (GDB) is a log, even just a branch
>>>> log. (assuming there isn't one I'm not seeing). I spent most of the
>>>> two
>>>> (or maybe three) days trying to figure out how I got to where I was,
>>>> and
>>>> maybe less than an hour figuring out the problem. Now to code a fix...
>>>>
>>> Address break might help. Isn't there a "last PC" location? Oh, sorry.
>>>
>>> You're doing an app and can't look at it from the monitor's side. I
>>> don't see how you people manage to accomplish what you do without
>>> EDDT.
>>
>> We've noticed that the real world has moved on just a tad, just like
>> it ALWAYS does with computing.
>
> Yea, I've noticed. All four thumbs of cappable people have been duct
> taped to the four corners of the world.

Even sillier. Linux works because that hasn't happened.

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 23 Feb 2013 23:28:27 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D665DBB7AADB@ac812488.ipt.aol.com...
> Ahem A Rivet's Shot wrote:
>> On 22 Feb 2013 13:08:37 GMT
>> jmfbahciv <See.above@aol.com> wrote:
>>
>>> Andrew Swallow wrote:
>>
>>>> Have a device that connects using USB port. A supervisor program that
>>>> flashes a light on ever time a program runs should give a good
>>>> indication of what the computer is doing.
>>>
>>> I can get that just by listening to the clatter of the disk. I want
>>

>>  You'll stop being able to do that once you get an SSD based
>> machine, no moving parts so no clatter. Heck even the spinning rust in my
>> file server is too quiet to hear unless I get really close to it.
>>
>>> all those lights which meant something on modems.
>>
>>  The trouble is that on a typical broadband connection things move
>> far too fast for lights to be useful, even a flash per packet would be
>> hundreds to thousands per second. As for the CPU, the lights would be
>> flashing close to microwave frequencies.

> However, if I'm setting comtemplating my navel and the lights have settled
> down to the null job's flash-flash, I can tell if someone is sniffing by
> the
> sudden cacaphohy of light emissions which are lasting for too long.

There are MUCH better ways of having the system detect that and deal with
it.

> I've done this before and immediatly switched the modem off.

And with broadband, its on all the time and its completely stupid
to have someone staring at any light all the time doing that.

So anyone with even half a clue has the computer do that for itself instead.

And anyone with even half a clue has all sorts of automated stuff
going on all the time, if only to check for new email, to update the
weather display, keep track of whats happening to the price of
what they buy much of so they can take advantage of an unusual
offer  etc etc etc and just looking that the fucking lights alone and
turn the fucking modem off when you see some activity is completely
fucking pointless, because its just another email coming in etc etc etc.

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sun, 24 Feb 2013 00:49:14 GMT
View Forum Message <> Reply to Message

On 23 Feb 2013 15:47:58 GMT, jmfbahciv <See.above@aol.com> wrote:

> Scott Lurndal wrote:

[snip]

>> (assuming EDDT doesn't really stand for Emotional Disturbance Decision Tree,
>> as the first google hit indicates :-)
>

> Oh, goodfuckinggrief.  another sacred cybercrud had been turned to shit.
> I wonder if EDDT had been trademarked.

Barb, maybe you need a vacation.  Go to
univac.com

[snip]

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Bill Marcum on Sun, 24 Feb 2013 01:17:24 GMT
View Forum Message <> Reply to Message

On 02/22/2013 06:21 AM, Stanley Daniel de Liver wrote:
>  On Wed, 20 Feb 2013 02:36:05 -0000, Charlie Gibbs
>  <cgibbs@kltpzyxm.invalid> wrote:
>
>>  In article <proto-5DDD87.20061119022013@news.panix.com>, proto@panix.com
>>  (Walter Bushell) writes:
>>
>>
>>>  I was started to learn that the Hokey Pokey was recent when the guy
>>>  who wrote it died. The perfect existentialist dance.
>>>  < http://www.smbc-comics.com/index.php?db=comics&id=2883#c omic>
>>>
>>>  That's what it's all about.
>>>
>>>  It's traditional 'cause I learnt it in grade school.
>>
>>  Seen on a bumper sticker:
>>
>>  What if the Hokey Pokey _is_ what it's all about?
>>
>  Hokey Cokey over here.
>
>  There's some debate as to it's origins:
>  http://en.wikipedia.org/wiki/Hokey_pokey#Controversy
>
>  I feel I must learn more about Ida Barr.
>
In the movie "The Ruling Class", a member of an aristocratic family was
murdered and one of the servants was accused; at the trial, IIRC, a
police officer testified that the servant was dancing the Hokey Cokey.

---

Subject: Re: New HD
Posted by Josh on Sun, 24 Feb 2013 05:56:08 GMT
View Forum Message <> Reply to Message

"Patrick Scheible" <kkt@zipcon.net> wrote in message
news:86obfcw8jt.fsf@chai.my.domain...
> Dan Espen <despen@verizon.net> writes:
>
>> driftwood <vg4cysss7001@sneakemail.com> writes:
>>
>>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>
>>> [snip]
>>>
>>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> the progress. It's the trivial use that such riches are wasted on. I
>>>> guess if one in a hundred thousand people put the technology to *good*
>>>> use creating new and useful things in the world... or find answers to
>>>> serious problems like disease and food shortages... then it does
>>>> mitigate things somewhat.
>>>
>>> It seems that the majority of internet usage is for pornography
>>> and 'social networking',
>>
>> Not here.
>>
>> I work from home 100% of the time and put FIOS bandwidth to good use.
>>
>>> yet there are clamouring demands for faster connection speeds.
>>
>> Really?
>>
>>> I first connected on dial-up in the early 90's, then
>>> went broadband on half a meg., which was subsequently increased to 2,
>>> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>
>> Is it uphill both ways?
>>
>> What's with so many people being so cynical?
>>
>> The world just keeps getting better and better except for all the
>> complaining.
>
> Hm. As I see it, computer hardware is just about the only part of the
> world that just keeps getting better.

Even sillier.

Wikipedia alone leaves what we had to use before that for dead.

Usenet leaves what we used before that for dead.

---

Subject: Re: New HD
Posted by GreyMaus[1] on Sun, 24 Feb 2013 10:01:54 GMT
View Forum Message <> Reply to Message

On 2013-02-23, Andrew Swallow <am.swallow@btinternet.com> wrote:
> On 23/02/2013 00:48, JimP. wrote:
>> On Tue, 19 Feb 2013 13:17:16 -0600, "Charles Richmond"
>> <numerist@aquaporin4.com> wrote:
>>> It was a revelation when I discovered that "Silver Bells" and "Rudolph the
>>> Red-Nosed Reindeer" were *not* "traditional Christmas songs"... but were
>>> written in the 1940's or so.
>>
>> I remember when those were introduced on local radio. Gene Autry
>> released it in 1949, someone else wrote it. I remember seeing him sing
>> it on some tv show about 1952.
>> .
>> JimP.
>>
>
> The secular songs came from the Jews deciding to join in on Christmas.

Who make the mistake that Christmas is a Christian festival. (It was/is used
as one)

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 24 Feb 2013 13:54:48 GMT
View Forum Message <> Reply to Message

On 2/24/2013 12:56 AM, Josh wrote:
>
> Wikipedia alone leaves what we had to use before that for dead.
>
> Usenet leaves what we used before that for dead.

The latter certainly isn't true in this NG :-)

As for the former, fix it. I've dabbled a little with articles on old hardware, software, and companies. Bitsavers has hardware and software material that can be distilled into an article. Google archives of old Computerworld and Network World supply a lot of material. It's fun to go back and research the old stuff; I've learned a lot. People with non-IBM experience would be valuable as the printed material is a bit thinner.

--
Pete

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:05:51 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D665B2E09B94@ac812488.ipt.aol.com...
>> Peter Flass wrote:
>>> On 2/22/2013 11:33 AM, Scott Lurndal wrote:
>>>>
>>>> The Burroughs B4800 had thousands of blinken-lighten, and smoked
>>>> plexiglass panels to show them off. The key blinken-lighten
>>>> used by customers and plant engineers were the channel activity
>>>> indicators which would quickly give one a pretty good idea
>>>> about system activity and load levels (as well as determining
>>>> a borked system by absence of activity).
>>>
>>> Monitors like RMF took the place of blinkenlights, with things like
>>> barcharts to show % busy for channels and CPUs.
>>
>> That takes lots of extra human brain processing. Watching lights
>> is a lot easier and portrays a lot more information than anything
>> reduced to numbers and pie charts.
>
> Bullshit.
>
>> %busy will not show the gaps of in/activity which can
>> point to an aberration which will bite you in the most
>> painful manner at exactly the wrong time.
>
> Which is why a graph leaves it for dead.
>
>> These gaps can last for a very short time and be

>> regular or irregular; the eye/brain will catch it
>> but nothing else can catch differing behaviour.
>
> More drivel. A graph of activity leaves it for dead and you
> can go back over it as much as you like. You cant with lights.

I don't want to go back and look at history; I want to pull the
plug when the unwanted activity is happening.

/BAH

>

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:05:52 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D6659BB8D2C9@ac812488.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Scott Lurndal wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>> Peter Flass wrote:
>>>> > On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>
>>>> Address break might help. Isn't there a "last PC" location? Oh, sorry.
>>>>
>>>> You're doing an app and can't look at it from the monitor's side. I
>>>> don't see how you people manage to accomplish what you do without
>>>> EDDT.
>>>
>>> Maybe because we've now got tools far better than EDDT? Everthing you
>>> could do with EDDT to debug a "monitor" can be done with GDB to debug
>>> an application. Everything. Breakpoints, watchpoints, single step,
>>> source code, instruction disassembly, memory display and modification,
>>> dynamic function calls, etc. et. al. u.s.w.)
>>
>> But all of that is done on the app's side of things. The bug described
>> would have been easier to track if it had been watched from the monitor's
>> side of things.
>
> strace and ktrace give you views similar to the "view from the monitor"
> on tops10/20. Where you see the external behaviour of the process, not
> what it does internally.
>
> gdb is the tool for DDT'ing processes (regular DDT).

Yea, I figured that out.

>
>>> (assuming EDDT doesn't really stand for Emotional Disturbance Decision Tree,
>>> as the first google hit indicates :-)
>>
>> Oh, goodfuckinggrief. another sacred cybercrud had been turned to shit.
>> I wonder if EDDT had been trademarked.
>>
>> However, I suppose the second definition may be appropriate--if you have
>> to resort to EDDT to debug an app problem, you are already way past
>> minor emotional disturbance and into the waist deep in alligators phase.
>
> Not necessarily. I run programs from gdb with all the debug stuff on
> when I first start newly developed programs. Then I can look at data,
> set breakpoints etc.

I'm not even trying to talkk about the majority of times. I'm trying
to talk about the few times when the, otherwise sane, bit god
is going berserk due to lack of sleep. :-)

>
> strace is also very useful in situations where you want to know if
> a program reads the right files, gets the right dns servers etc.

That's what SET WATCH V F should do.

One of my pet projects that I wanted to propose for the TOPS' OSes
was extend the SET W FILE command to include the full file spec
which, in DEC standards, included the all the comm addressing.
Back then it was a node name but would have been extended as
the networkiing address formats changed.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:05:53 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>> Rod Speed wrote:
>
>> Oh, really? Name one. Some of VMS was written in BLISS, except for the
>> hard parts and the workarounds caused by the compiler.

>>
>
> I gave my fiche listing to Al K, and it's been 30 years since I worked with
> the VMS source, but my impression was that the bulk of the _new_ stuff for
> VMS was written in BLISS-32[*], and the large majority of the remaining
assembler
> was derived from RSX-11 (e.g. all the RMS code that ran in ring 1). I've
still
> got two full boxes of RMS listings in the garage.
>
> The MDL compiler was useful, in providing a common base for system api
bindings.
>
> scott
>
> [*] I'm not sure I'd categorize BLISS-32 as a HLL, however; Medium Level
> Language, perhaps.

When JMF was doing the OS work, ISTR the code was 50-50 BLISS and assembler;
he did the first Alpha work. The easy stuff was done in BLISS and the hard
stuff was continuuted to be done in assembler but I don't remember what they
called it. RSX is pdp-11 emultation, not VAX nor Alpha.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:05:55 GMT
View Forum Message <> Reply to Message

Stan Barr wrote:
> On Fri, 22 Feb 2013 18:48:06 -0600, JimP <pongbill127@cableone.net> wrote:
>> On Tue, 19 Feb 2013 13:17:16 -0600, "Charles Richmond"
>> <numerist@aquaporin4.com> wrote:
>>> It was a revelation when I discovered that "Silver Bells" and "Rudolph the
>>> Red-Nosed Reindeer" were *not* "traditional Christmas songs"... but were
>>> written in the 1940's or so.
>>
>> I remember when those were introduced on local radio. Gene Autry
>> released it in 1949, someone else wrote it. I remember seeing him sing
>> it on some tv show about 1952.
>
> "Jingle Bells" was really written for thanksgiving, not Xmas and the
> title was originally imperative: "Jingle, Bells". (Little known facts
> #127...)

We always sang it around Thanksgiving in grade school. I always wanted
to go in a sleigh to Grandma's house but they had sold the farm by then

and I think the last horse died when I was 2.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:05:56 GMT
View Forum Message <> Reply to Message

Gene Wirchenko wrote:
> On 23 Feb 2013 15:47:58 GMT, jmfbahciv <See.above@aol.com> wrote:
>
>> Scott Lurndal wrote:
>
> [snip]
>
>>> (assuming EDDT doesn't really stand for Emotional Disturbance Decision
Tree,
>>> as the first google hit indicates :-)
>>
>> Oh, goodfuckinggrief. another sacred cybercrud had been turned to shit.
>> I wonder if EDDT had been trademarked.
>
> Barb, maybe you need a vacation. Go to
> univac.com

Do I get to pass the goto?

I don't need a vacation; I need to move back to east coast.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:05:57 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>> Scott Lurndal wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>> Morten Reistad wrote:
>>>> > In article <CD4A9206.2618E%yaldnif.w@blueyonder.co.uk>,
>>>
>>>> > This is about the abstractions, not about the implementation.
>>>>
>>>> Now try to tell that to a rabid customer or supervisor who insists that

>>>> there shalt not be any gotos.
>>>
>>>  A rare to non-existent entity, to be sure.
>>
>> Apparently, only in your world.
>
>  40 years of programming.  Never once has a supervisor, customer or
>  "coding guideline" forbidden use of a 'goto' construct of any form.
>
>  Your milage has obviously varied, presuming you personally have
>  experienced this and you are not simply repeating apocryphal stories
>  from the lunchroom.

Some of our customers had very strange ideas.  The people they sent
to DECUS could be really weird.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:05:58 GMT
View Forum Message <> Reply to Message

Christian Brunschen wrote:
>  In article <PM0004D665DBB7AADB@ac812488.ipt.aol.com>,
>  jmfbahciv  <See.above@aol.com> wrote:
>> Ahem A Rivet's Shot wrote:
>>>  On 22 Feb 2013 13:08:37 GMT
>>>  jmfbahciv <See.above@aol.com> wrote:
>>>
>>>>  Andrew Swallow wrote:
>>>
>>>>  > Have a device that connects using USB port.  A supervisor program that
>>>>  > flashes a light on ever time a program runs should give a good
>>>>  > indication of what the computer is doing.
>>>>
>>>>  I can get that just by listening to the clatter of the disk.  I want
>>>
>>>     You'll stop being able to do that once you get an SSD based
>>>  machine, no moving parts so no clatter. Heck even the spinning rust in my
>>>  file server is too quiet to hear unless I get really close to it.
>>>
>>>>  all those lights which meant something on modems.
>>>
>>>     The trouble is that on a typical broadband connection things move
>>>  far too fast for lights to be useful, even a flash per packet would be
>>>  hundreds to thousands per second. As for the CPU, the lights would be
>>>  flashing close to microwave frequencies.

>>
>> However, if I'm setting comtemplating my navel and the lights have settled
>> down to the null job's flash-flash, I can tell if someone is sniffing
>> by the sudden cacaphohy of light emissions which are lasting for too long.
>
> Actually, the only thing that one can tell by modem or router 'activity'
> lights is that _something_ is happening -

No, I can tell that something different is happening and it's not caused
by any of my usage; I know what my light patterns are.

> but exactly what, or why, is not
> something that those lights can tell. So while you think you've identified
> 'sniffing', you may simply have detected and misidentified some unexpected
> (by you) but perfectly benign activity.

I don't care what it is. It's safer to just turn off the piece of gear.
If the light show happens again, then I'll start with an assumption that
something changed on the other end of the wire. But in the cases I'm talking
about, this wasn't true.

>
> This is why something that actually identifies the programs, ports, and
> hosts involved, is going to be much more useful than a light that only
> shows 'there is some activity going on'.

But you can only do that after the mess has happened. You can't stop it
before the CLOSE UUO has happened. No wonder there are security
problems. Your technique is shutting the barn door after the horse
has arrived in the next county.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:06:01 GMT
View Forum Message <> Reply to Message

Andrew Swallow wrote:
> On 23/02/2013 15:31, Walter Bushell wrote:
>> In article <kg91gv$nn7$2@dont-email.me>,
>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>
>>> On 2/22/2013 4:42 PM, Andrew Swallow wrote:
>>>> On 22/02/2013 14:41, Bill Findlay wrote:
>>>> > On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter
Flass"
>>>> > <Peter_Flass@Yahoo.com> wrote:

>>>> >
>>>> >> On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>>> >>>
>>>> >>>
>>>> >>>
>>>> >>> On 21/02/2013 22:46, in article
>>>> >>> 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
>>>> >>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>
>>>> >>>> On 21/02/2013 19:32, Bill Findlay wrote:
>>>> >>>>> On 21/02/2013 16:52, in article
>>>> >>>>> JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> >>>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>>>
>>>> >>>>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >>>>>>>  at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com>
>>>> >>>>>>> said:
>>>> >>>>>>>
>>>> >>>>>>>> Shmuel, of course you and I know how to use GOTO
>>>> >>>>>>>> appropriately... but
>>>> >>>>>>>> is it safe for the "unwashed masses"???  ;-)
>>>> >>>>>>>
>>>> >>>>>>> Is assignment? Is IF/THEN/ELSE?
>>>> >>>>>>>
>>>> >>>>>>> If you've ever had to debug someone's GOTO-free spaghetti code,
>>>> >>>>>>> you'd
>>>> >>>>>>> understand that every tool not only can but will be misused.
>>>> >>>>>>>
>>>> >>>>>>
>>>> >>>>>> With a GOTO you know where you are and since it is labelled where
>>>> >>>>>> you
>>>> >>>>>> are going to.
>>>> >>>>>
>>>> >>>>> Only for the very simplest uses of GOTO.  You fail to consider
>>>> >>>>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ...,
>>>> >>>>> switches,
>>>> >>>>> label variables, label parameters, ...
>>>> >>>>>
>>>> >>>>
>>>> >>>> The destinations are still labelled.
>>>> >>>
>>>> >>> But you don't know which one of them the GOTO will reach unless you
>>>> >>> can work
>>>> >>> out which of them is dynamically designated by the label value to be
>>>> >>> used.
>>>> >>>
>>>> >>

>>>> >> If you're talking "proof of correctness it's a problem.  If you're
>>>> >> talking debugging it's easy to have a character string version of the
>>>> >> label set at the same time a the alter, and maybe a character string
>>>> >> representation of the alter statement.  If you really had a problem you
>>>> >> could build in a small trace table.
>>>> >
>>>> > What I am asserting is that GOTO makes control flow non-transparent.
Any
>>>> > use of the language features I listed only makes matters worse.
>>>> > Resorting
>>>> > to the debugging measures such as those you list would be an admission
of
>>>> > failure to organise control flow properly (i.e. clearly), so far as I am
>>>> > concerned.
>>>> >
>>>> > SP done properly makes that kind of problem simply go away.
>>>> > The control flow is manifest in the static text.
>>>> > Debugging of control flow, per se, is hardly ever necessary.
>>>> > I get lots of other things wrong in my code, at first attempt.
>>>> > But control flow?  Hardly ever.
>>>> >
>>>> > (It is one disadvantage of OOP that it somewhat undermines this simple
>>>> > and
>>>> > very valuable static/dynamic coreespondence.)
>>>> >
>>>>
>>>>  The structured programming replacement for the computed GOTO is the
>>>>  nested IF.  After 5 or 6 levels it is unreadable.
>>>>
>>>
>>>  You're good - after about three levels it's unreadable.  At that point
>>>  you factor out the logic into a subroutine.  If your IF statement is
>>>  more than about 50 lines it's too big.
>>
>>  Then you have the problem of a routine called once with 50 or 60
>>  parameters, (or arguments if your doing Klingon style programming).
>>
>  Too many parameters, they interact in N! ways.  Rewrite using 5 or 6
>  subroutines with about 10 parameters.

<GRIN>  And when you have a hundred monkeys typing how many do you think
you would need?  Timesharing OSes have to deal with that kind of thing.

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Sun, 24 Feb 2013 16:06:03 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
> jmfbahciv <See.above@aol.com> wrote
>> Rod Speed wrote
>>> jmfbahciv <See.above@aol.com> wrote
>>>> Morten Reistad wrote
>>>> > Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote
>>>> >> jmfbahciv <See.above@aol.com> wrote
>>>> >>> Bill Findlay wrote
>
>>>> >>>> It is true that more pedestrian minds than theirs turned a strong
>>>> >>>> methodological recommendation into a dogma, and that in later
>>>> >>>> years the SP trinity became rather unhelpfully dogmatic themselves.
>>>> >>>> None of that takes away from their acheivement in making us think
>>>> >>>> more deeply about what the relationship shoud be between the
>>>> >>>> static text of a program and the dynamic unfolding of its execution.
>
>>>> >>> It was that dogma which caused the insanity. Profs, and some
>>>> >>> programmers, got rabid about no gotos. You can't do any OS
>>>> >>> work without the machine's equivalent of goto.
>
>>>> >> If you mean jump/branch intructions, then you can't do ANY work with
>>>> >> them.
>
>>>> >>That is entirely beside the point. SP is about HOW the jump/branch
>>>> >>intructions are used, not WHETHER they should be used - of course they
>>>> >>must.
>
>>>> > At the assembly/binary level there are lots of JMPs, JRST etc (whatever
>>>> > the architecture calls them.)
>
>>>> > The point is rather what abstractions are useful in higher level
>>>> > languages.
>
>>>> > I will counter the view about needing goto's in the OS. Yes, there will
>>>> > be oodles of loops, selects with break/continues, throw/catch and
>>>> > even dispatch tables.
>
>>>> > This is about the abstractions, not about the implementation.
>
>>>> Now try to tell that to a rabid customer or supervisor who insists that
>>>> there shalt not be any gotos.
>
>>> Have fun listing even a single example of either with an OS.
>
>> And once again, you and Scott will ignore my experience.
>

> You have NO experience with the use of GOTOs IN HIGH LEVEL
> LANGUAGES WITH OSs. None, zero, nada, not a shred.
>
> NO ONE has ever insisted that there can never be any jumps
> at all in the OS code.
>
>> ergo, fuck off the both of you. I'm not going to try
>> to explain to ears which have been closed off.
>
> You're the one silly enough to be claiming that
> anything other than GOTOs in HIGH LEVEL CODE,
> was even being discussed.
>
> That's what Morten is saying there and you haven't even noticed.

I know what Morten has been talking about. You seem to have forgotten
that this [you're too stupid] sub-thread got started when I mentioned
the era of gotoless insanity. So you must be claiming that this never
existed.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:06:05 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>> Scott Lurndal wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>> Peter Flass wrote:
>>>> > On 2/21/2013 11:23 AM, Anne & Lynn Wheeler wrote:
>>>> >>
>>>> >> at one time i did a lot of work on diagnosing failures ... common
>>>> >> scenario was attempt to recreate the execution path leading up to
>>>> >> particular failure. lots of different spaghetti GOTOs arriving at same
>>>> >> common point could be nearly impossible to backtrack how execution
>>>> >> progressed.
>>>> >
>>>> > Having just spent two (or was it three) days trying to diagnose a bug,
>>>> > what I'd like to see in my debugger (GDB) is a log, even just a branch
>>>> > log. (assuming there isn't one I'm not seeing). I spent most of the two
>>>> > (or maybe three) days trying to figure out how I got to where I was, and
>>>> > maybe less than an hour figuring out the problem. Now to code a fix...
>>>> >
>>>> Address break might help. Isn't there a "last PC" location? Oh, sorry.
>>>>

>>>> You're doing an app and can't look at it from the monitor's side.  I
>>>> don't see how you people manage to accomplish what you do without
>>>> EDDT.
>>>
>>>  Maybe because we've now got tools far better than EDDT?  Everthing you
>>>  could do with EDDT to debug a "monitor" can be done with GDB to debug
>>>  an application.  Everything.  Breakpoints, watchpoints, single step,
>>>  source code, instruction disassembly, memory display and modification,
>>>  dynamic function calls, etc. et. al. u.s.w.)
>>
>> But all of that is done on the app's side of things.  The bug described
>> would have been easier to track if it had been watched from the monitor's
>> side of things.
>
>  Actually GDB relies on the ptrace system call (on linux) or the /proc
>  file system on SVR4-derived systems.  Both of which are part of the
>  monitor.  GDB handles the display and symbol tables, but all the control
>  is via the kernel (aka monitor).  GDB breakpoints are implemented in
>  the hardware on most processor families (either via insertion of a break
>  point instruction such as INT 3 or by using hardware breakpoint registers
>  that provide capabilities beyond simple instruction breakpoints).

And PDP-10s had PEEK, POKE and SPY UUOs.  I'm not talking about htose.
There exist bugs where none of the hose would help either.  A well-placed
breakpoint in the monitor can let you look at the user's address space
just before, during, or just after the offending bit mess occurs.

And then there are the times when putting a breakpoint makes the
problem go away.  That's when an address break hardware assist
helps.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 24 Feb 2013 16:06:10 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
>  Andrew Swallow <am.swallow@btinternet.com> writes:
>
>>  Although if you keep your subroutines down to a single page
>>  (60 lines) you do not need structured programming.
>
>  The first time I heard people advocating for keeping routines
>  around 60 lines, was as part of SP rules.
>
The 60-line rule was so each subroutine would fit on one line

printer listing and not have a second page with a widow. Part of our editing the monitor sources was to insert F/Fs when appropriate. And we didn't have to ask a developer what was appropriate. Part of Tape Prep training was to know when to insert an un-asked-for F/F.

/BAH

---

Subject: Re: New HD
Posted by cb on Sun, 24 Feb 2013 16:37:29 GMT
View Forum Message <> Reply to Message

In article <PM0004D67A2C392CEB@ac815071.ipt.aol.com>, jmfbahciv <See.above@aol.com> wrote:
> I don't want to go back and look at history; I want to pull the
> plug when the unwanted activity is happening.

This means that you need something that will show you when actually unwanted activity happens. A light that shows any-and-all activity does not do that; what you'd need is something that knows what kind of activity is wanted and then shows you whenever anything outside those boundaries happens - or even better, upon detection of any unwanted activity, does the plug-pulling for you automatically. This would be able to be more accurate, and quicker, and also capture any unwanted activity that might otherwise occur while you're briefly looking away from the blinking lights.

Keeping history around would then allow you to look at any activity that was detected as outside the whitelist of 'wanted' activity, and determine whether perhaps a particular activity should be added to the whitelist.

> /BAH

// Christian

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 24 Feb 2013 16:39:16 GMT
View Forum Message <> Reply to Message

On 2/24/2013 11:05 AM, jmfbahciv wrote:
>
> I don't need a vacation; I need to move back to east coast.
>

ISTR you couldn't wait to move to the midwest.

--
Pete

---

Subject: Re: New HD
Posted by scott on Sun, 24 Feb 2013 16:59:11 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Scott Lurndal wrote:

> And PDP-10s had PEEK, POKE and SPY UUOs. I'm not talking about htose.
> There exist bugs where none of the hose would help either. A well-placed
> breakpoint in the monitor can let you look at the user's address space
> just before, during, or just after the offending bit mess occurs.

And linux has 'kdb' (which I wrote back in 1998/9). It's part of the
kernel, and allows one to debug the kernel (monitor), just like EDDT.

However, I've not had reports of kdb being particularly useful for application
debug, since it is somewhat intrusive (i.e. it affects all processes/tasks/programs
currently executing when e.g. a breakpoint is hit). For various reasons, when
a kdb debugging event occurs on a core/hardware-thread, all cores/threads must
be stopped to ensure system consistency. Whereas with GDB, a breakpoint will
only affect the process being debugged, not any other process in the system.

There's also kgdb, wherein gdb running on a remote system is used to
kernel debug a system. This, as opposed to kdb, requires two systems.

kgdb provides source-level and limited instruction level debugging, where
kdb does instruction-level debugging and gives the indivdual debugging the
system complete access to all hardware resources.

scott

---

Subject: Re: New HD
Posted by Patrick Scheible on Sun, 24 Feb 2013 17:17:37 GMT
View Forum Message <> Reply to Message

"Josh" <jj@jklo.com> writes:

> "Patrick Scheible" <kkt@zipcon.net> wrote in message
> news:86obfcw8jt.fsf@chai.my.domain...
>> Dan Espen <despen@verizon.net> writes:

>>
>>>  driftwood <vg4cysss7001@sneakemail.com> writes:
>>>
>>>>  On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>>
>>>>  [snip]
>>>>
>>>> > So yes, in this sense, progress makes me angry... but it's *not* just
>>>> > the progress.  It's the trivial use that such riches are wasted on.  I
>>>> > guess if one in a hundred thousand people put the technology to *good*
>>>> > use creating new and useful things in the world... or find answers to
>>>> > serious problems like disease and food shortages... then it does
>>>> > mitigate things somewhat.
>>>>
>>>>  It seems that the majority of internet usage is for pornography
>>>>  and 'social networking',
>>>
>>>  Not here.
>>>
>>>  I work from home 100% of the time and put FIOS bandwidth to good use.
>>>
>>>>  yet there are clamouring demands for faster connection speeds.
>>>
>>>  Really?
>>>
>>>>  I first connected on dial-up in the early 90's, then
>>>>  went broadband on half a meg., which was subsequently increased to 2,
>>>>  then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>>>  suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>
>>>  Is it uphill both ways?
>>>
>>>  What's with so many people being so cynical?
>>>
>>>  The world just keeps getting better and better except for all the
>>>  complaining.
>>
>>  Hm.  As I see it, computer hardware is just about the only part of the
>>  world that just keeps getting better.
>
>  Even sillier.
>
>  Wikipedia alone leaves what we had to use before that for dead.
>
>  Usenet leaves what we used before that for dead.

Wikipedia, really?  I'll grant that it has a lot more breadth than old
encylopedias, and that it's updated more quickly.  But I think it was

worth a lot to have articles written by people knowledable in their
fields and wouldn't be changed to reflect a minority point of view or as
some sort of joke.

-- Patrick

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 24 Feb 2013 18:00:59 GMT
View Forum Message <> Reply to Message

On 24 Feb 2013 16:05:51 GMT
jmfbahciv <See.above@aol.com> wrote:

> I don't want to go back and look at history; I want to pull the
> plug when the unwanted activity is happening.

That's just about feasible on a modem link doing a few kilobytes
per second, but not even remotely feasible on a multi-megabit broadband
connection. For that you really have to rely on firewalls to prevent
unwanted traffic and logging to detect when the firewall has failed to
prevent something. Another defensive technique is software that spots attack
patterns and slams the door on the attacker by injecting a custom firewall
rule just for them - this is commonly used to shut out people trying to
brute force a login via ssh.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 24 Feb 2013 18:10:11 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:

> "Josh" <jj@jklo.com> writes:
>
>> "Patrick Scheible" <kkt@zipcon.net> wrote in message
>> news:86obfcw8jt.fsf@chai.my.domain...
>>> Dan Espen <despen@verizon.net> writes:
>>>
>>>> driftwood <vg4cysss7001@sneakemail.com> writes:
>>>>

>>>> > On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >
>>>> > [snip]
>>>> >
>>>> >> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >> the progress.  It's the trivial use that such riches are wasted on.  I
>>>> >> guess if one in a hundred thousand people put the technology to *good*
>>>> >> use creating new and useful things in the world... or find answers to
>>>> >> serious problems like disease and food shortages... then it does
>>>> >> mitigate things somewhat.
>>>> >
>>>> > It seems that the majority of internet usage is for pornography
>>>> > and 'social networking',
>>>>
>>>>  Not here.
>>>>
>>>>  I work from home 100% of the time and put FIOS bandwidth to good use.
>>>>
>>>> > yet there are clamouring demands for faster connection speeds.
>>>>
>>>>  Really?
>>>>
>>>> > I first connected on dial-up in the early 90's, then
>>>> > went broadband on half a meg., which was subsequently increased to 2,
>>>> > then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>>> > suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>>
>>>>  Is it uphill both ways?
>>>>
>>>>  What's with so many people being so cynical?
>>>>
>>>>  The world just keeps getting better and better except for all the
>>>>  complaining.
>>>
>>>  Hm.  As I see it, computer hardware is just about the only part of the
>>>  world that just keeps getting better.
>>
>>  Even sillier.
>>
>>  Wikipedia alone leaves what we had to use before that for dead.
>>
>>  Usenet leaves what we used before that for dead.
>
>  Wikipedia, really?  I'll grant that it has a lot more breadth than old
>  encylopedias, and that it's updated more quickly.  But I think it was
>  worth a lot to have articles written by people knowledable in their
>  fields and wouldn't be changed to reflect a minority point of view or as
>  some sort of joke.

Seems to me Wikipedia gets updated by very knowledgeable people.
Perhaps even the people MOST knowledgeable.

Sure some idiot can sneak in and make a temporary update as a joke.
I don't think that has much of an impact, those updates are easily
reversed and then blocked.

--
Dan Espen

---

Subject: Re: New HD
Posted by D.J. on Sun, 24 Feb 2013 18:19:28 GMT
View Forum Message <> Reply to Message

On Sat, 23 Feb 2013 17:48:38 +0000, Andrew Swallow
<am.swallow@btinternet.com> wrote:
> On 23/02/2013 00:48, JimP. wrote:
>> On Tue, 19 Feb 2013 13:17:16 -0600, "Charles Richmond"
>> <numerist@aquaporin4.com> wrote:
>>> It was a revelation when I discovered that "Silver Bells" and "Rudolph the
>>> Red-Nosed Reindeer" were *not* "traditional Christmas songs"... but were
>>> written in the 1940's or so.
>>
>> I remember when those were introduced on local radio. Gene Autry
>> released it in 1949, someone else wrote it. I remember seeing him sing
>> it on some tv show about 1952.
>> .
>> JimP.
>>
>
> The secular songs came from the Jews deciding to join in on Christmas.

Yu, funny.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Sun, 24 Feb 2013 18:21:09 GMT

On 23 Feb 2013 15:48:03 GMT, jmfbahciv <See.above@aol.com> wrote:
> Peter Flass wrote:
>> On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>> In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>>> On 22 Feb 2013 13:08:37 GMT
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> > Andrew Swallow wrote:
>>>>
>>>> >> Have a device that connects using USB port. A supervisor program that
>>>> >> flashes a light on ever time a program runs should give a good
>>>> >> indication of what the computer is doing.
>>>> >
>>>> > I can get that just by listening to the clatter of the disk. I want
>>>>
>>>> You'll stop being able to do that once you get an SSD based
>>>> machine, no moving parts so no clatter. Heck even the spinning rust in my
>>>> file server is too quiet to hear unless I get really close to it.
>>>>
>>>> > all those lights which meant something on modems.
>>>>
>>>> The trouble is that on a typical broadband connection things move
>>>> far too fast for lights to be useful, even a flash per packet would be
>>>> hundreds to thousands per second. As for the CPU, the lights would be
>>>> flashing close to microwave frequencies.
>>>
>>> Another thing is that on modern computers, a lot of software is
>>> written to use an internet connection if it is available even if the user
>>> is not not directly interacting with that software. This, IIRC, is
>>> something that Barb is not entirely happy with - she would prefer if any
>>> software she uses uses any available betwork connection only at her
>>> explicit instruction; and she is not alone in that regard!
>>
>> She'd probably love something like what Vista does in other
>> circumstances: "Solitare is trying to access the internet. Allow/Deny."
>
> My game system is Vista. I still am unsure if the system is really
> shut down and can't be booted from an airwave hopping through the house.
>
> I no longer feel "safe" even if I've set all that hardware offline.
> Settings in this computing world today have a very strange way of
> changing out from underneath you.

If you are that concerned, unplug the power cord after you shut your
computer off. Nothing can turn it on then unless it is you plugging it
back in and powering it up.

..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Sun, 24 Feb 2013 18:24:37 GMT
View Forum Message <> Reply to Message

On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
wrote:
> Patrick Scheible <kkt@zipcon.net> writes:
>
>> "Josh" <jj@jklo.com> writes:
>>
>>> "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>> news:86obfcw8jt.fsf@chai.my.domain...
>>>> Dan Espen <despen@verizon.net> writes:
>>>>
>>>> > driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >
>>>> >> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>
>>>> >> [snip]
>>>> >>
>>>> >>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >>> the progress. It's the trivial use that such riches are wasted on. I
>>>> >>> guess if one in a hundred thousand people put the technology to *good*
>>>> >>> use creating new and useful things in the world... or find answers to
>>>> >>> serious problems like disease and food shortages... then it does
>>>> >>> mitigate things somewhat.
>>>> >>
>>>> >> It seems that the majority of internet usage is for pornography
>>>> >> and 'social networking',
>>>> >
>>>> > Not here.
>>>> >
>>>> > I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >
>>>> >> yet there are clamouring demands for faster connection speeds.
>>>> >
>>>> > Really?
>>>> >
>>>> >> I first connected on dial-up in the early 90's, then

>>>> >> went broadband on half a meg., which was subsequently increased to 2,
>>>> >> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>>> >> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>> >
>>>> > Is it uphill both ways?
>>>> >
>>>> > What's with so many people being so cynical?
>>>> >
>>>> > The world just keeps getting better and better except for all the
>>>> > complaining.
>>>>
>>>>  Hm.  As I see it, computer hardware is just about the only part of the
>>>>  world that just keeps getting better.
>>>
>>>  Even sillier.
>>>
>>>  Wikipedia alone leaves what we had to use before that for dead.
>>>
>>>  Usenet leaves what we used before that for dead.
>>
>>  Wikipedia, really?  I'll grant that it has a lot more breadth than old
>>  encylopedias, and that it's updated more quickly.  But I think it was
>>  worth a lot to have articles written by people knowledable in their
>>  fields and wouldn't be changed to reflect a minority point of view or as
>>  some sort of joke.
>
> Seems to me Wikipedia gets updated by very knowledgeable people.
> Perhaps even the people MOST knowledgeable.
>
> Sure some idiot can sneak in and make a temporary update as a joke.
> I don't think that has much of an impact, those updates are easily
> reversed and then blocked.

Wikipedia isn't accepted by the university in my area as a source,
they consider it unreliable.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Rod Speed on Sun, 24 Feb 2013 18:44:35 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D67A2C392CEB@ac815071.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D665B2E09B94@ac812488.ipt.aol.com...
>>> Peter Flass wrote:
>>>> On 2/22/2013 11:33 AM, Scott Lurndal wrote:
>>>> >
>>>> > The Burroughs B4800 had thousands of blinken-lighten, and smoked
>>>> > plexiglass panels to show them off. The key blinken-lighten
>>>> > used by customers and plant engineers were the channel activity
>>>> > indicators which would quickly give one a pretty good idea
>>>> > about system activity and load levels (as well as determining
>>>> > a borked system by absence of activity).
>>>>
>>>> Monitors like RMF took the place of blinkenlights, with things like
>>>> barcharts to show % busy for channels and CPUs.
>>>
>>> That takes lots of extra human brain processing. Watching lights
>>> is a lot easier and portrays a lot more information than anything
>>> reduced to numbers and pie charts.
>>
>> Bullshit.
>>
>>> %busy will not show the gaps of in/activity which can
>>> point to an aberration which will bite you in the most
>>> painful manner at exactly the wrong time.
>>
>> Which is why a graph leaves it for dead.
>>
>>> These gaps can last for a very short time and be
>>> regular or irregular; the eye/brain will catch it
>>> but nothing else can catch differing behaviour.
>>
>> More drivel. A graph of activity leaves it for dead and you
>> can go back over it as much as you like. You cant with lights.

> I don't want to go back and look at history;

More fool you. That’s the only way you can work out whether
it was someone trying to fuck over your system after you have
pulled the plug on the modem.

> I want to pull the plug when the unwanted activity is happening.

Nothing to stop you doing that and then looking at the history

to see if it really was someone trying to fuck over your system
when you inspect what the light activity was actually doing.

Leaves JUST lights for dead.

And a properly implemented system can pull the plug on
the modem itself, when you are stuck in your bed etc etc etc.

You don't seriously believe that Morten is glued to the front
of his modems with his hand on the power switch do you ?

There might just be a reason why he doesn't do it like that.

And don't try claiming that there arent any lights to look
at anymore, any decent current modem/router has just as
many lights as your dinosaur dialup modem.

More actually, normally one per channel and for the wifi too.

---

Subject: Re: New HD
Posted by Rod Speed on Sun, 24 Feb 2013 18:48:58 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D67A710428D0@ac815071.ipt.aol.com...
> Christian Brunschen wrote:
>> In article <PM0004D665DBB7AADB@ac812488.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Ahem A Rivet's Shot wrote:
>>>> On 22 Feb 2013 13:08:37 GMT
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> > Andrew Swallow wrote:
>>>>
>>>> > > Have a device that connects using USB port. A supervisor program
>>>> > > that
>>>> > > flashes a light on ever time a program runs should give a good
>>>> > > indication of what the computer is doing.
>>>> >
>>>> > I can get that just by listening to the clatter of the disk. I want
>>>>
>>>> You'll stop being able to do that once you get an SSD based
>>>> machine, no moving parts so no clatter. Heck even the spinning rust in
>>>> my
>>>> file server is too quiet to hear unless I get really close to it.
>>>>
>>>> > all those lights which meant something on modems.

>>>>
>>>>  The trouble is that on a typical broadband connection things move
>>>> far too fast for lights to be useful, even a flash per packet would be
>>>> hundreds to thousands per second. As for the CPU, the lights would be
>>>> flashing close to microwave frequencies.
>>>
>>> However, if I'm setting comtemplating my navel and the lights have
>>> settled
>>> down to the null job's flash-flash, I can tell if someone is sniffing
>>> by the sudden cacaphohy of light emissions which are lasting for too
>>> long.
>>
>> Actually, the only thing that one can tell by modem or router 'activity'
>> lights is that _something_ is happening -
>
> No, I can tell that something different is happening and it's not caused
> by any of my usage; I know what my light patterns are.
>
>> but exactly what, or why, is not
>> something that those lights can tell. So while you think you've
>> identified
>> 'sniffing', you may simply have detected and misidentified some
>> unexpected
>> (by you) but perfectly benign activity.
>
> I don't care what it is. It's safer to just turn off the piece of gear.
> If the light show happens again, then I'll start with an assumption that
> something changed on the other end of the wire. But in the cases I'm
> talking
> about, this wasn't true.
>
>>
>> This is why something that actually identifies the programs, ports, and
>> hosts involved, is going to be much more useful than a light that only
>> shows 'there is some activity going on'.
>
> But you can only do that after the mess has happened. You can't stop it
> before the CLOSE UUO has happened. No wonder there are security
> problems. Your technique is shutting the barn door after the horse
> has arrived in the next county.

Bullshit, its what you look at AFTER you have pulled the plug on the
modem after you have decided that your system is being attacked to
see if it really was in fact actually being attacked at all.

---

Subject: Re: New HD

Posted by Rod Speed on Sun, 24 Feb 2013 18:51:24 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D67A77694A05@ac815071.ipt.aol.com...
> Rod Speed wrote:
>> jmfbahciv <See.above@aol.com> wrote
>>> Rod Speed wrote
>>>> jmfbahciv <See.above@aol.com> wrote
>>>> > Morten Reistad wrote
>>>> >> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote
>>>> >>> jmfbahciv <See.above@aol.com> wrote
>>>> >>>> Bill Findlay wrote
>>
>>>> >>>>> It is true that more pedestrian minds than theirs turned a strong
>>>> >>>>> methodological recommendation into a dogma, and that in later
>>>> >>>>> years the SP trinity became rather unhelpfully dogmatic
>>>> >>>>> themselves.
>>>> >>>>> None of that takes away from their acheivement in making us think
>>>> >>>>> more deeply about what the relationship shoud be between the
>>>> >>>>> static text of a program and the dynamic unfolding of its
>>>> >>>>> execution.
>>
>>>> >>>> It was that dogma which caused the insanity. Profs, and some
>>>> >>>> programmers, got rabid about no gotos. You can't do any OS
>>>> >>>> work without the machine's equivalent of goto.
>>
>>>> >>> If you mean jump/branch intructions, then you can't do ANY work with
>>>> >>> them.
>>
>>>> >>>That is entirely beside the point. SP is about HOW the jump/branch
>>>> >>>intructions are used, not WHETHER they should be used - of course
>>>> >>>they
>>>> >>>must.
>>
>>>> >> At the assembly/binary level there are lots of JMPs, JRST etc
>>>> >> (whatever
>>>> >> the architecture calls them.)
>>
>>>> >> The point is rather what abstractions are useful in higher level
>>>> >> languages.
>>
>>>> >> I will counter the view about needing goto's in the OS. Yes, there
>>>> >> will
>>>> >> be oodles of loops, selects with break/continues, throw/catch and
>>>> >> even dispatch tables.
>>
>>>> >> This is about the abstractions, not about the implementation.
>>

>>>> > Now try to tell that to a rabid customer or supervisor who insists
>>>> > that
>>>> > there shalt not be any gotos.
>>
>>>>  Have fun listing even a single example of either with an OS.
>>
>>>  And once again, you and Scott will ignore my experience.
>>
>>  You have NO experience with the use of GOTOs IN HIGH LEVEL
>>  LANGUAGES WITH OSs. None, zero, nada, not a shred.
>>
>>  NO ONE has ever insisted that there can never be any jumps
>>  at all in the OS code.
>>
>>>  ergo, fuck off the both of you.  I'm not going to try
>>>  to explain to ears which have been closed off.
>>
>>  You're the one silly enough to be claiming that
>>  anything other than GOTOs in HIGH LEVEL CODE,
>>  was even being discussed.
>>
>>  That’s what Morten is saying there and you haven't even noticed.

>  I know what Morten has been talking about.

Pigs arse you do, he's just too polite to tell you that.

>  You seem to have forgotten that this [you're too stupid] sub-thread
>  got started when I mentioned the era of gotoless insanity.

Corse I haven't forgotten that.

>  So you must be claiming that this never existed.

Completely off with the fucking fairys, as always.

---

Subject: Re: New HD
Posted by Josh on Sun, 24 Feb 2013 18:58:15 GMT
View Forum Message <> Reply to Message

"JimP." <pongbill127@cableone.net> wrote in message
news:1mmki81i5injrdvgri63qljnveire0pbnb@4ax.com...
>  On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>  wrote:
>> Patrick Scheible <kkt@zipcon.net> writes:
>>
>>>  "Josh" <jj@jklo.com> writes:

>>>
>>>>  "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>>>  news:86obfcw8jt.fsf@chai.my.domain...
>>>> > Dan Espen <despen@verizon.net> writes:
>>>> >
>>>> >> driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >>
>>>> >>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>>
>>>> >>> [snip]
>>>> >>>
>>>> >>>> So yes, in this sense, progress makes me angry... but it's *not*
>>>> >>>> just
>>>> >>>> the progress.  It's the trivial use that such riches are wasted on.
>>>> >>>> I
>>>> >>>> guess if one in a hundred thousand people put the technology to
>>>> >>>> *good*
>>>> >>>> use creating new and useful things in the world... or find answers
>>>> >>>> to
>>>> >>>> serious problems like disease and food shortages... then it does
>>>> >>>> mitigate things somewhat.
>>>> >>>
>>>> >>> It seems that the majority of internet usage is for pornography
>>>> >>> and 'social networking',
>>>> >>
>>>> >> Not here.
>>>> >>
>>>> >> I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >>
>>>> >>> yet there are clamouring demands for faster connection speeds.
>>>> >>
>>>> >> Really?
>>>> >>
>>>> >>> I first connected on dial-up in the early 90's, then
>>>> >>> went broadband on half a meg., which was subsequently increased to
>>>> >>> 2,
>>>> >>> then 8 meg. D/L. We learnt how to minimise consumption by, for
>>>> >>> example,
>>>> >>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg.
>>>> >>> D/L.
>>>> >>
>>>> >> Is it uphill both ways?
>>>> >>
>>>> >> What's with so many people being so cynical?
>>>> >>
>>>> >> The world just keeps getting better and better except for all the
>>>> >> complaining.
>>>> >

>>>> > Hm.  As I see it, computer hardware is just about the only part of the
>>>> > world that just keeps getting better.
>>>>
>>>>  Even sillier.
>>>>
>>>>  Wikipedia alone leaves what we had to use before that for dead.
>>>>
>>>>  Usenet leaves what we used before that for dead.
>>>
>>>  Wikipedia, really?  I'll grant that it has a lot more breadth than old
>>>  encylopedias, and that it's updated more quickly.  But I think it was
>>>  worth a lot to have articles written by people knowledable in their
>>>  fields and wouldn't be changed to reflect a minority point of view or as
>>>  some sort of joke.
>>
>> Seems to me Wikipedia gets updated by very knowledgeable people.
>> Perhaps even the people MOST knowledgeable.
>>
>> Sure some idiot can sneak in and make a temporary update as a joke.
>> I don't think that has much of an impact, those updates are easily
>> reversed and then blocked.
>
>  Wikipedia isn't accepted by the university in my area as a source,
>  they consider it unreliable.

Sure, but it still leaves the old encyclopedias for dead on immediacy
of updates alone. When the shit does hit the fan like with Oscar
Pistorius or that scandinavian fool that shot heaps of people on that
island, its by far the best source on the facts as they become available.

It leaves encyclopedias for dead on technology alone too.

---

Subject: Re: New HD
Posted by Josh on Sun, 24 Feb 2013 19:01:18 GMT
View Forum Message <> Reply to Message

"Patrick Scheible" <kkt@zipcon.net> wrote in message
news:86hal1k4we.fsf@chai.my.domain...
>  "Josh" <jj@jklo.com> writes:
>
>>  "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>  news:86obfcw8jt.fsf@chai.my.domain...
>>>  Dan Espen <despen@verizon.net> writes:
>>>
>>>>  driftwood <vg4cysss7001@sneakemail.com> writes:
>>>>
>>>> > On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:

>>>> >
>>>> > [snip]
>>>> >
>>>> >> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >> the progress.  It's the trivial use that such riches are wasted on.
>>>> >> I
>>>> >> guess if one in a hundred thousand people put the technology to
>>>> >> *good*
>>>> >> use creating new and useful things in the world... or find answers to
>>>> >> serious problems like disease and food shortages... then it does
>>>> >> mitigate things somewhat.
>>>> >
>>>> > It seems that the majority of internet usage is for pornography
>>>> > and 'social networking',
>>>>
>>>>  Not here.
>>>>
>>>>  I work from home 100% of the time and put FIOS bandwidth to good use.
>>>>
>>>> > yet there are clamouring demands for faster connection speeds.
>>>>
>>>>  Really?
>>>>
>>>> > I first connected on dial-up in the early 90's, then
>>>> > went broadband on half a meg., which was subsequently increased to 2,
>>>> > then 8 meg. D/L. We learnt how to minimise consumption by, for
>>>> > example,
>>>> > suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>>
>>>>  Is it uphill both ways?
>>>>
>>>>  What's with so many people being so cynical?
>>>>
>>>>  The world just keeps getting better and better except for all the
>>>>  complaining.
>>>
>>>  Hm.  As I see it, computer hardware is just about the only part of the
>>>  world that just keeps getting better.
>>
>>  Even sillier.
>>
>>  Wikipedia alone leaves what we had to use before that for dead.
>>
>>  Usenet leaves what we used before that for dead.

>  Wikipedia, really?  I'll grant that it has a lot more breadth
>  than old encylopedias, and that it's updated more quickly.

So on those two aspects alone there has been significant improvement.

But I think it was
> worth a lot to have articles written by people knowledable in their
> fields

That is what happens with wikipedia.

and wouldn't be changed to reflect a minority point of view or as
> some sort of joke.

Those never last long. Try doing one and watch how long it lasts.

---

Subject: Re: New HD
Posted by GreyMaus[1] on Sun, 24 Feb 2013 19:15:23 GMT
View Forum Message <> Reply to Message

On 2013-02-24, JimP <pongbill127@cableone.net> wrote:
> On 23 Feb 2013 15:48:03 GMT, jmfbahciv <See.above@aol.com> wrote:
>> Peter Flass wrote:
>>> On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>>> In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>> She'd probably love something like what Vista does in other
>>> circumstances: "Solitare is trying to access the internet. Allow/Deny."
>>
>> My game system is Vista. I still am unsure if the system is really
>> shut down and can't be booted from an airwave hopping through the house.
>>
>> I no longer feel "safe" even if I've set all that hardware offline.
>> Settings in this computing world today have a very strange way of
>> changing out from underneath you.
>
> If you are that concerned, unplug the power cord after you shut your
> computer off. Nothing can turn it on then unless it is you plugging it
> back in and powering it up.
> .

I notice that after downloading with bittorrent, I `shutdown -h now', the
ethernet connection to the router continues to flicker until I unplug
the computer. ('seed' packets trying to get through? or looked for?)

--
maus
.
.

....

Subject: Re: New HD
Posted by Morten Reistad on Sun, 24 Feb 2013 19:22:05 GMT
View Forum Message <> Reply to Message

In article <aov5cmFhknbU1@mid.individual.net>,
Rod Speed <rod.speed.aaa@gmail.com> wrote:
>

>>> More drivel. A graph of activity leaves it for dead and you
>>> can go back over it as much as you like. You cant with lights.
>
>> I don't want to go back and look at history;
>
> More fool you. That’s the only way you can work out whether
> it was someone trying to fuck over your system after you have
> pulled the plug on the modem.
>
>> I want to pull the plug when the unwanted activity is happening.
>
> Nothing to stop you doing that and then looking at the history
> to see if it really was someone trying to fuck over your system
> when you inspect what the light activity was actually doing.
>
> Leaves JUST lights for dead.
>
> And a properly implemented system can pull the plug on
> the modem itself, when you are stuck in your bed etc etc etc.
>
> You don’t seriously believe that Morten is glued to the front
> of his modems with his hand on the power switch do you ?

Actually, in the systems placed in hosting centers, there
ARE no modems. Lights out. I cannot even go to half the servers
even if I wanted to. (streamlined hosting deliveries).

So, I run some daemons and cron jobs to analyse logs, and some
config files also invoke such sccripts on erronous login or
call attempts. On N failures without intevening success I
send the ip address to the bit bucket for M seconds. N is
on the order of 10 and M is on the order of 500000.

All automated. I get reports weekly about the status.
If some address is persistent I include it in permanent bitbucket.

I also have scripts that send half-automated mails to the
abuse@isp for the addresses involved. About 1/3rd of these
actually respond in a timely and professional fashion.

Here is where it gets interesting; I now have 33 prefixes,
out of the ca 450 000 of the entire internet, that are in
the "permanent bitbucket" list. I filter these on every
server I administer.

It is frankly amazing how concentrated the bad/ugly attacks are.

> There might just be a reason why he doesn't do it like that.
>
> And don't try claiming that there arent any lights to look
> at anymore, any decent current modem/router has just as
> many lights as your dinosaur dialup modem.
>
> More actually, normally one per channel and for the wifi too.

The servers in question are even in different countries, 2/3rds
of them. And they serve several tens of thousand of regular users,
and millions of casual visitors.

-- mrr

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Sun, 24 Feb 2013 19:55:36 GMT
View Forum Message <> Reply to Message

On 24 Feb 2013 19:15:23 GMT
greymaus <maus@mail.com> wrote:

> I notice that after downloading with bittorrent, I `shutdown -h now', the
> ethernet connection to the router continues to flicker until I unplug
> the computer. ('seed' packets trying to get through? or looked for?)

With bittorrent there will be other machines making connections to
yours (or trying to) in order to download from you, this is liable to
continue for some time after your client informs the trackers that it's
shutting down.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 24 Feb 2013 21:07:40 GMT
View Forum Message <> Reply to Message

On 2/24/2013 1:24 PM, JimP. wrote:
> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
> wrote:
>> Patrick Scheible <kkt@zipcon.net> writes:
>>
>>> "Josh" <jj@jklo.com> writes:
>>>
>>>> "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>>> news:86obfcw8jt.fsf@chai.my.domain...
>>>> > Dan Espen <despen@verizon.net> writes:
>>>> >
>>>> >> driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >>
>>>> >>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>>
>>>> >>> [snip]
>>>> >>>
>>>> >>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >>>> the progress. It's the trivial use that such riches are wasted on. I
>>>> >>>> guess if one in a hundred thousand people put the technology to *good*
>>>> >>>> use creating new and useful things in the world... or find answers to
>>>> >>>> serious problems like disease and food shortages... then it does
>>>> >>>> mitigate things somewhat.
>>>> >>>
>>>> >>> It seems that the majority of internet usage is for pornography
>>>> >>> and 'social networking',
>>>> >>
>>>> >> Not here.
>>>> >>
>>>> >> I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >>
>>>> >>> yet there are clamouring demands for faster connection speeds.
>>>> >>
>>>> >> Really?
>>>> >>
>>>> >>> I first connected on dial-up in the early 90's, then
>>>> >>> went broadband on half a meg., which was subsequently increased to 2,
>>>> >>> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>>> >>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>> >>
>>>> >> Is it uphill both ways?
>>>> >>
>>>> >> What's with so many people being so cynical?
>>>> >>
>>>> >> The world just keeps getting better and better except for all the

>>>> >> complaining.
>>>> >
>>>> > Hm.  As I see it, computer hardware is just about the only part of the
>>>> > world that just keeps getting better.
>>>>
>>>>  Even sillier.
>>>>
>>>>  Wikipedia alone leaves what we had to use before that for dead.
>>>>
>>>>  Usenet leaves what we used before that for dead.
>>>
>>>  Wikipedia, really?  I'll grant that it has a lot more breadth than old
>>>  encylopedias, and that it's updated more quickly.  But I think it was
>>>  worth a lot to have articles written by people knowledable in their
>>>  fields and wouldn't be changed to reflect a minority point of view or as
>>>  some sort of joke.
>>
>>  Seems to me Wikipedia gets updated by very knowledgeable people.
>>  Perhaps even the people MOST knowledgeable.
>>
>>  Sure some idiot can sneak in and make a temporary update as a joke.
>>  I don't think that has much of an impact, those updates are easily
>>  reversed and then blocked.
>
>  Wikipedia isn't accepted by the university in my area as a source,
>  they consider it unreliable.
>

No high school, and certainly no university would accept any
encyclopedia as a source.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Sun, 24 Feb 2013 21:09:02 GMT
View Forum Message <> Reply to Message

On 2/24/2013 2:15 PM, greymaus wrote:
>  On 2013-02-24, JimP <pongbill127@cableone.net> wrote:
>>  On 23 Feb 2013 15:48:03 GMT, jmfbahciv <See.above@aol.com> wrote:
>>>  Peter Flass wrote:
>>>>  On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>>> > In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>>> > Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
>>>>  She'd probably love something like what Vista does in other

>>>>  circumstances: "Solitare is trying to access the internet.  Allow/Deny."
>>>
>>>  My game system is Vista.  I still am unsure if the system is really
>>>  shut down and can't be booted from an airwave hopping through the house.
>>>
>>>  I no longer feel "safe" even if I've set all that hardware offline.
>>>  Settings in this computing world today have a very strange way of
>>>  changing out from underneath you.
>>
>>  If you are that concerned, unplug the power cord after you shut your
>>  computer off. Nothing can turn it on then unless it is you plugging it
>>  back in and powering it up.
>>  .
>
>  I notice that after downloading with bittorrent, I `shutdown -h now', the
>  ethernet connection to the router continues to flicker until I unplug
>  the computer. ('seed' packets trying to get through? or looked for?)
>

DNS?

--
Pete

---

Subject: Re: New HD
Posted by Andrew Swallow on Sun, 24 Feb 2013 21:14:46 GMT
View Forum Message <> Reply to Message

On 24/02/2013 16:06, jmfbahciv wrote:
>  Andrew Swallow wrote:
>>  On 23/02/2013 15:31, Walter Bushell wrote:
>>>  In article <kg91gv$nn7$2@dont-email.me>,
>>>     Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>>
>>>>  On 2/22/2013 4:42 PM, Andrew Swallow wrote:
>>>> > On 22/02/2013 14:41, Bill Findlay wrote:
>>>> >> On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter
>  Flass"
>>>> >> <Peter_Flass@Yahoo.com> wrote:
>>>> >>
>>>> >>> On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>>> >>>>
>>>> >>>>
>>>> >>>>
>>>> >>>> On 21/02/2013 22:46, in article
>>>> >>>> 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,

>>>> >>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>>
>>>> >>>>> On 21/02/2013 19:32, Bill Findlay wrote:
>>>> >>>>>> On 21/02/2013 16:52, in article
>>>> >>>>>> JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> >>>>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>>>>
>>>> >>>>>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >>>>>>>>  at 01:32 PM, "Charles Richmond" <numerist@aquaporin4.com>
>>>> >>>>>>>> said:
>>>> >>>>>>>>
>>>> >>>>>>>>> Shmuel, of course you and I know how to use GOTO
>>>> >>>>>>>>> appropriately... but
>>>> >>>>>>>>> is it safe for the "unwashed masses"???  ;-)
>>>> >>>>>>>>
>>>> >>>>>>>> Is assignment? Is IF/THEN/ELSE?
>>>> >>>>>>>>
>>>> >>>>>>>> If you've ever had to debug someone's GOTO-free spaghetti code,
>>>> >>>>>>>> you'd
>>>> >>>>>>>> understand that every tool not only can but will be misused.
>>>> >>>>>>>>
>>>> >>>>>>>
>>>> >>>>>>> With a GOTO you know where you are and since it is labelled where
>>>> >>>>>>> you
>>>> >>>>>>> are going to.
>>>> >>>>>>
>>>> >>>>>> Only for the very simplest uses of GOTO.  You fail to consider
>>>> >>>>>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ...,
>>>> >>>>>> switches,
>>>> >>>>>> label variables, label parameters, ...
>>>> >>>>>>
>>>> >>>>>
>>>> >>>>> The destinations are still labelled.
>>>> >>>>
>>>> >>>> But you don't know which one of them the GOTO will reach unless you
>>>> >>>> can work
>>>> >>>> out which of them is dynamically designated by the label value to be
>>>> >>>> used.
>>>> >>>>
>>>> >>>
>>>> >>> If you're talking "proof of correctness it's a problem.  If you're
>>>> >>> talking debugging it's easy to have a character string version of the
>>>> >>> label set at the same time a the alter, and maybe a character string
>>>> >>> representation of the alter statement.  If you really had a problem you
>>>> >>> could build in a small trace table.
>>>> >>
>>>> >> What I am asserting is that GOTO makes control flow non-transparent.

> Any
>>>> >> use of the language features I listed only makes matters worse.
>>>> >> Resorting
>>>> >> to the debugging measures such as those you list would be an admission
> of
>>>> >> failure to organise control flow properly (i.e. clearly), so far as I am
>>>> >> concerned.
>>>> >>
>>>> >> SP done properly makes that kind of problem simply go away.
>>>> >> The control flow is manifest in the static text.
>>>> >> Debugging of control flow, per se, is hardly ever necessary.
>>>> >> I get lots of other things wrong in my code, at first attempt.
>>>> >> But control flow? Hardly ever.
>>>> >>
>>>> >> (It is one disadvantage of OOP that it somewhat undermines this simple
>>>> >> and
>>>> >> very valuable static/dynamic coreespondence.)
>>>> >>
>>>> >
>>>> > The structured programming replacement for the computed GOTO is the
>>>> > nested IF. After 5 or 6 levels it is unreadable.
>>>> >
>>>>
>>>> You're good - after about three levels it's unreadable. At that point
>>>> you factor out the logic into a subroutine. If your IF statement is
>>>> more than about 50 lines it's too big.
>>>
>>> Then you have the problem of a routine called once with 50 or 60
>>> parameters, (or arguments if your doing Klingon style programming).
>>>
>> Too many parameters, they interact in N! ways. Rewrite using 5 or 6
>> subroutines with about 10 parameters.
>
> <GRIN> And when you have a hundred monkeys typing how many do you think
> you would need? Timesharing OSes have to deal with that kind of thing.
>
> /BAH
>

Time-sharing may have deal with 60 users but not 60 parameters.

Andrew Swallow

---

Subject: Re: New HD
Posted by Andrew Swallow on Sun, 24 Feb 2013 21:19:42 GMT
View Forum Message <> Reply to Message

On 24/02/2013 16:06, jmfbahciv wrote:
> Dan Espen wrote:
>> Andrew Swallow <am.swallow@btinternet.com> writes:
>>
>>> Although if you keep your subroutines down to a single page
>>> (60 lines) you do not need structured programming.
>>
>> The first time I heard people advocating for keeping routines
>> around 60 lines, was as part of SP rules.
>>
> The 60-line rule was so each subroutine would fit on one line
> printer listing and not have a second page with a widow. Part
> of our editing the monitor sources was to insert F/Fs when
> appropriate. And we didn't have to ask a developer what was
> appropriate. Part of Tape Prep training was to know when
> to insert an un-asked-for F/F.
>
> /BAH
>

What you were doing makes the program look nice. Block structured languages you could not read if the subroutines were more than 2 pages long. Drawing the pencil lines between the Begin and the End statements was too hard. Where as 6 or 7 page programs in Fortran and Assembler were fairly easy to read.

Andrew Swallow

---

Subject: Re: New HD
Posted by Rod Speed on Sun, 24 Feb 2013 21:23:54 GMT
View Forum Message <> Reply to Message

Morten Reistad <first@last.name> wrote
> Rod Speed <rod.speed.aaa@gmail.com> wrote

>>>> More drivel. A graph of activity leaves it for dead and you
>>>> can go back over it as much as you like. You cant with lights.

>>> I don't want to go back and look at history;

>> More fool you. That's the only way you can work
>> out whether it was someone trying to fuck over your
>> system after you have pulled the plug on the modem.

>>> I want to pull the plug when the unwanted activity is happening.

>> Nothing to stop you doing that and then looking at the history

>> to see if it really was someone trying to fuck over your system
>> when you inspect what the light activity was actually doing.

>> Leaves JUST lights for dead.

>> And a properly implemented system can pull the plug on
>> the modem itself, when you are stuck in your bed etc etc etc.

>> You don't seriously believe that Morten is glued to the front
>> of his modems with his hand on the power switch do you ?

> Actually, in the systems placed in hosting
> centers, there ARE no modems. Lights out.

Yeah, that’s what I meant.

> I cannot even go to half the servers even if
> I wanted to. (streamlined hosting deliveries).

Yep.

> So, I run some daemons and cron jobs to analyse logs, and
> some config files also invoke such sccripts on erronous login
> or call attempts. On N failures without intevening success I
> send the ip address to the bit bucket for M seconds. N is
> on the order of 10 and M is on the order of 500000.

> All automated. I get reports weekly about the status.
> If some address is persistent I include it in permanent bitbucket.

Yep, leaves the lights for dead.

> I also have scripts that send half-automated mails to the
> abuse@isp for the addresses involved. About 1/3rd of these
> actually respond in a timely and professional fashion.

> Here is where it gets interesting; I now have 33 prefixes,
> out of the ca 450 000 of the entire internet, that are in
> the "permanent bitbucket" list. I filter these on every
> server I administer.

> It is frankly amazing how concentrated the bad/ugly attacks are.

It doesn’t amaze me, its so easy to do.

>> There might just be a reason why he doesn't do it like that.

>> And don't try claiming that there arent any lights to look

>> at anymore, any decent current modem/router has just as
>> many lights as your dinosaur dialup modem.

>> More actually, normally one per channel and for the wifi too.

> The servers in question are even in different countries, 2/3rds
> of them. And they serve several tens of thousand of regular users,
> and millions of casual visitors.

Sure, but that last was about a personal system like hers.

---

Subject: Re: New HD
Posted by Dave Garland on Sun, 24 Feb 2013 21:45:42 GMT
View Forum Message <> Reply to Message

On 2/24/2013 12:24 PM, JimP. wrote:

> Wikipedia isn't accepted by the university in my area as a source,
> they consider it unreliable.
> .

Whether reliable or unreliable, it's not intended to be a primary source, which is what a university would want. In fact, it goes out of its way to NOT be a primary source, which is why it wants citation links for the facts. Look in wikipedia, note the sources it cites, and go to those.

IMHO it's usually decent (not perfect) for most info. Certainly the most convenient. Often the best single source for material that's updated to the minute. Issues that are controversial are the ones that tend to be the worst, because those are magnets for people with an ax to grind.

---

Subject: Re: New HD
Posted by Dave Garland on Sun, 24 Feb 2013 21:47:39 GMT
View Forum Message <> Reply to Message

On 2/24/2013 10:05 AM, jmfbahciv wrote:

> Some of our customers had very strange ideas. The people they sent
> to DECUS could be really weird.
>

Oh come on, Barb, we want to hear those stories.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Feb 2013 22:17:39 GMT
View Forum Message <> Reply to Message

In <icip5ko1jq.fsf@home.home>, on 02/22/2013
at 09:39 AM, Dan Espen <despen@verizon.net> said:

> The world just keeps getting better and better except for all the
> complaining.

Actually, some things get better and other things get worse. Some just
go in circles.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Feb 2013 22:19:48 GMT
View Forum Message <> Reply to Message

In <CD4D3401.263B4%yaldnif.w@blueyonder.co.uk>, on 02/22/2013
at 02:41 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:

> What I am asserting is that GOTO makes control flow non-transparent.

As does pretty much any language feature. Transparency takes work,
regardless of language.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sun, 24 Feb 2013 22:31:43 GMT
View Forum Message <> Reply to Message

On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>

wrote:

[snip]

> Sure some idiot can sneak in and make a temporary update as a joke.
> I don't think that has much of an impact, those updates are easily
> reversed and then blocked.

They are not always so temporary if this is correct:
http://en.wikipedia.org/wiki/Wikipedia:List_of_hoaxes_on_Wik ipedia
The longest listed is just over eight years with many listed as having
lasted for years.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 24 Feb 2013 22:38:43 GMT
View Forum Message <> Reply to Message

JimP. <pongbill127@cableone.net> writes:

> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
> wrote:
>> Patrick Scheible <kkt@zipcon.net> writes:
>>
>>> "Josh" <jj@jklo.com> writes:
>>>
>>>> "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>>> news:86obfcw8jt.fsf@chai.my.domain...
>>>> > Dan Espen <despen@verizon.net> writes:
>>>> >
>>>> >> driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >>
>>>> >>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>>
>>>> >>> [snip]
>>>> >>>
>>>> >>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >>>> the progress. It's the trivial use that such riches are wasted on. I
>>>> >>>> guess if one in a hundred thousand people put the technology to *good*
>>>> >>>> use creating new and useful things in the world... or find answers to
>>>> >>>> serious problems like disease and food shortages... then it does
>>>> >>>> mitigate things somewhat.
>>>> >>>
>>>> >>> It seems that the majority of internet usage is for pornography

>>>> >>> and 'social networking',
>>>> >>
>>>> >> Not here.
>>>> >>
>>>> >> I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >>
>>>> >>> yet there are clamouring demands for faster connection speeds.
>>>> >>
>>>> >> Really?
>>>> >>
>>>> >>> I first connected on dial-up in the early 90's, then
>>>> >>> went broadband on half a meg., which was subsequently increased to 2,
>>>> >>> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>>> >>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>> >>
>>>> >> Is it uphill both ways?
>>>> >>
>>>> >> What's with so many people being so cynical?
>>>> >>
>>>> >> The world just keeps getting better and better except for all the
>>>> >> complaining.
>>>> >
>>>> > Hm.  As I see it, computer hardware is just about the only part of the
>>>> > world that just keeps getting better.
>>>>
>>>>  Even sillier.
>>>>
>>>>  Wikipedia alone leaves what we had to use before that for dead.
>>>>
>>>>  Usenet leaves what we used before that for dead.
>>>
>>>  Wikipedia, really?  I'll grant that it has a lot more breadth than old
>>>  encylopedias, and that it's updated more quickly.  But I think it was
>>>  worth a lot to have articles written by people knowledable in their
>>>  fields and wouldn't be changed to reflect a minority point of view or as
>>>  some sort of joke.
>>
>> Seems to me Wikipedia gets updated by very knowledgeable people.
>> Perhaps even the people MOST knowledgeable.
>>
>> Sure some idiot can sneak in and make a temporary update as a joke.
>> I don't think that has much of an impact, those updates are easily
>> reversed and then blocked.
>
>  Wikipedia isn't accepted by the university in my area as a source,
>  they consider it unreliable.

Seems to me they should reject it because it's not a primary source.

For the same reason they should reject an encyclopedia.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 24 Feb 2013 22:42:29 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On 24 Feb 2013 16:05:51 GMT
> jmfbahciv <See.above@aol.com> wrote:
>
>> I don't want to go back and look at history; I want to pull the
>> plug when the unwanted activity is happening.
>
> That's just about feasible on a modem link doing a few kilobytes
> per second, but not even remotely feasible on a multi-megabit broadband
> connection. For that you really have to rely on firewalls to prevent
> unwanted traffic and logging to detect when the firewall has failed to
> prevent something. Another defensive technique is software that spots attack
> patterns and slams the door on the attacker by injecting a custom firewall
> rule just for them - this is commonly used to shut out people trying to
> brute force a login via ssh.

Feasible has nothing to do with it.

She looks at the lights and sees danger.

--
Dan Espen

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Feb 2013 22:45:07 GMT
View Forum Message <> Reply to Message

In <al8kv9-cvj.ln1@wair.reistad.name>, on 02/22/2013
at 02:32 PM, Morten Reistad <first@last.name> said:

> The downfall of Tops20 was that it wasn't written in a high(er) level
> language,

For which systems did DEC use BLISS?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Feb 2013 22:51:39 GMT
View Forum Message <> Reply to Message

In <86obfcw8jt.fsf@chai.my.domain>, on 02/22/2013
  at 09:41 AM, Patrick Scheible <kkt@zipcon.net> said:

> Hm.  As I see it, computer hardware is just about the only part of
> the world that just keeps getting better.

Some gets better, some gets worse. Meanwhile, new algorithms like FFT
have speeded up computation, and new technologies, e.g., nonlinear
optics, have brought great improvements unrelated to computers.

In medicine there are new diagnostic tools and less invasive surgical
procedures.

On balance, I'd just as soon not go back to the "good old days".

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Sun, 24 Feb 2013 22:53:29 GMT
View Forum Message <> Reply to Message

Gene Wirchenko <genew@telus.net> writes:

>  On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>  wrote:
>
>  [snip]

>
>> Sure some idiot can sneak in and make a temporary update as a joke.
>> I don't think that has much of an impact, those updates are easily
>> reversed and then blocked.
>
>  They are not always so temporary if this is correct:
>  http://en.wikipedia.org/wiki/Wikipedia:List_of_hoaxes_on_Wik ipedia
> The longest listed is just over eight years with many listed as having
> lasted for years.

Interesting. Almost all of them are fictitious articles.

If you make up a name "Slow Blind Driveway" and claim he's a blues musician,
how is anyone going to even find the entry?

After all, they aren't going to be searching for "slow blind driveway"
or a lot of the other things that might be listed on the page. I can
see how that could go unnoticed for quite a while. The trick to
succeeding would be to keep people off the page.

Sort of makes the "problem" imaginary too.

--
Dan Espen

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Feb 2013 23:05:44 GMT
View Forum Message <> Reply to Message

In <kg8mb2$u5o$1@dont-email.me>, on 02/22/2013
at 04:08 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> I had some old IBM code I was trying to port and it was an
> absolute mess of GOTOs.

IEFZGST1 and IEFZGST2 come to mind. A lot of the early OS/360 code was
ghastly, and the problems weren't limited to spaghetti code.

> Various places in the code would set switches

Unstructured use of switches can obscure things quite nicely without
any need to bring in GOTO.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the

right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Feb 2013 23:11:19 GMT
View Forum Message <> Reply to Message

In <kg913e$k9m$2@dont-email.me>, on 02/22/2013
  at 07:12 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> Once the memory is in use there is no mechanism for freeing any of
> it.

That's true in general, but the issue in dispute is programs whose
memory use depends on the available memory, and those are bog common
in the mainframe world.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Feb 2013 23:12:56 GMT
View Forum Message <> Reply to Message

In <kg91dd$nn7$1@dont-email.me>, on 02/22/2013
  at 07:18 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> I want to get it out of assembler.  It's not structured enough for
> macros to be of any use.

The old "Concept 101" macros did an adequate job. In what way are they
not structured enough?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not

reply to spamtrap@library.lspace.org

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 25 Feb 2013 01:18:04 GMT
View Forum Message <> Reply to Message

In article <1mmki81i5injrdvgri63qljnveire0pbnb@4ax.com>,
pongbill127@cableone.net (JimP.) writes:

> Wikipedia isn't accepted by the university in my area as a source,
> they consider it unreliable.

There's even a T-shirt:

http://tcritic.com/archives/wikipedia-is-accurate-citation-n eeded-t-shirt/

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

Subject: Re: New HD
Posted by Josh on Mon, 25 Feb 2013 02:34:53 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:ic1uc51fyu.fsf@home.home...
> Gene Wirchenko <genew@telus.net> writes:
>
>> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>> wrote:
>>
>> [snip]
>>
>>> Sure some idiot can sneak in and make a temporary update as a joke.
>>> I don't think that has much of an impact, those updates are easily
>>> reversed and then blocked.
>>
>> They are not always so temporary if this is correct:
>> http://en.wikipedia.org/wiki/Wikipedia:List_of_hoaxes_on_Wik ipedia
>> The longest listed is just over eight years with many listed as having
>> lasted for years.
>
> Interesting. Almost all of them are fictitious articles.

>
> If you make up a name "Slow Blind Driveway" and claim he's a blues
> musician,
> how is anyone going to even find the entry?

By using google to get there.

I do that most of the time because the google search leaves
the wikipedia search for dead.

> After all, they aren't going to be searching for "slow blind driveway"
> or a lot of the other things that might be listed on the page. I can
> see how that could go unnoticed for quite a while. The trick to
> succeeding would be to keep people off the page.
>
> Sort of makes the "problem" imaginary too.

It’s a real problem, but doesn't take away from the
fact that wikipedia leaves for dead what we had to
use before it showed up on updateability and being
up to date alone.

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 25 Feb 2013 03:34:07 GMT
View Forum Message <> Reply to Message

"Josh" <jj@jklo.com> writes:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:ic1uc51fyu.fsf@home.home...
>> Gene Wirchenko <genew@telus.net> writes:
>>
>>> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>>> wrote:
>>>
>>> [snip]
>>>
>>>> Sure some idiot can sneak in and make a temporary update as a joke.
>>>> I don't think that has much of an impact, those updates are easily
>>>> reversed and then blocked.
>>>
>>> They are not always so temporary if this is correct:
>>> http://en.wikipedia.org/wiki/Wikipedia:List_of_hoaxes_on_Wik ipedia
>>> The longest listed is just over eight years with many listed as having
>>> lasted for years.
>>
>> Interesting. Almost all of them are fictitious articles.

>>
>> If you make up a name "Slow Blind Driveway" and claim he's a blues
>> musician,
>> how is anyone going to even find the entry?
>
> By using google to get there.

Why would you search for "slow blind driveway".

If you did a search for "blues musician", google MIGHT
return it but it's going to be way down in the results.

> I do that most of the time because the google search leaves
> the wikipedia search for dead.

I find Wikipedia search to be okay, if I'm searching for
a Wikipedia article.

--
Dan Espen

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 03:58:07 GMT
View Forum Message <> Reply to Message

In <CD4DDDD6.26468%yaldnif.w@blueyonder.co.uk>, on 02/23/2013
at 02:45 AM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:

> That is formally equivalent to writing in a special-purpose
> interpreted language, with the table index being the instruction
> address. OK for small problems, but likely to reincarnate the
> spaghetti issue for larger problems.

As with any control structure, you have to carve the bird at the
joints. Decision tables can be perfectly clear for large problems and
can be hard to read for small problems.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 25 Feb 2013 04:09:53 GMT
View Forum Message <> Reply to Message

In article <512a9cc8$5$fuzhry+tra$mr2ice@news.patriot.net>,
spamtrap@library.lspace.org.invalid (Seymour J.) writes:

> In <kg8mb2$u5o$1@dont-email.me>, on 02/22/2013
> at 04:08 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> I had some old IBM code I was trying to port and it was an
>> absolute mess of GOTOs.
>
> IEFZGST1 and IEFZGST2 come to mind. A lot of the early OS/360 code
> was ghastly, and the problems weren't limited to spaghetti code.
>
>> Various places in the code would set switches
>
> Unstructured use of switches can obscure things quite nicely without
> any need to bring in GOTO.

Sooner or later someone had to bring up RPG...

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 25 Feb 2013 04:10:42 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <kg913e$k9m$2@dont-email.me>, on 02/22/2013
> at 07:12 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> Once the memory is in use there is no mechanism for freeing any of
>> it.
>
> That's true in general, but the issue in dispute is programs whose
> memory use depends on the available memory, and those are bog common
> in the mainframe world.

I think you lost the thread somewhere.

--
Dan Espen

---

Subject: Re: New HD
Posted by Josh on Mon, 25 Feb 2013 04:49:12 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icfw0lysls.fsf@home.home...
> "Josh" <jj@jklo.com> writes:
>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:ic1uc51fyu.fsf@home.home...
>>> Gene Wirchenko <genew@telus.net> writes:
>>>
>>>> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>>>> wrote:
>>>>
>>>> [snip]
>>>>
>>>> >Sure some idiot can sneak in and make a temporary update as a joke.
>>>> >I don't think that has much of an impact, those updates are easily
>>>> >reversed and then blocked.
>>>>
>>>> They are not always so temporary if this is correct:
>>>> http://en.wikipedia.org/wiki/Wikipedia:List_of_hoaxes_on_Wik ipedia
>>>> The longest listed is just over eight years with many listed as having
>>>> lasted for years.
>>>
>>> Interesting. Almost all of them are fictitious articles.
>>>
>>> If you make up a name "Slow Blind Driveway" and claim he's a blues
>>> musician,
>>> how is anyone going to even find the entry?
>>
>> By using google to get there.
>
> Why would you search for "slow blind driveway".

You don’t, you search for something else that sees google offer that
wikipedia article.

> If you did a search for "blues musician", google MIGHT
> return it but it's going to be way down in the results.

But a more specific search might well produce it quite high on
the hit list if you happen to use words that are used in the article.

>> I do that most of the time because the google search leaves
>> the wikipedia search for dead.
>
> I find Wikipedia search to be okay, if I'm searching for
> a Wikipedia article.

I find its lousy when you don't have a unique keyword that
wikipedia has chosen to use as an article header and even
with those, there are FAR fewer name variations included
than google handles effortlessly.

Try finding those very unusual stone walls seen at
http://en.wikipedia.org/wiki/File:Sacsayhuaman_Inca.jpg
without using that unique key word with is hard to remember.

Even just finding the list of fertility rate by country is hopeless with
the wikipedia search and as easy as falling off a log with google.

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Mon, 25 Feb 2013 06:05:35 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <CD4D3401.263B4%yaldnif.w@blueyonder.co.uk>, on 02/22/2013
>  at 02:41 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>
>> What I am asserting is that GOTO makes control flow non-transparent.
>
> As does pretty much any language feature. Transparency takes work,
> regardless of language.

There are features that facilitate transparency (Dijkstra's canonical
forms may be too restrictive, but they facilitate transparency), and
features that are hostile to it (the goto, in and of itself).

Yes, a bad programmer can write unreadable code with nothing but
if-then-else and a good programmer can write wonderfully clear code with
goto's and self discipline. But the language can make it easier to
write good code and less easy to write bad code.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 12:32:48 GMT
View Forum Message <> Reply to Message

In <86hal1k4we.fsf@chai.my.domain>, on 02/24/2013
at 09:17 AM, Patrick Scheible <kkt@zipcon.net> said:

> Wikipedia, really? I'll grant that it has a lot more breadth than
> old encylopedias, and that it's updated more quickly. But I think it
> was worth a lot to have articles written by people knowledable in
> their fields and wouldn't be changed to reflect a minority point of
> view or as some sort of joke.

The bias in favor of secondary sources also causes reliability issues.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 25 Feb 2013 12:33:08 GMT
View Forum Message <> Reply to Message

On 2/24/2013 6:12 PM, Shmuel (Seymour J.) Metz wrote:
> In <kg91dd$nn7$1@dont-email.me>, on 02/22/2013
> at 07:18 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> I want to get it out of assembler. It's not structured enough for
>> macros to be of any use.
>
> The old "Concept 101" macros did an adequate job. In what way are they
> not structured enough?
>

As I said, or thought I did, there are no "blocks" in the code. The
branches are in totally random locations. I like Walter's idea of
hacking an assembler to generate HLL code, I may give it a try next time
I look at this stuff.

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 12:39:47 GMT
View Forum Message <> Reply to Message

In <icehg51t30.fsf@home.home>, on 02/24/2013
at 01:10 PM, Dan Espen <despen@verizon.net> said:

> Seems to me Wikipedia gets updated by very knowledgeable people.

And by very ignorant people. You pays your money and you takes your chances.

If you are expert in a subject, you can improve the s/n ratio by editing articles in your field of expertise. Even if you are not an expert, if you have some documentation in your attic you can improve existing articles by adding references.

From my perspective bitsavers is more valuable than wiki. It's by no means complete, but I'm glad it's there. As with wiki, you han help if you have old documentation.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 12:47:31 GMT
View Forum Message <> Reply to Message

In <aov6c2Fhs2pU1@mid.individual.net>, on 02/25/2013
at 06:01 AM, "Josh" <jj@jklo.com> said:

> Those never last long. Try doing one and watch how long it lasts.

Some egregious errors last a long time; usually because it would take a lot of rewriting to correct them and the people who know don't have the time.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 13:08:41 GMT
View Forum Message <> Reply to Message

In <1mmki81i5injrdvgri63qljnveire0pbnb@4ax.com>, on 02/24/2013
at 12:24 PM, JimP. <pongbill127@cableone.net> said:

> Wikipedia isn't accepted by the university in my area as a source,
> they consider it unreliable.

It is unreliable; that doesn't prevent it from being useful. Part of
what a university should teach is filtering dirty data.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 13:13:09 GMT
View Forum Message <> Reply to Message

In <kge1k9$6go$1@dont-email.me>, on 02/24/2013
at 03:45 PM, Dave Garland <dave.garland@wizinfo.com> said:

> Whether reliable or unreliable, it's not intended to be a primary
> source, which is what a university would want. In fact, it goes
> out of its way to NOT be a primary source, which is why it wants
> citation links for the facts. Look in wikipedia, note the
> sources it cites, and go to those.

Per wiki policy, most of those links are to secondary sources. You
have to actually read those secondary sources to get sources that a
university will accept as reliable, and some of the cited sources may
not be accessible.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 25 Feb 2013 14:13:18 GMT
View Forum Message <> Reply to Message

"Josh" <jj@jklo.com> writes:

> "Dan Espen" <despen@verizon.net> wrote in message
> news:icfw0lysls.fsf@home.home...
>> "Josh" <jj@jklo.com> writes:
>>
>>> "Dan Espen" <despen@verizon.net> wrote in message
>>> news:ic1uc51fyu.fsf@home.home...
>>>> Gene Wirchenko <genew@telus.net> writes:
>>>>
>>>> > On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>>>> > wrote:
>>>> >
>>>> > [snip]
>>>> >
>>>> >>Sure some idiot can sneak in and make a temporary update as a joke.
>>>> >>I don't think that has much of an impact, those updates are easily
>>>> >>reversed and then blocked.
>>>> >
>>>> > They are not always so temporary if this is correct:
>>>> > http://en.wikipedia.org/wiki/Wikipedia:List_of_hoaxes_on_Wik ipedia
>>>> > The longest listed is just over eight years with many listed as having
>>>> > lasted for years.
>>>>
>>>> Interesting. Almost all of them are fictitious articles.
>>>>
>>>> If you make up a name "Slow Blind Driveway" and claim he's a blues
>>>> musician,
>>>> how is anyone going to even find the entry?
>>>
>>> By using google to get there.
>>
>> Why would you search for "slow blind driveway".
>
> You don’t, you search for something else that sees google offer that
> wikipedia article.
>
>> If you did a search for "blues musician", google MIGHT
>> return it but it's going to be way down in the results.
>
> But a more specific search might well produce it quite high on
> the hit list if you happen to use words that are used in the article.
>
>>> I do that most of the time because the google search leaves
>>> the wikipedia search for dead.

>>
>> I find Wikipedia search to be okay, if I'm searching for
>> a Wikipedia article.
>
> I find its lousy when you don't have a unique keyword that
> wikipedia has chosen to use as an article header and even
> with those, there are FAR fewer name variations included
> than google handles effortlessly.
>
> Try finding those very unusual stone walls seen at
> http://en.wikipedia.org/wiki/File:Sacsayhuaman_Inca.jpg
> without using that unique key word with is hard to remember.
>
> Even just finding the list of fertility rate by country is hopeless with
> the wikipedia search and as easy as falling off a log with google.

Just tried.
Went to main page, typed in "birth rate".
Scrolled down, found:

Lists

_List of sovereign states and dependent territories by birth rate_

clicked on link.

--
Dan Espen

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:35 GMT
View Forum Message <> Reply to Message

Andrew Swallow wrote:
> On 24/02/2013 16:06, jmfbahciv wrote:
>> Andrew Swallow wrote:
>>> On 23/02/2013 15:31, Walter Bushell wrote:
>>>> In article <kg91gv$nn7$2@dont-email.me>,
>>>> Peter Flass <Peter_Flass@Yahoo.com> wrote:
>>>>
>>>> > On 2/22/2013 4:42 PM, Andrew Swallow wrote:
>>>> >> On 22/02/2013 14:41, Bill Findlay wrote:
>>>> >>> On 22/02/2013 12:36, in article kg7oae$gme$2@dont-email.me, "Peter
>> Flass"
>>>> >>> <Peter_Flass@Yahoo.com> wrote:

>>>> >>>
>>>> >>>> On 2/21/2013 8:17 PM, Bill Findlay wrote:
>>>> >>>>>
>>>> >>>>>
>>>> >>>>>
>>>> >>>>> On 21/02/2013 22:46, in article
>>>> >>>>> 1uGdnc2Cv5oAPrvMnZ2dnUVZ8n2dnZ2d@bt.com,
>>>> >>>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>>>
>>>> >>>>>> On 21/02/2013 19:32, Bill Findlay wrote:
>>>> >>>>>>> On 21/02/2013 16:52, in article
>>>> >>>>>>> JuCdnYyQQslezbvMnZ2dnUVZ8qmdnZ2d@bt.com,
>>>> >>>>>>> "Andrew Swallow" <am.swallow@btinternet.com> wrote:
>>>> >>>>>>>
>>>> >>>>>>>> On 20/02/2013 18:25, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>>>>>> In <kg0jun$4v9$1@dont-email.me>, on 02/19/2013
>>>> >>>>>>>>>  at 01:32 PM, "Charles Richmond"
<numerist@aquaporin4.com>
>>>> >>>>>>>>> said:
>>>> >>>>>>>>>
>>>> >>>>>>>>>> Shmuel, of course you and I know how to use GOTO
>>>> >>>>>>>>>> appropriately... but
>>>> >>>>>>>>>> is it safe for the "unwashed masses"???  ;-)
>>>> >>>>>>>>>
>>>> >>>>>>>>> Is assignment? Is IF/THEN/ELSE?
>>>> >>>>>>>>>
>>>> >>>>>>>>> If you've ever had to debug someone's GOTO-free spaghetti code,
>>>> >>>>>>>>> you'd
>>>> >>>>>>>>> understand that every tool not only can but will be misused.
>>>> >>>>>>>>>
>>>> >>>>>>>>>
>>>> >>>>>>>>> With a GOTO you know where you are and since it is labelled where
>>>> >>>>>>>>> you
>>>> >>>>>>>>> are going to.
>>>> >>>>>>>>
>>>> >>>>>>>> Only for the very simplest uses of GOTO.  You fail to consider
>>>> >>>>>>>> 'computed' GOTO, 'assigned' GOTO, ALTER ... TO PROCEED TO ...,
>>>> >>>>>>>> switches,
>>>> >>>>>>>> label variables, label parameters, ...
>>>> >>>>>>>>
>>>> >>>>>>>
>>>> >>>>>>> The destinations are still labelled.
>>>> >>>>>>
>>>> >>>>>> But you don't know which one of them the GOTO will reach unless you
>>>> >>>>>> can work
>>>> >>>>>> out which of them is dynamically designated by the label value to be
>>>> >>>>>> used.
>>>> >>>>>>

>>>> >>>>
>>>> >>>> If you're talking "proof of correctness it's a problem.  If you're
>>>> >>>> talking debugging it's easy to have a character string version of the
>>>> >>>> label set at the same time a the alter, and maybe a character string
>>>> >>>> representation of the alter statement.  If you really had a problem
you
>>>> >>>> could build in a small trace table.
>>>> >>>
>>>> >>> What I am asserting is that GOTO makes control flow non-transparent.
>>  Any
>>>> >>> use of the language features I listed only makes matters worse.
>>>> >>> Resorting
>>>> >>> to the debugging measures such as those you list would be an admission
>>  of
>>>> >>> failure to organise control flow properly (i.e. clearly), so far as I
am
>>>> >>> concerned.
>>>> >>>
>>>> >>> SP done properly makes that kind of problem simply go away.
>>>> >>> The control flow is manifest in the static text.
>>>> >>> Debugging of control flow, per se, is hardly ever necessary.
>>>> >>> I get lots of other things wrong in my code, at first attempt.
>>>> >>> But control flow?  Hardly ever.
>>>> >>>
>>>> >>> (It is one disadvantage of OOP that it somewhat undermines this simple
>>>> >>> and
>>>> >>> very valuable static/dynamic coreespondence.)
>>>> >>>
>>>> >>
>>>> >> The structured programming replacement for the computed GOTO is the
>>>> >> nested IF.  After 5 or 6 levels it is unreadable.
>>>> >>
>>>> >
>>>> > You're good - after about three levels it's unreadable.  At that point
>>>> > you factor out the logic into a subroutine.  If your IF statement is
>>>> > more than about 50 lines it's too big.
>>>>
>>>>  Then you have the problem of a routine called once with 50 or 60
>>>>  parameters, (or arguments if your doing Klingon style programming).
>>>>
>>>  Too many parameters, they interact in N! ways.  Rewrite using 5 or 6
>>>  subroutines with about 10 parameters.
>>
>>  <GRIN>  And when you have a hundred monkeys typing how many do you think
>>  you would need?  Timesharing OSes have to deal with that kind of thing.
>>
>>  /BAH
>>

>
> Time-sharing may have deal with 60 users but not 60 parameters.

When they are humans, it would be 60^n parameters ;-).

We used fields and well-defined bits within those fields. As time
went on, values started to be used because there was a limit to the
number of bits which could be used.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:36 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D67A2C392CEB@ac815071.ipt.aol.com...
>> Rod Speed wrote:
>>>
>>>
>>> "jmfbahciv" <See.above@aol.com> wrote in message
>>> news:PM0004D665B2E09B94@ac812488.ipt.aol.com...
>>>> Peter Flass wrote:
>>>> > On 2/22/2013 11:33 AM, Scott Lurndal wrote:
>>>> >>
>>>> >> The Burroughs B4800 had thousands of blinken-lighten, and smoked
>>>> >> plexiglass panels to show them off. The key blinken-lighten
>>>> >> used by customers and plant engineers were the channel activity
>>>> >> indicators which would quickly give one a pretty good idea
>>>> >> about system activity and load levels (as well as determining
>>>> >> a borked system by absence of activity).
>>>> >
>>>> > Monitors like RMF took the place of blinkenlights, with things like
>>>> > barcharts to show % busy for channels and CPUs.
>>>>
>>>> That takes lots of extra human brain processing. Watching lights
>>>> is a lot easier and portrays a lot more information than anything
>>>> reduced to numbers and pie charts.
>>>
>>> Bullshit.
>>>
>>>> %busy will not show the gaps of in/activity which can
>>>> point to an aberration which will bite you in the most
>>>> painful manner at exactly the wrong time.

>>>
>>> Which is why a graph leaves it for dead.
>>>
>>>> These gaps can last for a very short time and be
>>>> regular or irregular; the eye/brain will catch it
>>>> but nothing else can catch differing behaviour.
>>>
>>> More drivel. A graph of activity leaves it for dead and you
>>> can go back over it as much as you like. You cant with lights.
>
>> I don't want to go back and look at history;
>
> More fool you. That’s the only way you can work out whether
> it was someone trying to fuck over your system after you have
> pulled the plug on the modem.

I don't care why it was happening. I want to be able to detect
it in real time and be able to CHOOSE what to do. Knowing history
isn't useful to me. It might be useful to someone who is supposed
to figure out all the details. I just want to know what's happening
NOW.

I don't understand why you can't comoprehend the difference between
using a system and analyzing past problems.

<snip>

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:37 GMT
View Forum Message <> Reply to Message

Christian Brunschen wrote:
> In article <PM0004D67A2C392CEB@ac815071.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> I don't want to go back and look at history; I want to pull the
>> plug when the unwanted activity is happening.
>
> This means that you need something that will show you when actually
> unwanted activity happens. A light that shows any-and-all activity does
> not do that; what you'd need is something that knows what kind of activity
> is wanted and then shows you whenever anything outside those boundaries
> happens - or even better, upon detection of any unwanted activity, does
> the plug-pulling for you automatically. This would be able to be more
> accurate, and quicker, and also capture any unwanted activity that might
> otherwise occur while you're briefly looking away from the blinking

> lights.

I didn't have problems seeing a change in normal patterns. REmember, I only do eamil which is ASCII and newsgroups which is also ASCII. It's not difficult to see a change in normal patterns. I understnad all of the above and would do all of that if it were my business. I also have lots of experience learning normal light patterns on modems for various network layers. One watched lights during DECnet certifications between heterogeneous systems to "see" if anything was working.

Everyone who worked in a machine room (and in the early days everyone did) used light pattern changes to sense the health of the machine and/or the monitor.

>
> Keeping history around would then allow you to look at any activity that
> was detected as outside the whitelist of 'wanted' activity, and determine
> whether perhaps a particular activity should be added to the whitelist.

That's only if I care about having to deal with prevention long-term. I'm a simple ASCII user whos uses the computer as a TTY. In this user role, I don't care about the past nor about "fixing" the complex attack problems.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:38 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <aov5cmFhknbU1@mid.individual.net>,
> Rod Speed <rod.speed.aaa@gmail.com> wrote:
>>
>
>
>>>> More drivel. A graph of activity leaves it for dead and you
>>>> can go back over it as much as you like. You cant with lights.
>>
>>> I don't want to go back and look at history;
>>

>> it was someone trying to fuck over your system after you have
>> pulled the plug on the modem.
>>
>>> I want to pull the plug when the unwanted activity is happening.
>>

>> Nothing to stop you doing that and then looking at the history
>> to see if it really was someone trying to fuck over your system
>> when you inspect what the light activity was actually doing.
>>
>> Leaves JUST lights for dead.
>>
>> And a properly implemented system can pull the plug on
>> the modem itself, when you are stuck in your bed etc etc etc.
>>

>> of his modems with his hand on the power switch do you ?
>
> Actually, in the systems placed in hosting centers, there
> ARE no modems. Lights out. I cannot even go to half the servers
> even if I wanted to. (streamlined hosting deliveries).
>
> So, I run some daemons and cron jobs to analyse logs, and some
> config files also invoke such sccripts on erronous login or
> call attempts. On N failures without intevening success I
> send the ip address to the bit bucket for M seconds. N is
> on the order of 10 and M is on the order of 500000.
>
> All automated. I get reports weekly about the status.
> If some address is persistent I include it in permanent bitbucket.
>
> I also have scripts that send half-automated mails to the
> abuse@isp for the addresses involved. About 1/3rd of these
> actually respond in a timely and professional fashion.
>
> Here is where it gets interesting; I now have 33 prefixes,
> out of the ca 450 000 of the entire internet, that are in
> the "permanent bitbucket" list. I filter these on every
> server I administer.
>
> It is frankly amazing how concentrated the bad/ugly attacks are.

One would think that they would try to be more invisible. I thought
those crooks were more sophisticated. Maybe they will be after
they read this thread :-).

<snip>

/BAH

---

Subject: Re: New HD

Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:42 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/24/2013 11:05 AM, jmfbahciv wrote:
>>
>> I don't need a vacation; I need to move back to east coast.
>>
>
> ISTR you couldn't wait to move to the midwest.

No. I had to move so I did the decent thing and moved all my
junk to a place which was local to my family so they didn't
have to go to another state to dispose of it.

I really miss the water.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:43 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>
>> On 24 Feb 2013 16:05:51 GMT
>> jmfbahciv <See.above@aol.com> wrote:
>>
>>> I don't want to go back and look at history; I want to pull the
>>> plug when the unwanted activity is happening.
>>
>> That's just about feasible on a modem link doing a few kilobytes
>> per second, but not even remotely feasible on a multi-megabit broadband
>> connection. For that you really have to rely on firewalls to prevent
>> unwanted traffic and logging to detect when the firewall has failed to
>> prevent something. Another defensive technique is software that spots
attack
>> patterns and slams the door on the attacker by injecting a custom firewall
>> rule just for them - this is commonly used to shut out people trying to
>> brute force a login via ssh.
>
> Feasible has nothing to do with it.
>
> She looks at the lights and sees danger.

And you know that's is just pure bullshit. Everyone who worked

in machine rooms at DEC knew how to detect changes in patterns
using sight and sound.

Just becuase you can't do it should not imply that noone else
can do it.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:44 GMT
View Forum Message <> Reply to Message

JimP. wrote:
> On 23 Feb 2013 15:48:03 GMT, jmfbahciv <See.above@aol.com> wrote:
>> Peter Flass wrote:
>>> On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>>> In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>>> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>>> > On 22 Feb 2013 13:08:37 GMT
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >
>>>> >> Andrew Swallow wrote:
>>>> >
>>>> >>> Have a device that connects using USB port. A supervisor program that
>>>> >>> flashes a light on ever time a program runs should give a good
>>>> >>> indication of what the computer is doing.
>>>> >>
>>>> >> I can get that just by listening to the clatter of the disk. I want
>>>> >
>>>> > You'll stop being able to do that once you get an SSD based
>>>> > machine, no moving parts so no clatter. Heck even the spinning rust in
my
>>>> > file server is too quiet to hear unless I get really close to it.
>>>> >
>>>> >> all those lights which meant something on modems.
>>>> >
>>>> > The trouble is that on a typical broadband connection things move
>>>> > far too fast for lights to be useful, even a flash per packet would be
>>>> > hundreds to thousands per second. As for the CPU, the lights would be
>>>> > flashing close to microwave frequencies.
>>>>
>>>> Another thing is that on modern computers, a lot of software is
>>>> written to use an internet connection if it is available even if the user
>>>> is not not directly interacting with that software. This, IIRC, is
>>>> something that Barb is not entirely happy with - she would prefer if any
>>>> software she uses uses any available betwork connection only at her
>>>> explicit instruction; and she is not alone in that regard!

>>>
>>> She'd probably love something like what Vista does in other
>>> circumstances: "Solitare is trying to access the internet. Allow/Deny."
>>
>> My game system is Vista. I still am unsure if the system is really
>> shut down and can't be booted from an airwave hopping through the house.
>>
>> I no longer feel "safe" even if I've set all that hardware offline.
>> Settings in this computing world today have a very strange way of
>> changing out from underneath you.
>
> If you are that concerned, unplug the power cord after you shut your
> computer off. Nothing can turn it on then unless it is you plugging it
> back in and powering it up.

I do unplug it. Laptops have batteries. Once or twice a week, the
battery needs recharging when I turn the system on the next day.
With broadband the comm connection is always hot. There's so much
"automated" gear in systems these days, I don't see how you can
ensure that nothing from the outside can reach in and push
the software's boot button.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:46 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot wrote:
> On 24 Feb 2013 16:05:51 GMT
> jmfbahciv <See.above@aol.com> wrote:
>
>> I don't want to go back and look at history; I want to pull the
>> plug when the unwanted activity is happening.
>
> That's just about feasible on a modem link doing a few kilobytes
> per second, but not even remotely feasible on a multi-megabit broadband
> connection. For that you really have to rely on firewalls to prevent
> unwanted traffic and logging to detect when the firewall has failed to
> prevent something. Another defensive technique is software that spots attack
> patterns and slams the door on the attacker by injecting a custom firewall
> rule just for them - this is commonly used to shut out people trying to
> brute force a login via ssh.
>
I figured that would be the case. However, I would like to see the

lights just to learn patterns.  We did this all the time at work.  It's
almost as natural as breathing.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:48 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
>  "jmfbahciv" <See.above@aol.com> wrote in message
>  news:PM0004D67A710428D0@ac815071.ipt.aol.com...
>>  Christian Brunschen wrote:
>>>  In article <PM0004D665DBB7AADB@ac812488.ipt.aol.com>,
>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> Ahem A Rivet's Shot wrote:
>>>> > On 22 Feb 2013 13:08:37 GMT
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >
>>>> >> Andrew Swallow wrote:
>>>> >
>>>> >> > Have a device that connects using USB port.  A supervisor program
>>>> >> > that
>>>> >> > flashes a light on ever time a program runs should give a good
>>>> >> > indication of what the computer is doing.
>>>> >>
>>>> >> I can get that just by listening to the clatter of the disk.  I want
>>>> >
>>>> >     You'll stop being able to do that once you get an SSD based
>>>> > machine, no moving parts so no clatter. Heck even the spinning rust in
>>>> > my
>>>> > file server is too quiet to hear unless I get really close to it.
>>>> >
>>>> >> all those lights which meant something on modems.
>>>> >
>>>> >     The trouble is that on a typical broadband connection things move
>>>> > far too fast for lights to be useful, even a flash per packet would be
>>>> > hundreds to thousands per second. As for the CPU, the lights would be
>>>> > flashing close to microwave frequencies.
>>>>
>>>> However, if I'm setting comtemplating my navel and the lights have
>>>> settled
>>>> down to the null job's flash-flash, I can tell if someone is sniffing
>>>> by the sudden cacaphohy of light emissions which are lasting for too
>>>> long.

>>>
>>> Actually, the only thing that one can tell by modem or router 'activity'
>>> lights is that _something_ is happening -
>>
>> No, I can tell that something different is happening and it's not caused
>> by any of my usage; I know what my light patterns are.
>>
>>> but exactly what, or why, is not
>>> something that those lights can tell. So while you think you've
>>> identified
>>> 'sniffing', you may simply have detected and misidentified some
>>> unexpected
>>> (by you) but perfectly benign activity.
>>
>> I don't care what it is. It's safer to just turn off the piece of gear.
>> If the light show happens again, then I'll start with an assumption that
>> something changed on the other end of the wire. But in the cases I'm
>> talking
>> about, this wasn't true.
>>
>>>
>>> This is why something that actually identifies the programs, ports, and
>>> hosts involved, is going to be much more useful than a light that only
>>> shows 'there is some activity going on'.
>>
>> But you can only do that after the mess has happened. You can't stop it
>> before the CLOSE UUO has happened. No wonder there are security
>> problems. Your technique is shutting the barn door after the horse
>> has arrived in the next county.
>
> Bullshit, its what you look at AFTER you have pulled the plug on the
> modem after you have decided that your system is being attacked to
> see if it really was in fact actually being attacked at all.

But I don't care what the different behaviour was. I do know that
I did not request it. Pulling the plug stopped it. When I put the
plug back in and logged in the behaviour didn't repeat. I don't
care what it was and, since it wasn't repeated, I don't have to "fix"
it as along as I'm simply being a reader of email and newsgroups.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:49 GMT
View Forum Message <> Reply to Message

greymaus wrote:
> On 2013-02-24, JimP <pongbill127@cableone.net> wrote:
>> On 23 Feb 2013 15:48:03 GMT, jmfbahciv <See.above@aol.com> wrote:
>>> Peter Flass wrote:
>>>> On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>>> > In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>>> > Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>>> She'd probably love something like what Vista does in other
>>>> circumstances: "Solitare is trying to access the internet. Allow/Deny."
>>>
>>> My game system is Vista. I still am unsure if the system is really
>>> shut down and can't be booted from an airwave hopping through the house.
>>>
>>> I no longer feel "safe" even if I've set all that hardware offline.
>>> Settings in this computing world today have a very strange way of
>>> changing out from underneath you.
>>
>> If you are that concerned, unplug the power cord after you shut your
>> computer off. Nothing can turn it on then unless it is you plugging it
>> back in and powering it up.
>> .
>
> I notice that after downloading with bittorrent, I `shutdown -h now', the
> ethernet connection to the router continues to flicker until I unplug
> the computer. ('seed' packets trying to get through? or looked for?)

Deosn't it have to do a coninuous polling so it can detect an on-line
"interrupt"?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:50 GMT
View Forum Message <> Reply to Message

Andrew Swallow wrote:
> On 24/02/2013 16:06, jmfbahciv wrote:
>> Dan Espen wrote:
>>> Andrew Swallow <am.swallow@btinternet.com> writes:
>>>
>>>> Although if you keep your subroutines down to a single page
>>>> (60 lines) you do not need structured programming.
>>>
>>> The first time I heard people advocating for keeping routines
>>> around 60 lines, was as part of SP rules.
>>>
>> The 60-line rule was so each subroutine would fit on one line

>> printer listing and not have a second page with a widow. Part
>> of our editing the monitor sources was to insert F/Fs when
>> appropriate. And we didn't have to ask a developer what was
>> appropriate. Part of Tape Prep training was to know when
>> to insert an un-asked-for F/F.
>>
>> /BAH
>>
>
> What you were doing makes the program look nice.

That wasn't the reason. The reason was to save paper.

> Block structured
> languages you could not read if the subroutines were more than 2 pages
> long. Drawing the pencil lines between the Begin and the End statements
> was too hard. Where as 6 or 7 page programs in Fortran and Assembler
> were fairly easy to read.

If I had to that kind of analysis for block code, I'd have thrown it
out. Our business was maintenance, too. If every maintainer had to
spend that kind to time to learn a page of code, nobody would get
anything done. You got handed a product and were expected to learn
the code in ad day, maybe a week if it was complicated like DBMS
or a compiler.

Even our PDP-10 monitor internals classes were only a week long.
And that's a whole monitor.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Mon, 25 Feb 2013 14:59:51 GMT
View Forum Message <> Reply to Message

Dave Garland wrote:
> On 2/24/2013 10:05 AM, jmfbahciv wrote:
>
>> Some of our customers had very strange ideas. The people they sent
>> to DECUS could be really weird.
>>
>
> Oh come on, Barb, we want to hear those stories.
>
Nah, I don't know how to write tactfully. Some things were
state secrets or corporate confidential. Other stories
would insult the people who were strange. A lot of the

damaged thinking came from people whose name I can't
remember or ever knew.  I don't know what happened to all
the calling cards they gave me.

One person spent a whole lot of my time telling me about
how all code can be written and, thus, work perfectly
(this concept is also an insanity) IFF there are not gotos.
To this person, machine language didn't exist.  It apparently
goes away from existence when HLLs are used.  The guy was
facinating in the same way having a cobra in your face is facinating.

Then there are the stories students would tell me about a prof
whose wet dream is to have the next popular compiler.  Implementation
is done by the class he teaches each semester.  Think of this.
Say he has 30 students in each class.  that means that there will
be ...with 3 semesters...  that gives 30*3*5years 450 programming
styles in one small compiler.  It'll never work.

/BAH

---

Subject: Re: New HD
Posted by Walter Banks on Mon, 25 Feb 2013 15:46:27 GMT
View Forum Message <> Reply to Message

jmfbahciv wrote:

> Then there are the stories students would tell me about a prof
> whose wet dream is to have the next popular compiler.  Implementation
> is done by the class he teaches each semester.  Think of this.
> Say he has 30 students in each class.  that means that there will
> be ...with 3 semesters...  that gives 30*3*5years 450 programming
> styles in one small compiler.  It'll never work.

He want development done for free. I think he got what he was
paid for.

Classroom language design courses are like instruction set
design courses, the best student experience I have seen is
guild through a class based design and spend some serious
time analyzing the results. In the end students have a very
good idea what will work and what will not and why. This
does not create the next killer processor or language but
some of those students do.

w..

---

Subject: Re: New HD
Posted by scott on Mon, 25 Feb 2013 16:27:38 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> I do unplug it.  Laptops have batteries.  Once or twice a week, the
> battery needs recharging when I turn the system on the next day.
> With broadband the comm connection is always hot.  There's so much
> "automated" gear in systems these days, I don't see how you can
> ensure that nothing from the outside can reach in and push
> the software's boot button.

There may be an option in your computer system BIOS called "Wake On LAN"[*].

If you disable that setting, "nothing from the outside can reach in
an push the software's boot button", unless you also have an IPMI-enabled
motherboard (which is highly unlikely, only servers generally have this
feature).

If you do have IPMI, better go in and set the admin password.

scott

[*] A specially crafted network packet is sent to the MAC address of your
powered-off computer which tells it to power-on whereupon it will
follow the normal power-on sequence which will typicaly boot an
operating system.  On systems that support wake-on-lan, you'll see
the network activity and link lights remain illuminated on your laptop
when the laptop is otherwise powered off.

There was were similar techniques in the modem days used to trigger
a system power-on event when the modem RI (Ring Indicator) signal
was asserted.  Not common on systems for the last decade.

---

Subject: Re: New HD
Posted by scott on Mon, 25 Feb 2013 16:29:15 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> greymaus wrote:
>>  On 2013-02-24, JimP <pongbill127@cableone.net> wrote:
>>>  On 23 Feb 2013 15:48:03 GMT, jmfbahciv <See.above@aol.com> wrote:
>>>> Peter Flass wrote:
>>>> > On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>>> >> In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>>> >> Ahem A Rivet's Shot  <steveo@eircom.net> wrote:

>>>> > She'd probably love something like what Vista does in other
>>>> > circumstances: "Solitare is trying to access the internet.  Allow/Deny."
>>>>
>>>> My game system is Vista.  I still am unsure if the system is really
>>>> shut down and can't be booted from an airwave hopping through the house.
>>>>
>>>> I no longer feel "safe" even if I've set all that hardware offline.
>>>> Settings in this computing world today have a very strange way of
>>>> changing out from underneath you.
>>>
>>>  If you are that concerned, unplug the power cord after you shut your
>>>  computer off. Nothing can turn it on then unless it is you plugging it
>>>  back in and powering it up.
>>>  .
>>
>>  I notice that after downloading with bittorrent, I `shutdown -h now', the
>>  ethernet connection to the router continues to flicker until I unplug
>>  the computer. ('seed' packets trying to get through? or looked for?)
>
> Deosn't it have to do a coninuous polling so it can detect an on-line
> "interrupt"?

No.  However, the remote system which was interfacing with the local
bittorrent client prior to the 'shutdown -h now' is still trying to
contact the local system (such contacts will fail, and eventually
the remote end will time-out and stop attempting to contact the local system).

scott

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 17:15:33 GMT
View Forum Message <> Reply to Message

In <902.838T2689T12096038@kltpzyxm.invalid>, on 02/24/2013
  at 08:09 PM, "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> said:

> Sooner or later someone had to bring up RPG...

Will antacid help?

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 17:18:54 GMT
View Forum Message <> Reply to Message

In <1bsj4l9bdc.fsf@snowball.wb.pfeifferfamily.net>, on 02/24/2013
at 11:05 PM, Joe Pfeiffer <pfeiffer@cs.nmsu.edu> said:

> Yes, a bad programmer can write unreadable code with nothing but
> if-then-else and a good programmer can write wonderfully clear
> code with goto's and self discipline. But the language can make
> it easier to write good code and less easy to write bad code.

Google for "Turing tar pit". One of the ways that a language can make
it easy to write good code is to make it easy to implement facilities
not directly in the language.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Feb 2013 17:26:57 GMT
View Forum Message <> Reply to Message

In <kgflk1$428$1@dont-email.me>, on 02/25/2013
at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> As I said, or thought I did, there are no "blocks" in the code.

You said it; it wasn't true. Wha do you think that the code between an
IF and an ENDIF, or between a DO and an ENDDO is?

> The branches are in totally random locations.

No.

> I like Walter's idea of hacking an assembler to generate HLL code

You maintain it; count me out.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dave Garland on Mon, 25 Feb 2013 17:27:51 GMT
View Forum Message <> Reply to Message

On 2/25/2013 10:27 AM, Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> I do unplug it. Laptops have batteries. Once or twice a week, the
>> battery needs recharging when I turn the system on the next day.
>> With broadband the comm connection is always hot. There's so much
>> "automated" gear in systems these days, I don't see how you can
>> ensure that nothing from the outside can reach in and push
>> the software's boot button.
>
> There may be an option in your computer system BIOS called "Wake On LAN"[*].
>
> If you disable that setting, "nothing from the outside can reach in
> an push the software's boot button", unless you also have an IPMI-enabled
> motherboard (which is highly unlikely, only servers generally have this
> feature).

With my last desktop computer, I had that disabled. But occasionally I would wake in the night to hear the fans running in the next room. Eventually I ruled out the possibility that I had merely forgotten to turn the computer off (with or without C2H5OH assistance).

It turned out that it had another trigger. The cat stepping on the keyboard would turn it on.

I never did find out what the cat was trying to compute. But I put in one of those power boxes with a master switch. Turns out that even "off" the computer was pulling several watts while waiting for the cat.

---

Subject: Re: New HD
Posted by Charles Richmond on Mon, 25 Feb 2013 17:29:26 GMT
View Forum Message <> Reply to Message

"Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message news:1bsj4l9bdc.fsf@snowball.wb.pfeifferfamily.net...
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

>
>> In <CD4D3401.263B4%yaldnif.w@blueyonder.co.uk>, on 02/22/2013
>> at 02:41 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>>
>>> What I am asserting is that GOTO makes control flow non-transparent.
>>
>> As does pretty much any language feature. Transparency takes work,
>> regardless of language.
>
> There are features that facilitate transparency (Dijkstra's canonical
> forms may be too restrictive, but they facilitate transparency), and
> features that are hostile to it (the goto, in and of itself).
>
> Yes, a bad programmer can write unreadable code with nothing but
> if-then-else and a good programmer can write wonderfully clear code with
> goto's and self discipline. But the language can make it easier to
> write good code and less easy to write bad code.

I am *so* glad that someone got around to saying this... *no* computer
language is going to save a moron from himself.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 25 Feb 2013 18:26:44 GMT
View Forum Message <> Reply to Message

In article <PM0004D68DC3053727@aca278dd.ipt.aol.com>, See.above@aol.com
(jmfbahciv) writes:

> JimP. wrote:
>
>> If you are that concerned, unplug the power cord after you shut your
>> computer off. Nothing can turn it on then unless it is you plugging
>> it back in and powering it up.
>
> I do unplug it. Laptops have batteries. Once or twice a week, the
> battery needs recharging when I turn the system on the next day.
> With broadband the comm connection is always hot. There's so much
> "automated" gear in systems these days, I don't see how you can
> ensure that nothing from the outside can reach in and push
> the software's boot button.

You mean like Windows automatic update? <g,d&r>

--
/~\  cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ /  I'm really at ac.dekanfrus if you read it the right way.
 X   Top-posted messages will probably be ignored.  See RFC1855.
/ \  HTML will DEFINITELY be ignored.  Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 25 Feb 2013 19:20:06 GMT
View Forum Message <> Reply to Message

On 2/25/2013 7:39 AM, Shmuel (Seymour J.) Metz wrote:
>
>  From my perspective bitsavers is more valuable than wiki. It's by no
> means complete, but I'm glad it's there. As with wiki, you han help if
> you have old documentation.
>

I wouldn't depend solely on wikipedia for something important.  It's
good for a quick overview of something you know little or nothing about.
  If you're interested it will hopefully point you to better sources.
Bitsavers is the best source, but you don't want to have to read a set
of manuals to get a quick once-over.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 25 Feb 2013 19:23:43 GMT
View Forum Message <> Reply to Message

On 2/25/2013 9:59 AM, jmfbahciv wrote:
>
> I do unplug it.  Laptops have batteries.  Once or twice a week, the
> battery needs recharging when I turn the system on the next day.
> With broadband the comm connection is always hot.  There's so much
> "automated" gear in systems these days, I don't see how you can
> ensure that nothing from the outside can reach in and push
> the software's boot button.
>

Disconnect the network cable. If you have wi-fi unplug the router.

--
Pete

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 25 Feb 2013 19:25:55 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D68D52E75590@aca278dd.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D67A2C392CEB@ac815071.ipt.aol.com...
>>> Rod Speed wrote:
>>>>
>>>>
>>>> "jmfbahciv" <See.above@aol.com> wrote in message
>>>> news:PM0004D665B2E09B94@ac812488.ipt.aol.com...
>>>> > Peter Flass wrote:
>>>> >> On 2/22/2013 11:33 AM, Scott Lurndal wrote:
>>>> >>>
>>>> >>> The Burroughs B4800 had thousands of blinken-lighten, and smoked
>>>> >>> plexiglass panels to show them off. The key blinken-lighten
>>>> >>> used by customers and plant engineers were the channel activity
>>>> >>> indicators which would quickly give one a pretty good idea
>>>> >>> about system activity and load levels (as well as determining
>>>> >>> a borked system by absence of activity).
>>>> >>
>>>> >> Monitors like RMF took the place of blinkenlights, with things like
>>>> >> barcharts to show % busy for channels and CPUs.
>>>> >
>>>> > That takes lots of extra human brain processing. Watching lights
>>>> > is a lot easier and portrays a lot more information than anything
>>>> > reduced to numbers and pie charts.
>>>>
>>>> Bullshit.
>>>>
>>>> > %busy will not show the gaps of in/activity which can
>>>> > point to an aberration which will bite you in the most
>>>> > painful manner at exactly the wrong time.
>>>>
>>>> Which is why a graph leaves it for dead.
>>>>
>>>> > These gaps can last for a very short time and be
>>>> > regular or irregular; the eye/brain will catch it
>>>> > but nothing else can catch differing behaviour.

>>>>
>>>> More drivel. A graph of activity leaves it for dead and you
>>>> can go back over it as much as you like. You cant with lights.
>>
>>> I don't want to go back and look at history;
>>
>> More fool you. That’s the only way you can work out whether
>> it was someone trying to fuck over your system after you have
>> pulled the plug on the modem.

> I don't care why it was happening.

More fool you. Anyone with even half a clue does want to
check whether their system was in fact being fucked over
when they pulled the plug on the modem when they saw
some light activity that they did not expect to see, if only
because pulling the plug on the modem when it is not
necessary just wastes your time.

> I want to be able to detect it in real time
> and be able to CHOOSE what to do.

You can still do that when it keeps the history and
the history allows you to see if you got it right.

> Knowing history isn't useful to me.

Corse it is, if only because it avoids pulling
the plug on the modem unnecessarily.

> It might be useful to someone who is supposed to figure out
> all the details. I just want to know what's happening NOW.

And the lights alone don’t do that with modern systems.

> I don't understand why you can't comoprehend the difference
> between using a system and analyzing past problems.

The history isnt for analysing past problems, its for the CURRENT
problem, and working out whether was in fact actually a problem
that warranted pulling the plug on the modem or not.

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 25 Feb 2013 19:26:23 GMT
View Forum Message <> Reply to Message

On 2/25/2013 9:59 AM, jmfbahciv wrote:

>>
> Nah, I don't know how to write tactfully. Some things were
> state secrets or corporate confidential.

For a corporation that no longer exists - broken up and sold to a
corporation that also no longer exists. I figure after 40 years or so
most confidentiality no longer applies.

--
Pete

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 25 Feb 2013 19:28:06 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D68D73332216@aca278dd.ipt.aol.com...
> Morten Reistad wrote:
>> In article <aov5cmFhknbU1@mid.individual.net>,
>> Rod Speed <rod.speed.aaa@gmail.com> wrote:
>>>
>>
>>
>>>> > More drivel. A graph of activity leaves it for dead and you
>>>> > can go back over it as much as you like. You cant with lights.
>>>
>>>> I don't want to go back and look at history;
>>>
>>> More fool you. Thatâ€™s the only way you can work out whether
>>> it was someone trying to fuck over your system after you have
>>> pulled the plug on the modem.
>>>
>>>> I want to pull the plug when the unwanted activity is happening.
>>>
>>> Nothing to stop you doing that and then looking at the history
>>> to see if it really was someone trying to fuck over your system
>>> when you inspect what the light activity was actually doing.
>>>
>>> Leaves JUST lights for dead.
>>>
>>> And a properly implemented system can pull the plug on
>>> the modem itself, when you are stuck in your bed etc etc etc.
>>>
>>> You donâ€™t seriously believe that Morten is glued to the front
>>> of his modems with his hand on the power switch do you ?
>>
>> Actually, in the systems placed in hosting centers, there

>> ARE no modems. Lights out. I cannot even go to half the servers
>> even if I wanted to. (streamlined hosting deliveries).
>>
>> So, I run some daemons and cron jobs to analyse logs, and some
>> config files also invoke such sccripts on erronous login or
>> call attempts. On N failures without intevening success I
>> send the ip address to the bit bucket for M seconds. N is
>> on the order of 10 and M is on the order of 500000.
>>
>> All automated. I get reports weekly about the status.
>> If some address is persistent I include it in permanent bitbucket.
>>
>> I also have scripts that send half-automated mails to the
>> abuse@isp for the addresses involved. About 1/3rd of these
>> actually respond in a timely and professional fashion.
>>
>> Here is where it gets interesting; I now have 33 prefixes,
>> out of the ca 450 000 of the entire internet, that are in
>> the "permanent bitbucket" list. I filter these on every
>> server I administer.
>>
>> It is frankly amazing how concentrated the bad/ugly attacks are.

> One would think that they would try to be more invisible.

Its not even possible.

> I thought those crooks were more sophisticated.

More fool you.

> Maybe they will be after they read this thread :-).

Its not even possible.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 25 Feb 2013 19:30:13 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D68DC3053727@aca278dd.ipt.aol.com...
> JimP. wrote:
>> On 23 Feb 2013 15:48:03 GMT, jmfbahciv <See.above@aol.com> wrote:
>>> Peter Flass wrote:
>>>> On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>>> > In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>>> > Ahem A Rivet's Shot <steveo@eircom.net> wrote:

>>>> >> On 22 Feb 2013 13:08:37 GMT
>>>> >> jmfbahciv <See.above@aol.com> wrote:
>>>> >>
>>>> >>> Andrew Swallow wrote:
>>>> >>
>>>> >>>> Have a device that connects using USB port.  A supervisor program
>>>> >>>> that
>>>> >>>> flashes a light on ever time a program runs should give a good
>>>> >>>> indication of what the computer is doing.
>>>> >>>
>>>> >>> I can get that just by listening to the clatter of the disk.  I want
>>>> >>
>>>> >>     You'll stop being able to do that once you get an SSD based
>>>> >> machine, no moving parts so no clatter. Heck even the spinning rust
>>>> >> in
> my
>>>> >> file server is too quiet to hear unless I get really close to it.
>>>> >>
>>>> >>> all those lights which meant something on modems.
>>>> >>
>>>> >>     The trouble is that on a typical broadband connection things move
>>>> >> far too fast for lights to be useful, even a flash per packet would
>>>> >> be
>>>> >> hundreds to thousands per second. As for the CPU, the lights would be
>>>> >> flashing close to microwave frequencies.
>>>> >
>>>> > Another thing is that on modern computers, a lot of software is
>>>> > written to use an internet connection if it is available even if the
>>>> > user
>>>> > is not not directly interacting with that software. This, IIRC, is
>>>> > something that Barb is not entirely happy with - she would prefer if
>>>> > any
>>>> > software she uses uses any available betwork connection only at her
>>>> > explicit instruction; and she is not alone in that regard!
>>>>
>>>>  She'd probably love something like what Vista does in other
>>>>  circumstances: "Solitare is trying to access the internet.
>>>>  Allow/Deny."
>>>
>>> My game system is Vista.  I still am unsure if the system is really
>>> shut down and can't be booted from an airwave hopping through the house.
>>>
>>> I no longer feel "safe" even if I've set all that hardware offline.
>>> Settings in this computing world today have a very strange way of
>>> changing out from underneath you.
>>
>>  If you are that concerned, unplug the power cord after you shut your
>>  computer off. Nothing can turn it on then unless it is you plugging it

>> back in and powering it up.
>
> I do unplug it. Laptops have batteries. Once or twice a week, the
> battery needs recharging when I turn the system on the next day.
> With broadband the comm connection is always hot. There's so much
> "automated" gear in systems these days, I don't see how you can
> ensure that nothing from the outside can reach in and push
> the software's boot button.

That's what firewalls and routers are for.

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 25 Feb 2013 19:33:20 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D68D43E55D6F@aca278dd.ipt.aol.com...
> Ahem A Rivet's Shot wrote:
>> On 24 Feb 2013 16:05:51 GMT
>> jmfbahciv <See.above@aol.com> wrote:
>>
>>> I don't want to go back and look at history; I want to pull the
>>> plug when the unwanted activity is happening.
>>
>> That's just about feasible on a modem link doing a few kilobytes
>> per second, but not even remotely feasible on a multi-megabit broadband
>> connection. For that you really have to rely on firewalls to prevent
>> unwanted traffic and logging to detect when the firewall has failed to
>> prevent something. Another defensive technique is software that spots
>> attack
>> patterns and slams the door on the attacker by injecting a custom
>> firewall
>> rule just for them - this is commonly used to shut out people trying to
>> brute force a login via ssh.

> I figured that would be the case. However, I would
> like to see the lights just to learn patterns.

Modem/routers still have them.

> We did this all the time at work.
> It's almost as natural as breathing.

But its much better to have the system do it for
you so you don't have to keep staring at the lights.

The world has moved on with broadband.

What might have been practical with a dialup modem
isnt anymore with stuff that's connected all the time.

---

Subject: Re: New HD
Posted by cary on Mon, 25 Feb 2013 19:33:25 GMT
View Forum Message <> Reply to Message

I'm surprised you feel decision tables don't work well for small problems. Have you ever played with our LogicGem - Decision Table proecesser? It finds missing rules, redundant rules, ambiguous rules, etc.  Please check out the fully functional evaluation copy here:

http://www.catalyst.com/products/logicgem/index.html

On Sunday, February 24, 2013 7:58:07 PM UTC-8, Seymour J. Shmuel Metz wrote:
>  In <CD4DDDD6.26468%yaldnif.w@blueyonder.co.uk>, on 02/23/2013
>
>  at 02:45 AM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>
>
>
>> That is formally equivalent to writing in a special-purpose
>
>> interpreted language, with the table index being the instruction
>
>> address.  OK for small problems, but likely to reincarnate the
>
>> spaghetti issue for larger problems.
>
>
>
>  As with any control structure, you have to carve the bird at the
>
>  joints. Decision tables can be perfectly clear for large problems and
>
>  can be hard to read for small problems.
>
>
>
>  --
>
>  Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>
>
>
>
>  Unsolicited bulk E-mail subject to legal action.  I reserve the

>
> right to publicly post or ridicule any abusive E-mail. Reply to
>
> domain Patriot dot net user shmuel+news to contact me. Do not
>
> reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Rod Speed on Mon, 25 Feb 2013 19:34:56 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D68DAC0FEE2B@aca278dd.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004D67A710428D0@ac815071.ipt.aol.com...
>>> Christian Brunschen wrote:
>>>> In article <PM0004D665DBB7AADB@ac812488.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> >Ahem A Rivet's Shot wrote:
>>>> >> On 22 Feb 2013 13:08:37 GMT
>>>> >> jmfbahciv <See.above@aol.com> wrote:
>>>> >>
>>>> >>> Andrew Swallow wrote:
>>>> >>
>>>> >>> > Have a device that connects using USB port. A supervisor program
>>>> >>> > that
>>>> >>> > flashes a light on ever time a program runs should give a good
>>>> >>> > indication of what the computer is doing.
>>>> >>>
>>>> >>> I can get that just by listening to the clatter of the disk. I want
>>>> >>
>>>> >> You'll stop being able to do that once you get an SSD based
>>>> >> machine, no moving parts so no clatter. Heck even the spinning rust
>>>> >> in
>>>> >> my
>>>> >> file server is too quiet to hear unless I get really close to it.
>>>> >>
>>>> >>> all those lights which meant something on modems.
>>>> >>
>>>> >> The trouble is that on a typical broadband connection things move
>>>> >> far too fast for lights to be useful, even a flash per packet would
>>>> >> be
>>>> >> hundreds to thousands per second. As for the CPU, the lights would be
>>>> >> flashing close to microwave frequencies.

>>>> >
>>>> >However, if I'm setting comtemplating my navel and the lights have
>>>> >settled
>>>> >down to the null job's flash-flash, I can tell if someone is sniffing
>>>> >by the sudden cacaphohy of light emissions which are lasting for too
>>>> >long.
>>>>
>>>>  Actually, the only thing that one can tell by modem or router
>>>>  'activity'
>>>>  lights is that _something_ is happening -
>>>
>>>  No, I can tell that something different is happening and it's not caused
>>>  by any of my usage; I know what my light patterns are.
>>>
>>>>  but exactly what, or why, is not
>>>>  something that those lights can tell. So while you think you've
>>>>  identified
>>>>  'sniffing', you may simply have detected and misidentified some
>>>>  unexpected
>>>>  (by you) but perfectly benign activity.
>>>
>>>  I don't care what it is.  It's safer to just turn off the piece of gear.
>>>  If the light show happens again, then I'll start with an assumption that
>>>  something changed on the other end of the wire.  But in the cases I'm
>>>  talking
>>>  about, this wasn't true.
>>>
>>>>
>>>>  This is why something that actually identifies the programs, ports, and
>>>>  hosts involved, is going to be much more useful than a light that only
>>>>  shows 'there is some activity going on'.
>>>
>>>  But you can only do that after the mess has happened.  You can't stop it
>>>  before the CLOSE UUO has happened.  No wonder there are security
>>>  problems.  Your technique is shutting the barn door after the horse
>>>  has arrived in the next county.
>>
>>  Bullshit, its what you look at AFTER you have pulled the plug on the
>>  modem after you have decided that your system is being attacked to
>>  see if it really was in fact actually being attacked at all.
>
>  But I don't care what the different behaviour was.  I do know that
>  I did not request it.  Pulling the plug stopped it.  When I put the
>  plug back in and logged in the behaviour didn't repeat.  I don't
>  care what it was and, since it wasn't repeated, I don't have to "fix"
>  it as along as I'm simply being a reader of email and newsgroups.

Only a dinosaur limits themselves to just those two.

Subject: Re: New HD
Posted by Peter Flass on Mon, 25 Feb 2013 19:35:25 GMT
View Forum Message <> Reply to Message

On 2/25/2013 12:26 PM, Shmuel (Seymour J.) Metz wrote:
> In <kgflk1$428$1@dont-email.me>, on 02/25/2013
>  at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> As I said, or thought I did, there are no "blocks" in the code.
>
> You said it; it wasn't true. Wha do you think that the code between an
> IF and an ENDIF, or between a DO and an ENDDO is?

Remember, it's assembler. In pseudocode a small part of it might look like this:

```
A: do something
B: if <something> goto Z
C: do something else
D: goto Y
E: IF something goto A
   set some flag
   goto C
F: do something
   set some other flag
   goto E
   do something
   goto B
....
```

The "do somethings" may be as short as a few lines. Actually one of my attempts to recode this was to take those lines and insert them wherever they were used instead of going to them.

>
>> The branches are in totally random locations.
>
> No.
>
>> I like Walter's idea of hacking an assembler to generate HLL code
>
> You maintain it; count me out.
>

It would be a place to start. I actually hadn't counted you in in the first place ;-)

---
Pete

Subject: Re: New HD
Posted by Rod Speed on Mon, 25 Feb 2013 19:35:41 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D68DC74B4E7E@aca278dd.ipt.aol.com...
> greymaus wrote:
>> On 2013-02-24, JimP <pongbill127@cableone.net> wrote:
>>> On 23 Feb 2013 15:48:03 GMT, jmfbahciv <See.above@aol.com> wrote:
>>>> Peter Flass wrote:
>>>> > On 2/22/2013 10:01 AM, Christian Brunschen wrote:
>>>> >> In article <20130222134352.a71248a5b7c0578e2be1787f@eircom.net>,
>>>> >> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>>>> > She'd probably love something like what Vista does in other
>>>> > circumstances: "Solitare is trying to access the internet.
>>>> > Allow/Deny."
>>>>
>>>> My game system is Vista. I still am unsure if the system is really
>>>> shut down and can't be booted from an airwave hopping through the house.
>>>>
>>>> I no longer feel "safe" even if I've set all that hardware offline.
>>>> Settings in this computing world today have a very strange way of
>>>> changing out from underneath you.
>>>>
>>> If you are that concerned, unplug the power cord after you shut your
>>> computer off. Nothing can turn it on then unless it is you plugging it
>>> back in and powering it up.
>>> .
>>>
>> I notice that after downloading with bittorrent, I `shutdown -h now', the
>> ethernet connection to the router continues to flicker until I unplug
>> the computer. ('seed' packets trying to get through? or looked for?)
>>
> Deosn't it have to do a coninuous polling so it can detect an on-line
> "interrupt"?

Nope, there is nothing like that with torrents.

---

Subject: Re: New HD
Posted by Andrew Swallow on Mon, 25 Feb 2013 19:37:18 GMT
View Forum Message <> Reply to Message

On 25/02/2013 19:26, Peter Flass wrote:
> On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>>
>> Nah, I don't know how to write tactfully. Some things were
>> state secrets or corporate confidential.

>
> For a corporation that no longer exists - broken up and sold to a
> corporation that also no longer exists. I figure after 40 years or so
> most confidentiality no longer applies.
>

Doctors talk about patients by leaving out names and addresses. For computing purposes you can probably leave out the industry. The government has lots of departments.

Andrew Swallow

---

Subject: Re: New HD
Posted by Charlie Gibbs on Mon, 25 Feb 2013 19:44:15 GMT
View Forum Message <> Reply to Message

In article <3-ednXsNO8T3ILbMnZ2dnUVZ7oednZ2d@bt.com>,
am.swallow@btinternet.com (Andrew Swallow) writes:

> On 25/02/2013 19:26, Peter Flass wrote:
>
>> On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>
>>> Nah, I don't know how to write tactfully. Some things were
>>> state secrets or corporate confidential.
>>
>> For a corporation that no longer exists - broken up and sold to a
>> corporation that also no longer exists. I figure after 40 years
>> or so most confidentiality no longer applies.
>
> Doctors talk about patients by leaving out names and addresses.

Barb has already said that she doesn't remember the names.
No problem.

> For computing purposes you can probably leave out the industry.
> The government has lots of departments.

C'mon, Barb, give us the juicy stuff. The rest of us do.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by scott on Mon, 25 Feb 2013 19:45:46 GMT
View Forum Message <> Reply to Message

Dave Garland <dave.garland@wizinfo.com> writes:
> On 2/25/2013 10:27 AM, Scott Lurndal wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> I do unplug it. Laptops have batteries. Once or twice a week, the
>>> battery needs recharging when I turn the system on the next day.
>>> With broadband the comm connection is always hot. There's so much
>>> "automated" gear in systems these days, I don't see how you can
>>> ensure that nothing from the outside can reach in and push
>>> the software's boot button.
>>
>> There may be an option in your computer system BIOS called "Wake On LAN"[*].
>>
>> If you disable that setting, "nothing from the outside can reach in
>> an push the software's boot button", unless you also have an IPMI-enabled
>> motherboard (which is highly unlikely, only servers generally have this
>> feature).
>
> With my last desktop computer, I had that disabled. But occasionally
> I would wake in the night to hear the fans running in the next room.
> Eventually I ruled out the possibility that I had merely forgotten to
> turn the computer off (with or without C2H5OH assistance).
>
> It turned out that it had another trigger. The cat stepping on the
> keyboard would turn it on.
>
> I never did find out what the cat was trying to compute. But I put in
> one of those power boxes with a master switch. Turns out that even
> "off" the computer was pulling several watts while waiting for the cat.
>

Ah, but your system wasn't powered off, it was in the ACPI G1/S4 state
(sleeping, saved to disk). Any enabled interrupt (e.g. the keyboard
interrupt, a lid-switch on a laptop or other ACPI-defined event) will
awaken a sleeping system (as opposed to G2/S5 state, which is powered off).

G2(aka S5) state is soft-off (power button works, WOL works). This is the
default off state for most non-hibernating systems.

G3 state is 'mechanical off' - a mechanical switch removes power from the
PSU. RTC is the only component still energized, and that is via a coin cell
battery (CR2025/CR2032) on the mainboard.

scott

Subject: Re: New HD
Posted by Dan Espen on Mon, 25 Feb 2013 19:51:58 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>
>>> On 24 Feb 2013 16:05:51 GMT
>>> jmfbahciv <See.above@aol.com> wrote:
>>>
>>>> I don't want to go back and look at history; I want to pull the
>>>> plug when the unwanted activity is happening.
>>>
>>> That's just about feasible on a modem link doing a few kilobytes
>>> per second, but not even remotely feasible on a multi-megabit broadband
>>> connection. For that you really have to rely on firewalls to prevent
>>> unwanted traffic and logging to detect when the firewall has failed to
>>> prevent something. Another defensive technique is software that spots
> attack
>>> patterns and slams the door on the attacker by injecting a custom firewall
>>> rule just for them - this is commonly used to shut out people trying to
>>> brute force a login via ssh.
>>
>> Feasible has nothing to do with it.
>>
>> She looks at the lights and sees danger.
>
> And you know that's is just pure bullshit. Everyone who worked
> in machine rooms at DEC knew how to detect changes in patterns
> using sight and sound.
>
> Just becuase you can't do it should not imply that noone else
> can do it.

So, you don't look at the lights and see danger?
I'm confused, you just said you did.

I suppose you can tell the difference between a re-transmit
and a DHCP lease renewal too?

I have a friend that gets messages from stop signs.

--
Dan Espen

Subject: Re: New HD
Posted by Gene Wirchenko on Mon, 25 Feb 2013 20:00:00 GMT
View Forum Message <> Reply to Message

On Mon, 25 Feb 2013 11:27:51 -0600, Dave Garland
<dave.garland@wizinfo.com> wrote:

[snip]

> With my last desktop computer, I had that disabled. But occasionally
> I would wake in the night to hear the fans running in the next room.
> Eventually I ruled out the possibility that I had merely forgotten to
> turn the computer off (with or without C2H5OH assistance).
>
> It turned out that it had another trigger. The cat stepping on the
> keyboard would turn it on.
>
> I never did find out what the cat was trying to compute. But I put in
> one of those power boxes with a master switch. Turns out that even
> "off" the computer was pulling several watts while waiting for the cat.

"Here, kitty, kitty. I have kept the system warm. Come lie down
on me and get comfortable. If you need more warmth, just press the
any key."

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Morten Reistad on Mon, 25 Feb 2013 20:16:25 GMT
View Forum Message <> Reply to Message

In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Christian Brunschen wrote:
>> In article <PM0004D67A2C392CEB@ac815071.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> I don't want to go back and look at history; I want to pull the
>>> plug when the unwanted activity is happening.
>>
>> This means that you need something that will show you when actually
>> unwanted activity happens. A light that shows any-and-all activity does
>> not do that; what you'd need is something that knows what kind of activity
>> is wanted and then shows you whenever anything outside those boundaries
>> happens - or even better, upon detection of any unwanted activity, does
>> the plug-pulling for you automatically. This would be able to be more

>> accurate, and quicker, and also capture any unwanted activity that might
>> otherwise occur while you're briefly looking away from the blinking
>> lights.
>
> I didn't have problems seeing a change in normal patterns. REmember, I only
> do eamil which is ASCII and newsgroups which is also ASCII. It's not
> difficult to see a change in normal patterns. I understnad all of the
> above and would do all of that if it were my business. I also have lots
> of experience learning normal light patterns on modems for various network
> layers. One watched lights during DECnet certifications between heterogeneous
> systems to "see" if anything was working.
>
> Everyone who worked in a machine room (and in the early days everyone did)
> used light pattern changes to sense the health of the machine and/or the
> monitor.
>
>>
>> Keeping history around would then allow you to look at any activity that
>> was detected as outside the whitelist of 'wanted' activity, and determine
>> whether perhaps a particular activity should be added to the whitelist.
>
> That's only if I care about having to deal with prevention long-term.
> I'm a simple ASCII user whos uses the computer as a TTY. In this
> user role, I don't care about the past nor about "fixing" the
> complex attack problems.

I hear what you are saying, but the world has moved on.

Meet tcpdump, which does what you want; if it is to look at what
is happening on an interface.

Or wireshark, if you want it in graphical detail.

They cost absolutly nothing more than the time and effort
to download. And you will learn a lot about what is
ACTUALLY happning on the wire when you use tcp/ip.

-- mrr

---

Subject: Re: New HD
Posted by Morten Reistad on Mon, 25 Feb 2013 20:22:04 GMT
View Forum Message <> Reply to Message

In article <PM0004D68D73332216@aca278dd.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Morten Reistad wrote:
>> In article <aov5cmFhknbU1@mid.individual.net>,

>> Rod Speed <rod.speed.aaa@gmail.com> wrote:

>> Here is where it gets interesting; I now have 33 prefixes,
>> out of the ca 450 000 of the entire internet, that are in
>> the "permanent bitbucket" list. I filter these on every
>> server I administer.
>>
>> It is frankly amazing how concentrated the bad/ugly attacks are.
>
> One would think that they would try to be more invisible. I thought
> those crooks were more sophisticated. Maybe they will be after
> they read this thread :-).

It seems that the Internet is still a pretty well managed place in
terms of connectivity and adherence to allocated ip addresses.

And now eurasia is on IPv4 rationing, so there will not be
many new prefixes added either.

Just to clarify: The amazing concentration is the source IP
ranges of the attackers. I have run honeypot scripts for 3
years now, after a few years dabbling with the concept, and
the same +/- 33 prefixes are the ones that keep attacking,
again and again.

There is also some "script kiddie" attacks from the rest
of the Internet, but they are ephemeral, and not very
well designed. (and easy to protect against).

-- mrr

---

Subject: Re: New HD
Posted by GreyMaus[1] on Mon, 25 Feb 2013 21:09:06 GMT
View Forum Message <> Reply to Message

On 2013-02-24, Ahem A Rivet's Shot <steveo@eircom.net> wrote:
> On 24 Feb 2013 19:15:23 GMT
> greymaus <maus@mail.com> wrote:
>
>> I notice that after downloading with bittorrent, I `shutdown -h now', the
>> ethernet connection to the router continues to flicker until I unplug
>> the computer. ('seed' packets trying to get through? or looked for?)
>
> With bittorrent there will be other machines making connections to
> yours (or trying to) in order to download from you, this is liable to
> continue for some time after your client informs the trackers that it's

> shutting down.
>

What I suspected. Still, eerie
What I suspected. Still, eerie

--
maus
.
.
....

---

Subject: Re: New HD
Posted by GreyMaus[1] on Mon, 25 Feb 2013 21:09:06 GMT
View Forum Message <> Reply to Message

On 2013-02-25, Josh <jj@jklo.com> wrote:
>
>
> "Dan Espen" <despen@verizon.net> wrote in message
> news:ic1uc51fyu.fsf@home.home...
>> Gene Wirchenko <genew@telus.net> writes:
>>
>>> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>>> wrote:
>>>
>>> [snip]
>>>
>>>> Sure some idiot can sneak in and make a temporary update as a joke.
>>>> I don't think that has much of an impact, those updates are easily
>>>> reversed and then blocked.
>>>
>>> They are not always so temporary if this is correct:
>>> http://en.wikipedia.org/wiki/Wikipedia:List_of_hoaxes_on_Wik ipedia
>>> The longest listed is just over eight years with many listed as having
>>> lasted for years.
>>
>> Interesting. Almost all of them are fictitious articles.
>>
>> If you make up a name "Slow Blind Driveway" and claim he's a blues
>> musician,
>> how is anyone going to even find the entry?
>
> By using google to get there.
>
> I do that most of the time because the google search leaves
> the wikipedia search for dead.

>
>> After all, they aren't going to be searching for "slow blind driveway"
>> or a lot of the other things that might be listed on the page. I can
>> see how that could go unnoticed for quite a while. The trick to
>> succeeding would be to keep people off the page.
>>
>> Sort of makes the "problem" imaginary too.
>
> It's a real problem, but doesn't take away from the
> fact that wikipedia leaves for dead what we had to
> use before it showed up on updateability and being
> up to date alone.
>

Wikipedia is very strong on computing, technology , aand generally the sort
of topic that the people who use it know about. Farming, for instance, is
hardly covered at all.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Josh on Mon, 25 Feb 2013 21:47:05 GMT
View Forum Message <> Reply to Message

"Dan Espen" <despen@verizon.net> wrote in message
news:icppzoxz0h.fsf@home.home...
> "Josh" <jj@jklo.com> writes:
>
>> "Dan Espen" <despen@verizon.net> wrote in message
>> news:icfw0lysls.fsf@home.home...
>>> "Josh" <jj@jklo.com> writes:
>>>
>>>> "Dan Espen" <despen@verizon.net> wrote in message
>>>> news:ic1uc51fyu.fsf@home.home...
>>>> > Gene Wirchenko <genew@telus.net> writes:
>>>> >
>>>> >> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>>>> >> wrote:
>>>> >>
>>>> >> [snip]
>>>> >>
>>>> >>>Sure some idiot can sneak in and make a temporary update as a joke.

>>>> >>>I don't think that has much of an impact, those updates are easily
>>>> >>>reversed and then blocked.
>>>> >>
>>>> >>  They are not always so temporary if this is correct:
>>>> >>  http://en.wikipedia.org/wiki/Wikipedia:List_of_hoaxes_on_Wik ipedia
>>>> >> The longest listed is just over eight years with many listed as
>>>> >> having
>>>> >> lasted for years.
>>>> >
>>>> > Interesting.  Almost all of them are fictitious articles.
>>>> >
>>>> > If you make up a name "Slow Blind Driveway" and claim he's a blues
>>>> > musician,
>>>> > how is anyone going to even find the entry?
>>>>
>>>>  By using google to get there.
>>>
>>>  Why would you search for "slow blind driveway".
>>
>>  You don't, you search for something else that sees google offer that
>>  wikipedia article.
>>
>>>  If you did a search for "blues musician", google MIGHT
>>>  return it but it's going to be way down in the results.
>>
>>  But a more specific search might well produce it quite high on
>>  the hit list if  you happen to use words that are used in the article.
>>
>>>>  I do that most of the time because the google search leaves
>>>>  the wikipedia search for dead.
>>>
>>>  I find Wikipedia search to be okay, if I'm searching for
>>>  a Wikipedia article.
>>
>>  I find its lousy when you don't have a unique keyword that
>>  wikipedia has chosen to use as an article header and even
>>  with those, there are FAR fewer name variations included
>>  than google handles effortlessly.
>>
>>  Try finding those very unusual stone walls seen at
>>  http://en.wikipedia.org/wiki/File:Sacsayhuaman_Inca.jpg
>>  without using that unique key word with is hard to remember.
>>
>>  Even just finding the list of fertility rate by country is hopeless with
>>  the wikipedia search and as easy as falling off a log with google.
>
>  Just tried.
>  Went to main page, typed in "birth rate".

> Scrolled down, found:
>
>
> Lists
>
>  _List of sovereign states and dependent territories by birth rate_

Doesn't work with fertility rate and does with google.

And it doesn't work with the search box either, and does with google.

Doesn't work with the IE9 accelerator either and does with google.

---

Subject: Re: New HD
Posted by Josh on Mon, 25 Feb 2013 21:53:21 GMT
View Forum Message <> Reply to Message

"Charles Richmond" <numerist@aquaporin4.com> wrote in message
news:kgg6vl$d15$1@dont-email.me...
> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
> news:1bsj4l9bdc.fsf@snowball.wb.pfeifferfamily.net...
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> In <CD4D3401.263B4%yaldnif.w@blueyonder.co.uk>, on 02/22/2013
>>>  at 02:41 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>>>
>>>> What I am asserting is that GOTO makes control flow non-transparent.
>>>
>>> As does pretty much any language feature. Transparency takes work,
>>> regardless of language.
>>
>> There are features that facilitate transparency (Dijkstra's canonical
>> forms may be too restrictive, but they facilitate transparency), and
>> features that are hostile to it (the goto, in and of itself).
>>
>> Yes, a bad programmer can write unreadable code with nothing but
>> if-then-else and a good programmer can write wonderfully clear code with
>> goto's and self discipline. But the language can make it easier to
>> write good code and less easy to write bad code.
>
> I am *so* glad that someone got around to saying this... *no* computer
> language is going to save a moron from himself.

One without a GOTO makes it a lot harder to do THAT PARTICULAR OBSCENITY,
the impossible to read GOTO mess.

---

Subject: Re: New HD
Posted by Patrick Scheible on Mon, 25 Feb 2013 21:55:26 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:

> JimP. <pongbill127@cableone.net> writes:
>
>> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>> wrote:
>>> Patrick Scheible <kkt@zipcon.net> writes:
>>>
>>>> "Josh" <jj@jklo.com> writes:
>>>>
>>>> > "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>>> > news:86obfcw8jt.fsf@chai.my.domain...
>>>> >> Dan Espen <despen@verizon.net> writes:
>>>> >>
>>>> >>> driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >>>
>>>> >>>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>>>
>>>> >>>> [snip]
>>>> >>>>
>>>> >>>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >>>>> the progress. It's the trivial use that such riches are wasted on. I
>>>> >>>>> guess if one in a hundred thousand people put the technology to *good*
>>>> >>>>> use creating new and useful things in the world... or find answers to
>>>> >>>>> serious problems like disease and food shortages... then it does
>>>> >>>>> mitigate things somewhat.
>>>> >>>>
>>>> >>>> It seems that the majority of internet usage is for pornography
>>>> >>>> and 'social networking',
>>>> >>>>
>>>> >>> Not here.
>>>> >>>>
>>>> >>> I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >>>>
>>>> >>>> yet there are clamouring demands for faster connection speeds.
>>>> >>>>
>>>> >>> Really?
>>>> >>>>
>>>> >>>> I first connected on dial-up in the early 90's, then
>>>> >>>> went broadband on half a meg., which was subsequently increased to 2,
>>>> >>>> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>>> >>>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>> >>>>
>>>> >>> Is it uphill both ways?
>>>> >>>>

>>>> >>> What's with so many people being so cynical?
>>>> >>>
>>>> >>> The world just keeps getting better and better except for all the
>>>> >>> complaining.
>>>> >>
>>>> >> Hm.  As I see it, computer hardware is just about the only part of the
>>>> >> world that just keeps getting better.
>>>> >
>>>> > Even sillier.
>>>> >
>>>> > Wikipedia alone leaves what we had to use before that for dead.
>>>> >
>>>> > Usenet leaves what we used before that for dead.
>>>>
>>>>  Wikipedia, really?  I'll grant that it has a lot more breadth than old
>>>>  encylopedias, and that it's updated more quickly.  But I think it was
>>>>  worth a lot to have articles written by people knowledable in their
>>>>  fields and wouldn't be changed to reflect a minority point of view or as
>>>>  some sort of joke.
>>>
>>> Seems to me Wikipedia gets updated by very knowledgeable people.
>>> Perhaps even the people MOST knowledgeable.
>>>
>>> Sure some idiot can sneak in and make a temporary update as a joke.
>>> I don't think that has much of an impact, those updates are easily
>>> reversed and then blocked.
>>
>>  Wikipedia isn't accepted by the university in my area as a source,
>>  they consider it unreliable.
>
>  Seems to me they should reject it because it's not a primary source.
>  For the same reason they should reject an encyclopedia.

For some uses, secondary sources are acceptable, like background
information on a broad topic or a side point to the main thesis.
However, Wikipedia would not be a good secondary source because anyone
can change it at any time.  Some areas of Wikipedia have editors who
watch changes closely, others do not.

-- Patrick

---

Subject: Re: New HD
Posted by Bill Findlay on Mon, 25 Feb 2013 21:57:03 GMT
View Forum Message <> Reply to Message

On 25/02/2013 17:29, in article kgg6vl$d15$1@dont-email.me, "Charles
Richmond" <numerist@aquaporin4.com> wrote:

> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
> news:1bsj4l9bdc.fsf@snowball.wb.pfeifferfamily.net...
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> In <CD4D3401.263B4%yaldnif.w@blueyonder.co.uk>, on 02/22/2013
>>> at 02:41 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>>>
>>>> What I am asserting is that GOTO makes control flow non-transparent.
>>>
>>> As does pretty much any language feature. Transparency takes work,
>>> regardless of language.
>>
>> There are features that facilitate transparency (Dijkstra's canonical
>> forms may be too restrictive, but they facilitate transparency), and
>> features that are hostile to it (the goto, in and of itself).
>>
>> Yes, a bad programmer can write unreadable code with nothing but
>> if-then-else and a good programmer can write wonderfully clear code with
>> goto's and self discipline. But the language can make it easier to
>> write good code and less easy to write bad code.
>
> I am *so* glad that someone got around to saying this... *no* computer
> language is going to save a moron from himself.

Only a moron might think that it could.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Patrick Scheible on Mon, 25 Feb 2013 21:59:24 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <icehg51t30.fsf@home.home>, on 02/24/2013
> at 01:10 PM, Dan Espen <despen@verizon.net> said:
>
>> Seems to me Wikipedia gets updated by very knowledgeable people.
>
> And by very ignorant people. You pays your money and you takes your
> chances.
>
> If you are expert in a subject, you can improve the s/n ratio by

> editing articles in your field of expertise. Even if you are not an
> expert, if you have some documentation in your attic you can improve
> existing articles by adding references.

You could... but people who are really experts in some subject often
have more productive uses of their time than correcting Someone who is
Wrong on the Internet.

http://xkcd.com/386/

At least traditional encylopedia articles get a modest fee for their
articles. And have editors who try to hire someone with some expertise
in the subject.

-- Patrick

---

Subject: Re: New HD
Posted by Patrick Scheible on Mon, 25 Feb 2013 22:01:20 GMT
View Forum Message <> Reply to Message

"Josh" <jj@jklo.com> writes:

> "Patrick Scheible" <kkt@zipcon.net> wrote in message
> news:86hal1k4we.fsf@chai.my.domain...
>> "Josh" <jj@jklo.com> writes:
>>
>>> "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>> news:86obfcw8jt.fsf@chai.my.domain...
>>>> Dan Espen <despen@verizon.net> writes:
>>>>
>>>> > driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >
>>>> >> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>
>>>> >> [snip]
>>>> >>
>>>> >>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >>> the progress. It's the trivial use that such riches are wasted
>>>> >>> on. I
>>>> >>> guess if one in a hundred thousand people put the technology to
>>>> >>> *good*
>>>> >>> use creating new and useful things in the world... or find answers to
>>>> >>> serious problems like disease and food shortages... then it does
>>>> >>> mitigate things somewhat.
>>>> >>
>>>> >> It seems that the majority of internet usage is for pornography
>>>> >> and 'social networking',

>>>> >
>>>> > Not here.
>>>> >
>>>> > I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >
>>>> >> yet there are clamouring demands for faster connection speeds.
>>>> >
>>>> > Really?
>>>> >
>>>> >> I first connected on dial-up in the early 90's, then
>>>> >> went broadband on half a meg., which was subsequently increased to 2,
>>>> >> then 8 meg. D/L. We learnt how to minimise consumption by, for
>>>> >> example,
>>>> >> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>> >
>>>> > Is it uphill both ways?
>>>> >
>>>> > What's with so many people being so cynical?
>>>> >
>>>> > The world just keeps getting better and better except for all the
>>>> > complaining.
>>>>
>>>>  Hm.  As I see it, computer hardware is just about the only part of the
>>>>  world that just keeps getting better.
>>>
>>>  Even sillier.
>>>
>>>  Wikipedia alone leaves what we had to use before that for dead.
>>>
>>>  Usenet leaves what we used before that for dead.
>
>>  Wikipedia, really?  I'll grant that it has a lot more breadth
>>  than old encylopedias, and that it's updated more quickly.
>
>  So on those two aspects alone there has been significant improvement.
>
>  But I think it was
>>  worth a lot to have articles written by people knowledable in their
>>  fields
>
>  That is what happens with wikipedia.

Sometimes, and sometimes not.

>  and wouldn't be changed to reflect a minority point of view or as
>>  some sort of joke.
>
>  Those never last long. Try doing one and watch how long it lasts.

Never?

I don't want to possibly mislead people just to do an experiment.

-- Patrick

---

Subject: Re: New HD
Posted by Josh on Mon, 25 Feb 2013 22:01:24 GMT
View Forum Message <> Reply to Message

"Peter Flass" <Peter_Flass@Yahoo.com> wrote in message
news:kggd91$l5h$1@dont-email.me...
> On 2/25/2013 7:39 AM, Shmuel (Seymour J.) Metz wrote:
>>
>> From my perspective bitsavers is more valuable than wiki. It's by no
>> means complete, but I'm glad it's there. As with wiki, you han help if
>> you have old documentation.
>>
>
> I wouldn't depend solely on wikipedia for something important. It's good
> for a quick overview of something you know little or nothing about.

Its also good for details that most forget like the pinout on ATX
power supplys or how far you can legally go with a USB cable etc
or exactly when the EU started etc.

> If you're interested it will hopefully point you to better sources.

Almost always does in fact.

> Bitsavers is the best source,

Only for some stuff. Its useless for politics and history.

> but you don't want to have to read a set of manuals to get a quick
> once-over.

Or even just some timeline of say DEC systems
or the detail of what a PDP9 was about etc.

Like I said, wikipedia leaves what we had before
it for dead and bitsavers came later than it too.

---

Subject: Re: New HD

Posted by scott on Mon, 25 Feb 2013 22:15:28 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
> In <kgflk1$428$1@dont-email.me>, on 02/25/2013
>  at 07:33 AM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> As I said, or thought I did, there are no "blocks" in the code.
>
> You said it; it wasn't true. Wha do you think that the code between an
> IF and an ENDIF, or between a DO and an ENDDO is?
>
>> The branches are in totally random locations.
>
> No.
>
>> I like Walter's idea of hacking an assembler to generate HLL code
>
> You maintain it; count me out.

http://en.wikipedia.org/wiki/JAD_(JAva_Decompiler)

Takes java byte-code and produces corresponding compilable java code.

Note the comments and non-global variable names in the original java code will be lost or replaced with generic names.

Was quite useful for poking around in vendor provided java classes. To the extent that java obfuscators were developed to make the output of JAD less useful as a reverse-engineering mechanism.

scott

---

Subject: Re: New HD
Posted by scott on Mon, 25 Feb 2013 22:21:25 GMT
View Forum Message <> Reply to Message

Morten Reistad <first@last.name> writes:
> In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:

>> That's only if I care about having to deal with prevention long-term.
>> I'm a simple ASCII user whos uses the computer as a TTY. In this
>> user role, I don't care about the past nor about "fixing" the
>> complex attack problems.
>
> I hear what you are saying, but the world has moved on.

>
> Meet tcpdump, which does what you want; if it is to look at what
> is happening on an interface.
>
> Or wireshark, if you want it in graphical detail.
>
> They cost absolutly nothing more than the time and effort
> to download. And you will learn a lot about what is
> ACTUALLY happning on the wire when you use tcp/ip.

However, unless one has a basic understanding of the protocol layers
(data link (MAC), network (IPv4/IPv6), transport/session (TCP),
application (HTTP)), the output from tcpdump, ethereal or wireshark
won't be particularly illuminating.

scott

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 25 Feb 2013 22:54:49 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

>  Morten Reistad <first@last.name> writes:
>> In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
>> jmfbahciv  <See.above@aol.com> wrote:
>
>>> That's only if I care about having to deal with prevention long-term.
>>> I'm a simple ASCII user whos uses the computer as a TTY.  In this
>>> user role, I don't care about the past nor about "fixing" the
>>> complex attack problems.
>>
>> I hear what you are saying, but the world has moved on.
>>
>> Meet tcpdump, which does what you want; if it is to look at what
>> is happening on an interface.
>>
>> Or wireshark, if you want it in graphical detail.
>>
>> They cost absolutly nothing more than the time and effort
>> to download. And you will learn a lot about what is
>> ACTUALLY happning on the wire when you use tcp/ip.
>
>  However, unless one has a basic understanding of the protocol layers
>  (data link (MAC), network (IPv4/IPv6), transport/session (TCP),
>  application (HTTP)), the output from tcpdump, ethereal or wireshark
>  won't be particularly illuminating.

We're dealing with a user that can tell what's being transmitted by
the flashing of the lights.  Wireshark won't be a problem.

Oh gee, I really should not hit send.

Sorry Barb, couldn't help myself...

I'm bad.

--
Dan Espen

---

Subject: Re: New HD
Posted by Anonymous on Mon, 25 Feb 2013 23:05:20 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Mon, 25 Feb 2013 14:23:43 -0500, Peter Flass
<Peter_Flass@Yahoo.com> wrote:

> On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>
>>  I do unplug it.  Laptops have batteries.  Once or twice a week, the
>>  battery needs recharging when I turn the system on the next day.
>>  With broadband the comm connection is always hot.  There's so much
>>  "automated" gear in systems these days, I don't see how you can
>>  ensure that nothing from the outside can reach in and push
>>  the software's boot button.
>>
>
>
> Disconnect the network cable. If you have wi-fi unplug the router.

Agreed.

When I ran a server from my office my procedure if a virus attack was
in progress was ;

1. Unplug the servers network cable from the wall.
2. Call my boss to organise an investigation.
3. Get coffee.

A simple tool I developed was a script.
Having identified the potential virus on the internet - the script
searched all online PC's for a given UNC filespec, and logged the

results.
On occasion it saved a lot of legwork by identifing which PC's were
infected - within a minute or two - and before the user knew.
Obviously the regular antivius had failed.

A recent telephone scam involves a simple trick.
When you doubt their identity - the scammer says "call me back 'on
the_official_number'".
You do, and they answer. Because they never put the phone down when
you did - leaving the line open.

Similarly if a virus targeted the BIOS - there is space in there to
hide.
Not like in old days when updating needed a soldering iron.
And who knows what your computer might get up to while you are asleep.

Good night, sleep tight :)

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Morten Reistad on Mon, 25 Feb 2013 23:11:48 GMT
View Forum Message <> Reply to Message

In article <icd2voxava.fsf@home.home>, Dan Espen  <despen@verizon.net> wrote:
> scott@slp53.sl.home (Scott Lurndal) writes:
>
>>  Morten Reistad <first@last.name> writes:
>>> In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
>>> jmfbahciv  <See.above@aol.com> wrote:
>>
>>>> That's only if I care about having to deal with prevention long-term.
>>>> I'm a simple ASCII user whos uses the computer as a TTY.  In this
>>>> user role, I don't care about the past nor about "fixing" the
>>>> complex attack problems.
>>>
>>> I hear what you are saying, but the world has moved on.
>>>
>>> Meet tcpdump, which does what you want; if it is to look at what
>>> is happening on an interface.
>>>
>>> Or wireshark, if you want it in graphical detail.
>>>
>>> They cost absolutly nothing more than the time and effort
>>> to download. And you will learn a lot about what is

>>> ACTUALLY happning on the wire when you use tcp/ip.
>>
>> However, unless one has a basic understanding of the protocol layers
>> (data link (MAC), network (IPv4/IPv6), transport/session (TCP),
>> application (HTTP)), the output from tcpdump, ethereal or wireshark
>> won't be particularly illuminating.
>
> We're dealing with a user that can tell what's being transmitted by
> the flashing of the lights. Wireshark won't be a problem.

Well, Barb DID do the validation of DECnet; so TCP/IP shouldn't
be a huge hurdle. She might even learn something about WHY we
don't encourage blinkenlight debugging of telecoms for the last
25 years or so.

>
> Oh gee, I really should not hit send.
>
> Sorry Barb, couldn't help myself...
>
> I'm bad.

Yep.

But at least you apologised.

---

Subject: Re: New HD
Posted by Patrick Scheible on Mon, 25 Feb 2013 23:31:26 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>
>> I do unplug it. Laptops have batteries. Once or twice a week, the
>> battery needs recharging when I turn the system on the next day.
>> With broadband the comm connection is always hot. There's so much
>> "automated" gear in systems these days, I don't see how you can
>> ensure that nothing from the outside can reach in and push
>> the software's boot button.
>>
>
>
> Disconnect the network cable. If you have wi-fi unplug the router.

Take the battery out and put it the laptop in a solid iron box!

-- Patrick

---

Subject: Re: New HD
Posted by Patrick Scheible on Mon, 25 Feb 2013 23:34:07 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:

> jmfbahciv <See.above@aol.com> writes:
>
>> Dan Espen wrote:
>>> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>
>>>> On 24 Feb 2013 16:05:51 GMT
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> > I don't want to go back and look at history; I want to pull the
>>>> > plug when the unwanted activity is happening.
>>>>
>>>> That's just about feasible on a modem link doing a few kilobytes
>>>> per second, but not even remotely feasible on a multi-megabit broadband
>>>> connection. For that you really have to rely on firewalls to prevent
>>>> unwanted traffic and logging to detect when the firewall has failed to
>>>> prevent something. Another defensive technique is software that spots
>> attack
>>>> patterns and slams the door on the attacker by injecting a custom firewall
>>>> rule just for them - this is commonly used to shut out people trying to
>>>> brute force a login via ssh.
>>>
>>> Feasible has nothing to do with it.
>>>
>>> She looks at the lights and sees danger.
>>
>> And you know that's is just pure bullshit. Everyone who worked
>> in machine rooms at DEC knew how to detect changes in patterns
>> using sight and sound.
>>
>> Just becuase you can't do it should not imply that noone else
>> can do it.
>
> So, you don't look at the lights and see danger?
> I'm confused, you just said you did.

She can't on modern systems that don't have blinkenlights. Even Barb
isn't that good.

-- Patrick

---

Subject: Re: New HD
Posted by D.J. on Tue, 26 Feb 2013 00:10:25 GMT
View Forum Message <> Reply to Message

On 25 Feb 2013 14:59:46 GMT, jmfbahciv <See.above@aol.com> wrote:
> Ahem A Rivet's Shot wrote:
>> On 24 Feb 2013 16:05:51 GMT
>> jmfbahciv <See.above@aol.com> wrote:
>>
>>> I don't want to go back and look at history; I want to pull the
>>> plug when the unwanted activity is happening.
>>
>> That's just about feasible on a modem link doing a few kilobytes
>> per second, but not even remotely feasible on a multi-megabit broadband
>> connection. For that you really have to rely on firewalls to prevent
>> unwanted traffic and logging to detect when the firewall has failed to
>> prevent something. Another defensive technique is software that spots attack
>> patterns and slams the door on the attacker by injecting a custom firewall
>> rule just for them - this is commonly used to shut out people trying to
>> brute force a login via ssh.
>>
> I figured that would be the case. However, I would like to see the
> lights just to learn patterns. We did this all the time at work. It's
> almost as natural as breathing.

The blink rate is too fast for the human brain to see patterns in
recent computers.

If unsure, unplug it. Otherwise, trying to figure out lights patterns
these days is a waste of time.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Tue, 26 Feb 2013 00:15:51 GMT
View Forum Message <> Reply to Message

On Sun, 24 Feb 2013 16:07:40 -0500, Peter Flass
<Peter_Flass@Yahoo.com> wrote:
> On 2/24/2013 1:24 PM, JimP. wrote:
>> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>> wrote:

>>>  Patrick Scheible <kkt@zipcon.net> writes:
>>>
>>>>  "Josh" <jj@jklo.com> writes:
>>>>
>>>> > "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>>> > news:86obfcw8jt.fsf@chai.my.domain...
>>>> >> Dan Espen <despen@verizon.net> writes:
>>>> >>
>>>> >>> driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >>>
>>>> >>>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>>>
>>>> >>>> [snip]
>>>> >>>>
>>>> >>>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >>>>> the progress.  It's the trivial use that such riches are wasted on.  I
>>>> >>>>> guess if one in a hundred thousand people put the technology to *good*
>>>> >>>>> use creating new and useful things in the world... or find answers to
>>>> >>>>> serious problems like disease and food shortages... then it does
>>>> >>>>> mitigate things somewhat.
>>>> >>>>
>>>> >>>> It seems that the majority of internet usage is for pornography
>>>> >>>> and 'social networking',
>>>> >>>
>>>> >>> Not here.
>>>> >>>
>>>> >>> I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >>>
>>>> >>>> yet there are clamouring demands for faster connection speeds.
>>>> >>>
>>>> >>> Really?
>>>> >>>
>>>> >>>> I first connected on dial-up in the early 90's, then
>>>> >>>> went broadband on half a meg., which was subsequently increased to 2,
>>>> >>>> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>>> >>>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>> >>>
>>>> >>> Is it uphill both ways?
>>>> >>>
>>>> >>> What's with so many people being so cynical?
>>>> >>>
>>>> >>> The world just keeps getting better and better except for all the
>>>> >>> complaining.
>>>> >>
>>>> >> Hm.  As I see it, computer hardware is just about the only part of the
>>>> >> world that just keeps getting better.
>>>> >
>>>> > Even sillier.

>>>> >
>>>> > Wikipedia alone leaves what we had to use before that for dead.
>>>> >
>>>> > Usenet leaves what we used before that for dead.
>>>>
>>>> Wikipedia, really? I'll grant that it has a lot more breadth than old
>>>> encylopedias, and that it's updated more quickly. But I think it was
>>>> worth a lot to have articles written by people knowledable in their
>>>> fields and wouldn't be changed to reflect a minority point of view or as
>>>> some sort of joke.
>>>
>>> Seems to me Wikipedia gets updated by very knowledgeable people.
>>> Perhaps even the people MOST knowledgeable.
>>>
>>> Sure some idiot can sneak in and make a temporary update as a joke.
>>> I don't think that has much of an impact, those updates are easily
>>> reversed and then blocked.
>>
>> Wikipedia isn't accepted by the university in my area as a source,
>> they consider it unreliable.
>>
>
> No high school, and certainly no university would accept any
> encyclopedia as a source.

When I had a printed encyclopedia at home, decades ago, it was
considered a reliable source. Just not a major source, nor the only
source, for a term paper.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Tue, 26 Feb 2013 00:17:05 GMT
View Forum Message <> Reply to Message

On Sun, 24 Feb 2013 17:38:43 -0500, Dan Espen <despen@verizon.net>
wrote:
> JimP. <pongbill127@cableone.net> writes:
>
>> On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>
>> wrote:
>>> Patrick Scheible <kkt@zipcon.net> writes:

>>>
>>>>  "Josh" <jj@jklo.com> writes:
>>>>
>>>> > "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>>> > news:86obfcw8jt.fsf@chai.my.domain...
>>>> >> Dan Espen <despen@verizon.net> writes:
>>>> >>
>>>> >>> driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >>>
>>>> >>>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>>>
>>>> >>>> [snip]
>>>> >>>>
>>>> >>>>> So yes, in this sense, progress makes me angry... but it's *not* just
>>>> >>>>> the progress.  It's the trivial use that such riches are wasted on.  I
>>>> >>>>> guess if one in a hundred thousand people put the technology to *good*
>>>> >>>>> use creating new and useful things in the world... or find answers to
>>>> >>>>> serious problems like disease and food shortages... then it does
>>>> >>>>> mitigate things somewhat.
>>>> >>>>
>>>> >>>> It seems that the majority of internet usage is for pornography
>>>> >>>> and 'social networking',
>>>> >>>>
>>>> >>> Not here.
>>>> >>>
>>>> >>> I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >>>
>>>> >>>> yet there are clamouring demands for faster connection speeds.
>>>> >>>>
>>>> >>> Really?
>>>> >>>
>>>> >>>> I first connected on dial-up in the early 90's, then
>>>> >>>> went broadband on half a meg., which was subsequently increased to 2,
>>>> >>>> then 8 meg. D/L. We learnt how to minimise consumption by, for example,
>>>> >>>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg. D/L.
>>>> >>>>
>>>> >>> Is it uphill both ways?
>>>> >>>
>>>> >>> What's with so many people being so cynical?
>>>> >>>
>>>> >>> The world just keeps getting better and better except for all the
>>>> >>> complaining.
>>>> >>
>>>> >> Hm.  As I see it, computer hardware is just about the only part of the
>>>> >> world that just keeps getting better.
>>>> >
>>>> > Even sillier.
>>>> >

>>>> > Wikipedia alone leaves what we had to use before that for dead.
>>>> >
>>>> > Usenet leaves what we used before that for dead.
>>>>
>>>> Wikipedia, really? I'll grant that it has a lot more breadth than old
>>>> encylopedias, and that it's updated more quickly. But I think it was
>>>> worth a lot to have articles written by people knowledable in their
>>>> fields and wouldn't be changed to reflect a minority point of view or as
>>>> some sort of joke.
>>>
>>> Seems to me Wikipedia gets updated by very knowledgeable people.
>>> Perhaps even the people MOST knowledgeable.
>>>
>>> Sure some idiot can sneak in and make a temporary update as a joke.
>>> I don't think that has much of an impact, those updates are easily
>>> reversed and then blocked.
>>
>> Wikipedia isn't accepted by the university in my area as a source,
>> they consider it unreliable.
>
> Seems to me they should reject it because it's not a primary source.
> For the same reason they should reject an encyclopedia.

They don't trust the editing. I've spotted crap in post in Wikipedia
about science. I certainly wouldn't trust their 'info' on politics.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Andrew Swallow on Tue, 26 Feb 2013 00:52:53 GMT
View Forum Message <> Reply to Message

On 25/02/2013 22:54, Dan Espen wrote:
> scott@slp53.sl.home (Scott Lurndal) writes:
>
>> Morten Reistad <first@last.name> writes:
>>> In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>
>>>> That's only if I care about having to deal with prevention long-term.
>>>> I'm a simple ASCII user whos uses the computer as a TTY. In this
>>>> user role, I don't care about the past nor about "fixing" the

>>>>  complex attack problems.
>>>
>>>  I hear what you are saying, but the world has moved on.
>>>
>>>  Meet tcpdump, which does what you want; if it is to look at what
>>>  is happening on an interface.
>>>
>>>  Or wireshark, if you want it in graphical detail.
>>>
>>>  They cost absolutly nothing more than the time and effort
>>>  to download. And you will learn a lot about what is
>>>  ACTUALLY happning on the wire when you use tcp/ip.
>>
>>  However, unless one has a basic understanding of the protocol layers
>>  (data link (MAC), network (IPv4/IPv6), transport/session (TCP),
>>  application (HTTP)), the output from tcpdump, ethereal or wireshark
>>  won't be particularly illuminating.
>
>  We're dealing with a user that can tell what's being transmitted by
>  the flashing of the lights.  Wireshark won't be a problem.
>
>  Oh gee, I really should not hit send.
>
>  Sorry Barb, couldn't help myself...
>
>  I'm bad.
>

No she can tell which program is accessing the disk.  The IN file and
the OUT file must be at particular locations.

Andrew Swallow

---

Subject: Re: New HD
Posted by GreyMaus[1] on Tue, 26 Feb 2013 11:29:16 GMT
View Forum Message <> Reply to Message

On 2013-02-26, JimP <pongbill127@cableone.net> wrote:
>  On 25 Feb 2013 14:59:46 GMT, jmfbahciv <See.above@aol.com> wrote:
>> Ahem A Rivet's Shot wrote:
>>>  On 24 Feb 2013 16:05:51 GMT
>>>  jmfbahciv <See.above@aol.com> wrote:
>>>
>>>>  I don't want to go back and look at history; I want to pull the
>>>>  plug when the unwanted activity is happening.
>>>
>>>     That's just about feasible on a modem link doing a few kilobytes

>>> per second, but not even remotely feasible on a multi-megabit broadband
>>> connection. For that you really have to rely on firewalls to prevent
>>> unwanted traffic and logging to detect when the firewall has failed to
>>> prevent something. Another defensive technique is software that spots attack
>>> patterns and slams the door on the attacker by injecting a custom firewall
>>> rule just for them - this is commonly used to shut out people trying to
>>> brute force a login via ssh.
>>>
>> I figured that would be the case. However, I would like to see the
>> lights just to learn patterns. We did this all the time at work. It's
>> almost as natural as breathing.
>
> The blink rate is too fast for the human brain to see patterns in
> recent computers.
>
> If unsure, unplug it. Otherwise, trying to figure out lights patterns
> these days is a waste of time.
> .
> JimP.

Burst of action, pause, (waiting for reply?), next burst of action.

--
maus
.
.
....

---

Subject: Re: New HD
Posted by Walter Bushell on Tue, 26 Feb 2013 12:45:38 GMT
View Forum Message <> Reply to Message

In article <kgg6vl$d15$1@dont-email.me>,
"Charles Richmond" <numerist@aquaporin4.com> wrote:

>
> I am *so* glad that someone got around to saying this... *no* computer
> language is going to save a moron from himself.

And none of these problems is anywheres near as bad as big complicated
spread sheets written. Mixing the program with the data, tops my list.
Tens or hundreds of cells, with many containing code and the data
flows can be quite complex and it takes only one mistake to blow the
whole anal-lysis.

--

This space unintentionally left blank.

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:50 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>>
>> Nah, I don't know how to write tactfully. Some things were
>> state secrets or corporate confidential.
>
> For a corporation that no longer exists - broken up and sold to a
> corporation that also no longer exists. I figure after 40 years or so
> most confidentiality no longer applies.
>
But would the No Such Agency agree?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:50 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <3-ednXsNO8T3ILbMnZ2dnUVZ7oednZ2d@bt.com>,
> am.swallow@btinternet.com (Andrew Swallow) writes:
>
>> On 25/02/2013 19:26, Peter Flass wrote:
>>
>>> On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>>
>>>> Nah, I don't know how to write tactfully. Some things were
>>>> state secrets or corporate confidential.
>>>
>>> For a corporation that no longer exists - broken up and sold to a
>>> corporation that also no longer exists. I figure after 40 years
>>> or so most confidentiality no longer applies.
>>
>> Doctors talk about patients by leaving out names and addresses.
>
> Barb has already said that she doesn't remember the names.
> No problem.

But they know mine.

>
>> For computing purposes you can probably leave out the industry.
>> The government has lots of departments.
>
> C'mon, Barb, give us the juicy stuff. The rest of us do.
>
There are just some things which I have problems putting into
bits. once it's there, it's there forever.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:52 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Christian Brunschen wrote:
>>> In article <PM0004D67A2C392CEB@ac815071.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> I don't want to go back and look at history; I want to pull the
>>>> plug when the unwanted activity is happening.
>>>
>>> This means that you need something that will show you when actually
>>> unwanted activity happens. A light that shows any-and-all activity does
>>> not do that; what you'd need is something that knows what kind of activity
>>> is wanted and then shows you whenever anything outside those boundaries
>>> happens - or even better, upon detection of any unwanted activity, does
>>> the plug-pulling for you automatically. This would be able to be more
>>> accurate, and quicker, and also capture any unwanted activity that might
>>> otherwise occur while you're briefly looking away from the blinking
>>> lights.
>>
>> I didn't have problems seeing a change in normal patterns. REmember, I only
>> do eamil which is ASCII and newsgroups which is also ASCII. It's not
>> difficult to see a change in normal patterns. I understnad all of the
>> above and would do all of that if it were my business. I also have lots
>> of experience learning normal light patterns on modems for various network
>> layers. One watched lights during DECnet certifications between
heterogeneous
>> systems to "see" if anything was working.
>>
>> Everyone who worked in a machine room (and in the early days everyone did)
>> used light pattern changes to sense the health of the machine and/or the

>> monitor.
>>
>>>
>>> Keeping history around would then allow you to look at any activity that
>>> was detected as outside the whitelist of 'wanted' activity, and determine
>>> whether perhaps a particular activity should be added to the whitelist.
>>
>> That's only if I care about having to deal with prevention long-term.
>> I'm a simple ASCII user whos uses the computer as a TTY. In this
>> user role, I don't care about the past nor about "fixing" the
>> complex attack problems.
>
> I hear what you are saying, but the world has moved on.

But I'm not part of that world. If I were working, I would be. In
my present situation, I'm not.
>
> Meet tcpdump, which does what you want; if it is to look at what
> is happening on an interface.
>
> Or wireshark, if you want it in graphical detail.

I don't need detail unless I'm really investigating the behaviour.
Besides it is fun to notice what patterns match functions. Even
the "I'm alive, are you alive" is nice to watch.
>
> They cost absolutly nothing more than the time and effort
> to download. And you will learn a lot about what is
> ACTUALLY happning on the wire when you use tcp/ip.

I'm used to seeing lights at the time the stuff is happening.
I miss that because now I'm reduced to listening to disk
clackerings which can also include checkpointing in the system
software.

I'm not curious or have the energy to look at what is happening.
I just would like to be able to notice changes while I'm using
the system.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:53 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>

>
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004D68D43E55D6F@aca278dd.ipt.aol.com...
>> Ahem A Rivet's Shot wrote:
>>> On 24 Feb 2013 16:05:51 GMT
>>> jmfbahciv <See.above@aol.com> wrote:
>>>
>>>> I don't want to go back and look at history; I want to pull the
>>>> plug when the unwanted activity is happening.
>>>
>>> That's just about feasible on a modem link doing a few kilobytes
>>> per second, but not even remotely feasible on a multi-megabit broadband
>>> connection. For that you really have to rely on firewalls to prevent
>>> unwanted traffic and logging to detect when the firewall has failed to
>>> prevent something. Another defensive technique is software that spots
>>> attack
>>> patterns and slams the door on the attacker by injecting a custom
>>> firewall
>>> rule just for them - this is commonly used to shut out people trying to
>>> brute force a login via ssh.
>
>> I figured that would be the case. However, I would
>> like to see the lights just to learn patterns.
>
> Modem/routers still have them.
>
>> We did this all the time at work.
>> It's almost as natural as breathing.
>
> But its much better to have the system do it for
> you so you don't have to keep staring at the lights.

I don't stare at the lights. I watch the patterns out of the corner
of my eye and notice when the patterns are different. It's how
I worked all my life. I don't know why you think that's a BAD
thing.

<snip>

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:54 GMT
View Forum Message <> Reply to Message

JimP. wrote:
> On 25 Feb 2013 14:59:46 GMT, jmfbahciv <See.above@aol.com> wrote:

>> Ahem A Rivet's Shot wrote:
>>> On 24 Feb 2013 16:05:51 GMT
>>> jmfbahciv <See.above@aol.com> wrote:
>>>
>>>> I don't want to go back and look at history; I want to pull the
>>>> plug when the unwanted activity is happening.
>>>
>>> That's just about feasible on a modem link doing a few kilobytes
>>> per second, but not even remotely feasible on a multi-megabit broadband
>>> connection. For that you really have to rely on firewalls to prevent
>>> unwanted traffic and logging to detect when the firewall has failed to
>>> prevent something. Another defensive technique is software that spots
attack
>>> patterns and slams the door on the attacker by injecting a custom firewall
>>> rule just for them - this is commonly used to shut out people trying to
>>> brute force a login via ssh.
>>>
>> I figured that would be the case. However, I would like to see the
>> lights just to learn patterns. We did this all the time at work. It's
>> almost as natural as breathing.
>
> The blink rate is too fast for the human brain to see patterns in
> recent computers.

I figured it might be but I could see patterns on my mother's broadband
device. I never used her system long enough to learn that system's
patterns of usage.

>
> If unsure, unplug it. Otherwise, trying to figure out lights patterns
> these days is a waste of time.

Well, that depends on what you need to get the job done. Light and
sound patterns were normal in my biz. I still use sound patterns
for this system.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:55 GMT
View Forum Message <> Reply to Message

Patrick Scheible wrote:
> Dan Espen <despen@verizon.net> writes:
>
>> jmfbahciv <See.above@aol.com> writes:
>>

>>>  Dan Espen wrote:
>>>>  Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>>
>>>> > On 24 Feb 2013 16:05:51 GMT
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >
>>>> >> I don't want to go back and look at history; I want to pull the
>>>> >> plug when the unwanted activity is happening.
>>>> >
>>>> >     That's just about feasible on a modem link doing a few kilobytes
>>>> > per second, but not even remotely feasible on a multi-megabit broadband
>>>> > connection. For that you really have to rely on firewalls to prevent
>>>> > unwanted traffic and logging to detect when the firewall has failed to
>>>> > prevent something. Another defensive technique is software that spots
>>>  attack
>>>> > patterns and slams the door on the attacker by injecting a custom
firewall
>>>> > rule just for them - this is commonly used to shut out people trying to
>>>> > brute force a login via ssh.
>>>>
>>>>  Feasible has nothing to do with it.
>>>>
>>>>  She looks at the lights and sees danger.
>>>
>>>  And you know that's is just pure bullshit.  Everyone who worked
>>>  in machine rooms at DEC knew how to detect changes in patterns
>>>  using sight and sound.
>>>
>>>  Just becuase you can't do it should not imply that noone else
>>>  can do it.
>>
>>  So, you don't look at the lights and see danger?
>>  I'm confused, you just said you did.
>
>  She can't on modern systems that don't have blinkenlights.  Even Barb
>  isn't that good.

<GRIN>  However, if the disk begins clackering for a long time, I know
something odd is going on.

The reason I would like to have modem lights is to see what is going on.
For instance, the email software on this system, downloads the attachments
if I delete the header of the eamil and then renames the file to another
directory.  Now that sucks.

/BAH

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:56 GMT
View Forum Message <> Reply to Message

Charles Richmond wrote:
> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
> news:1bsj4l9bdc.fsf@snowball.wb.pfeifferfamily.net...
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> In <CD4D3401.263B4%yaldnif.w@blueyonder.co.uk>, on 02/22/2013
>>> at 02:41 PM, Bill Findlay <yaldnif.w@blueyonder.co.uk> said:
>>>
>>>> What I am asserting is that GOTO makes control flow non-transparent.
>>>
>>> As does pretty much any language feature. Transparency takes work,
>>> regardless of language.
>>
>> There are features that facilitate transparency (Dijkstra's canonical
>> forms may be too restrictive, but they facilitate transparency), and
>> features that are hostile to it (the goto, in and of itself).
>>
>> Yes, a bad programmer can write unreadable code with nothing but
>> if-then-else and a good programmer can write wonderfully clear code with
>> goto's and self discipline. But the language can make it easier to
>> write good code and less easy to write bad code.
>
> I am *so* glad that someone got around to saying this... *no* computer
> language is going to save a moron from himself.

<ahem> Now consider the monitor command WIN.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:57 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <icd2voxava.fsf@home.home>, Dan Espen <despen@verizon.net>
wrote:
>> scott@slp53.sl.home (Scott Lurndal) writes:
>>
>>> Morten Reistad <first@last.name> writes:
>>>> In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>
>>>> >That's only if I care about having to deal with prevention long-term.

>>>> >I'm a simple ASCII user whos uses the computer as a TTY.  In this
>>>> >user role, I don't care about the past nor about "fixing" the
>>>> >complex attack problems.
>>>>
>>>> I hear what you are saying, but the world has moved on.
>>>>
>>>> Meet tcpdump, which does what you want; if it is to look at what
>>>> is happening on an interface.
>>>>
>>>> Or wireshark, if you want it in graphical detail.
>>>>
>>>> They cost absolutly nothing more than the time and effort
>>>> to download. And you will learn a lot about what is
>>>> ACTUALLY happning on the wire when you use tcp/ip.
>>>
>>>  However, unless one has a basic understanding of the protocol layers
>>>  (data link (MAC), network (IPv4/IPv6), transport/session (TCP),
>>>  application (HTTP)), the output from tcpdump, ethereal or wireshark
>>>  won't be particularly illuminating.
>>
>> We're dealing with a user that can tell what's being transmitted by
>> the flashing of the lights.  Wireshark won't be a problem.
>
>  Well, Barb DID do the validation of DECnet; so TCP/IP shouldn't
>  be a huge hurdle. She might even learn something about WHY we
>  don't encourage blinkenlight debugging of telecoms for the last
>  25 years or so.

But I don't, and didn't do, debugging.  I simply noticed differences
in patterns.  For instance, certifying DECnet against RSTS was so
painful in our shop.  The [can't remember the name of the box]
which connect the 11/70 to the network would display a particular
pattern if RSTS managed to connect.  It would have a differnt pattern
if it didn't connect.  This box was on the other side of the lab
and walking back/forth to see if RSTS reported a connection on the CTY
was a waste of time.

>
>>
>> Oh gee, I really should not hit send.
>>
>> Sorry Barb, couldn't help myself...
>>
>> I'm bad.
>
>  Yep.
>
>  But at least you apologised.

And was amusing.  I simply can't fathom how you people
did your work without using all the senses of the human
body like we did.

Maybe that's the difference between manufacturers' OS groups
and non-hardware OS/app groups.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:13:58 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
>  On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>
>>  I do unplug it.  Laptops have batteries.  Once or twice a week, the
>>  battery needs recharging when I turn the system on the next day.
>>  With broadband the comm connection is always hot.  There's so much
>>  "automated" gear in systems these days, I don't see how you can
>>  ensure that nothing from the outside can reach in and push
>>  the software's boot button.
>>
>
>
>  Disconnect the network cable. If you have wi-fi unplug the router.
>
>
I unplug it from the electrical wass socket.  This computer is not,
and will never be, connected to an internet connection.  However,
it has the hardware for wireless.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:14:00 GMT
View Forum Message <> Reply to Message

JimP. wrote:
>  On Sun, 24 Feb 2013 17:38:43 -0500, Dan Espen <despen@verizon.net>
>  wrote:
>> JimP. <pongbill127@cableone.net> writes:
>>
>>>  On Sun, 24 Feb 2013 13:10:11 -0500, Dan Espen <despen@verizon.net>

>>>  wrote:
>>>> Patrick Scheible <kkt@zipcon.net> writes:
>>>>
>>>> > "Josh" <jj@jklo.com> writes:
>>>> >
>>>> >> "Patrick Scheible" <kkt@zipcon.net> wrote in message
>>>> >> news:86obfcw8jt.fsf@chai.my.domain...
>>>> >>> Dan Espen <despen@verizon.net> writes:
>>>> >>>
>>>> >>>> driftwood <vg4cysss7001@sneakemail.com> writes:
>>>> >>>>
>>>> >>>>> On Tue, 19 Feb 2013 17:50:04 -0600, Charles Richmond wrote:
>>>> >>>>>
>>>> >>>>> [snip]
>>>> >>>>>
>>>> >>>>>> So yes, in this sense, progress makes me angry... but it's *not*
just
>>>> >>>>>> the progress.  It's the trivial use that such riches are wasted on.
I
>>>> >>>>>> guess if one in a hundred thousand people put the technology to
*good*
>>>> >>>>>> use creating new and useful things in the world... or find answers
to
>>>> >>>>>> serious problems like disease and food shortages... then it does
>>>> >>>>>> mitigate things somewhat.
>>>> >>>>>
>>>> >>>>> It seems that the majority of internet usage is for pornography
>>>> >>>>> and 'social networking',
>>>> >>>>>
>>>> >>>> Not here.
>>>> >>>>
>>>> >>>> I work from home 100% of the time and put FIOS bandwidth to good use.
>>>> >>>>
>>>> >>>>> yet there are clamouring demands for faster connection speeds.
>>>> >>>>>
>>>> >>>> Really?
>>>> >>>>
>>>> >>>>> I first connected on dial-up in the early 90's, then
>>>> >>>>> went broadband on half a meg., which was subsequently increased to
2,
>>>> >>>>> then 8 meg. D/L. We learnt how to minimise consumption by, for
example,
>>>> >>>>> suppressing images and avoiding HTML e-mails. Now I am on 1 meg.
D/L.
>>>> >>>>>
>>>> >>>> Is it uphill both ways?
>>>> >>>>>
>>>> >>>> What's with so many people being so cynical?

>>>> >>>>
>>>> >>>> The world just keeps getting better and better except for all the
>>>> >>>> complaining.
>>>> >>>
>>>> >>> Hm.  As I see it, computer hardware is just about the only part of the
>>>> >>> world that just keeps getting better.
>>>> >>
>>>> >> Even sillier.
>>>> >>
>>>> >> Wikipedia alone leaves what we had to use before that for dead.
>>>> >>
>>>> >> Usenet leaves what we used before that for dead.
>>>> >
>>>> > Wikipedia, really?  I'll grant that it has a lot more breadth than old
>>>> > encylopedias, and that it's updated more quickly.  But I think it was
>>>> > worth a lot to have articles written by people knowledable in their
>>>> > fields and wouldn't be changed to reflect a minority point of view or as
>>>> > some sort of joke.
>>>>
>>>> Seems to me Wikipedia gets updated by very knowledgeable people.
>>>> Perhaps even the people MOST knowledgeable.
>>>>
>>>> Sure some idiot can sneak in and make a temporary update as a joke.
>>>> I don't think that has much of an impact, those updates are easily
>>>> reversed and then blocked.
>>>
>>>  Wikipedia isn't accepted by the university in my area as a source,
>>>  they consider it unreliable.
>>
>> Seems to me they should reject it because it's not a primary source.
>> For the same reason they should reject an encyclopedia.
>
>  They don't trust the editing. I've spotted crap in post in Wikipedia
>  about science. I certainly wouldn't trust their 'info' on politics.

Even computer knowledge isn't right because some people are obdurate
about those who do know.  I can't recall the topic...virtual memory?..
where noone seemed to know what it was and a few kept correcting
each other and all were wrong.  IIRC, this was in the late 90s,
maybe early augths.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:14:01 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004D68DC3053727@aca278dd.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> JimP. wrote:
>>
>>> If you are that concerned, unplug the power cord after you shut your
>>> computer off. Nothing can turn it on then unless it is you plugging
>>> it back in and powering it up.
>>
>> I do unplug it. Laptops have batteries. Once or twice a week, the
>> battery needs recharging when I turn the system on the next day.
>> With broadband the comm connection is always hot. There's so much
>> "automated" gear in systems these days, I don't see how you can
>> ensure that nothing from the outside can reach in and push
>> the software's boot button.
>
> You mean like Windows automatic update? <g,d&r>

Precisely. They have to have a back door in order to do
those things. I don't trust their designs any further than I
can spit which usually dribbles down my chin. There's other
really odd behaviour. If I'm playing a game between 18:30 and
20:00, the volume setting on the speackers varies. Same games
another time and it doesn't. The only advertising stub which
seems to run on this system is the Norton internet security stub
but it's not displaying its crap track on the lower bar when the
sound variation happen. This behaviour is not reproducible.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:14:02 GMT
View Forum Message <> Reply to Message

greymaus wrote:
> On 2013-02-26, JimP <pongbill127@cableone.net> wrote:
>> On 25 Feb 2013 14:59:46 GMT, jmfbahciv <See.above@aol.com> wrote:
>>> Ahem A Rivet's Shot wrote:
>>>> On 24 Feb 2013 16:05:51 GMT
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> > I don't want to go back and look at history; I want to pull the
>>>> > plug when the unwanted activity is happening.
>>>>
>>>> That's just about feasible on a modem link doing a few kilobytes
>>>> per second, but not even remotely feasible on a multi-megabit broadband

>>>> connection. For that you really have to rely on firewalls to prevent
>>>> unwanted traffic and logging to detect when the firewall has failed to
>>>> prevent something. Another defensive technique is software that spots
attack
>>>> patterns and slams the door on the attacker by injecting a custom
firewall
>>>> rule just for them - this is commonly used to shut out people trying to
>>>> brute force a login via ssh.
>>>>
>>> I figured that would be the case. However, I would like to see the
>>> lights just to learn patterns. We did this all the time at work. It's
>>> almost as natural as breathing.
>>
>> The blink rate is too fast for the human brain to see patterns in
>> recent computers.
>>
>> If unsure, unplug it. Otherwise, trying to figure out lights patterns
>> these days is a waste of time.
>> .
>> JimP.
>
>
> Burst of action, pause, (waiting for reply?), next burst of action.

Right. And the cadence of the RR-crossing light pattern is also
helpful.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:14:05 GMT
View Forum Message <> Reply to Message

Gene Wirchenko wrote:
> On Mon, 25 Feb 2013 11:27:51 -0600, Dave Garland
> <dave.garland@wizinfo.com> wrote:
>
> [snip]
>
>> With my last desktop computer, I had that disabled. But occasionally
>> I would wake in the night to hear the fans running in the next room.
>> Eventually I ruled out the possibility that I had merely forgotten to
>> turn the computer off (with or without C2H5OH assistance).
>>
>> It turned out that it had another trigger. The cat stepping on the
>> keyboard would turn it on.
>>

>> I never did find out what the cat was trying to compute.  But I put in
>> one of those power boxes with a master switch.  Turns out that even
>> "off" the computer was pulling several watts while waiting for the cat.
>
>  "Here, kitty, kitty.  I have kept the system warm.  Come lie down
>  on me and get comfortable.  If you need more warmth, just press the
>  any key."

The system needed a cat scan.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:14:07 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
>  jmfbahciv <See.above@aol.com> writes:
>
>>  Dan Espen wrote:
>>>  Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>
>>>>  On 24 Feb 2013 16:05:51 GMT
>>>>  jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> > I don't want to go back and look at history; I want to pull the
>>>> > plug when the unwanted activity is happening.
>>>>
>>>>  That's just about feasible on a modem link doing a few kilobytes
>>>>  per second, but not even remotely feasible on a multi-megabit broadband
>>>>  connection. For that you really have to rely on firewalls to prevent
>>>>  unwanted traffic and logging to detect when the firewall has failed to
>>>>  prevent something. Another defensive technique is software that spots
>>  attack
>>>>  patterns and slams the door on the attacker by injecting a custom
firewall
>>>>  rule just for them - this is commonly used to shut out people trying to
>>>>  brute force a login via ssh.
>>>
>>>  Feasible has nothing to do with it.
>>>
>>>  She looks at the lights and sees danger.
>>
>>  And you know that's is just pure bullshit.  Everyone who worked
>>  in machine rooms at DEC knew how to detect changes in patterns
>>  using sight and sound.
>>

>> Just becuase you can't do it should not imply that noone else
>> can do it.
>
> So, you don't look at the lights and see danger?
> I'm confused, you just said you did.

And you read it wrong. Changes in patterns mean something is
going on. If _I_ did not cause it, then it's from the other
side of the connection. If it lasts longer than a restablishment
of matting calls, and looks like a lot of data is being transferred,
I pulled the plug.

<snip pure BS>
/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 26 Feb 2013 15:14:08 GMT
View Forum Message <> Reply to Message

Walter Banks wrote:
>
>
> jmfbahciv wrote:
>
>> Then there are the stories students would tell me about a prof
>> whose wet dream is to have the next popular compiler. Implementation
>> is done by the class he teaches each semester. Think of this.
>> Say he has 30 students in each class. that means that there will
>> be ...with 3 semesters... that gives 30*3*5years 450 programming
>> styles in one small compiler. It'll never work.
>
> He want development done for free. I think he got what he was
> paid for.
>
> Classroom language design courses are like instruction set
> design courses, the best student experience I have seen is
> guild through a class based design and spend some serious
> time analyzing the results. In the end students have a very
> good idea what will work and what will not and why. This
> does not create the next killer processor or language but
> some of those students do.

That's a good class. The kid who talked to me about it was
frustrated, POed, and couldn't see why he should stay in school.
So I told him that he would have a stupidvisor who would be
just like the prof with real power over him. I told him to

do the classwork and use the class as a way to learn how to
deal or workaround the asshole.  I further stressed that
it wasn't a matter of IF he would work for one but WHEN
he would work for one.

/BAH

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 26 Feb 2013 15:19:01 GMT
View Forum Message <> Reply to Message

On Tue, 26 Feb 2013 07:45:38 -0500
Walter Bushell <proto@panix.com> wrote:

> In article <kgg6vl$d15$1@dont-email.me>,
>  "Charles Richmond" <numerist@aquaporin4.com> wrote:
>
>>
>> I am *so* glad that someone got around to saying this...  *no* computer
>> language is going to save a moron from himself.
>
> And none of these problems is anywheres near as bad as big complicated
> spread sheets written. Mixing the program with the data, tops my list.

 Those things qualify as cellular automata AFAICT - big complex ones
with some cells doing very intricate things. I've seen cellular automata
doing the most bizarre things with only very simple things going on in the
cells.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 26 Feb 2013 15:32:36 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:

>>>>  Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>>
>>>> > On 24 Feb 2013 16:05:51 GMT
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >
>>>> >> I don't want to go back and look at history; I want to pull the
>>>> >> plug when the unwanted activity is happening.
>>>> >
>>>> >     That's just about feasible on a modem link doing a few kilobytes
>>>> > per second, but not even remotely feasible on a multi-megabit broadband
>>>> > connection. For that you really have to rely on firewalls to prevent
>>>> > unwanted traffic and logging to detect when the firewall has failed to
>>>> > prevent something. Another defensive technique is software that spots
>>>  attack
>>>> > patterns and slams the door on the attacker by injecting a custom
>  firewall
>>>> > rule just for them - this is commonly used to shut out people trying to
>>>> > brute force a login via ssh.
>>>>
>>>>  Feasible has nothing to do with it.
>>>>
>>>>  She looks at the lights and sees danger.
>>>
>>>  And you know that's is just pure bullshit.  Everyone who worked
>>>  in machine rooms at DEC knew how to detect changes in patterns
>>>  using sight and sound.
>>>
>>>  Just becuase you can't do it should not imply that noone else
>>>  can do it.
>>
>>  So, you don't look at the lights and see danger?
>>  I'm confused, you just said you did.
>
>  And you read it wrong.  Changes in patterns mean something is
>  going on.  If _I_ did not cause it, then it's from the other
>  side of the connection.  If it lasts longer than a restablishment
>  of matting calls, and looks like a lot of data is being transferred,
>  I pulled the plug.

Aren't you using Windows?
Do you seriously think you're in control of the computer?

I don't believe AAPL is much different.

Commercial software can  decide at any time that it's  time to call home
and see how it's parents are doing.

Human reaction time is at minimum 1/10 of a second.

Good luck aborting communications in time even with the slowest dial up.

--
Dan Espen

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Tue, 26 Feb 2013 15:33:23 GMT
View Forum Message <> Reply to Message

On 26 Feb 2013 15:13:56 GMT
jmfbahciv <See.above@aol.com> wrote:

> Charles Richmond wrote:

>> I am *so* glad that someone got around to saying this... *no* computer
>> language is going to save a moron from himself.
>
> <ahem> Now consider the monitor command WIN.

See signature.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by cb on Tue, 26 Feb 2013 15:38:19 GMT
View Forum Message <> Reply to Message

In article <PM0004D6A171F37426@ac818711.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> I don't stare at the lights. I watch the patterns out of the corner
> of my eye and notice when the patterns are different. It's how
> I worked all my life. I don't know why you think that's a BAD
> thing.

Nobody here is trying to say that following what is going on is a bad idea. However, what people are pointing out is that a simple blinking light, or the rattling of a disk, is no longer sufficient to give you the information you're looking for.

You're the one insisting that all you need are those tools; the rest of us have been trying to show you that because those tools are no longer

sufficient (even though, as we very well understand, they once were not just sufficient but very valuable) there are other tools that can help you detect the kinds of conditions you're looking out for.

And yes, I like to use all my senses when keeping track of what's going on; that's why monitoring tools these days can offer graphics, including notifications that pop up if something unexpected happens or requires your approval or permission; or audible feedback. But: they can do this based on data measured at the kinds of speeds of data transfer and processing that computers these days work at, and presented at the kinds of speeds and in ways that suit human perception capabilities.

For instance, I suggested "Little Snitch" for Mac OS X, to tell you about unexpected network traffic and even give you a graph of what's going on. You dismissed this because you don't want to do after-the-fact analysis. But the point of a graph that shows you recent goings-on is not to do analysis a lot later, but to give you the current conditions in the context of recent ones - so that you can detect a spike in traffic, for instance. And with a graph that shows a few minutes' worth of history, you can see that spike in the context of the surrounding traffic pattern, even if you don't happen to be looking right at the moment that it happens. This also allows you to check whether something that you might have caght out of the corner of your eye actually happened, or if your brain (in the way that all human brains are) was trigger-happy (the human brain frequently offers false positives especially for things like motion, or blinking, seen in the corners of one's eyes).

In fact, with a graph, you can (and probably very quickly would) learn to detect patters in the graph, such that you don't have to rely on trying to keep an accurate recollection of a sequence of events - the graph shows you the measured activity and you can confirm the actual pattern right then & there.

The only thing that anyone is saying is bad is your insistence on relying on old outdated tools that no longer apply to machines and networks today; and that you are dismissive of anything that might assist you in monitoring for the kinds of unexpected behaviours that you want to detect, by using tools that are better suited today than the tools you were used to use some time ago.

And this has nothing to do with other people not understanding that those tools were once valuable. Heck, people used to connect loudspeakers directly to bits in CPU registers and were able to detect if the CPU ended up in a tight and seemingly endless loop, from the sound that this made. (I emulated this in the SMIL emulator I wrote.) That does not, however, mean that this is still a useful debugging or troubleshooting tool today - humans simply can't hear the kinds of gigahertz frequencies that this generates.

Best wishes,

> /BAH

// Christian

---

Subject: Re: New HD
Posted by Mike Spencer on Tue, 26 Feb 2013 16:10:25 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> Those things qualify as cellular automata AFAICT - big complex
> ones with some cells doing very intricate things.

At the time that the Rumelhart & McClelland PDP books came out, I was still stuck with CP/M at home. I implemented one of the simpler neural net algorithms in a spreadsheet on an Osborne 1. Risibly slow and a bit pointless except as a learning demo but it could distinguish between 3 different dissimilar upper case letters.

> I've seen cellular automata doing the most bizarre things with only
> very simple things going on in the cells.

That's sort of the point of cellular automata, isn't it? Evidence that complexity emerges from the interaction of myriad local, simple decisions?

--
Mike Spencer Nova Scotia, Canada

---

Subject: Re: New HD
Posted by Patrick Scheible on Tue, 26 Feb 2013 17:17:06 GMT
View Forum Message <> Reply to Message

greymaus <maus@mail.com> writes:

> On 2013-02-26, JimP <pongbill127@cableone.net> wrote:
>> On 25 Feb 2013 14:59:46 GMT, jmfbahciv <See.above@aol.com> wrote:
>>> Ahem A Rivet's Shot wrote:
>>>> On 24 Feb 2013 16:05:51 GMT
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>>

>>>> > I don't want to go back and look at history; I want to pull the
>>>> > plug when the unwanted activity is happening.
>>>>
>>>>  That's just about feasible on a modem link doing a few kilobytes
>>>> per second, but not even remotely feasible on a multi-megabit broadband
>>>> connection. For that you really have to rely on firewalls to prevent
>>>> unwanted traffic and logging to detect when the firewall has failed to
>>>> prevent something. Another defensive technique is software that spots attack
>>>> patterns and slams the door on the attacker by injecting a custom firewall
>>>> rule just for them - this is commonly used to shut out people trying to
>>>> brute force a login via ssh.
>>>>
>>> I figured that would be the case. However, I would like to see the
>>> lights just to learn patterns. We did this all the time at work. It's
>>> almost as natural as breathing.
>>
>> The blink rate is too fast for the human brain to see patterns in
>> recent computers.
>>
>> If unsure, unplug it. Otherwise, trying to figure out lights patterns
>> these days is a waste of time.
>> .
>> JimP.
>
>
> Burst of action, pause, (waiting for reply?), next burst of action.

A big transfer going on = lots of big packets, light on almost solid,
return connections lighting once in a while for ack. Little transfers
going on = keypresses upward, small individual elements on web pages
downloading, maybe downloading from Usenet feed, network time protocol
synchs.

-- Patrick

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 26 Feb 2013 18:38:29 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D6A1A1E48C6E@ac818711.ipt.aol.com...
> Morten Reistad wrote:
>> In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Christian Brunschen wrote:
>>>> In article <PM0004D67A2C392CEB@ac815071.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:

>>>> >I don't want to go back and look at history; I want to pull the
>>>> >plug when the unwanted activity is happening.
>>>>
>>>> This means that you need something that will show you when actually
>>>> unwanted activity happens. A light that shows any-and-all activity does
>>>> not do that; what you'd need is something that knows what kind of
>>>> activity
>>>> is wanted and then shows you whenever anything outside those boundaries
>>>> happens - or even better, upon detection of any unwanted activity, does
>>>> the plug-pulling for you automatically. This would be able to be more
>>>> accurate, and quicker, and also capture any unwanted activity that
>>>> might
>>>> otherwise occur while you're briefly looking away from the blinking
>>>> lights.
>>>
>>> I didn't have problems seeing a change in normal patterns. REmember, I
>>> only
>>> do eamil which is ASCII and newsgroups which is also ASCII. It's not
>>> difficult to see a change in normal patterns. I understnad all of the
>>> above and would do all of that if it were my business. I also have lots
>>> of experience learning normal light patterns on modems for various
>>> network
>>> layers. One watched lights during DECnet certifications between
> heterogeneous
>>> systems to "see" if anything was working.
>>>
>>> Everyone who worked in a machine room (and in the early days everyone
>>> did)
>>> used light pattern changes to sense the health of the machine and/or the
>>> monitor.
>>>
>>>>
>>>> Keeping history around would then allow you to look at any activity
>>>> that
>>>> was detected as outside the whitelist of 'wanted' activity, and
>>>> determine
>>>> whether perhaps a particular activity should be added to the whitelist.
>>>
>>> That's only if I care about having to deal with prevention long-term.
>>> I'm a simple ASCII user whos uses the computer as a TTY. In this
>>> user role, I don't care about the past nor about "fixing" the
>>> complex attack problems.
>>
>> I hear what you are saying, but the world has moved on.
>
> But I'm not part of that world. If I were working, I would be. In
> my present situation, I'm not.
>>

>>  Meet tcpdump, which does what you want; if it is to look at what
>>  is happening on an interface.
>>
>>  Or wireshark, if you want it in graphical detail.
>
>  I don't need detail unless I'm really investigating the behaviour.
>  Besides it is fun to notice what patterns match functions.  Even
>  the "I'm alive, are you alive" is nice to watch.
>>
>>  They cost absolutly nothing more than the time and effort
>>  to download. And you will learn a lot about what is
>>  ACTUALLY happning on the wire when you use tcp/ip.
>
>  I'm used to seeing lights at the time the stuff is happening.
>  I miss that because now I'm reduced to listening to disk
>  clackerings which can also include checkpointing in the system
>  software.
>
>  I'm not curious or have the energy to look at what is happening.
>  I just would like to be able to notice changes while I'm using
>  the system.

You can do that with an external modem with lights.

They cost peanuts.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 26 Feb 2013 18:40:06 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D6A171F37426@ac818711.ipt.aol.com...
>  Rod Speed wrote:
>>
>>
>>  "jmfbahciv" <See.above@aol.com> wrote in message
>>  news:PM0004D68D43E55D6F@aca278dd.ipt.aol.com...
>>>  Ahem A Rivet's Shot wrote:
>>>>  On 24 Feb 2013 16:05:51 GMT
>>>>  jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> > I don't want to go back and look at history; I want to pull the
>>>> > plug when the unwanted activity is happening.
>>>>
>>>>  That's just about feasible on a modem link doing a few kilobytes
>>>>  per second, but not even remotely feasible on a multi-megabit broadband
>>>>  connection. For that you really have to rely on firewalls to prevent

>>>> unwanted traffic and logging to detect when the firewall has failed to
>>>> prevent something. Another defensive technique is software that spots
>>>> attack
>>>> patterns and slams the door on the attacker by injecting a custom
>>>> firewall
>>>> rule just for them - this is commonly used to shut out people trying to
>>>> brute force a login via ssh.
>>
>>> I figured that would be the case. However, I would
>>> like to see the lights just to learn patterns.
>>
>> Modem/routers still have them.
>>
>>> We did this all the time at work.
>>> It's almost as natural as breathing.
>>
>> But its much better to have the system do it for
>> you so you don't have to keep staring at the lights.

> I don't stare at the lights. I watch the patterns out of the
> corner of my eye and notice when the patterns are different.

Even you can't do that when you are sleeping.

> It's how I worked all my life.

And then the world moved on, just like it ALWAYS does.

> I don't know why you think that's a BAD thing.

Never said it was, just no longer useful.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 26 Feb 2013 18:44:05 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D6A1B878B010@ac818711.ipt.aol.com...
> Morten Reistad wrote:
>> In article <icd2voxava.fsf@home.home>, Dan Espen <despen@verizon.net>
> wrote:
>>> scott@slp53.sl.home (Scott Lurndal) writes:
>>>
>>>> Morten Reistad <first@last.name> writes:
>>>> >In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
>>>> >jmfbahciv <See.above@aol.com> wrote:
>>>>

>>>> >>That's only if I care about having to deal with prevention long-term.
>>>> >>I'm a simple ASCII user whos uses the computer as a TTY.  In this
>>>> >>user role, I don't care about the past nor about "fixing" the
>>>> >>complex attack problems.
>>>> >
>>>> >I hear what you are saying, but the world has moved on.
>>>> >
>>>> >Meet tcpdump, which does what you want; if it is to look at what
>>>> >is happening on an interface.
>>>> >
>>>> >Or wireshark, if you want it in graphical detail.
>>>> >
>>>> >They cost absolutly nothing more than the time and effort
>>>> >to download. And you will learn a lot about what is
>>>> >ACTUALLY happning on the wire when you use tcp/ip.
>>>>
>>>>  However, unless one has a basic understanding of the protocol layers
>>>>  (data link (MAC), network (IPv4/IPv6), transport/session (TCP),
>>>>  application (HTTP)), the output from tcpdump, ethereal or wireshark
>>>>  won't be particularly illuminating.
>>>
>>> We're dealing with a user that can tell what's being transmitted by
>>> the flashing of the lights.  Wireshark won't be a problem.
>>
>>  Well, Barb DID do the validation of DECnet; so TCP/IP shouldn't
>>  be a huge hurdle. She might even learn something about WHY we
>>  don't encourage blinkenlight debugging of telecoms for the last
>>  25 years or so.
>
>  But I don't, and didn't do, debugging.  I simply noticed differences
>  in patterns.  For instance, certifying DECnet against RSTS was so
>  painful in our shop.  The [can't remember the name of the box]
>  which connect the 11/70 to the network would display a particular
>  pattern if RSTS managed to connect.  It would have a differnt pattern
>  if it didn't connect.  This box was on the other side of the lab
>  and walking back/forth to see if RSTS reported a connection on the CTY
>  was a waste of time.
>
>>
>>>
>>> Oh gee, I really should not hit send.
>>>
>>> Sorry Barb, couldn't help myself...
>>>
>>> I'm bad.
>>
>>  Yep.
>>

>> But at least you apologised.
>
> And was amusing. I simply can't fathom how you people
> did your work without using all the senses of the human
> body like we did.

We still do, but with remote stuff they aint there anymore.

> Maybe that's the difference between manufacturers'
> OS groups and non-hardware OS/app groups.

Nope, the real world has moved on, particularly with
remote stuff where even you can't see any lights or
hear anything. So we have to do something different.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 26 Feb 2013 18:47:38 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D6A1F2F8AD10@ac818711.ipt.aol.com...
> Charlie Gibbs wrote:
>> In article <PM0004D68DC3053727@aca278dd.ipt.aol.com>, See.above@aol.com
>> (jmfbahciv) writes:
>>
>>> JimP. wrote:
>>>
>>>> If you are that concerned, unplug the power cord after you shut your
>>>> computer off. Nothing can turn it on then unless it is you plugging
>>>> it back in and powering it up.
>>>
>>> I do unplug it. Laptops have batteries. Once or twice a week, the
>>> battery needs recharging when I turn the system on the next day.
>>> With broadband the comm connection is always hot. There's so much
>>> "automated" gear in systems these days, I don't see how you can
>>> ensure that nothing from the outside can reach in and push
>>> the software's boot button.
>>
>> You mean like Windows automatic update? <g,d&r>

> Precisely.

Nope.

> They have to have a back door in order to do those things.

Nope, its entirely driven by your own system, not theirs.

> I don't trust their designs any further than I
> can spit which usually dribbles down my chin.

Your problem.

> There's other really odd behaviour. If I'm playing a game between
> 18:30 and 20:00, the volume setting on the speackers varies. Same
> games another time and it doesn't. The only advertising stub which
> seems to run on this system is the Norton internet security stub
> but it's not displaying its crap track on the lower bar when the
> sound variation happen. This behaviour is not reproducible.

That’s the spooks snooping on your system, silly.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 26 Feb 2013 18:50:51 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D6A1872C22A3@ac818711.ipt.aol.com...
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>>
>>>> > On 24 Feb 2013 16:05:51 GMT
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >
>>>> >> I don't want to go back and look at history; I want to pull the
>>>> >> plug when the unwanted activity is happening.
>>>> >
>>>> > That's just about feasible on a modem link doing a few kilobytes
>>>> > per second, but not even remotely feasible on a multi-megabit
>>>> > broadband
>>>> > connection. For that you really have to rely on firewalls to prevent
>>>> > unwanted traffic and logging to detect when the firewall has failed to
>>>> > prevent something. Another defensive technique is software that spots
>>> attack
>>>> > patterns and slams the door on the attacker by injecting a custom
> firewall
>>>> > rule just for them - this is commonly used to shut out people trying
>>>> > to
>>>> > brute force a login via ssh.
>>>>
>>>> Feasible has nothing to do with it.

>>>>
>>>> She looks at the lights and sees danger.
>>>
>>> And you know that's is just pure bullshit. Everyone who worked
>>> in machine rooms at DEC knew how to detect changes in patterns
>>> using sight and sound.
>>>
>>> Just becuase you can't do it should not imply that noone else
>>> can do it.
>>
>> So, you don't look at the lights and see danger?
>> I'm confused, you just said you did.
>
> And you read it wrong. Changes in patterns mean something is going
> on. If _I_ did not cause it, then it's from the other side of the
> connection.

Nope, modern OSs aint like that and even you used them now.

> If it lasts longer than a restablishment of matting calls, and
> looks like a lot of data is being transferred, I pulled the plug.

More fool you. It makes a lot more sense to check what was
actually happening when you pulled the plug after you have
pulled the plug, using the logs, to check if anything untoward
was actually happened just before you pulled the plug.

---

Subject: Re: New HD
Posted by Rod Speed on Tue, 26 Feb 2013 18:52:32 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D6A1D648CBE4@ac818711.ipt.aol.com...
> Walter Banks wrote:
>>
>>
>> jmfbahciv wrote:
>>
>>> Then there are the stories students would tell me about a prof
>>> whose wet dream is to have the next popular compiler. Implementation
>>> is done by the class he teaches each semester. Think of this.
>>> Say he has 30 students in each class. that means that there will
>>> be ...with 3 semesters... that gives 30*3*5years 450 programming
>>> styles in one small compiler. It'll never work.
>>
>> He want development done for free. I think he got what he was
>> paid for.

>>
>> Classroom language design courses are like instruction set
>> design courses, the best student experience I have seen is
>> guild through a class based design and spend some serious
>> time analyzing the results. In the end students have a very
>> good idea what will work and what will not and why. This
>> does not create the next killer processor or language but
>> some of those students do.
>
> That's a good class. The kid who talked to me about it was
> frustrated, POed, and couldn't see why he should stay in school.
> So I told him that he would have a stupidvisor who would be
> just like the prof with real power over him. I told him to
> do the classwork and use the class as a way to learn how to
> deal or workaround the asshole. I further stressed that
> it wasn't a matter of IF he would work for one but WHEN
> he would work for one.

I never did have one.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 26 Feb 2013 18:57:57 GMT
View Forum Message <> Reply to Message

In <kgge5e$qdv$1@dont-email.me>, on 02/25/2013
at 02:35 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> Remember, it's assembler.

Remember, it's macros.

> In pseudocode a small part of it

FSVO "it"; a small part of a program using the "Concept 101" macros
wouldn't look like that. It would look like this:

```
do something
IF    <something>
do something
ELSEIF <something else>
do something else
ELSE
do yet another thing
ENDIF
```

Where the tests on the IF and ELSEIF might be either single tests or
multiple tests strung together with boolean operators, e.g.,

```
IF    (10),OR,

      (AR,R2,R3,NZ),AND,

      (ICM,R1,M3,B2(D2),4)  THEN
```

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 26 Feb 2013 19:08:15 GMT
View Forum Message <> Reply to Message

In <ap24qlF5u1tU1@mid.individual.net>, on 02/26/2013
  at 08:53 AM, "Josh" <jj@jklo.com> said:

> One without a GOTO makes it a lot harder to do THAT PARTICULAR
> OBSCENITY, the impossible to read GOTO mess.

While encouraging a different obscenity.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 26 Feb 2013 19:09:43 GMT
View Forum Message <> Reply to Message

In <ap259oF61enU1@mid.individual.net>, on 02/26/2013
  at 09:01 AM, "Josh" <jj@jklo.com> said:

> Only for some stuff. Its useless for politics and history.

That's a bit strong, although it certainly has issues.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dave Garland on Tue, 26 Feb 2013 19:57:42 GMT
View Forum Message <> Reply to Message

On 2/26/2013 9:14 AM, jmfbahciv wrote:
>  Charlie Gibbs wrote:
>>  In article <PM0004D68DC3053727@aca278dd.ipt.aol.com>, See.above@aol.com
>>  (jmfbahciv) writes:
>>
>>>  JimP. wrote:
>>>
>>>>  If you are that concerned, unplug the power cord after you shut your
>>>>  computer off. Nothing can turn it on then unless it is you plugging
>>>>  it back in and powering it up.
>>>
>>>  I do unplug it.  Laptops have batteries.  Once or twice a week, the
>>>  battery needs recharging when I turn the system on the next day.
>>>  With broadband the comm connection is always hot.  There's so much
>>>  "automated" gear in systems these days, I don't see how you can
>>>  ensure that nothing from the outside can reach in and push
>>>  the software's boot button.
>>
>>  You mean like Windows automatic update?  <g,d&r>
>
>  Precisely.  They have to have a back door in order to do
>  those things.  I don't trust their designs any further than I
>  can spit which usually dribbles down my chin.  There's other
>  really odd behaviour.  If I'm playing a game between 18:30 and
>  20:00, the volume setting on the speackers varies.  Same games
>  another time and it doesn't.  The only advertising stub which
>  seems to run on this system is the Norton internet security stub
>  but it's not displaying its crap track on the lower bar when the
>  sound variation happen.  This behaviour is not reproducible.
>

The Sysinternals programs are invaluable in figuring that stuff out.
I run Autoruns periodically to discover what's been inserted into my
startup procedure, and disable the things I don't approve of.  Just

don't shut stuff off with too much abandon, much of what runs at startup is needed to make the machine function. Google helps to figure out which is which. Likewise Process Explorer (far more informative than Task Manager) will show you what's actively running (which may suggest things to be turned off).

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 26 Feb 2013 20:20:31 GMT
View Forum Message <> Reply to Message

On 2/26/2013 10:13 AM, jmfbahciv wrote:
> Peter Flass wrote:
>> On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>>>
>>> Nah, I don't know how to write tactfully. Some things were
>>> state secrets or corporate confidential.
>>
>> For a corporation that no longer exists - broken up and sold to a
>> corporation that also no longer exists. I figure after 40 years or so
>> most confidentiality no longer applies.
>>
> But would the No Such Agency agree?
>

I'd be a bit more concerned there. I think some of the stuff from WW II is only now being declassified.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 26 Feb 2013 20:24:39 GMT
View Forum Message <> Reply to Message

On 2/26/2013 10:32 AM, Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Dan Espen wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Dan Espen wrote:
>>>> > Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>> >
>>>> >> On 24 Feb 2013 16:05:51 GMT

>>>> >> jmfbahciv <See.above@aol.com> wrote:
>>>> >>
>>>> >>> I don't want to go back and look at history; I want to pull the
>>>> >>> plug when the unwanted activity is happening.
>>>> >>
>>>> >>  That's just about feasible on a modem link doing a few kilobytes
>>>> >> per second, but not even remotely feasible on a multi-megabit broadband
>>>> >> connection. For that you really have to rely on firewalls to prevent
>>>> >> unwanted traffic and logging to detect when the firewall has failed to
>>>> >> prevent something. Another defensive technique is software that spots
>>>>  attack
>>>> >> patterns and slams the door on the attacker by injecting a custom
>>  firewall
>>>> >> rule just for them - this is commonly used to shut out people trying to
>>>> >> brute force a login via ssh.
>>>> >
>>>> > Feasible has nothing to do with it.
>>>> >
>>>> > She looks at the lights and sees danger.
>>>>
>>>>  And you know that's is just pure bullshit.  Everyone who worked
>>>>  in machine rooms at DEC knew how to detect changes in patterns
>>>>  using sight and sound.
>>>>
>>>>  Just becuase you can't do it should not imply that noone else
>>>>  can do it.
>>>
>>>  So, you don't look at the lights and see danger?
>>>  I'm confused, you just said you did.
>>
>>  And you read it wrong.  Changes in patterns mean something is
>>  going on.  If _I_ did not cause it, then it's from the other
>>  side of the connection.  If it lasts longer than a restablishment
>>  of matting calls, and looks like a lot of data is being transferred,
>>  I pulled the plug.
>
>  Aren't you using Windows?
>  Do you seriously think you're in control of the computer?
>
>  I don't believe AAPL is much different.
>
>  Commercial software can  decide at any time that it's  time to call home
>  and see how it's parents are doing.

Linux does this too, by default.  I think all systems let you turn off
this "feature."

--
Pete

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 26 Feb 2013 20:29:10 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/26/2013 10:32 AM, Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >> Ahem A Rivet's Shot <steveo@eircom.net> writes:
>>>> >>
>>>> >>> On 24 Feb 2013 16:05:51 GMT
>>>> >>> jmfbahciv <See.above@aol.com> wrote:
>>>> >>>
>>>> >>>> I don't want to go back and look at history; I want to pull the
>>>> >>>> plug when the unwanted activity is happening.
>>>> >>>
>>>> >>> That's just about feasible on a modem link doing a few kilobytes
>>>> >>> per second, but not even remotely feasible on a multi-megabit broadband
>>>> >>> connection. For that you really have to rely on firewalls to prevent
>>>> >>> unwanted traffic and logging to detect when the firewall has failed to
>>>> >>> prevent something. Another defensive technique is software that spots
>>>> > attack
>>>> >>> patterns and slams the door on the attacker by injecting a custom
>>> firewall
>>>> >>> rule just for them - this is commonly used to shut out people trying to
>>>> >>> brute force a login via ssh.
>>>> >>
>>>> >> Feasible has nothing to do with it.
>>>> >>
>>>> >> She looks at the lights and sees danger.
>>>> >
>>>> > And you know that's is just pure bullshit. Everyone who worked
>>>> > in machine rooms at DEC knew how to detect changes in patterns
>>>> > using sight and sound.
>>>> >
>>>> > Just becuase you can't do it should not imply that noone else
>>>> > can do it.
>>>>
>>>> So, you don't look at the lights and see danger?

>>>>  I'm confused, you just said you did.
>>>
>>>  And you read it wrong.  Changes in patterns mean something is
>>>  going on.  If _I_ did not cause it, then it's from the other
>>>  side of the connection.  If it lasts longer than a restablishment
>>>  of matting calls, and looks like a lot of data is being transferred,
>>>  I pulled the plug.
>>
>>  Aren't you using Windows?
>>  Do you seriously think you're in control of the computer?
>>
>>  I don't believe AAPL is much different.
>>
>>  Commercial software can  decide at any time that it's  time to call home
>>  and see how it's parents are doing.
>
>  Linux does this too, by default.  I think all systems let you turn off
>  this "feature."

I'm not sure which of the reporting features you mean, but
all the ones I've encountered asked for permission.
Which I denied.

If I recall right, one was for crash reporting and another was
for hardware configuration.

I don't remember what the default response would have been but
at least it told me what it wanted to do and gave me a choice.

--
Dan Espen

---

Subject: Re: New HD
Posted by Charles Richmond on Tue, 26 Feb 2013 20:52:15 GMT
View Forum Message <> Reply to Message

"JimP." <pongbill127@cableone.net> wrote in message
news:l8vni8hgrnhtgg7dbtg7bvm6khl94fp1qu@4ax.com...
>  On 25 Feb 2013 14:59:46 GMT, jmfbahciv <See.above@aol.com> wrote:
>> Ahem A Rivet's Shot wrote:
>>>  On 24 Feb 2013 16:05:51 GMT
>>>  jmfbahciv <See.above@aol.com> wrote:
>>>
>>>>  I don't want to go back and look at history; I want to pull the
>>>>  plug when the unwanted activity is happening.
>>>
>>>     That's just about feasible on a modem link doing a few kilobytes

>>> per second, but not even remotely feasible on a multi-megabit broadband
>>> connection. For that you really have to rely on firewalls to prevent
>>> unwanted traffic and logging to detect when the firewall has failed to
>>> prevent something. Another defensive technique is software that spots
>>> attack
>>> patterns and slams the door on the attacker by injecting a custom
>>> firewall
>>> rule just for them - this is commonly used to shut out people trying to
>>> brute force a login via ssh.
>>>
>> I figured that would be the case. However, I would like to see the
>> lights just to learn patterns. We did this all the time at work. It's
>> almost as natural as breathing.
>
> The blink rate is too fast for the human brain to see patterns in
> recent computers.
>
> If unsure, unplug it. Otherwise, trying to figure out lights patterns
> these days is a waste of time.
>

That's why now-a-days we *not* only need a front panel blinkenlights, you
need a logic analyzer to show you the last 20,000 light arrangements... so
you can review them on a time scale at your leisure.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by scott on Tue, 26 Feb 2013 21:15:26 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
> In <ap259oF61enU1@mid.individual.net>, on 02/26/2013
> at 09:01 AM, "Josh" <jj@jklo.com> said:
>
>> Only for some stuff. Its useless for politics and history.
>
> That's a bit strong, although it certainly has issues.
>

fyi - josh is just another psuedonym for speedie. His sock-puppets
can usually be identified by the timezone in the headers (+1100)
if not from the content.

---

Subject: Re: New HD
Posted by scott on Tue, 26 Feb 2013 21:20:08 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> Peter Flass <Peter_Flass@Yahoo.com> writes:

>>> Commercial software can decide at any time that it's time to call home
>>> and see how it's parents are doing.
>>
>> Linux does this too, by default. I think all systems let you turn off
>> this "feature."
>
> I'm not sure which of the reporting features you mean, but
> all the ones I've encountered asked for permission.
> Which I denied.
>
> If I recall right, one was for crash reporting and another was
> for hardware configuration.
>
> I don't remember what the default response would have been but
> at least it told me what it wanted to do and gave me a choice.
>

In any case, it's a distribution that calls home, not 'linux' (the kernel).

Fedora a couple of releases ago added some software (ABRT) to intercept core files and mail them back if configured. Unfortunately, the original implementation would capture _all_ core files, not just those for applications provided by the distribution. This meant that a software developer would simply never get a core file[*], regardless of ulimit, or any other traditional unix configuration. Very annoying. They claim to have fixed this now, but I usually uninstall abrt post haste on a newly installed system.

scott

[*] Unless one happened to look at /var/log/messages and saw the log msg from abrt - which a non-privileged developer wouldn't be able to do.

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 26 Feb 2013 21:25:30 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

> Dan Espen <despen@verizon.net> writes:

>> Peter Flass <Peter_Flass@Yahoo.com> writes:
>
>>>>  Commercial software can  decide at any time that it's  time to call home
>>>>  and see how it's parents are doing.
>>>
>>>  Linux does this too, by default.  I think all systems let you turn off
>>>  this "feature."
>>
>> I'm not sure which of the reporting features you mean, but
>> all the ones I've encountered asked for permission.
>> Which I denied.
>>
>> If I recall right, one was for crash reporting and another was
>> for hardware configuration.
>>
>> I don't remember what the default response would have been but
>> at least it told me what it wanted to do and gave me a choice.
>>
>
>  In any case, it's a distribution that calls home, not 'linux' (the kernel).
>
>  Fedora a couple of releases ago added some software (ABRT) to intercept
>  core files and mail them back if configured.  Unfortunately, the original
>  implementation would capture _all_ core files, not just those for
>  applications provided by the distribution.   This meant that a software
>  developer would simply never get a core file[*], regardless of ulimit, or
>  any other traditional unix configuration.   Very annoying.   They claim
>  to have fixed this now, but I usually uninstall abrt post haste on a newly
>  installed system.

Same here, I'll take the core dumps myself and decide which bugs to report.

>  [*] Unless one happened to look at /var/log/messages and saw the log msg
>  from abrt - which a non-privileged developer wouldn't be able to do.

Doesn't 'dmesg' solve that?

I usually change /var/log/messages and a few others to a+r.
But then I'm catering to developers and myself,
not running a production system.

--
Dan Espen

---

Subject: Re: New HD
Posted by hda on Tue, 26 Feb 2013 21:53:28 GMT

View Forum Message <> Reply to Message

On Tue, 26 Feb 2013 14:52:15 -0600, "Charles Richmond"
<numerist@aquaporin4.com> wrote:

> "JimP." <pongbill127@cableone.net> wrote in message
> news:l8vni8hgrnhtgg7dbtg7bvm6khl94fp1qu@4ax.com...
>> On 25 Feb 2013 14:59:46 GMT, jmfbahciv <See.above@aol.com> wrote:
>>> Ahem A Rivet's Shot wrote:
>>>> On 24 Feb 2013 16:05:51 GMT
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> > I don't want to go back and look at history; I want to pull the
>>>> > plug when the unwanted activity is happening.
>>>>
>>>> That's just about feasible on a modem link doing a few kilobytes
>>>> per second, but not even remotely feasible on a multi-megabit broadband
>>>> connection. For that you really have to rely on firewalls to prevent
>>>> unwanted traffic and logging to detect when the firewall has failed to
>>>> prevent something. Another defensive technique is software that spots
>>>> attack
>>>> patterns and slams the door on the attacker by injecting a custom
>>>> firewall
>>>> rule just for them - this is commonly used to shut out people trying to
>>>> brute force a login via ssh.
>>>>
>>> I figured that would be the case. However, I would like to see the
>>> lights just to learn patterns. We did this all the time at work. It's
>>> almost as natural as breathing.
>>>
>> The blink rate is too fast for the human brain to see patterns in
>> recent computers.
>>
>> If unsure, unplug it. Otherwise, trying to figure out lights patterns
>> these days is a waste of time.
>>
>
> That's why now-a-days we *not* only need a front panel blinkenlights, you
> need a logic analyzer to show you the last 20,000 light arrangements... so
> you can review them on a time scale at your leisure.

That means: Whireshark (software)

---

Subject: Re: New HD
Posted by Patrick Scheible on Tue, 26 Feb 2013 22:45:13 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>> In <ap259oF61enU1@mid.individual.net>, on 02/26/2013
>> at 09:01 AM, "Josh" <jj@jklo.com> said:
>>
>>> Only for some stuff. Its useless for politics and history.
>>
>> That's a bit strong, although it certainly has issues.
>>
>
> fyi - josh is just another psuedonym for speedie. His sock-puppets
> can usually be identified by the timezone in the headers (+1100)
> if not from the content.

I'd hate to ignore an entire time zone just on account of Rod.

-- Patrick

---

Subject: Re: New HD
Posted by hda on Tue, 26 Feb 2013 23:25:07 GMT
View Forum Message <> Reply to Message

On Tue, 26 Feb 2013 14:45:13 -0800, Patrick Scheible <kkt@zipcon.net>
wrote:

> scott@slp53.sl.home (Scott Lurndal) writes:
>
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>> In <ap259oF61enU1@mid.individual.net>, on 02/26/2013
>>> at 09:01 AM, "Josh" <jj@jklo.com> said:
>>>
>>>> Only for some stuff. Its useless for politics and history.
>>>
>>> That's a bit strong, although it certainly has issues.
>>>
>>
>> fyi - josh is just another psuedonym for speedie. His sock-puppets
>> can usually be identified by the timezone in the headers (+1100)
>> if not from the content.
>
> I'd hate to ignore an entire time zone just on account of Rod.
>
> -- Patrick

Just filter on Message-ID: *individual.net

And to preserve USENET more
Message-ID: speranza.aioe.org
Message-ID: googlegroups

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 26 Feb 2013 23:30:09 GMT
View Forum Message <> Reply to Message

In <OB9Xs.147397$ik4.64538@fed08.iad>, on 02/26/2013
at 09:15 PM, scott@slp53.sl.home (Scott Lurndal) said:

> fyi - josh is just another psuedonym for speedie.

Thanks.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by D.J. on Wed, 27 Feb 2013 00:05:52 GMT
View Forum Message <> Reply to Message

On 26 Feb 2013 15:13:57 GMT, jmfbahciv <See.above@aol.com> wrote:
> Morten Reistad wrote:
>> In article <icd2voxava.fsf@home.home>, Dan Espen <despen@verizon.net>
> wrote:
>>> scott@slp53.sl.home (Scott Lurndal) writes:
>>>
>>>> Morten Reistad <first@last.name> writes:
>>>> >In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
>>>> >jmfbahciv <See.above@aol.com> wrote:
>>>>
>>>> >>That's only if I care about having to deal with prevention long-term.
>>>> >>I'm a simple ASCII user whos uses the computer as a TTY. In this
>>>> >>user role, I don't care about the past nor about "fixing" the
>>>> >>complex attack problems.
>>>> >
>>>> >I hear what you are saying, but the world has moved on.
>>>> >
>>>> >Meet tcpdump, which does what you want; if it is to look at what

>>>> >is happening on an interface.
>>>> >
>>>> >Or wireshark, if you want it in graphical detail.
>>>> >
>>>> >They cost absolutly nothing more than the time and effort
>>>> >to download. And you will learn a lot about what is
>>>> >ACTUALLY happning on the wire when you use tcp/ip.
>>>>
>>>>  However, unless one has a basic understanding of the protocol layers
>>>>  (data link (MAC), network (IPv4/IPv6), transport/session (TCP),
>>>>  application (HTTP)), the output from tcpdump, ethereal or wireshark
>>>>  won't be particularly illuminating.
>>>
>>> We're dealing with a user that can tell what's being transmitted by
>>> the flashing of the lights.  Wireshark won't be a problem.
>>
>>  Well, Barb DID do the validation of DECnet; so TCP/IP shouldn't
>>  be a huge hurdle. She might even learn something about WHY we
>>  don't encourage blinkenlight debugging of telecoms for the last
>>  25 years or so.
>
> But I don't, and didn't do, debugging.  I simply noticed differences
> in patterns.  For instance, certifying DECnet against RSTS was so
> painful in our shop.  The [can't remember the name of the box]
> which connect the 11/70 to the network would display a particular
> pattern if RSTS managed to connect.  It would have a differnt pattern
> if it didn't connect.  This box was on the other side of the lab
> and walking back/forth to see if RSTS reported a connection on the CTY
> was a waste of time.
>
>>
>>>
>>> Oh gee, I really should not hit send.
>>>
>>> Sorry Barb, couldn't help myself...
>>>
>>> I'm bad.
>>
>>  Yep.
>>
>>  But at least you apologised.
>
> And was amusing.  I simply can't fathom how you people
> did your work without using all the senses of the human
> body like we did.
>
> Maybe that's the difference between manufacturers' OS groups
> and non-hardware OS/app groups.

The usefulness of blinking lights vanished years ago.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Wed, 27 Feb 2013 00:11:58 GMT
View Forum Message <> Reply to Message

On Tue, 26 Feb 2013 09:17:06 -0800, Patrick Scheible <kkt@zipcon.net>
wrote:
> greymaus <maus@mail.com> writes:
>
>> On 2013-02-26, JimP <pongbill127@cableone.net> wrote:
>>> On 25 Feb 2013 14:59:46 GMT, jmfbahciv <See.above@aol.com> wrote:
>>>> Ahem A Rivet's Shot wrote:
>>>> > On 24 Feb 2013 16:05:51 GMT
>>>> > jmfbahciv <See.above@aol.com> wrote:
>>>> >
>>>> >> I don't want to go back and look at history; I want to pull the
>>>> >> plug when the unwanted activity is happening.
>>>> >
>>>> > That's just about feasible on a modem link doing a few kilobytes
>>>> > per second, but not even remotely feasible on a multi-megabit broadband
>>>> > connection. For that you really have to rely on firewalls to prevent
>>>> > unwanted traffic and logging to detect when the firewall has failed to
>>>> > prevent something. Another defensive technique is software that spots attack
>>>> > patterns and slams the door on the attacker by injecting a custom firewall
>>>> > rule just for them - this is commonly used to shut out people trying to
>>>> > brute force a login via ssh.
>>>> >
>>>> I figured that would be the case. However, I would like to see the
>>>> lights just to learn patterns. We did this all the time at work. It's
>>>> almost as natural as breathing.
>>>
>>> The blink rate is too fast for the human brain to see patterns in
>>> recent computers.
>>>
>>> If unsure, unplug it. Otherwise, trying to figure out lights patterns
>>> these days is a waste of time.
>>> .
>>> JimP.

>>
>>
>>  Burst of action, pause, (waiting for reply?), next burst of action.
>
> A big transfer going on = lots of big packets, light on almost solid,
> return connections lighting once in a while for ack.  Little transfers
> going on = keypresses upward, small individual elements on web pages
> downloading, maybe downloading from Usenet feed, network time protocol
> synchs.

My cable modem connectivity light blinks at the same rate constantly,
fast. My hard drives make such a tiny sound, its not work listening
to. Now if the hard drives started making clunking sounds, thats
useful, but never happened when my prevous computer died.

Blinkenlights these days are worthless.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Wed, 27 Feb 2013 00:13:55 GMT
View Forum Message <> Reply to Message

On Tue, 26 Feb 2013 15:20:31 -0500, Peter Flass
<Peter_Flass@Yahoo.com> wrote:
> On 2/26/2013 10:13 AM, jmfbahciv wrote:
>>  Peter Flass wrote:
>>>  On 2/25/2013 9:59 AM, jmfbahciv wrote:
>>>> >
>>>>  Nah, I don't know how to write tactfully.  Some things were
>>>>  state secrets or corporate confidential.
>>>
>>>  For a corporation that no longer exists - broken up and sold to a
>>>  corporation that also no longer exists.  I figure after 40 years or so
>>>  most confidentiality no longer applies.
>>>
>>  But would the No Such Agency agree?
>>
>
> I'd be a bit more concerned there.  I think some of the stuff from WW II
> is only now being declassified.

On documentaries I've seen, made fairly recently, about WW2, lots of
things are still under wraps.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 27 Feb 2013 00:49:53 GMT
View Forum Message <> Reply to Message

JimP. <pongbill127@cableone.net> writes:

> On 26 Feb 2013 15:13:57 GMT, jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:
>>> In article <icd2voxava.fsf@home.home>, Dan Espen <despen@verizon.net>
>> wrote:
>>>> scott@slp53.sl.home (Scott Lurndal) writes:
>>>>
>>>> > Morten Reistad <first@last.name> writes:
>>>> >>In article <PM0004D68D6EBF9E98@aca278dd.ipt.aol.com>,
>>>> >>jmfbahciv <See.above@aol.com> wrote:
>>>> >
>>>> >>>That's only if I care about having to deal with prevention long-term.
>>>> >>>I'm a simple ASCII user whos uses the computer as a TTY. In this
>>>> >>>user role, I don't care about the past nor about "fixing" the
>>>> >>>complex attack problems.
>>>> >>
>>>> >>I hear what you are saying, but the world has moved on.
>>>> >>
>>>> >>Meet tcpdump, which does what you want; if it is to look at what
>>>> >>is happening on an interface.
>>>> >>
>>>> >>Or wireshark, if you want it in graphical detail.
>>>> >>
>>>> >>They cost absolutly nothing more than the time and effort
>>>> >>to download. And you will learn a lot about what is
>>>> >>ACTUALLY happning on the wire when you use tcp/ip.
>>>> >
>>>> > However, unless one has a basic understanding of the protocol layers
>>>> > (data link (MAC), network (IPv4/IPv6), transport/session (TCP),
>>>> > application (HTTP)), the output from tcpdump, ethereal or wireshark
>>>> > won't be particularly illuminating.
>>>>

>>>> We're dealing with a user that can tell what's being transmitted by
>>>> the flashing of the lights.  Wireshark won't be a problem.
>>>
>>>  Well, Barb DID do the validation of DECnet; so TCP/IP shouldn't
>>>  be a huge hurdle. She might even learn something about WHY we
>>>  don't encourage blinkenlight debugging of telecoms for the last
>>>  25 years or so.
>>
>> But I don't, and didn't do, debugging.  I simply noticed differences
>> in patterns.  For instance, certifying DECnet against RSTS was so
>> painful in our shop.  The [can't remember the name of the box]
>> which connect the 11/70 to the network would display a particular
>> pattern if RSTS managed to connect.  It would have a differnt pattern
>> if it didn't connect.  This box was on the other side of the lab
>> and walking back/forth to see if RSTS reported a connection on the CTY
>> was a waste of time.
>>
>>>
>>>>
>>>> Oh gee, I really should not hit send.
>>>>
>>>> Sorry Barb, couldn't help myself...
>>>>
>>>> I'm bad.
>>>
>>>  Yep.
>>>
>>>  But at least you apologised.
>>
>> And was amusing.  I simply can't fathom how you people
>> did your work without using all the senses of the human
>> body like we did.
>>
>> Maybe that's the difference between manufacturers' OS groups
>> and non-hardware OS/app groups.
>
>  The usefulness of blinking lights vanished years ago.

People like shiny things.  The lights will sell more computers.

--
Dan Espen

---

Subject: Re: New HD
Posted by Josh on Wed, 27 Feb 2013 01:41:11 GMT
View Forum Message <> Reply to Message

"Shmuel (Seymour J.)Metz" <spamtrap@library.lspace.org.invalid> wrote in message news:512d081f$7$fuzhry+tra$mr2ice@news.patriot.net...
> In <ap24qlF5u1tU1@mid.individual.net>, on 02/26/2013
>  at 08:53 AM, "Josh" <jj@jklo.com> said:
>
>> One without a GOTO makes it a lot harder to do THAT PARTICULAR
>> OBSCENITY, the impossible to read GOTO mess.
>
> While encouraging a different obscenity.

Not really. There aren't too many situations with a decent modern language where using a GOTO makes things much more readable.

---

Subject: Re: New HD
Posted by Bill Leary on Wed, 27 Feb 2013 04:06:45 GMT
View Forum Message <> Reply to Message

"JimP." wrote in message news:8ejqi8d9pse10gtvlqkkppup7p5eqjriii@4ax.com...
> The usefulness of blinking lights vanished years ago.

Not quite.

Activity patterns on the hard drive LED can tell you if the machine is booting correctly. Or if something is going on that shouldn't be. Or isn't that should be. The activity on the DVD drive can tell if there are problems with playing the current DVD. All of this, of course, only if you're acquainted with what "normal" looks like. Since I started into computers back when there were blinkenlights I often do look at the machine so I usually have an idea what normal looks like.

You can also tell by the activity LEDs on the Ethernet cable connector if you've got a connection and activity.

The LEDs on my cable modem and router are useful in deciding where the failure has occurred when network connectivity is lost.

We often use the LEDs on the front of our engineering prototypes to help debug problems (hardware and software) with those machines.

- Bill

---

Subject: Re: New HD
Posted by Gene Wirchenko on Wed, 27 Feb 2013 04:19:30 GMT
View Forum Message <> Reply to Message

On Mon, 25 Feb 2013 14:20:06 -0500, Peter Flass
<Peter_Flass@Yahoo.com> wrote:

[snip]

> I wouldn't depend solely on wikipedia for something important. It's
> good for a quick overview of something you know little or nothing about.

Not even that sometimes. It can suffer badly from "up-writing" where the page gets written up all fancy-like full of jargon and becomes nigh impenetrable by a newbie. There is only one Wikipedia page on a topic. Why not two pages on technical topics: an intro-level page that a newbie could follow fairly easily and an advanced page for someone who is familiar with the area?

[snip]

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 27 Feb 2013 13:02:54 GMT
View Forum Message <> Reply to Message

On 2/26/2013 6:30 PM, Shmuel (Seymour J.) Metz wrote:
> In <OB9Xs.147397$ik4.64538@fed08.iad>, on 02/26/2013
> at 09:15 PM, scott@slp53.sl.home (Scott Lurndal) said:
>
>> fyi - josh is just another psuedonym for speedie.
>

I thought he might be, but he's getting better at disguise.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 27 Feb 2013 13:05:37 GMT
View Forum Message <> Reply to Message

On 2/26/2013 7:13 PM, JimP. wrote:
> On Tue, 26 Feb 2013 15:20:31 -0500, Peter Flass
> <Peter_Flass@Yahoo.com> wrote:

>>
>> I'd be a bit more concerned there. I think some of the stuff from WW II
>> is only now being declassified.
>
> On documentaries I've seen, made fairly recently, about WW2, lots of
> things are still under wraps.

Naturally. If Adolf is still hiding out in Brazil or wherever we
wouldn't want to give him any tips that might help.

--
Pete

---

Subject: Re: New HD
Posted by Patrick Scheible on Wed, 27 Feb 2013 18:07:45 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 2/26/2013 7:13 PM, JimP. wrote:
>> On Tue, 26 Feb 2013 15:20:31 -0500, Peter Flass
>> <Peter_Flass@Yahoo.com> wrote:
>>>
>>> I'd be a bit more concerned there. I think some of the stuff from WW II
>>> is only now being declassified.
>>
>> On documentaries I've seen, made fairly recently, about WW2, lots of
>> things are still under wraps.
>
> Naturally. If Adolf is still hiding out in Brazil or wherever we
> wouldn't want to give him any tips that might help.

If he's hiding out in Brazil I'd like to know his secret to living to
123.

-- Patrick

---

Subject: Re: New HD
Posted by Anonymous on Wed, 27 Feb 2013 22:09:58 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Tue, 26 Feb 2013 23:06:45 -0500, "Bill Leary" <Bill_Leary@msn.com>
wrote:

> "JimP."  wrote in message news:8ejqi8d9pse10gtvlqkkppup7p5eqjriii@4ax.com...
>>  The usefulness of blinking lights vanished years ago.
>
> Not quite.
>
> Activity patterns on the hard drive LED can tell you if the machine is
> booting correctly.  Or if something is going on that shouldn't be.  Or isn't
> that should be.  The activity on the DVD drive can tell if there are
> problems with playing the current DVD.  All of this, of course, only if
> you're acquainted with what "normal" looks like.  Since I started into
> computers back when there were blinkenlights I often do look at the machine
> so I usually have an idea what normal looks like.
>
> You can also tell by the activity LEDs on the Ethernet cable connector if
> you've got a connection and activity.
>
> The LEDs on my cable modem and router are useful in deciding where the
> failure has occurred when network connectivity is lost.
>
> We often use the LEDs on the front of our engineering prototypes to help
> debug problems (hardware and software) with those machines.
>
>     - Bill

LED's on a modem can also act as a silent alarm bell.

A Zoom fax modem we used was on the bench top, the server underneath.
It had red and green lights on the front panel.
On top of the modem I used colored markers to show the lights lit when
the line was idle.
This was done because a caller managed to tie up the phone line for a
long time - I forget the failing protocol.

It meant that I noticed "in passing" if the modem status was sending,
receiving or awol.

Although I cannot write music or play an instrument - I can pick out a
bum note.

Carl Goldsworthy

---

Subject: Re: New HD
Posted by Freddy1X on Thu, 28 Feb 2013 00:20:21 GMT
View Forum Message <> Reply to Message

JimP. wrote:

> On 26 Feb 2013 15:13:57 GMT, jmfbahciv <See.above@aol.com> wrote:
>> Morten Reistad wrote:
( cuts )
>> Maybe that's the difference between manufacturers' OS groups
>> and non-hardware OS/app groups.
>
> The usefulness of blinking lights vanished years ago.
> .
> JimP.

This morning I diagnosed dead ports on a switch. Lights came on, but there was no activity. A few years ago I spotted a LAN loop caused by duplicate cables between switches.

I'll keep my Blinkenlights, thank you.

Freddy,
SpitzenSparkin too.

--
Do not overload the shredder over it's specified capacity.

/|>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>\|
/| I may be demented \|
/| but I'm not crazy! \|
/|<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<\|
* SPAyM trap: there is no X in my address *

---

Subject: Re: New HD
Posted by Freddy1X on Thu, 28 Feb 2013 00:26:28 GMT
View Forum Message <> Reply to Message

JimP. wrote:

> On Tue, 26 Feb 2013 09:17:06 -0800, Patrick Scheible <kkt@zipcon.net>
> wrote:
>> greymaus <maus@mail.com> writes:
>>
( cuts )
>>>

> My cable modem connectivity light blinks at the same rate constantly,
> fast. My hard drives make such a tiny sound, its not work listening
> to. Now if the hard drives started making clunking sounds, thats
> useful, but never happened when my prevous computer died.

>
> Blinkenlights these days are worthless.
> .
> JimP.

Tell that to the next freight train that runs you over.

Freddy,
train spotting.

--
Do not use this product full strength for cleaning surfaces.

/|>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>\|
/| I may be demented \|
/| but I'm not crazy! \|
/|<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<\|
* SPAyM trap: there is no X in my address *

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 28 Feb 2013 13:42:26 GMT
View Forum Message <> Reply to Message

In article <YcSdnaOeZYmFK7PMnZ2dnUVZ_u6dnZ2d@earthlink.com>,
Freddy1X <freddy1X@indyX.netx> wrote:
> JimP. wrote:
>
>> On 26 Feb 2013 15:13:57 GMT, jmfbahciv <See.above@aol.com> wrote:
>>> Morten Reistad wrote:
> ( cuts )
>>> Maybe that's the difference between manufacturers' OS groups
>>> and non-hardware OS/app groups.
>>
>> The usefulness of blinking lights vanished years ago.
>> .
>> JimP.
>
> This morning I diagnosed dead ports on a switch. Lights came on, but there
> was no activity. A few years ago I spotted a LAN loop caused by duplicate
> cables between switches.
>
> I'll keep my Blinkenlights, thank you.

Now this discussion is getting a bit twisted. We, the proponents of
more modern tools, never questioned the usefulness of blinkenlights,
but wanted to convey that this usefulness is rather limited. It may
work to establish basic connectivity, but using it to analyse

traffic patterns is taking it a step too far, especially with modern multi-megabit links. Full IP packets take less than 20 milliseconds, about a third of the normal sensory capabilty of a human. This means that we are unable to distinguish between a single, small udp packet and a full window (normally 8-16 k on initial connections) tcp window.

Barb is, as far as I can tell, using tcp/ip to connect to a pop via dialup; and worries (rightfully) about attacks happening during that dialup. So, a tool to investigate what is happening is in its place. There is only so much you can detect on a blinkenlight, even though it is probably more useful at thirty-something kilobits than at thirty-something megabits.

It probably blinks once in a while while idle. Is it a tcp keepalive, a dns refresh, or is it an ssh login attempt from china?

-- mrr

---

Subject: Re: New HD
Posted by D.J. on Thu, 28 Feb 2013 23:59:48 GMT
View Forum Message <> Reply to Message

On Tue, 26 Feb 2013 23:06:45 -0500, "Bill Leary" <Bill_Leary@msn.com> wrote:
> "JimP."  wrote in message news:8ejqi8d9pse10gtvlqkkppup7p5eqjriii@4ax.com...
>>  The usefulness of blinking lights vanished years ago.
>
> Not quite.
>
> Activity patterns on the hard drive LED can tell you if the machine is
> booting correctly.  Or if something is going on that shouldn't be.  Or isn't
> that should be.  The activity on the DVD drive can tell if there are
> problems with playing the current DVD.  All of this, of course, only if
> you're acquainted with what "normal" looks like.  Since I started into
> computers back when there were blinkenlights I often do look at the machine
> so I usually have an idea what normal looks like.

I started back in 8-bit days. Drive activity light just means that the drive is rotating. It doesn't tell you if the drive is being formatted by a trojan, or if it is spinning out of control. It doesn't show anything else.

> You can also tell by the activity LEDs on the Ethernet cable connector if
> you've got a connection and activity.

A connection, or no connection. Not the same as modem lights from the 1980s.

..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Fri, 01 Mar 2013 00:02:05 GMT
View Forum Message <> Reply to Message

On Wed, 27 Feb 2013 19:20:21 -0500, Freddy1X <freddy1X@indyX.netx>
wrote:
> JimP. wrote:
>
>> On 26 Feb 2013 15:13:57 GMT, jmfbahciv <See.above@aol.com> wrote:
>>> Morten Reistad wrote:
> ( cuts )
>>> Maybe that's the difference between manufacturers' OS groups
>>> and non-hardware OS/app groups.
>>
>> The usefulness of blinking lights vanished years ago.
>> .
>> JimP.
>
> This morning I diagnosed dead ports on a switch. Lights came on, but there
> was no activity. A few years ago I spotted a LAN loop caused by duplicate
> cables between switches.
>
> I'll keep my Blinkenlights, thank you.
>
> Freddy,
> SpitzenSparkin too.

You don't have main frame blinkin lights. Which is what BAH is used
to, and simply don't exist anymore.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by D.J. on Fri, 01 Mar 2013 00:08:11 GMT
View Forum Message <> Reply to Message

On Wed, 27 Feb 2013 19:26:28 -0500, Freddy1X <freddy1X@indyX.netx>
wrote:
> JimP. wrote:
>
>> On Tue, 26 Feb 2013 09:17:06 -0800, Patrick Scheible <kkt@zipcon.net>
>> wrote:
>>> greymaus <maus@mail.com> writes:
>>>
> ( cuts )
>>>>
>
>> My cable modem connectivity light blinks at the same rate constantly,
>> fast. My hard drives make such a tiny sound, its not work listening
>> to. Now if the hard drives started making clunking sounds, thats
>> useful, but never happened when my prevous computer died.
>>
>> Blinkenlights these days are worthless.
>> .
>> JimP.
>
> Tell that to the next freight train that runs you over.
>
> Freddy,
> train spotting.

Which doesn't have a darn thing to do with blinkin lights on a
computer.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 01 Mar 2013 21:57:49 GMT
View Forum Message <> Reply to Message

On Thu, 28 Feb 2013 17:59:48 -0600, JimP. <pongbill127@cableone.net>
wrote:

[snip]

> I started back in 8-bit days. Drive activity light just means that the
> drive is rotating. It doesn't tell you if the drive is being formatted
> by a trojan, or if it is spinning out of control. It doesn't show
> anything else.

That depends on the system. The usual case for floppy drives was the light being lit if the heads were loaded. Some systems had the disk always spinning, and with no head load, the light was not lit.

[snip]

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 01 Mar 2013 21:58:47 GMT
View Forum Message <> Reply to Message

On Thu, 28 Feb 2013 18:08:11 -0600, JimP. <pongbill127@cableone.net>
wrote:

> On Wed, 27 Feb 2013 19:26:28 -0500, Freddy1X <freddy1X@indyX.netx>
> wrote:
>> JimP. wrote:
>>
>>> On Tue, 26 Feb 2013 09:17:06 -0800, Patrick Scheible <kkt@zipcon.net>
>>> wrote:
>>>> greymaus <maus@mail.com> writes:
>>>>
>> ( cuts )
>>>> >
>>
>>> My cable modem connectivity light blinks at the same rate constantly,
>>> fast. My hard drives make such a tiny sound, its not work listening
>>> to. Now if the hard drives started making clunking sounds, thats
>>> useful, but never happened when my prevous computer died.
>>>
>>> Blinkenlights these days are worthless.
>>> .
>>> JimP.
>>
>> Tell that to the next freight train that runs you over.
>>
>> Freddy,
>> train spotting.

>
> Which doesn't have a darn thing to do with blinkin lights on a
> computer.

But shows a use of blinking lights these days.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by D.J. on Fri, 01 Mar 2013 23:50:58 GMT
View Forum Message <> Reply to Message

On Fri, 01 Mar 2013 13:57:49 -0800, Gene Wirchenko <genew@telus.net>
wrote:
> On Thu, 28 Feb 2013 17:59:48 -0600, JimP. <pongbill127@cableone.net>
> wrote:
>
> [snip]
>
>> I started back in 8-bit days. Drive activity light just means that the
>> drive is rotating. It doesn't tell you if the drive is being formatted
>> by a trojan, or if it is spinning out of control. It doesn't show
>> anything else.
>
>  That depends on the system. The usual case for floppy drives was
> the light being lit if the heads were loaded. Some systems had the
> disk always spinning, and with no head load, the light was not lit.
>
> [snip]
>
> Sincerely,
>
> Gene Wirchenko

And some floppy drives continued to spin, and write data, even after
the light went out.

But computers built this century don't have lights that give the info
lights did before 1990.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters

Subject: Re: New HD
Posted by Bill Leary on Fri, 01 Mar 2013 23:55:36 GMT
View Forum Message <> Reply to Message

"JimP." wrote in message news:ujrvi8lbsgv971s9602ugguuhn94j1agij@4ax.com...
> On Tue, 26 Feb 2013 23:06:45 -0500, "Bill Leary" <Bill_Leary@msn.com>
> wrote:
>> I started back in 8-bit days.

Mainframes and minicomputers for me.

> Drive activity light just means that the drive is rotating.

I've never seen an activity light or LED that simply indicated the media was rotating. Back in the washing machine days there were indicators for "ready," which (usually) indicated that they were up to speed. Those drives also had an activity indicator, showing that a read or write was in progress. Computers today still have these indicators, though usually they're lit from the controller (motherboard) rather than from the drive.

> It doesn't tell you if the drive is being formatted by a trojan, or if
> it is spinning out of control. It doesn't show anything else.

You're experience must be wildly different from mine. If the machine is doing nothing disk related, as it is now, I can see the drive LED blinking at a fixed rate. It's doing indexing. When I send this message, it will stutter slightly as it saves my copy of the message. All normal. If I see it become very active I'll know something's going on and I can investigate.

>> You can also tell by the activity LEDs on the Ethernet cable connector if
>> you've got a connection and activity.
>
> A connection, or no connection. Not the same as modem lights from the
> 1980s.

No. As I said, it shows both connection and activity LEDS. And I have seen connection without activity. On the other hand, my cable modem has send, receive, online, power and PC-side activity indicators. Quite a lot like my old Hayes modem.

- Bill

Subject: Re: New HD

Posted by GreyMaus[1] on Sat, 02 Mar 2013 10:47:25 GMT
View Forum Message <> Reply to Message

On 2013-03-01, Gene Wirchenko <genew@telus.net> wrote:
> On Thu, 28 Feb 2013 18:08:11 -0600, JimP. <pongbill127@cableone.net>
> wrote:
>
>> On Wed, 27 Feb 2013 19:26:28 -0500, Freddy1X <freddy1X@indyX.netx>
>> wrote:
>>> JimP. wrote:
>>>
>>>> On Tue, 26 Feb 2013 09:17:06 -0800, Patrick Scheible <kkt@zipcon.net>
>>>> wrote:
>>>> >greymaus <maus@mail.com> writes:
>>>> >
>>> ( cuts )
>>>> >>
>>>
>>>> My cable modem connectivity light blinks at the same rate constantly,
>>>> fast. My hard drives make such a tiny sound, its not work listening
>>>> to. Now if the hard drives started making clunking sounds, thats
>>>> useful, but never happened when my prevous computer died.
>>>>
>>>> Blinkenlights these days are worthless.
>>>> .
>>>> JimP.
>>>
>>> Tell that to the next freight train that runs you over.
>>>
>>> Freddy,
>>> train spotting.
>>
>> Which doesn't have a darn thing to do with blinkin lights on a
>> computer.
>
> But shows a use of blinking lights these days.
>
> Sincerely,
>
> Gene Wirchenko

Wiretapping comes in (at least) two flavours, listening to conversations,
or just knowing who is calling who (in the US, AFAIK, first needs
authority of a judge, second ddoes not, I am not sure the situation here)
blinkenlights now would show activity or non aactivity, even a quick burst
would show renegotiation of DHCP, or something more suspicious.

--

maus
.
.
....

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 04 Mar 2013 15:29:40 GMT
View Forum Message <> Reply to Message

In article <m3txp58wks.fsf@garlic.com>,
Anne & Lynn Wheeler <lynn@garlic.com> wrote:
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>> Perhaps, but what I've been sniping at is the insane idea that
>> structured programming is equivalent to not using GOTO. The fact is
>> that you can write a program using GOTO that is well structured and
>> can write a dog's breakfast without a single GOTO.
>>
>> The fact that your students got better results when they did the
>> design before the coding was predictable.
>
> at one time i did a lot of work on diagnosing failures ... common
> scenario was attempt to recreate the execution path leading up to
> particular failure. lots of different spaghetti GOTOs arriving at same
> common point could be nearly impossible to backtrack how execution
> progressed.

This, in a way, was Dijkstra's point, no?

[ snip ]

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 04 Mar 2013 15:30:26 GMT
View Forum Message <> Reply to Message

In article <2ngqi81ddqvivaueuj04qso5gb0apb7hga@news.xs4all.nl>,
hda <agent700@xs4all.nl.invalid> wrote:
> On Tue, 26 Feb 2013 14:45:13 -0800, Patrick Scheible <kkt@zipcon.net>
> wrote:
>
>> scott@slp53.sl.home (Scott Lurndal) writes:
>>

>>>  Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>>> In <ap259oF61enU1@mid.individual.net>, on 02/26/2013
>>>>    at 09:01 AM, "Josh" <jj@jklo.com> said:
>>>>
>>>> >Only for some stuff. Its useless for politics and history.
>>>>
>>>> That's a bit strong, although it certainly has issues.
>>>>
>>>
>>>  fyi - josh is just another psuedonym for speedie.  His sock-puppets
>>>  can usually be identified by the timezone in the headers (+1100)
>>>  if not from the content.
>>
>> I'd hate to ignore an entire time zone just on account of Rod.
>>
>> -- Patrick
>
>  Just filter on Message-ID: *individual.net
>

(So, you won't see this post, but maybe someone else will quote it.)

Huh.  I had no idea that this is how news.individual.net was perceived
(by some anyway).  I'd have thought the fact that they do charge for
their service would reduce the odds of its being used by, hm, the kinds
of posters you object to?

>
>  And to preserve USENET more
>  Message-ID: speranza.aioe.org
>  Message-ID: googlegroups
>

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

## Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Mar 2013 15:14:39 GMT
View Forum Message <> Reply to Message

In article <qj0di8h26k8u639s2tm2pocgpheog4i92k@4ax.com>,
Gene Wirchenko  <genew@telus.net> wrote:
>  On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
>  <yaldnif.w@blueyonder.co.uk> wrote:
>
>  [snip]

>
>> I once had a proponent of "formal methods" give my software enginering class
>> a talk on "correctness by construction".  He "calculated" a Pascal program
>> for some simple task and asserted that it must be correct.  I asked the
>> class whether they could spot the obvious error, and to his chagrin several
>> of them could.  8-)
>
>  I see your error and raise you two:
>
>  I remember one text where the author proved correct a program
> that used Euclid's Algorithm.  I found three errors in the program.
>

Would either or both of you be willing to elaborate on what the
errors were?  I'm rather fond of the idea of being able to prove
things about programs but am quite willing to believe that there
are kinds of errors a "proof" can't guard against.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Mar 2013 15:15:19 GMT
View Forum Message <> Reply to Message

In article <1b38wpbagv.fsf@snowball.wb.pfeifferfamily.net>,
Joe Pfeiffer  <pfeiffer@cs.nmsu.edu> wrote:
> Patrick Scheible <kkt@zipcon.net> writes:
>
>> Gene Wirchenko <genew@telus.net> writes:
>>
>>> On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
>>> <yaldnif.w@blueyonder.co.uk> wrote:
>>>
>>> [snip]
>>>
>>>> I once had a proponent of "formal methods" give my software enginering class
>>>> a talk on "correctness by construction".  He "calculated" a Pascal program
>>>> for some simple task and asserted that it must be correct.  I asked the
>>>> class whether they could spot the obvious error, and to his chagrin several
>>>> of them could.  8-)
>>>
>>>  I see your error and raise you two:
>>>
>>>  I remember one text where the author proved correct a program
>>> that used Euclid's Algorithm.  I found three errors in the program.

>>
>> I had similar observations. "Proofs of correctness" are harder then
>> deskchecks and no more convincing that the program is really right.
>
> To me, knowing how to do a correctness proof based on axiomatic
> semantics was extremely valuable -- not because I ever had occasion to
> try to do one for a real application (shudder), but because it gave me a
> lot of guidance on how to do deskchecks.

Yes, exactly -- well, without the "(shudder)" maybe. I think there is
much to be gained by informal application of some ideas from formal
methods -- loop invariants for example, and in general a way of thinking
about code that's somehow more static than dynamic. (I don't know how
to articulate that better; I just know that when I started to "get" proofs
of correctness I felt like I was thinking about programs in a different
and better way.)

[ snip ]

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Mar 2013 15:15:47 GMT
View Forum Message <> Reply to Message

In article <PM0004D64FC02B5892@aca22827.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Joe Pfeiffer wrote:

[ snip ]

>> To me, knowing how to do a correctness proof based on axiomatic
>> semantics was extremely valuable -- not because I ever had occasion to
>> try to do one for a real application (shudder), but because it gave me a
>> lot of guidance on how to do deskchecks.
>>
>> The one and only time somebody (a mathematician who never, to the best
>> of my knowledge, ever wrote an actual program) tried to convince
>> programs should be proved correct, I pointed out to him that there is a
>> reason many bugs are called "logic errors". He accepted this as a
>> compelling reason to recognize that formal correctness proofs would not
>> eliminate bugs.

How so? I'm not getting the point here. Unless ....

>
> And doesn't deal with those bugs which are someone else's features.
>

Could the point here be that proving that a program meets a given formal specification tells you nothing about whether the formal specification has anything to do with what potential users actually want?

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 05 Mar 2013 15:16:15 GMT
View Forum Message <> Reply to Message

In article <ictxp4m58e.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>
>> In article <867gm4p036.fsf@chai.my.domain>,
>>> Anyway, that's probably not a complete answer but maybe it's a start...
>>
>> Yes, sort of ....
>>
>> "Sort of" because I don't think I did a very good job of explaining
>> what it is that troubles me:
>>
>> Even a language in which variables have types one has to deal with
>> the problem of invalid input from external sources. So that part is
>> okay. What I find troublesome is figuring out how much error checking
>> to do in subprograms that are meant to be called only from within
>> the program. Maybe an annotated example using the Python REPL will
>> make it clearer:
>>
>> Now try it with a non-numeric type:
>>
>>>> > square("hello")
>> Traceback (most recent call last):
>> File "<stdin>", line 1, in ?
>> File "<stdin>", line 2, in square
>> TypeError: can't multiply sequence to non-int
>>
>> "Oops". Should I have put code in square() to check for this?
>> I think yes, but then what if square() calls, oh, integer_power()
>> maybe; should that also include .... Is it any clearer what's
>> bugging me??

>
> That's pretty easy to answer.
>
> You put edits where the untrained user is allowed to enter data.
> In the case above, you show a programmer calling a function with
> a string that should take a number and getting a somewhat readable
> indication of the error. That seems fine.
>

And if the programmer neglects to put in code to check data entered
by untrained users .... It just seems to me that it's easier to be
confident that the programmer has done that if variables have types.

Or maybe it just comes down to a preference for finding some kinds of
errors at compile time rather than run time. That there are smart
people who apparently don't share my preference on this one -- it just
makes me think there's something I'm not getting. That remark quoted
upthread about "data has types, variables don't" seems like it ought
to be more compelling than I find it. <shrug>?

>
> Programs need to be designed to their audience.
>

This also seems like it ought to be more compelling ....

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Andrew Swallow on Tue, 05 Mar 2013 18:20:43 GMT
View Forum Message <> Reply to Message

On 05/03/2013 15:16, blmblm@myrealbox.com wrote:
> In article <ictxp4m58e.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>
>>> In article <867gm4p036.fsf@chai.my.domain>,
>>>> Anyway, that's probably not a complete answer but maybe it's a start...
>>>
>>> Yes, sort of ....
>>>
>>> "Sort of" because I don't think I did a very good job of explaining
>>> what it is that troubles me:
>>>
>>> Even a language in which variables have types one has to deal with

>>>  the problem of invalid input from external sources.  So that part is
>>>  okay.  What I find troublesome is figuring out how much error checking
>>>  to do in subprograms that are meant to be called only from within
>>>  the program.  Maybe an annotated example using the Python REPL will
>>>  make it clearer:
>>>
>>>  Now try it with a non-numeric type:
>>>
>>>> >> square("hello")
>>>    Traceback (most recent call last):
>>>      File "<stdin>", line 1, in ?
>>>      File "<stdin>", line 2, in square
>>>    TypeError: can't multiply sequence to non-int
>>>
>>>  "Oops".  Should I have put code in square() to check for this?
>>>  I think yes, but then what if square() calls, oh, integer_power()
>>>  maybe; should that also include ....  Is it any clearer what's
>>>  bugging me??
>>
>>  That's pretty easy to answer.
>>
>>  You put edits where the untrained user is allowed to enter data.
>>  In the case above, you show a programmer calling a function with
>>  a string that should take a number and getting a somewhat readable
>>  indication of the error.  That seems fine.
>>
>
>  And if the programmer neglects to put in code to check data entered
>  by untrained users ....  It just seems to me that it's easier to be
>  confident that the programmer has done that if variables have types.
>
>  Or maybe it just comes down to a preference for finding some kinds of
>  errors at compile time rather than run time.  That there are smart
>  people who apparently don't share my preference on this one -- it just
>  makes me think there's something I'm not getting.  That remark quoted
>  upthread about "data has types, variables don't" seems like it ought
>  to be more compelling than I find it.  <shrug>?
>
>>
>>  Programs need to be designed to their audience.
>>
>
>  This also seems like it ought to be more compelling ....
>

Automated checking frequently recovers from invalid input data by
aborting the program.  This may not be appropriate in the case of say a
batch payroll, where going on to the next input after throwing the card

away with an error message is more useful.

Andrew Swallow

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 05 Mar 2013 20:56:22 GMT
View Forum Message <> Reply to Message

On 3/5/2013 10:16 AM, blmblm@myrealbox.com wrote:
> In article <ictxp4m58e.fsf@home.home>, Dan Espen <despen@verizon.net> wrote:
>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>
>>> In article <867gm4p036.fsf@chai.my.domain>,
>>>> Anyway, that's probably not a complete answer but maybe it's a start...
>>>
>>> Yes, sort of ....
>>>
>>> "Sort of" because I don't think I did a very good job of explaining
>>> what it is that troubles me:
>>>
>>> Even a language in which variables have types one has to deal with
>>> the problem of invalid input from external sources. So that part is
>>> okay. What I find troublesome is figuring out how much error checking
>>> to do in subprograms that are meant to be called only from within
>>> the program. Maybe an annotated example using the Python REPL will
>>> make it clearer:
>>>
>>> Now try it with a non-numeric type:
>>>
>>>> >> square("hello")
>>> Traceback (most recent call last):
>>> File "<stdin>", line 1, in ?
>>> File "<stdin>", line 2, in square
>>> TypeError: can't multiply sequence to non-int
>>>
>>> "Oops". Should I have put code in square() to check for this?
>>> I think yes, but then what if square() calls, oh, integer_power()
>>> maybe; should that also include .... Is it any clearer what's
>>> bugging me??
>>
>> That's pretty easy to answer.
>>
>> You put edits where the untrained user is allowed to enter data.
>> In the case above, you show a programmer calling a function with
>> a string that should take a number and getting a somewhat readable
>> indication of the error. That seems fine.
>>

>
> And if the programmer neglects to put in code to check data entered
> by untrained users .... It just seems to me that it's easier to be
> confident that the programmer has done that if variables have types.
>
> Or maybe it just comes down to a preference for finding some kinds of
> errors at compile time rather than run time. That there are smart
> people who apparently don't share my preference on this one -- it just
> makes me think there's something I'm not getting. That remark quoted
> upthread about "data has types, variables don't" seems like it ought
> to be more compelling than I find it. <shrug>?
>
>>
>> Programs need to be designed to their audience.
>>
>
> This also seems like it ought to be more compelling ....
>

In the general case you can be more confident if the language checks -
sort of like belt and suspenders. The programmer should check, of
course, but if s/he forgets, there's a backstop.

--
Pete

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 05 Mar 2013 21:05:22 GMT
View Forum Message <> Reply to Message

On 05/03/2013 15:15, in article apmgh3For2qU3@mid.individual.net,
"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:

> In article <PM0004D64FC02B5892@aca22827.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Joe Pfeiffer wrote:
>
> [ snip ]
>
>>> To me, knowing how to do a correctness proof based on axiomatic
>>> semantics was extremely valuable -- not because I ever had occasion to
>>> try to do one for a real application (shudder), but because it gave me a
>>> lot of guidance on how to do deskchecks.
>>>
>>> The one and only time somebody (a mathematician who never, to the best
>>> of my knowledge, ever wrote an actual program) tried to convince

>>> programs should be proved correct, I pointed out to him that there is a
>>> reason many bugs are called "logic errors". He accepted this as a
>>> compelling reason to recognize that formal correctness proofs would not
>>> eliminate bugs.
>
> How so? I'm not getting the point here. Unless ....
>
>>
>> And doesn't deal with those bugs which are someone else's features.
>>
>
> Could the point here be that proving that a program meets a given
> formal specification tells you nothing about whether the formal
> specification has anything to do with what potential users actually
> want?

That is one very significant point.

My anecdote resulting from the 'proof' depending on an 'axiom' that was in
fact false for the programming language in question.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Gene Wirchenko on Tue, 05 Mar 2013 23:33:42 GMT
View Forum Message <> Reply to Message

On 5 Mar 2013 15:14:39 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

> In article <qj0di8h26k8u639s2tm2pocgpheog4i92k@4ax.com>,
> Gene Wirchenko <genew@telus.net> wrote:
>> On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
>> <yaldnif.w@blueyonder.co.uk> wrote:
>>
>> [snip]
>>
>>> I once had a proponent of "formal methods" give my software enginering class
>>> a talk on "correctness by construction". He "calculated" a Pascal program
>>> for some simple task and asserted that it must be correct. I asked the
>>> class whether they could spot the obvious error, and to his chagrin several
>>> of them could. 8-)
>>
>> I see your error and raise you two:

>>
>>  I remember one text where the author proved correct a program
>>  that used Euclid's Algorithm.  I found three errors in the program.

> Would either or both of you be willing to elaborate on what the
> errors were?  I'm rather fond of the idea of being able to prove
> things about programs but am quite willing to believe that there
> are kinds of errors a "proof" can't guard against.

I do not remember them all.  The nastiest one was that, by following the instructions, it was possible to get a division by zero error.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Walter Bushell on Tue, 05 Mar 2013 23:59:20 GMT
View Forum Message <> Reply to Message

In article <kh5m12$vsr$2@dont-email.me>,
 Peter Flass <Peter_Flass@Yahoo.com> wrote:

>  In the general case you can be more confident if the language checks -
>  sort of like belt and suspenders.  The programmer should check, of
>  course, but if s/he forgets, there's a backstop.

Programming is difficult enough without artificial stumbling blocks, like C's strings and untyped variables. It's nice to look at a variable and now at least what type of data it is. I mean it's nice to know if you have a string, an integer, a real, a double, a complex double complex or a quaternion. (Any languages that have native support for quaternions?)

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by Walter Bushell on Wed, 06 Mar 2013 00:01:36 GMT
View Forum Message <> Reply to Message

In article <u30dj8p0dut6rokqhgc9qku8scbneggn13@4ax.com>,
 Gene Wirchenko <genew@telus.net> wrote:

> On 5 Mar 2013 15:14:39 GMT, blmblm@myrealbox.com
> <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <qj0di8h26k8u639s2tm2pocgpheog4i92k@4ax.com>,
>> Gene Wirchenko <genew@telus.net> wrote:
>>> On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
>>> <yaldnif.w@blueyonder.co.uk> wrote:
>>>
>>> [snip]
>>>
>>>> I once had a proponent of "formal methods" give my software enginering
>>>> class
>>>> a talk on "correctness by construction". He "calculated" a Pascal
>>>> program
>>>> for some simple task and asserted that it must be correct. I asked the
>>>> class whether they could spot the obvious error, and to his chagrin
>>>> several
>>>> of them could. 8-)
>>>
>>> I see your error and raise you two:
>>>
>>> I remember one text where the author proved correct a program
>>> that used Euclid's Algorithm. I found three errors in the program.
>
>> Would either or both of you be willing to elaborate on what the
>> errors were? I'm rather fond of the idea of being able to prove
>> things about programs but am quite willing to believe that there
>> are kinds of errors a "proof" can't guard against.
>
> I do not remember them all. The nastiest one was that, by
> following the instructions, it was possible to get a division by zero
> error.
>
> Sincerely,
>
> Gene Wirchenko

A lot of proofs would assume away hardware limitations such as the
limitations of floating point arithmetic, integer overflow and such.
Anyway a lot of work on big and little o() ignores these things.

--
This space unintentionally left blank.

---

Subject: Re: New HD
Posted by D.J. on Wed, 06 Mar 2013 00:26:59 GMT

On 4 Mar 2013 15:30:26 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:
> In article <2ngqi81ddqvivaueuj04qso5gb0apb7hga@news.xs4all.nl>,
> hda  <agent700@xs4all.nl.invalid> wrote:
>>  On Tue, 26 Feb 2013 14:45:13 -0800, Patrick Scheible <kkt@zipcon.net>
>>  wrote:
>>
>>> scott@slp53.sl.home (Scott Lurndal) writes:
>>>
>>>>  Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>>> >In <ap259oF61enU1@mid.individual.net>, on 02/26/2013
>>>> >   at 09:01 AM, "Josh" <jj@jklo.com> said:
>>>> >
>>>> >>Only for some stuff. Its useless for politics and history.
>>>> >
>>>> >That's a bit strong, although it certainly has issues.
>>>> >
>>>>
>>>>  fyi - josh is just another psuedonym for speedie.  His sock-puppets
>>>>  can usually be identified by the timezone in the headers (+1100)
>>>>  if not from the content.
>>>
>>> I'd hate to ignore an entire time zone just on account of Rod.
>>>
>>> -- Patrick
>>
>>  Just filter on Message-ID: *individual.net
>>
>
> (So, you won't see this post, but maybe someone else will quote it.)
>
> Huh.  I had no idea that this is how news.individual.net was perceived
> (by some anyway).  I'd have thought the fact that they do charge for
> their service would reduce the odds of its being used by, hm, the kinds
> of posters you object to?

They have an aversion to reading Rod Speed's posts. So evidently they
jumped to the conclusion you are one of his sock puppets.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

Subject: Re: New HD
Posted by Patrick Scheible on Wed, 06 Mar 2013 03:11:23 GMT
View Forum Message <> Reply to Message

JimP. <pongbill127@cableone.net> writes:

> On 4 Mar 2013 15:30:26 GMT, blmblm@myrealbox.com
> <blmblm.myrealbox@gmail.com> wrote:
>> In article <2ngqi81ddqvivaueuj04qso5gb0apb7hga@news.xs4all.nl>,
>> hda <agent700@xs4all.nl.invalid> wrote:
>>> On Tue, 26 Feb 2013 14:45:13 -0800, Patrick Scheible <kkt@zipcon.net>
>>> wrote:
>>>
>>>> scott@slp53.sl.home (Scott Lurndal) writes:
>>>>
>>>> > Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>>> >>In <ap259oF61enU1@mid.individual.net>, on 02/26/2013
>>>> >> at 09:01 AM, "Josh" <jj@jklo.com> said:
>>>> >>
>>>> >>>Only for some stuff. Its useless for politics and history.
>>>> >>
>>>> >>That's a bit strong, although it certainly has issues.
>>>> >>
>>>> >
>>>> > fyi - josh is just another psuedonym for speedie. His sock-puppets
>>>> > can usually be identified by the timezone in the headers (+1100)
>>>> > if not from the content.
>>>>
>>>> I'd hate to ignore an entire time zone just on account of Rod.
>>>>
>>>> -- Patrick
>>>
>>> Just filter on Message-ID: *individual.net
>>>
>>
>> (So, you won't see this post, but maybe someone else will quote it.)
>>
>> Huh. I had no idea that this is how news.individual.net was perceived
>> (by some anyway). I'd have thought the fact that they do charge for
>> their service would reduce the odds of its being used by, hm, the kinds
>> of posters you object to?
>
> They have an aversion to reading Rod Speed's posts. So evidently they
> jumped to the conclusion you are one of his sock puppets.

Evidently they feel it's worth getting rid of any number of worthwhile
posters just to make sure they get rid of You Know Who.

-- Patrick

Subject: Re: New HD
Posted by Alan Bowler on Wed, 06 Mar 2013 18:26:11 GMT
View Forum Message <> Reply to Message

On 2/17/2013 2:59 PM, Dan Espen wrote:>
> Disagree completely.
> The caller can also pass in "ILL_HANDLE_IT".
>
> Try/Catch is just another way of handling a return code.
>
> C can also produce stack traces just like Java does by
> default with the appropriate signal handler or program logic.

C programmer can also code in a setjmp/longjmp arrangement to
do about the same as try/catch.

Personally I find that having the default action of abort
with a dump that I can do post-mortem analysis is much more
useful than a program catching the error and saying something
like "no mem" and going away erasing the evidence of
where the memory leak (or other bug) might be as far more
frustrating.

---

Subject: Re: New HD
Posted by Peter Flass on Wed, 06 Mar 2013 19:36:17 GMT
View Forum Message <> Reply to Message

On 3/6/2013 1:26 PM, Alan Bowler wrote:
>
> Personally I find that having the default action of abort
> with a dump that I can do post-mortem analysis is much more
> useful than a program catching the error and saying something
> like "no mem" and going away erasing the evidence of
> where the memory leak (or other bug) might be as far more
> frustrating.

I agree, but I think we're in the minority.

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 06 Mar 2013 19:39:25 GMT
View Forum Message <> Reply to Message

In <493dj85024u8njtjarcg842cp0bgv4emq8@4ax.com>, on 03/05/2013
at 06:26 PM, JimP. <pongbill127@cableone.net> said:

> They have an aversion to reading Rod Speed's posts. So evidently
> they jumped to the conclusion you are one of his sock puppets.

I doubt it. More likely they decided that the s/n ratio from
individual.net was too low. If they allow their users to freely morph
then dropping their traffic is a reasonable response, and says nothing
about how one judges other users.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Andrew Swallow on Wed, 06 Mar 2013 23:39:21 GMT
View Forum Message <> Reply to Message

On 06/03/2013 19:36, Peter Flass wrote:
> On 3/6/2013 1:26 PM, Alan Bowler wrote:
>>
>> Personally I find that having the default action of abort
>> with a dump that I can do post-mortem analysis is much more
>> useful than a program catching the error and saying something
>> like "no mem" and going away erasing the evidence of
>> where the memory leak (or other bug) might be as far more
>> frustrating.
>
> I agree, but I think we're in the minority.
>
>

Abort and return dump to programmer requires a programmer to return to.
Embedded systems do not have that luxury.

Andrew Swallow

---

Subject: Re: New HD
Posted by D.J. on Thu, 07 Mar 2013 00:19:00 GMT
View Forum Message <> Reply to Message

On Wed, 06 Mar 2013 14:39:25 -0500, Shmuel (Seymour J.) Metz
<spamtrap@library.lspace.org.invalid> wrote:
> In <493dj85024u8njtjarcg842cp0bgv4emq8@4ax.com>, on 03/05/2013
>  at 06:26 PM, JimP. <pongbill127@cableone.net> said:
>
>> They have an aversion to reading Rod Speed's posts. So evidently
>> they jumped to the conclusion you are one of his sock puppets.
>
> I doubt it. More likely they decided that the s/n ratio from
> individual.net was too low. If they allow their users to freely morph
> then dropping their traffic is a reasonable response, and says nothing
> about how one judges other users.

It still dropped one other poster, not Rod.
..
JimP.
--
Brushing aside the thorns so I can see the stars.
http://www.linuxgazette.net/ Linux Gazette
http://www.drivein-jim.net/ Drive-In movie theaters
http://story.drivein-jim.net/ A story Feb, 2011

---

Subject: Re: New HD
Posted by Walter Banks on Thu, 07 Mar 2013 01:06:42 GMT
View Forum Message <> Reply to Message

Andrew Swallow wrote:

> On 06/03/2013 19:36, Peter Flass wrote:
>> On 3/6/2013 1:26 PM, Alan Bowler wrote:
>>>
>>> Personally I find that having the default action of abort
>>> with a dump that I can do post-mortem analysis is much more
>>> useful than a program catching the error and saying something
>>> like "no mem" and going away erasing the evidence of
>>> where the memory leak (or other bug) might be as far more
>>> frustrating.
>>
>> I agree, but I think we're in the minority.
>>
>>
>
> Abort and return dump to programmer requires a programmer to return to.
>  Embedded systems do not have that luxury.

Embedded systems also don't have the luxury of even telling
someone that a error happened. Who for example does an

automotive engine tell the driver?

In general I agree with Alan when something happens I want all
the details to sort out the problem

w..

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 07 Mar 2013 01:39:09 GMT
View Forum Message <> Reply to Message

In article <kh81lj$ilp$1@dont-email.me>,
 Alan Bowler <atbowler@thinkage.ca> wrote:

> On 2/17/2013 2:59 PM, Dan Espen wrote:>
>> Disagree completely.
>> The caller can also pass in "ILL_HANDLE_IT".
>>
>> Try/Catch is just another way of handling a return code.
>>
>> C can also produce stack traces just like Java does by
>> default with the appropriate signal handler or program logic.
>
> C programmer can also code in a setjmp/longjmp arrangement to
> do about the same as try/catch.
>
> Personally I find that having the default action of abort
> with a dump that I can do post-mortem analysis is much more
> useful than a program catching the error and saying something
> like "no mem" and going away erasing the evidence of
> where the memory leak (or other bug) might be as far more
> frustrating.

Bombing in the middle of a program is frequently *not* an option,
sometime you have to soldier on the best you can. That was the policy
when I was in spacecraft command and control, and I assume it's true
in payroll or control of electric power distribution and many, many
more.

--
Gambling with Other People's Money is the opium of the fiscal industry.
 me -- in the spirit of Karl and Groucho Marx

---

Subject: Re: New HD
Posted by Walter Bushell on Thu, 07 Mar 2013 01:40:50 GMT

View Forum Message <> Reply to Message

In article <VN-dnaQSFfg_TqrMnZ2dnUVZ7qSdnZ2d@bt.com>,
 Andrew Swallow <am.swallow@btinternet.com> wrote:

> On 06/03/2013 19:36, Peter Flass wrote:
>> On 3/6/2013 1:26 PM, Alan Bowler wrote:
>>>
>>> Personally I find that having the default action of abort
>>> with a dump that I can do post-mortem analysis is much more
>>> useful than a program catching the error and saying something
>>> like "no mem" and going away erasing the evidence of
>>> where the memory leak (or other bug) might be as far more
>>> frustrating.
>>
>> I agree, but I think we're in the minority.
>>
>>
>
> Abort and return dump to programmer requires a programmer to return to.
>  Embedded systems do not have that luxury.
>
> Andrew Swallow

It's hard to get the Maytag repairman to make a house call on Mars, or
even on life support in low Earth orbit.

--
Gambling with Other People's Money is the opium of the fiscal industry.
 me -- in the spirit of Karl and Groucho Marx

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Mar 2013 12:29:31 GMT
View Forum Message <> Reply to Message

On 3/6/2013 8:06 PM, Walter Banks wrote:
>
>
> Andrew Swallow wrote:
>
>> On 06/03/2013 19:36, Peter Flass wrote:
>>> On 3/6/2013 1:26 PM, Alan Bowler wrote:
>>>>
>>>> Personally I find that having the default action of abort
>>>> with a dump that I can do post-mortem analysis is much more
>>>> useful than a program catching the error and saying something
>>>> like "no mem" and going away erasing the evidence of

>>>>  where the memory leak (or other bug) might be as far more
>>>>  frustrating.
>>>
>>>  I agree, but I think we're in the minority.
>>>
>>>
>>
>>  Abort and return dump to programmer requires a programmer to return to.
>>     Embedded systems do not have that luxury.
>
>  Embedded systems also don't have the luxury of even telling
>  someone that a error happened. Who for example does an
>  automotive engine tell the driver?

"check engine"

>
>  In general I agree with Alan when something happens I want all
>  the details to sort out the problem
>
>  w..
>
>
>

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 07 Mar 2013 12:31:52 GMT
View Forum Message <> Reply to Message

On 3/6/2013 8:40 PM, Walter Bushell wrote:
>  In article <VN-dnaQSFfg_TqrMnZ2dnUVZ7qSdnZ2d@bt.com>,
>    Andrew Swallow <am.swallow@btinternet.com> wrote:
>
>>  On 06/03/2013 19:36, Peter Flass wrote:
>>>  On 3/6/2013 1:26 PM, Alan Bowler wrote:
>>>>
>>>>  Personally I find that having the default action of abort
>>>>  with a dump that I can do post-mortem analysis is much more
>>>>  useful than a program catching the error and saying something
>>>>  like "no mem" and going away erasing the evidence of
>>>>  where the memory leak (or other bug) might be as far more
>>>>  frustrating.
>>>

>>>  I agree, but I think we're in the minority.
>>>
>>>
>>
>>  Abort and return dump to programmer requires a programmer to return to.
>>    Embedded systems do not have that luxury.
>>
>>  Andrew Swallow
>
>  It's hard to get the Maytag repairman to make a house call on Mars, or
>  even on life support in low Earth orbit.
>

The Maytag repairman for Mars is in Pasadena or wherever.  There's still
someone to send information to.  For cars the action is to save a log of
problems so the repairman can access it later to diagnose problems.

--
Pete

---

Subject: Re: New HD
Posted by scott on Thu, 07 Mar 2013 15:27:23 GMT
View Forum Message <> Reply to Message

Walter Banks <walter@bytecraft.com> writes:
>
>
> Andrew Swallow wrote:
>
>>  On 06/03/2013 19:36, Peter Flass wrote:
>>>  On 3/6/2013 1:26 PM, Alan Bowler wrote:
>>>>
>>>>  Personally I find that having the default action of abort
>>>>  with a dump that I can do post-mortem analysis is much more
>>>>  useful than a program catching the error and saying something
>>>>  like "no mem" and going away erasing the evidence of
>>>>  where the memory leak (or other bug) might be as far more
>>>>  frustrating.
>>>
>>>  I agree, but I think we're in the minority.
>>>
>>>
>>
>>  Abort and return dump to programmer requires a programmer to return to.
>>    Embedded systems do not have that luxury.
>
> Embedded systems also don't have the luxury of even telling

> someone that a error happened. Who for example does an
> automotive engine tell the driver?

Turns on the "check engine" light.  Then you plug an industry standard
readout device into an industry standard socket under the dash to
read the diagnostic codes.

scott

---

Subject: Re: New HD
Posted by scott on Thu, 07 Mar 2013 15:31:50 GMT
View Forum Message <> Reply to Message

Walter Bushell <proto@panix.com> writes:
> In article <kh81lj$ilp$1@dont-email.me>,
>  Alan Bowler <atbowler@thinkage.ca> wrote:
>
>>  On 2/17/2013 2:59 PM, Dan Espen wrote:>
>>>  Disagree completely.
>>>  The caller can also pass in "ILL_HANDLE_IT".
>>>
>>>  Try/Catch is just another way of handling a return code.
>>>
>>>  C can also produce stack traces just like Java does by
>>>  default with the appropriate signal handler or program logic.
>>
>>  C programmer can also code in a setjmp/longjmp arrangement to
>>  do about the same as try/catch.
>>
>>  Personally I find that having the default action of abort
>>  with a dump that I can do post-mortem analysis is much more
>>  useful than a program catching the error and saying something
>>  like "no mem" and going away erasing the evidence of
>>  where the memory leak (or other bug) might be as far more
>>  frustrating.
>
> Bombing in the middle of a program is frequently *not* an option,
> sometime you have to soldier on the best you can. That was the policy
> when I was in spacecraft command and control, and I assume it's true
> in payroll or control of electric power distribution and many, many
> more.

Depending on the system-wide option settings, burroughs medium systems
jobs would not exit on error (or on out-of-memory), but rather go into
a waiting condition until the operator releases the job in one of
several ways:
  - DS (discontinue the job)

- DP (core dump, then discontinue the job)
- OK (retry the waiting condition (no file, need more memory, etc)
- IL (change filename on an open input BCT)
- OU (change filename on open output BCT, e.g. if card punch not available, could OU to a pseudo card deck on disk, or to specify which tape unit when a job went WAITING MTP).

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 07 Mar 2013 16:46:27 GMT
View Forum Message <> Reply to Message

In <j6nfj8t24kg9tss50v8fhl6njviaupfge9@4ax.com>, on 03/06/2013
at 06:19 PM, JimP. <pongbill127@cableone.net> said:

> It still dropped one other poster, not Rod.

Yes, but that was only collateral damage; it has nothing whatsoever to do with believing that all individual.net users were rod's sock puppets.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 07 Mar 2013 16:50:40 GMT
View Forum Message <> Reply to Message

In <5137E822.3CE12DD3@bytecraft.com>, on 03/06/2013
at 08:06 PM, Walter Banks <walter@bytecraft.com> said:

> Embedded systems also don't have the luxury of even telling
> someone that a error happened.

Actually, they do. However, they don't have the luxury of shutting down and requesting a reboot.

> Who for example does an automotive engine tell the driver?

ITYM what; it tells the driver "service required" and logs the details for a service technician.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 07 Mar 2013 17:03:26 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

>  Walter Banks <walter@bytecraft.com> writes:
>>
>>
>> Andrew Swallow wrote:
>>
>>>  On 06/03/2013 19:36, Peter Flass wrote:
>>>>  On 3/6/2013 1:26 PM, Alan Bowler wrote:
>>>> >
>>>> > Personally I find that having the default action of abort
>>>> > with a dump that I can do post-mortem analysis is much more
>>>> > useful than a program catching the error and saying something
>>>> > like "no mem" and going away erasing the evidence of
>>>> > where the memory leak (or other bug) might be as far more
>>>> > frustrating.
>>>>
>>>>  I agree, but I think we're in the minority.
>>>>
>>>>
>>>
>>>  Abort and return dump to programmer requires a programmer to return to.
>>>    Embedded systems do not have that luxury.
>>
>> Embedded systems also don't have the luxury of even telling
>> someone that a error happened. Who for example does an
>> automotive engine tell the driver?
>
>  Turns on the "check engine" light.  Then you plug an industry standard
>  readout device into an industry standard socket under the dash to
>  read the diagnostic codes.

And it's now possible to get a scanner for $30 that communicates over
Bluetooth to my Android phone running a $5 app.  Amazing!

---

Subject: Re: New HD
Posted by Joe Pfeiffer on Thu, 07 Mar 2013 20:13:51 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <5137E822.3CE12DD3@bytecraft.com>, on 03/06/2013
>  at 08:06 PM, Walter Banks <walter@bytecraft.com> said:
>
>> Embedded systems also don't have the luxury of even telling
>> someone that a error happened.
>
> Actually, they do. However, they don't have the luxury of shutting
> down and requesting a reboot.

Some of them simply reboot. Apollo XI Lunar Module comes to mind...

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 08 Mar 2013 21:50:34 GMT
View Forum Message <> Reply to Message

"Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
news:1bsj47ynls.fsf@snowball.wb.pfeifferfamily.net...
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>
>> In <5137E822.3CE12DD3@bytecraft.com>, on 03/06/2013
>>  at 08:06 PM, Walter Banks <walter@bytecraft.com> said:
>>
>>> Embedded systems also don't have the luxury of even telling
>>> someone that a error happened.
>>
>> Actually, they do. However, they don't have the luxury of shutting
>> down and requesting a reboot.
>
> Some of them simply reboot. Apollo XI Lunar Module comes to mind...

That's what a watchdog timer is for... to force a re-boot if the software
becomes wedged.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Peter Flass on Sat, 09 Mar 2013 00:53:59 GMT

View Forum Message <> Reply to Message

On 3/8/2013 4:50 PM, Charles Richmond wrote:
> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
> news:1bsj47ynls.fsf@snowball.wb.pfeifferfamily.net...
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:
>>
>>> In <5137E822.3CE12DD3@bytecraft.com>, on 03/06/2013
>>> at 08:06 PM, Walter Banks <walter@bytecraft.com> said:
>>>
>>>> Embedded systems also don't have the luxury of even telling
>>>> someone that a error happened.
>>>
>>> Actually, they do. However, they don't have the luxury of shutting
>>> down and requesting a reboot.
>>
>> Some of them simply reboot. Apollo XI Lunar Module comes to mind...
>
> That's what a watchdog timer is for... to force a re-boot if the
> software becomes wedged.
>

I just had to reboot my %^&$% DVR. I apparently hit the wrong sequence
of buttons and it locked up solid.

--
Pete

---

Subject: Re: New HD
Posted by Bill Leary on Sat, 09 Mar 2013 04:29:52 GMT
View Forum Message <> Reply to Message

"Peter Flass" wrote in message news:khe14c$h3g$1@dont-email.me...
> On 3/8/2013 4:50 PM, Charles Richmond wrote:
>> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>> Some of them simply reboot. Apollo XI Lunar Module comes to mind...
>>
>> That's what a watchdog timer is for... to force a re-boot if the
>> software becomes wedged.
>
> I just had to reboot my %^&$% DVR. I apparently hit the wrong sequence of
> buttons and it locked up solid.

Other things you should never have to reboot... I had to power cycle the
lighting board a year or so back because it locked up right after I brought
the house lights up for intermission.

- Bill

---

Subject: Re: New HD
Posted by Patrick Scheible on Sun, 10 Mar 2013 17:21:10 GMT
View Forum Message <> Reply to Message

"Bill Leary" <Bill_Leary@msn.com> writes:

> "Peter Flass" wrote in message news:khe14c$h3g$1@dont-email.me...
>> On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>> Some of them simply reboot. Apollo XI Lunar Module comes to mind...
>>>
>>> That's what a watchdog timer is for... to force a re-boot if the
>>> software becomes wedged.
>>
>> I just had to reboot my %^&$% DVR. I apparently hit the wrong
>> sequence of buttons and it locked up solid.
>
> Other things you should never have to reboot... I had to power cycle
> the lighting board a year or so back because it locked up right after
> I brought the house lights up for intermission.

Good thing it wasn't in the middle of a scene!

-- Patrick

---

Subject: Re: New HD
Posted by Charlie Gibbs on Sun, 10 Mar 2013 19:27:10 GMT
View Forum Message <> Reply to Message

In article <p_-dndMtH-JPJ6fMnZ2dnUVZ_vOdnZ2d@giganews.com>,
Bill_Leary@msn.com (Bill Leary) writes:

> "Peter Flass" wrote in message news:khe14c$h3g$1@dont-email.me...
>
>> On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>
>>> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>
>>>> Some of them simply reboot. Apollo XI Lunar Module comes to mind...
>>>
>>> That's what a watchdog timer is for... to force a re-boot if the
>>> software becomes wedged.

>>
>> I just had to reboot my %^&$% DVR. I apparently hit the wrong
>> sequence of buttons and it locked up solid.

Been there, done that - had to pull the power plug to reset it.
Ditto for the Blu-Ray player.

> Other things you should never have to reboot... I had to power cycle
> the lighting board a year or so back because it locked up right after
> I brought the house lights up for intermission.

One of Microsoft's crimes against humanity is that they've conditioned
people to accept frequent reboots as normal.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Bill Leary on Sun, 10 Mar 2013 21:36:17 GMT
View Forum Message <> Reply to Message

"Patrick Scheible" wrote in message news:86y5dvf9x5.fsf@chai.my.domain...
> "Bill Leary" <Bill_Leary@msn.com> writes:
>> "Peter Flass" wrote in message news:khe14c$h3g$1@dont-email.me...
>>> On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>>> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>> > Some of them simply reboot. Apollo XI Lunar Module comes to mind...
>>>>
>>>> That's what a watchdog timer is for... to force a re-boot if the
>>>> software becomes wedged.
>>>
>>> I just had to reboot my %^&$% DVR. I apparently hit the wrong
>>> sequence of buttons and it locked up solid.
>>
>> Other things you should never have to reboot... I had to power cycle
>> the lighting board a year or so back because it locked up right after
>> I brought the house lights up for intermission.
>
> Good thing it wasn't in the middle of a scene!

In another instance I was using a Windows XP computer (as opposed to a
computerized lighting board in my comment above) when it crashed three
minutes into the first act of a performance.

Yeah, that was much worse.

- Bill

---

Subject: Re: New HD
Posted by Walter Bushell on Mon, 11 Mar 2013 00:34:39 GMT
View Forum Message <> Reply to Message

In article <1232.852T502T6874147@kltpzyxm.invalid>,
"Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:

> In article <p_-dndMtH-JPJ6fMnZ2dnUVZ_vOdnZ2d@giganews.com>,
> Bill_Leary@msn.com (Bill Leary) writes:
>
>> "Peter Flass" wrote in message news:khe14c$h3g$1@dont-email.me...
>>
>>> On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>>
>>>> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>>
>>>> > Some of them simply reboot. Apollo XI Lunar Module comes to mind...
>>>>
>>>> That's what a watchdog timer is for... to force a re-boot if the
>>>> software becomes wedged.
>>>
>>> I just had to reboot my %^&$% DVR. I apparently hit the wrong
>>> sequence of buttons and it locked up solid.
>
> Been there, done that - had to pull the power plug to reset it.
> Ditto for the Blu-Ray player.
>
>> Other things you should never have to reboot... I had to power cycle
>> the lighting board a year or so back because it locked up right after
>> I brought the house lights up for intermission.
>
> One of Microsoft's crimes against humanity is that they've conditioned
> people to accept frequent reboots as normal.
Walter$ uptime
19:33 up 37 days, 6:09, 2 users, load averages: 0.13 0.17 0.19

--
Gambling with Other People's Money is the opium of the fiscal industry.
me -- in the spirit of Karl and Groucho Marx

---

Subject: Re: New HD

Posted by scott on Mon, 11 Mar 2013 15:01:51 GMT
View Forum Message <> Reply to Message

"Bill Leary" <Bill_Leary@msn.com> writes:
> "Peter Flass"  wrote in message news:khe14c$h3g$1@dont-email.me...
>>  On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>>  "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>>  Some of them simply reboot.  Apollo XI Lunar Module comes to mind...
>>>
>>>  That's what a watchdog timer is for... to force a re-boot if the
>>>  software becomes wedged.
>>
>>  I just had to reboot my %^&$% DVR.  I apparently hit the wrong sequence of
>>  buttons and it locked up solid.
>
> Other things you should never have to reboot... I had to power cycle the
> lighting board a year or so back because it locked up right after I brought
> the house lights up for intermission.

Ah, something to be said for the old dead-front autotransformer boards.  Worst
that could happen was a stripped gear on a master handle.  On the other hand,
we only had two-scene preset capability (one scene active, the other setting
up, with 9 circuits per scene) - kept the panel operator busy during the show.

scott

---

Subject: Re: New HD
Posted by Patrick Scheible on Mon, 11 Mar 2013 16:29:20 GMT
View Forum Message <> Reply to Message

Walter Bushell <proto@panix.com> writes:

>  In article <1232.852T502T6874147@kltpzyxm.invalid>,
>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>
>>  In article <p_-dndMtH-JPJ6fMnZ2dnUVZ_vOdnZ2d@giganews.com>,
>>  Bill_Leary@msn.com (Bill Leary) writes:
>>
>>>  "Peter Flass"  wrote in message news:khe14c$h3g$1@dont-email.me...
>>>
>>>>  On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>>>
>>>> > "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>> >
>>>> >> Some of them simply reboot.  Apollo XI Lunar Module comes to mind...
>>>> >
>>>> > That's what a watchdog timer is for... to force a re-boot if the

>>>> > software becomes wedged.
>>>>
>>>> I just had to reboot my %^&$% DVR. I apparently hit the wrong
>>>> sequence of buttons and it locked up solid.
>>
>> Been there, done that - had to pull the power plug to reset it.
>> Ditto for the Blu-Ray player.
>>
>>> Other things you should never have to reboot... I had to power cycle
>>> the lighting board a year or so back because it locked up right after
>>> I brought the house lights up for intermission.
>>
>> One of Microsoft's crimes against humanity is that they've conditioned
>> people to accept frequent reboots as normal.
> Walter$ uptime
> 19:33 up 37 days, 6:09, 2 users, load averages: 0.13 0.17 0.19

Mine's bigger:

[kkt@keemun]/home/kkt(101)% uptime
9:25AM up 85 days, 14:35, 3 users, load averages: 0.27, 0.13, 0.04

Although shutting down to blow the dust out of the case on a scheduled basis isn't a bad thing at all. What's really bad is system panics, memory leaks, and reboots as a normal part of upgrading applications software.

-- Patrick

---

Subject: Re: New HD
Posted by Morten Reistad on Mon, 11 Mar 2013 17:02:10 GMT
View Forum Message <> Reply to Message

In article <86fw01x5lr.fsf@chai.my.domain>,
Patrick Scheible <kkt@zipcon.net> wrote:
> Walter Bushell <proto@panix.com> writes:
>
>> In article <1232.852T502T6874147@kltpzyxm.invalid>,
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> people to accept frequent reboots as normal.
>> Walter$ uptime
>> 19:33 up 37 days, 6:09, 2 users, load averages: 0.13 0.17 0.19
>
> Mine's bigger:
>
> [kkt@keemun]/home/kkt(101)% uptime

> 9:25AM up 85 days, 14:35, 3 users, load averages: 0.27, 0.13, 0.04
>
> Although shutting down to blow the dust out of the case on a scheduled
> basis isn't a bad thing at all. What's really bad is system panics,
> memory leaks, and reboots as a normal part of upgrading applications
> software.

Just upping the ante a little. I am sure there are people here that
can better this by almost an order of magnitude too.

[mrr@reistad ~]$ uptime
17:59:48 up 425 days, 20:05, 1 user, load average: 0.12, 0.04, 0.01
[mrr@reistad ~]$

-- mrr

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 11 Mar 2013 17:03:23 GMT
View Forum Message <> Reply to Message

On Mon, 11 Mar 2013 15:01:51 GMT
scott@slp53.sl.home (Scott Lurndal) wrote:

> "Bill Leary" <Bill_Leary@msn.com> writes:
>> "Peter Flass" wrote in message news:khe14c$h3g$1@dont-email.me...
>>> On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>>> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>> > Some of them simply reboot. Apollo XI Lunar Module comes to mind...
>>>>
>>>> That's what a watchdog timer is for... to force a re-boot if the
>>>> software becomes wedged.
>>>
>>> I just had to reboot my %^&$% DVR. I apparently hit the wrong
>>> sequence of buttons and it locked up solid.
>>
>> Other things you should never have to reboot... I had to power cycle the
>> lighting board a year or so back because it locked up right after I
>> brought the house lights up for intermission.
>
> Ah, something to be said for the old dead-front autotransformer boards.
> Worst that could happen was a stripped gear on a master handle. On the
> other hand, we only had two-scene preset capability (one scene active,
> the other setting up, with 9 circuits per scene) - kept the panel
> operator busy during the show.

Spoilt rotten you lot. I used to light plays with four dual
circuit rheostats to control the lights, move the slider too fast and the

sparks will find your fingers. No more than eight lanterns at a time, and changing lanterns means pulling plugs. Getting lighting effects as well as stage coverage took imagination.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by scott on Mon, 11 Mar 2013 17:03:58 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:
> Walter Bushell <proto@panix.com> writes:
>
>> In article <1232.852T502T6874147@kltpzyxm.invalid>,
>> "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>> In article <p_-dndMtH-JPJ6fMnZ2dnUVZ_vOdnZ2d@giganews.com>,
>>> Bill_Leary@msn.com (Bill Leary) writes:
>>>
>>>> "Peter Flass" wrote in message news:khe14c$h3g$1@dont-email.me...
>>>>
>>>> > On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>>> >
>>>> >> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>> >>
>>>> >>> Some of them simply reboot. Apollo XI Lunar Module comes to mind...
>>>> >>
>>>> >> That's what a watchdog timer is for... to force a re-boot if the
>>>> >> software becomes wedged.
>>>> >
>>>> > I just had to reboot my %^&$% DVR. I apparently hit the wrong
>>>> > sequence of buttons and it locked up solid.
>>>
>>> Been there, done that - had to pull the power plug to reset it.
>>> Ditto for the Blu-Ray player.
>>>
>>>> Other things you should never have to reboot... I had to power cycle
>>>> the lighting board a year or so back because it locked up right after
>>>> I brought the house lights up for intermission.
>>>
>>> One of Microsoft's crimes against humanity is that they've conditioned
>>> people to accept frequent reboots as normal.
>> Walter$ uptime

>>  19:33  up 37 days,  6:09, 2 users, load averages: 0.13 0.17 0.19
>
> Mine's bigger:
>
> [kkt@keemun]/home/kkt(101)% uptime
>  9:25AM  up 85 days, 14:35, 3 users, load averages: 0.27, 0.13, 0.04

Current mail server:
$ uptime
 10:02:11 up 651 days, 17:27,  3 users,  load average: 0.00, 0.00, 0.00

My old webserver:
Mon May 10 11:27:56 PDT 2010
 11:28am  up 1528 days,  6:47,  8 users,  load average: 0.23, 0.12, 0.05

taken out by a power failure that exceeded the UPS capacity.

scott

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Mon, 11 Mar 2013 17:18:27 GMT
View Forum Message <> Reply to Message

On Mon, 11 Mar 2013 09:29:20 -0700
Patrick Scheible <kkt@zipcon.net> wrote:

>  Walter Bushell <proto@panix.com> writes:
>
>>  In article <1232.852T502T6874147@kltpzyxm.invalid>,
>>  "Charlie Gibbs" <cgibbs@kltpzyxm.invalid> wrote:
>>
>>>  In article <p_-dndMtH-JPJ6fMnZ2dnUVZ_vOdnZ2d@giganews.com>,
>>>  Bill_Leary@msn.com (Bill Leary) writes:
>>>
>>>>  "Peter Flass"  wrote in message news:khe14c$h3g$1@dont-email.me...
>>>>
>>>> > On 3/8/2013 4:50 PM, Charles Richmond wrote:
>>>> >
>>>> >> "Joe Pfeiffer" <pfeiffer@cs.nmsu.edu> wrote in message
>>>> >>
>>>> >>> Some of them simply reboot.  Apollo XI Lunar Module comes to
>>>> >>> mind...
>>>> >>
>>>> >> That's what a watchdog timer is for... to force a re-boot if the
>>>> >> software becomes wedged.
>>>> >
>>>> > I just had to reboot my %^&$% DVR.  I apparently hit the wrong

>>>> > sequence of buttons and it locked up solid.
>>>
>>> Been there, done that - had to pull the power plug to reset it.
>>> Ditto for the Blu-Ray player.
>>>
>>>> Other things you should never have to reboot... I had to power cycle
>>>> the lighting board a year or so back because it locked up right after
>>>> I brought the house lights up for intermission.
>>>
>>> One of Microsoft's crimes against humanity is that they've conditioned
>>> people to accept frequent reboots as normal.
>> Walter$ uptime
>> 19:33 up 37 days, 6:09, 2 users, load averages: 0.13 0.17 0.19
>
> Mine's bigger:
>
> [kkt@keemun]/home/kkt(101)% uptime
> 9:25AM up 85 days, 14:35, 3 users, load averages: 0.27, 0.13, 0.04

<sigh>

17:08:54 up 108 days, 20:35, 1 user, load average: 0.16, 0.16, 0.14

That's my pogoplug, before the last power cut it had been up for
over a year, at a PPOE I shut down a FreeBSD system for decommissioning that
had been running for five years without a reboot.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Bill Leary on Tue, 12 Mar 2013 05:21:15 GMT
View Forum Message <> Reply to Message

"Charlie Gibbs" wrote in message
news:1232.852T502T6874147@kltpzyxm.invalid...
> One of Microsoft's crimes against humanity is that they've conditioned
> people to accept frequent reboots as normal.

I went from Windows to OS/2 when it was in beta. After IBM gave up on OS/2
and, eventually, had to go back to Windows because I couldn't get OS/2
versions of software I needed. I remember how odd it felt to start
experiencing crashes and hangs again. And, yeah. I got used to it.

- Bill

Subject: Re: New HD
Posted by Bill Leary on Tue, 12 Mar 2013 05:33:42 GMT
View Forum Message <> Reply to Message

"Scott Lurndal"  wrote in message news:zlm%s.6323$qe6.1718@fe10.iad...
>  "Bill Leary" <Bill_Leary@msn.com> writes:
>>  ((..omitted..))
> Other things you should never have to reboot... I had to power cycle the
> lighting board a year or so back because it locked up right after I brought
> the house lights up for intermission.
>
>  Ah, something to be said for the old dead-front autotransformer boards.

I learned to do lighting on that sort of equipment back in the early '70's.

>  Worst that could happen was a stripped gear on a master handle.  On the
>  other hand, we only had two-scene preset capability (one scene active, the
>  other setting up, with 9 circuits per scene) - kept the panel operator
>  busy
>  during the show.

True.  But I wouldn't go back.  The computer, or even computer based board,
let's me do things I couldn't do with that sort of equipment.

- Bill

Subject: Re: New HD
Posted by Morten Reistad on Tue, 12 Mar 2013 07:06:49 GMT
View Forum Message <> Reply to Message

In article <sMKdnW16OrnQJqPMnZ2dnUVZ_sqdnZ2d@giganews.com>,
Bill Leary <Bill_Leary@msn.com> wrote:
> "Charlie Gibbs"  wrote in message
> news:1232.852T502T6874147@kltpzyxm.invalid...
>>  One of Microsoft's crimes against humanity is that they've conditioned
>>  people to accept frequent reboots as normal.
>
> I went from Windows to OS/2 when it was in beta.  After IBM gave up on OS/2
> and, eventually, had to go back to Windows because I couldn't get OS/2
> versions of software I needed.  I remember how odd it felt to start
> experiencing crashes and hangs again.  And, yeah.  I got used to it.
>

>  - Bill

I haven't used any windows more recent than XP for more than an hour
or two. And I am proud about that.

I see no point. I use Linux, BSDs, Macs, and half a dozen of process control
environments that I program for, and they all work very nicely together.

Windows is the odd one out.

I have multiple windows and cinerama views on almost all the display boxes.
I read all documents that survive windows versions well; (but sometimes have
to use a mac to get the formatting exactly right). I keep them updated to
whatever level is sensible for their use. My laptops are updated most.

But some relatives and friends do get a little worked up about this, when
I tell them that "no, I cannot fix your computer. Or, I could, but you would
get a Linux or BSD installed on it in the process.

This laptop runs a beta version of Ubuntu. It has done so for 5 weeks now,
and it hasn't crashed yet, although I have had one mishap with library code
for an obscure application.

I even generate the documentation masters for two different clients, so they
can be sure they can read it in 10 years time; they have been bitten by
Microsoft incompatibilities in the past.

I do that using abiword, and save as Windows 97 .doc and the native format,
plus generate a .pdf.

-- mrr

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 12 Mar 2013 12:05:24 GMT
View Forum Message <> Reply to Message

On 3/12/2013 1:21 AM, Bill Leary wrote:
> "Charlie Gibbs" wrote in message
> news:1232.852T502T6874147@kltpzyxm.invalid...
>> One of Microsoft's crimes against humanity is that they've conditioned
>> people to accept frequent reboots as normal.
>
> I went from Windows to OS/2 when it was in beta. After IBM gave up on
> OS/2 and, eventually, had to go back to Windows because I couldn't get
> OS/2 versions of software I needed. I remember how odd it felt to start
> experiencing crashes and hangs again. And, yeah. I got used to it.
>

When I couldn't get them, I decided to write them!  OS/2 forever!

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 12 Mar 2013 14:02:03 GMT
View Forum Message <> Reply to Message

In <9p031a-6ch.ln1@wair.reistad.name>, on 03/12/2013
at 08:06 AM, Morten Reistad <first@last.name> said:

> I haven't used any windows more recent than XP for more than an hour
> or two. And I am proud about that.

> I see no point.

What if your employer demands it? What if you have to be
interoperable[1] with software that only runs under windoze?

> But some relatives and friends do get a little worked up about this,
> when I tell them that "no, I cannot fix your computer. Or, I could,
> but you would get a Linux or BSD installed on it in the process.

You're more diplomatic than I am. I don't do[2] windoze unless my
employer requires it.

[1] OpenOffice can alleviate that problem, but there are cases
where you not only need an m$ orifice product, but a specific
release of that product.

[2] I don't consider helping someone migrate off of it to be
doing windoze.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 15 Mar 2013 14:42:30 GMT

View Forum Message <> Reply to Message

In article <CD5C0E92.270DE%yaldnif.w@blueyonder.co.uk>,
Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>  On 05/03/2013 15:15, in article apmgh3For2qU3@mid.individual.net,
>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>
>>  In article <PM0004D64FC02B5892@aca22827.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>>  Joe Pfeiffer wrote:
>>
>>  [ snip ]
>>
>>>>  To me, knowing how to do a correctness proof based on axiomatic
>>>>  semantics was extremely valuable -- not because I ever had occasion to
>>>>  try to do one for a real application (shudder), but because it gave me a
>>>>  lot of guidance on how to do deskchecks.
>>>>
>>>>  The one and only time somebody (a mathematician who never, to the best
>>>>  of my knowledge, ever wrote an actual program) tried to convince
>>>>  programs should be proved correct, I pointed out to him that there is a
>>>>  reason many bugs are called "logic errors".  He accepted this as a
>>>>  compelling reason to recognize that formal correctness proofs would not
>>>>  eliminate bugs.
>>
>>  How so?  I'm not getting the point here.  Unless ....
>>
>>>
>>>  And doesn't deal with those bugs which are someone else's features.
>>>
>>
>>  Could the point here be that proving that a program meets a given
>>  formal specification tells you nothing about whether the formal
>>  specification has anything to do with what potential users actually
>>  want?
>
>  That is one very significant point.
>
>  My anecdote resulting from the 'proof' depending on an 'axiom' that was in
>  fact false for the programming language in question.
>

Well, that would do it.  Did you tell us already what that so-called axiom
was?  (I looked at a few upstream posts and found something indicating
that it was a Pascal program, but not much detail beyond that.  ? )

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 15 Mar 2013 14:47:41 GMT
View Forum Message <> Reply to Message

In article <proto-88C451.19013605032013@news.panix.com>,
Walter Bushell <proto@panix.com> wrote:
> In article <u30dj8p0dut6rokqhgc9qku8scbneggn13@4ax.com>,
> Gene Wirchenko <genew@telus.net> wrote:
>
>> On 5 Mar 2013 15:14:39 GMT, blmblm@myrealbox.com
>> <blmblm.myrealbox@gmail.com> wrote:
>>
>>> In article <qj0di8h26k8u639s2tm2pocgpheog4i92k@4ax.com>,
>>> Gene Wirchenko <genew@telus.net> wrote:
>>>> On Wed, 20 Feb 2013 19:08:44 +0000, Bill Findlay
>>>> <yaldnif.w@blueyonder.co.uk> wrote:
>>>>
>>>> [snip]
>>>>
>>>> >I once had a proponent of "formal methods" give my software enginering
>>>> >class
>>>> >a talk on "correctness by construction". He "calculated" a Pascal
>>>> >program
>>>> >for some simple task and asserted that it must be correct. I asked the
>>>> >class whether they could spot the obvious error, and to his chagrin
>>>> >several
>>>> >of them could. 8-)
>>>>
>>>> I see your error and raise you two:
>>>>
>>>> I remember one text where the author proved correct a program
>>>> that used Euclid's Algorithm. I found three errors in the program.
>>
>>> Would either or both of you be willing to elaborate on what the
>>> errors were? I'm rather fond of the idea of being able to prove
>>> things about programs but am quite willing to believe that there
>>> are kinds of errors a "proof" can't guard against.
>>
>> I do not remember them all. The nastiest one was that, by
>> following the instructions, it was possible to get a division by zero
>> error.

Not good. Too bad you don't remember more; it would be interesting to
know whether the problem was with this particular proof or whether it
was more general, because .... :

> A lot of proofs would assume away hardware limitations such as the
> limitations of floating point arithmetic, integer overflow and such.
> Anyway a lot of work on big and little o() ignores these things.

That is indeed a limitation.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 15 Mar 2013 14:54:37 GMT
View Forum Message <> Reply to Message

In article <CD5C0E92.270DE%yaldnif.w@blueyonder.co.uk>,
Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>  On 05/03/2013 15:15, in article apmgh3For2qU3@mid.individual.net,
>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>
>>  In article <PM0004D64FC02B5892@aca22827.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>>  Joe Pfeiffer wrote:
>>
>>  [ snip ]
>>
>>>>  To me, knowing how to do a correctness proof based on axiomatic
>>>>  semantics was extremely valuable -- not because I ever had occasion to
>>>>  try to do one for a real application (shudder), but because it gave me a
>>>>  lot of guidance on how to do deskchecks.
>>>>
>>>>  The one and only time somebody (a mathematician who never, to the best
>>>>  of my knowledge, ever wrote an actual program) tried to convince
>>>>  programs should be proved correct, I pointed out to him that there is a
>>>>  reason many bugs are called "logic errors".  He accepted this as a
>>>>  compelling reason to recognize that formal correctness proofs would not
>>>>  eliminate bugs.
>>
>>  How so?  I'm not getting the point here.  Unless ....
>>
>>>
>>>  And doesn't deal with those bugs which are someone else's features.
>>>
>>
>>  Could the point here be that proving that a program meets a given
>>  formal specification tells you nothing about whether the formal
>>  specification has anything to do with what potential users actually
>>  want?
>
>  That is one very significant point.

Quite.  My favorite example -- not original, but IMO clever -- is a "specification" for a sort procedure that allows the writing of a "correct" (in the sense of meeting the specification) order-N algorithm.  In C-like pseudocode:

```
void sort(int A[], int N)
/* specification:
 * precondition:
 *   A is an array with N elements
 * postcondition:
 *   for all i with 0 <= i < N-1, A[i] <= A[i+1]
 */
```

Spoiler space in case anyone wants to think about that claimed order-N algorithm first ....

...

...

...

...

...

...

...

...

...

...

The algorithm just assigns 0 to all elements of A.

*OH*, you wanted the elements of A to be a permutation of the input values?  Well, why didn't you say ....

Well, I like it.

>
>  My anecdote resulting from the 'proof' depending on an 'axiom' that was in
>  fact false for the programming language in question.
>
--

B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 15 Mar 2013 14:57:09 GMT
View Forum Message <> Reply to Message

On 15/03/2013 14:42, in article aqgqalFlnqgU2@mid.individual.net,
"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:

>  In article <CD5C0E92.270DE%yaldnif.w@blueyonder.co.uk>,
>  Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>>  On 05/03/2013 15:15, in article apmgh3For2qU3@mid.individual.net,
>>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>>
>>>  In article <PM0004D64FC02B5892@aca22827.ipt.aol.com>,
>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>>  Joe Pfeiffer wrote:
>>>
>>>  [ snip ]
>>>
>>>> > To me, knowing how to do a correctness proof based on axiomatic
>>>> > semantics was extremely valuable -- not because I ever had occasion to
>>>> > try to do one for a real application (shudder), but because it gave me a
>>>> > lot of guidance on how to do deskchecks.
>>>> >
>>>> > The one and only time somebody (a mathematician who never, to the best
>>>> > of my knowledge, ever wrote an actual program) tried to convince
>>>> > programs should be proved correct, I pointed out to him that there is a
>>>> > reason many bugs are called "logic errors".  He accepted this as a
>>>> > compelling reason to recognize that formal correctness proofs would not
>>>> > eliminate bugs.
>>>
>>>  How so?  I'm not getting the point here.  Unless ....
>>>
>>>>
>>>>  And doesn't deal with those bugs which are someone else's features.
>>>>
>>>
>>>  Could the point here be that proving that a program meets a given
>>>  formal specification tells you nothing about whether the formal
>>>  specification has anything to do with what potential users actually
>>>  want?
>>
>>  That is one very significant point.
>>
>>  My anecdote resulting from the 'proof' depending on an 'axiom' that was in

>>  fact false for the programming language in question.
>>
>
>  Well, that would do it.  Did you tell us already what that so-called axiom
>  was?  (I looked at a few upstream posts and found something indicating
>  that it was a Pascal program, but not much detail beyond that.  ? )

This was a long time ago, but IIRC, he assumed that F^ was defined before
executing get(F); for some file variable F, or something along those lines.

--
Bill Findlay
with blueyonder.co.uk;
use  surname & forename;

---

Subject: Re: New HD
Posted by Gene Wirchenko on Fri, 15 Mar 2013 18:33:06 GMT
View Forum Message <> Reply to Message

On 15 Mar 2013 14:47:41 GMT, blmblm@myrealbox.com
<blmblm.myrealbox@gmail.com> wrote:

> In article <proto-88C451.19013605032013@news.panix.com>,
> Walter Bushell  <proto@panix.com> wrote:
>>  In article <u30dj8p0dut6rokqhgc9qku8scbneggn13@4ax.com>,
>>   Gene Wirchenko <genew@telus.net> wrote:

[snip]

>>>      I do not remember them all.  The nastiest one was that, by
>>>  following the instructions, it was possible to get a division by zero
>>>  error.
>
> Not good.  Too bad you don't remember more; it would be interesting to
> know whether the problem was with this particular proof or whether it
> was more general, because .... :

    The code requested certain value ranges for the two values.  Zero
was acceptable per the instructions.  You could then get division by
zero.  The proof did not cover this.

    It might have been a typo, but so what?  It makes the program
wrong.

[snip]

Sincerelky,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Alan Bowler on Mon, 18 Mar 2013 19:20:07 GMT
View Forum Message <> Reply to Message

On 2/17/2013 4:02 PM, Dan Espen wrote:
> I just don't believe they will always print.
>
> With modern computers, you may not need more memory, just more swap
> or different limits.

True in some cases. But often there is a bug, and the program has
as memory leak. Often that bug is also causing the program
to produce bad answers.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 20 Mar 2013 05:56:05 GMT
View Forum Message <> Reply to Message

In article <PM0004D63C8FCAB357@ac8150e0.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Bill Findlay wrote:
>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>> "jmfbahciv" <See.above@aol.com> wrote:
>>
>>> Bill Findlay wrote:
>> ...
>>>>
>>>> It is true that more pedestrian minds than theirs turned a strong
>>>> methodological recommendation into a dogma, and that in later years the SP
>>>> trinity became rather unhelpfully dogmatic themselves. None of that takes
>>>> away from their acheivement in making us think more deeply about what the
>>>> relationship shoud be between the static text of a program and the dynamic
>>>> unfolding of its execution.
>>>
>>> It was that dogma which caused the insanity. Profs, and some programmers,
>>> got rabid about no gotos. You can't do any OS work without the machine's
>>> equivalent of goto.
>>
>> If you mean jump/branch intructions, then you can't do ANY work with them.
>>
>> That is entirely beside the point. SP is about HOW the jump/branch
>> intructions are used, not WHETHER they should be used - of course they must.

>>
> and the insane types insisted that they cannot be used.
>

(Okay, this reply has been sitting in my equivalent of a "drafts" folder
*quite* long enough .... )

So, what restrictions would you need on a program in a high-level language
to guarantee that it would compile to something that makes no use of jump
or branch instructions?

No conditional execution.

No loops.

No subprograms (procedures, functions, etc.).

No calls to library functions.

No system calls.

I'm having trouble thinking of how one could write anything even
remotely useful with these restrictions. I have enough trouble
thinking up assignments for beginning programmers who don't yet
know about conditional execution or loops or subprograms, but at
least I can allow them to call library functions, even if they
don't yet know that that's what they're doing when they "print"
(output to a terminal) something.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 20 Mar 2013 05:56:44 GMT
View Forum Message <> Reply to Message

In article <PM0004D64FA34E6749@aca22827.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Joe Pfeiffer wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Bill Findlay wrote:
>>>> On 20/02/2013 14:04, in article PM0004D6285358DBC2@ac81c487.ipt.aol.com,
>>>> "jmfbahciv" <See.above@aol.com> wrote:
>>>>
>>>> > Bill Findlay wrote:

>>>>  ...
>>>> >>
>>>> >> It is true that more pedestrian minds than theirs turned a strong
>>>> >> methodological recommendation into a dogma, and that in later years the
>  SP
>>>> >> trinity became rather unhelpfully dogmatic themselves.  None of that
>  takes
>>>> >> away from their acheivement in making us think more deeply about what
>  the
>>>> >> relationship shoud be between the static text of a program and the
>  dynamic
>>>> >> unfolding of its execution.
>>>> >
>>>> > It was that dogma which caused the insanity.  Profs, and some
>  programmers,
>>>> > got rabid about no gotos.  You can't do any OS work without the machine's
>>>> > equivalent of goto.
>>>>
>>>>  If you mean jump/branch intructions, then you can't do ANY work with them.
>>>>
>>>>  That is entirely beside the point.  SP is about HOW the jump/branch
>>>>  intructions are used, not WHETHER they should be used - of course they
>  must.
>>>>
>>>  and the insane types insisted that they cannot be used.
>>
>>  No, nobody has ever claimed that.
>
>  You didn't talk to the same people I did.  ;-)
>
>>  What was claimed by the very most
>>  extreme was that all code must conform to exactly the three canonical
>>  forms defined by Dijkstra (linear traversal, if-then-else, while loop);
>>  the last two of those are implemented with branch instructions.
>
>  It takes me quite a bit of time to sort out one of those sets.  It's more
>  straight-forward to read machine code.
>

(Okay, this reply has been sitting in my equivalent of a "drafts" folder
*quite* long enough .... )

I've been wondering whether Barb has ever programmed in a high-level
language, given some of the previous posts.  This makes it sound like
she has but ....  "didn't enjoy it" maybe??

It's somewhat interesting for me to realize that I wrote my first
programs in FORTRAN (yes, one of the all-caps versions :-) ) but

didn't really feel like I understood anything until I took a course
in IBM mainframe assembler language.  I still think it's important
for programmers to understand something about what's happening at
that level, but I really can't imagine any reasonable person writing
non-trivial programs [1] in an assembly language; abstraction is just
too useful [2].

[1] And yes I think I would include most (not all, but most)
operating-system functions in that category.  I speak as someone
without any significant experience with o/s development, however.

[2] Then again, I suppose "writing in assembly language" and "making
good use of abstraction" are not really mutually exclusive -- I'm
thinking lots of subprograms and maybe some use of macros.  Hm.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 20 Mar 2013 05:57:17 GMT
View Forum Message <> Reply to Message

In article <CD68E745.27FA5%yaldnif.w@blueyonder.co.uk>,
Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>  On 15/03/2013 14:42, in article aqgqalFlnqgU2@mid.individual.net,
>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>
>>  In article <CD5C0E92.270DE%yaldnif.w@blueyonder.co.uk>,
>>  Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>>>  On 05/03/2013 15:15, in article apmgh3For2qU3@mid.individual.net,
>>>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>>>
>>>>  In article <PM0004D64FC02B5892@aca22827.ipt.aol.com>,
>>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> > Joe Pfeiffer wrote:
>>>>
>>>>  [ snip ]
>>>>
>>>> >> To me, knowing how to do a correctness proof based on axiomatic
>>>> >> semantics was extremely valuable -- not because I ever had occasion to
>>>> >> try to do one for a real application (shudder), but because it gave me a
>>>> >> lot of guidance on how to do deskchecks.
>>>> >>
>>>> >> The one and only time somebody (a mathematician who never, to the best
>>>> >> of my knowledge, ever wrote an actual program) tried to convince
>>>> >> programs should be proved correct, I pointed out to him that there is a

>>>> >> reason many bugs are called "logic errors".  He accepted this as a
>>>> >> compelling reason to recognize that formal correctness proofs would not
>>>> >> eliminate bugs.
>>>>
>>>>  How so?  I'm not getting the point here.  Unless ....
>>>>
>>>> >
>>>> > And doesn't deal with those bugs which are someone else's features.
>>>> >
>>>>
>>>>  Could the point here be that proving that a program meets a given
>>>>  formal specification tells you nothing about whether the formal
>>>>  specification has anything to do with what potential users actually
>>>>  want?
>>>
>>>  That is one very significant point.
>>>
>>>  My anecdote resulting from the 'proof' depending on an 'axiom' that was in
>>>  fact false for the programming language in question.
>>>
>>
>>  Well, that would do it.  Did you tell us already what that so-called axiom
>>  was?  (I looked at a few upstream posts and found something indicating
>>  that it was a Pascal program, but not much detail beyond that.  ? )
>
>  This was a long time ago, but IIRC, he assumed that F^ was defined before
>  executing get(F); for some file variable F, or something along those lines.
>

Thanks for the reply ....

I don't remember enough Pascal to know what "F^" and "get(F)" mean,
and a quick attempt to Google up an answer didn't succeed, but --
yeah, I can imagine that misusing the language's I/O features would
produce a bad result, and maybe that's something a non-programmer
would be more likely to do??

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 20 Mar 2013 05:58:43 GMT
View Forum Message <> Reply to Message

In article <a5q6k8laa59g0jvla97jgphubqtl5t5ibl@4ax.com>,
Gene Wirchenko  <genew@telus.net> wrote:

> On 15 Mar 2013 14:47:41 GMT, blmblm@myrealbox.com
> <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <proto-88C451.19013605032013@news.panix.com>,
>> Walter Bushell <proto@panix.com> wrote:
>>> In article <u30dj8p0dut6rokqhgc9qku8scbneggn13@4ax.com>,
>>> Gene Wirchenko <genew@telus.net> wrote:
>
> [snip]
>
>>>> I do not remember them all. The nastiest one was that, by
>>>> following the instructions, it was possible to get a division by zero
>>>> error.
>>
>> Not good. Too bad you don't remember more; it would be interesting to
>> know whether the problem was with this particular proof or whether it
>> was more general, because .... :
>
> The code requested certain value ranges for the two values. Zero
> was acceptable per the instructions. You could then get division by
> zero. The proof did not cover this.
>
> It might have been a typo, but so what? It makes the program
> wrong.
>

I'd say it makes the "proof" wrong as well -- it's not legit even in
math to write "a/b" if b can be zero, right?

(Thanks for the reply.)

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Bill Findlay on Wed, 20 Mar 2013 12:28:33 GMT
View Forum Message <> Reply to Message

On 20/03/2013 05:57, in article aqt1dsFd4c5U3@mid.individual.net,
"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:

> In article <CD68E745.27FA5%yaldnif.w@blueyonder.co.uk>,
> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
>> On 15/03/2013 14:42, in article aqgqalFlnqgU2@mid.individual.net,
>> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>>

>>>  In article <CD5C0E92.270DE%yaldnif.w@blueyonder.co.uk>,
>>>  Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>>>>  On 05/03/2013 15:15, in article apmgh3For2qU3@mid.individual.net,
>>>>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>>>>
>>>> > In article <PM0004D64FC02B5892@aca22827.ipt.aol.com>,
>>>> > jmfbahciv  <See.above@aol.com> wrote:
>>>> >> Joe Pfeiffer wrote:
>>>> >
>>>> > [ snip ]
>>>> >
>>>> >>> To me, knowing how to do a correctness proof based on axiomatic
>>>> >>> semantics was extremely valuable -- not because I ever had occasion to
>>>> >>> try to do one for a real application (shudder), but because it gave me a
>>>> >>> lot of guidance on how to do deskchecks.
>>>> >>>
>>>> >>> The one and only time somebody (a mathematician who never, to the best
>>>> >>> of my knowledge, ever wrote an actual program) tried to convince
>>>> >>> programs should be proved correct, I pointed out to him that there is a
>>>> >>> reason many bugs are called "logic errors".  He accepted this as a
>>>> >>> compelling reason to recognize that formal correctness proofs would not
>>>> >>> eliminate bugs.
>>>> >
>>>> > How so?  I'm not getting the point here.  Unless ....
>>>> >
>>>> >>
>>>> >> And doesn't deal with those bugs which are someone else's features.
>>>> >>
>>>> >
>>>> > Could the point here be that proving that a program meets a given
>>>> > formal specification tells you nothing about whether the formal
>>>> > specification has anything to do with what potential users actually
>>>> > want?
>>>>
>>>>  That is one very significant point.
>>>>
>>>>  My anecdote resulting from the 'proof' depending on an 'axiom' that was in
>>>>  fact false for the programming language in question.
>>>>
>>>
>>>  Well, that would do it.  Did you tell us already what that so-called axiom
>>>  was?  (I looked at a few upstream posts and found something indicating
>>>  that it was a Pascal program, but not much detail beyond that.  ? )
>>
>>  This was a long time ago, but IIRC, he assumed that F^ was defined before
>>  executing get(F); for some file variable F, or something along those lines.
>>
>

> Thanks for the reply ....
>
> I don't remember enough Pascal to know what "F^" and "get(F)" mean,
> and a quick attempt to Google up an answer didn't succeed, but --
> yeah, I can imagine that misusing the language's I/O features would
> produce a bad result, and maybe that's something a non-programmer
> would be more likely to do??

F is a file variable; F^ is the currently accessible record in file F;
get(F) reads the next record. There is no automatic initial call on get, so
F^ starts out undefined.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Patrick Scheible on Wed, 20 Mar 2013 16:32:51 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

> (Okay, this reply has been sitting in my equivalent of a "drafts" folder
> *quite* long enough .... )
>
> I've been wondering whether Barb has ever programmed in a high-level
> language, given some of the previous posts. This makes it sound like
> she has but .... "didn't enjoy it" maybe??
>
> It's somewhat interesting for me to realize that I wrote my first
> programs in FORTRAN (yes, one of the all-caps versions :-) ) but
> didn't really feel like I understood anything until I took a course
> in IBM mainframe assembler language. I still think it's important
> for programmers to understand something about what's happening at
> that level, but I really can't imagine any reasonable person writing
> non-trivial programs [1] in an assembly language; abstraction is just
> too useful [2].
>
> [1] And yes I think I would include most (not all, but most)
> operating-system functions in that category. I speak as someone
> without any significant experience with o/s development, however.
>
> [2] Then again, I suppose "writing in assembly language" and "making
> good use of abstraction" are not really mutually exclusive -- I'm
> thinking lots of subprograms and maybe some use of macros. Hm.

Well, one, remember that Barb programmed in possibly the best assembly
language out there, with a powerful and orthogonal instruction set,
excellent macro facilities, and excellent debugging tools.  Second,
remember that she was probably doing her HLL programming in the
60s-early 70s, when the languages available were probably vintage COBOL
and FORTRAN IV or earlier, with debugging tools that were nowhere near
as good as in assembly language.  And third, performance was critical
then and optimising compilers were in their infancy.  In that situation,
most people would prefer assembly.

-- Patrick

---

Subject: Re: New HD
Posted by Morten Reistad on Wed, 20 Mar 2013 20:28:36 GMT
View Forum Message <> Reply to Message

In article <86mwty9glo.fsf@chai.my.domain>,
Patrick Scheible  <kkt@zipcon.net> wrote:
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>
>>  (Okay, this reply has been sitting in my equivalent of a "drafts" folder
>>  *quite* long enough .... )
>>
>>  I've been wondering whether Barb has ever programmed in a high-level
>>  language, given some of the previous posts.  This makes it sound like
>>  she has but ....  "didn't enjoy it" maybe??

> Well, one, remember that Barb programmed in possibly the best assembly
> language out there, with a powerful and orthogonal instruction set,
> excellent macro facilities, and excellent debugging tools.  Second,
> remember that she was probably doing her HLL programming in the
> 60s-early 70s, when the languages available were probably vintage COBOL
> and FORTRAN IV or earlier, with debugging tools that were nowhere near
> as good as in assembly language.  And third, performance was critical
> then and optimising compilers were in their infancy.  In that situation,
> most people would prefer assembly.

And don't forget that she had abominations like Bliss to contend with.

-- mrr

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 21 Mar 2013 00:21:50 GMT
View Forum Message <> Reply to Message

In <aqt1crFd4c5U2@mid.individual.net>, on 03/20/2013
at 05:56 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> but I really can't imagine any reasonable person writing
> non-trivial programs [1] in an assembly language;

Well, I've certainly written non=trivial programs in various assembly languages, and the complexities were due to the problem definitions rather than to the language. OTOH, I've written a lot of code in, e.g., Ada, Perl, PL/I, Rexx, that I wouldn't care to do in an assembly language.

> abstraction is just too useful [2].

As you note in your footnote, macro assemblers have an abstraction mechanism.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 21 Mar 2013 00:25:20 GMT
View Forum Message <> Reply to Message

In <aqt1giFd4c5U6@mid.individual.net>, on 03/20/2013
at 05:58 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> I'd say it makes the "proof" wrong as well -- it's not legit even
> in math to write "a/b" if b can be zero, right?

Google for Riemann Sphere.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 21 Mar 2013 14:21:19 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <86mwty9glo.fsf@chai.my.domain>,
> Patrick Scheible <kkt@zipcon.net> wrote:
>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>
>>> (Okay, this reply has been sitting in my equivalent of a "drafts" folder
>>> *quite* long enough .... )
>>>
>>> I've been wondering whether Barb has ever programmed in a high-level
>>> language, given some of the previous posts. This makes it sound like
>>> she has but .... "didn't enjoy it" maybe??
>
>> Well, one, remember that Barb programmed in possibly the best assembly
>> language out there, with a powerful and orthogonal instruction set,
>> excellent macro facilities, and excellent debugging tools. Second,
>> remember that she was probably doing her HLL programming in the
>> 60s-early 70s, when the languages available were probably vintage COBOL
>> and FORTRAN IV or earlier, with debugging tools that were nowhere near
>> as good as in assembly language. And third, performance was critical
>> then and optimising compilers were in their infancy. In that situation,
>> most people would prefer assembly.
>
> And don't forget that she had abominations like Bliss to contend with.

Both are Truth. JMF's phrase "Have EDDT, will travel" explains it all. You can debug anything if have that program (and the rest of the system it implies). It would take a minute to DDT or FILDDT to load a program or look at the code or data in a disk file, find the interesting area and get an answer to your question. All other techniques sucked compared to that.

You can edit binary/mixed mode data with FILDDT. I did that often.

JMF wrote a CUSP one week. He couldn't figure out how to do file I/O even though he absconded my Notebooks. So he set a breakpoint in the monitor and looked at what it expected in the argument blocks (both location and content). Now that is a true blue OS bit god :-)).

/BAH

---

Subject: Re: New HD

Posted by blmblm@myrealbox.com on Fri, 22 Mar 2013 04:52:26 GMT
View Forum Message <> Reply to Message

In article <514a5370$21$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
> In <aqt1giFd4c5U6@mid.individual.net>, on 03/20/2013
> at 05:58 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> I'd say it makes the "proof" wrong as well -- it's not legit even
>> in math to write "a/b" if b can be zero, right?
>
> Google for Riemann Sphere.
>

Well, there is that -- but it doesn't seem especially relevant to
whether division by zero is a legitimate operation on integer values
in the context of Euclid's algorithm, does it?

As one nitpicker to another, I won't object if you can come up with
a more-correct substitute for my overly broad "in math". I'm too
lazy myself ....

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 22 Mar 2013 04:56:45 GMT
View Forum Message <> Reply to Message

In article <CD6F5BF1.28586%yaldnif.w@blueyonder.co.uk>,
Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
> On 20/03/2013 05:57, in article aqt1dsFd4c5U3@mid.individual.net,
> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <CD68E745.27FA5%yaldnif.w@blueyonder.co.uk>,
>> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:

[ snip ]

>>>> > My anecdote resulting from the 'proof' depending on an 'axiom' that was in
>>>> > fact false for the programming language in question.
>>>> >
>>>>
>>>> Well, that would do it. Did you tell us already what that so-called axiom
>>>> was? (I looked at a few upstream posts and found something indicating

>>>>  that it was a Pascal program, but not much detail beyond that.  ? )
>>>
>>>  This was a long time ago, but IIRC, he assumed that F^ was defined before
>>>  executing get(F); for some file variable F, or something along those lines.
>>>
>>
>>  Thanks for the reply ....
>>
>>  I don't remember enough Pascal to know what "F^" and "get(F)" mean,
>>  and a quick attempt to Google up an answer didn't succeed, but --
>>  yeah, I can imagine that misusing the language's I/O features would
>>  produce a bad result, and maybe that's something a non-programmer
>>  would be more likely to do??
>
>  F is a file variable; F^ is the currently accessible record in file F;
>  get(F) reads the next record.  There is no automatic initial call on get, so
>  F^ starts out undefined.
>

Thanks for supplying the details.  Yup, that would do it ....

That reasoning from faulty premises produces an invalid result is --
not surprising, though, no?  and doesn't really say much about the
reasoning process itself, IMO anyway.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Bill Findlay on Fri, 22 Mar 2013 12:37:36 GMT
View Forum Message <> Reply to Message

On 22/03/2013 04:56, in article ar26kdFhjtqU1@mid.individual.net,
"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:

>  In article <CD6F5BF1.28586%yaldnif.w@blueyonder.co.uk>,
>  Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
....
>>
>>  F is a file variable; F^ is the currently accessible record in file F;
>>  get(F) reads the next record.  There is no automatic initial call on get, so
>>  F^ starts out undefined.
>>
>
>  Thanks for supplying the details.  Yup, that would do it ....
>

> That reasoning from faulty premises produces an invalid result is --
> not surprising, though, no? and doesn't really say much about the
> reasoning process itself, IMO anyway.

It a not a story about reasoning, it is a story about the beliefs that
surround resoning in a particular, very powerful CS subculture.

GIGO applies to both programming and proving.
They are both activities of fallible animals.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 22 Mar 2013 13:21:39 GMT
View Forum Message <> Reply to Message

In <ar26c9Fhhj6U2@mid.individual.net>, on 03/22/2013
at 04:52 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> Well, there is that -- but it doesn't seem especially relevant to
> whether division by zero is a legitimate operation on integer
> values in the context of Euclid's algorithm, does it?

The phrase "even in math" isn't limited to integer values in the
context of Euclid's algorithm, is it?

> As one nitpicker to another, I won't object if you can come up with
> a more-correct substitute for my overly broad "in math".

"in the Mathematics of a field or ring, it's not legit to write 'a/b'
if b can be zero, right?"

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD

Posted by blmblm@myrealbox.com on Fri, 22 Mar 2013 21:44:53 GMT
View Forum Message <> Reply to Message

In article <CD720110.288A9%yaldnif.w@blueyonder.co.uk>,
Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>  On 22/03/2013 04:56, in article ar26kdFhjtqU1@mid.individual.net,
>  "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>
>>  In article <CD6F5BF1.28586%yaldnif.w@blueyonder.co.uk>,
>>  Bill Findlay  <yaldnif.w@blueyonder.co.uk> wrote:
>  ...
>>>
>>>  F is a file variable; F^ is the currently accessible record in file F;
>>>  get(F) reads the next record.  There is no automatic initial call on get, so
>>>  F^ starts out undefined.
>>>
>>
>>  Thanks for supplying the details.  Yup, that would do it ....
>>
>>  That reasoning from faulty premises produces an invalid result is --
>>  not surprising, though, no?  and doesn't really say much about the
>>  reasoning process itself, IMO anyway.
>
>  It a not a story about reasoning, it is a story about the beliefs that
>  surround resoning in a particular, very powerful CS subculture.
>

If the subculture you mean is "people who think proofs of program
correctness are valuable" -- I'm skeptical about their being very
powerful these days.  But you may be better informed about that than
I am.

>
>  GIGO applies to both programming and proving.
>  They are both activities of fallible animals.
>

Strongly agreed!

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 22 Mar 2013 21:48:32 GMT
View Forum Message <> Reply to Message

In article <514c5ae3$1$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
> In <ar26c9Fhhj6U2@mid.individual.net>, on 03/22/2013
> at 04:52 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> Well, there is that -- but it doesn't seem especially relevant to
>> whether division by zero is a legitimate operation on integer
>> values in the context of Euclid's algorithm, does it?
>
> The phrase "even in math" isn't limited to integer values in the
> context of Euclid's algorithm, is it?

Um .... No, it's not, and no amount of nattering about context will
really redeem the phrase, will it?

>> As one nitpicker to another, I won't object if you can come up with
>> a more-correct substitute for my overly broad "in math".
>
> "in the Mathematics of a field or ring, it's not legit to write 'a/b'
> if b can be zero, right?"

Better; thanks. I have the impression (based on what I remember from
long-ago coursework and a quick skim of the Wikipedia article on rings)
that "/" might only be defined for fields, and -- eh. Maybe it would
have been better to have said .... Oh, I don't know -- something much
more specific to the context, in which "a/b" represents "quotient when
integer a is divided by integer b".

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 23 Mar 2013 19:27:42 GMT
View Forum Message <> Reply to Message

In article <86mwty9glo.fsf@chai.my.domain>,
Patrick Scheible <kkt@zipcon.net> wrote:
> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>
>> (Okay, this reply has been sitting in my equivalent of a "drafts" folder
>> *quite* long enough .... )
>>
>> I've been wondering whether Barb has ever programmed in a high-level
>> language, given some of the previous posts. This makes it sound like
>> she has but .... "didn't enjoy it" maybe??

>>
>> It's somewhat interesting for me to realize that I wrote my first
>> programs in FORTRAN (yes, one of the all-caps versions :-) ) but
>> didn't really feel like I understood anything until I took a course
>> in IBM mainframe assembler language. I still think it's important
>> for programmers to understand something about what's happening at
>> that level, but I really can't imagine any reasonable person writing
>> non-trivial programs [1] in an assembly language; abstraction is just
>> too useful [2].
>>
>> [1] And yes I think I would include most (not all, but most)
>> operating-system functions in that category. I speak as someone
>> without any significant experience with o/s development, however.

Tangent:

It occurs to me that I did once write an application program in
assembler. It was a rather a long time ago, but the reason for
using assembler will perhaps amuse some of you:

Portability.

"Say what?" ? spoiler space

...

...

...

...

...

...

...

...

...

...

The application was a simple and rather special-purpose batch
edit program intended to ship with distributions of a set of
patches to IBM's MVS, and while every site (as far as I knew)
had an assembler, the same could not be said of compilers for any

higher-level language.

Well, I think it makes a nice story.  :-)?

>>  [2] Then again, I suppose "writing in assembly language" and "making
>>  good use of abstraction" are not really mutually exclusive -- I'm
>>  thinking lots of subprograms and maybe some use of macros.  Hm.
>
>  Well, one, remember that Barb programmed in possibly the best assembly
>  language out there, with a powerful and orthogonal instruction set,
>  excellent macro facilities, and excellent debugging tools.  Second,
>  remember that she was probably doing her HLL programming in the
>  60s-early 70s, when the languages available were probably vintage COBOL
>  and FORTRAN IV or earlier, with debugging tools that were nowhere near
>  as good as in assembly language.  And third, performance was critical
>  then and optimising compilers were in their infancy.  In that situation,
>  most people would prefer assembly.
>

Good points all.  The assembly languages I know are IBM BAL and the subset/version of MIPS assembler used in Hennessy and Patterson's textbook "Computer Organization and Design".  How those compare to the assembly language Barb used -- I don't know.  (I'm remembering now that I did once take a course in which we learned some sort of PDP assembler language, but apparently I didn't retain much of it.) Both seem to me to be fairly usable -- except of course that it does take rather a lot of instructions to get anything interesting done.

I'd be interested in knowing whether your guess about timeframe is right; I think Barb is only about five years older than I am, which would mean she was barely out of high school in 1970.  But that's a nitpick.

As for programming environments ....  Having access to a source-level debugger makes a big difference when programming in a high-level language.  When did those first appear ....  I vaguely remember hearing about a "checkout compiler" for PL/I, which if the Wikipedia article (http://en.wikipedia.org/wiki/PL/I) is right goes back to 1970?

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

## Subject: Re: New HD

Posted by sidd on Sat, 23 Mar 2013 19:58:28 GMT
View Forum Message <> Reply to Message

In article <proto-5EE285.18591905032013@news.panix.com>,
Walter Bushell <proto@panix.com> wrote:
> support for quaternions?)

Mathematical has a Quaternion package

---

Subject: Re: New HD
Posted by Patrick Scheible on Sun, 24 Mar 2013 04:07:27 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

> In article <86mwty9glo.fsf@chai.my.domain>,
> Patrick Scheible <kkt@zipcon.net> wrote:
>> blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>>
>>> (Okay, this reply has been sitting in my equivalent of a "drafts" folder
>>> *quite* long enough .... )
>>>
>>> I've been wondering whether Barb has ever programmed in a high-level
>>> language, given some of the previous posts. This makes it sound like
>>> she has but .... "didn't enjoy it" maybe??
>>>
>>> It's somewhat interesting for me to realize that I wrote my first
>>> programs in FORTRAN (yes, one of the all-caps versions :-) ) but
>>> didn't really feel like I understood anything until I took a course
>>> in IBM mainframe assembler language. I still think it's important
>>> for programmers to understand something about what's happening at
>>> that level, but I really can't imagine any reasonable person writing
>>> non-trivial programs [1] in an assembly language; abstraction is just
>>> too useful [2].
>>>
>>> [1] And yes I think I would include most (not all, but most)
>>> operating-system functions in that category. I speak as someone
>>> without any significant experience with o/s development, however.
>
> Tangent:
>
> It occurs to me that I did once write an application program in
> assembler. It was a rather a long time ago, but the reason for
> using assembler will perhaps amuse some of you:
>
> Portability.

>
> "Say what?" ? spoiler space
>
> ..
>
> ..
>
> ..
>
> ..
>
> ..
>
> ..
>
> ..
>
> ..
>
> ..
>
> ..
>
> The application was a simple and rather special-purpose batch
> edit program intended to ship with distributions of a set of
> patches to IBM's MVS, and while every site (as far as I knew)
> had an assembler, the same could not be said of compilers for any
> higher-level language.
>
> Well, I think it makes a nice story. :-)?
>
>
>>> [2] Then again, I suppose "writing in assembly language" and "making
>>> good use of abstraction" are not really mutually exclusive -- I'm
>>> thinking lots of subprograms and maybe some use of macros. Hm.
>>
>> Well, one, remember that Barb programmed in possibly the best assembly
>> language out there, with a powerful and orthogonal instruction set,
>> excellent macro facilities, and excellent debugging tools. Second,
>> remember that she was probably doing her HLL programming in the
>> 60s-early 70s, when the languages available were probably vintage COBOL
>> and FORTRAN IV or earlier, with debugging tools that were nowhere near
>> as good as in assembly language. And third, performance was critical
>> then and optimising compilers were in their infancy. In that situation,
>> most people would prefer assembly.
>
> Good points all. The assembly languages I know are IBM BAL and the
> subset/version of MIPS assembler used in Hennessy and Patterson's

> textbook "Computer Organization and Design". How those compare to
> the assembly language Barb used -- I don't know. (I'm remembering
> now that I did once take a course in which we learned some sort of
> PDP assembler language, but apparently I didn't retain much of it.)
> Both seem to me to be fairly usable -- except of course that it does
> take rather a lot of instructions to get anything interesting done.

Which PDP would make a lot of difference. PDPs are not all one line, they have pretty different architectures.

> I'd be interested in knowing whether your guess about timeframe is
> right; I think Barb is only about five years older than I am, which
> would mean she was barely out of high school in 1970. But that's
> a nitpick.

I hate to speculate about age when she can speak for herself if she wants it discussed. But my impression was she worked in an IBM shop in the late 1960s, possibly while still in college, and then for DEC afterwards. Even though other HLLs existed, C for instance was in Bell Labs, but few outside Bell Labs were using it before the mid 1970s.

> As for programming environments .... Having access to a source-level
> debugger makes a big difference when programming in a high-level
> language. When did those first appear .... I vaguely remember
> hearing about a "checkout compiler" for PL/I, which if the Wikipedia
> article (http://en.wikipedia.org/wiki/PL/I) is right goes back
> to 1970?

PL/I existed, but it had the reputation of being pretty slow and pretty expensive. It wouldn't surprise me if the place where Barb work didn't happen to use it.

-- Patrick

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Mar 2013 13:09:31 GMT
View Forum Message <> Reply to Message

In <ar6e1dFfpmaU1@mid.individual.net>, on 03/23/2013
at 07:27 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> Good points all. The assembly languages I know are IBM BAL

I highly doubt that; BAL was gone by the late 1960's.

> When did those first appear .... I vaguely remember

> hearing about a "checkout compiler" for PL/I,

As I recall that was near the end of the 1960's. Fairly primitive by
today's standards, and for some problems I have to resort to the
"optimizing" compiler to find the bug.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Mar 2013 13:13:23 GMT
View Forum Message <> Reply to Message

In <ar41mlFuae1U2@mid.individual.net>, on 03/22/2013
at 09:44 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> If the subculture you mean is "people who think proofs of program
> correctness are valuable" -- I'm skeptical about their being very
> powerful these days.

What if he means a "cargo cult Mathematics" CS subculture? Thinking
that doing the hard work to come up with a valid proof of correctness
is valuable is not the same thing as believing that waving your hands
will produce a valid proof.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 24 Mar 2013 13:17:00 GMT
View Forum Message <> Reply to Message

In <ar41tgFuae1U3@mid.individual.net>, on 03/22/2013
at 09:48 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>

said:

> Better; thanks.  I have the impression (based on what I remember from
> long-ago coursework and a quick skim of the Wikipedia article on
> rings) that "/" might only be defined for fields,

It's a partial function for both fields and rings, but for a ring "/"
might also be multivalued. See
<http://en.wikipedia.org/wiki/Zero_divisor>.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>



---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 25 Mar 2013 12:15:25 GMT
View Forum Message <> Reply to Message

In article <86obe9qw3k.fsf@chai.my.domain>,
Patrick Scheible  <kkt@zipcon.net> wrote:
>  blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:
>
>>  In article <86mwty9glo.fsf@chai.my.domain>,
>>  Patrick Scheible  <kkt@zipcon.net> wrote:
>>>  blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

[ snip ]

>>>>  I've been wondering whether Barb has ever programmed in a high-level
>>>>  language, given some of the previous posts.  This makes it sound like
>>>>  she has but ....  "didn't enjoy it" maybe??
>>>>
>>>>  It's somewhat interesting for me to realize that I wrote my first
>>>>  programs in FORTRAN (yes, one of the all-caps versions :-) ) but
>>>>  didn't really feel like I understood anything until I took a course
>>>>  in IBM mainframe assembler language.  I still think it's important
>>>>  for programmers to understand something about what's happening at
>>>>  that level, but I really can't imagine any reasonable person writing
>>>>  non-trivial programs [1] in an assembly language; abstraction is just
>>>>  too useful [2].
>>>>
>>>>  [1] And yes I think I would include most (not all, but most)
>>>>  operating-system functions in that category.  I speak as someone

>>>>  without any significant experience with o/s development, however.

[ snip ]

>>>>  [2] Then again, I suppose "writing in assembly language" and "making
>>>>  good use of abstraction" are not really mutually exclusive -- I'm
>>>>  thinking lots of subprograms and maybe some use of macros.  Hm.
>>>
>>>  Well, one, remember that Barb programmed in possibly the best assembly
>>>  language out there, with a powerful and orthogonal instruction set,
>>>  excellent macro facilities, and excellent debugging tools.  Second,
>>>  remember that she was probably doing her HLL programming in the
>>>  60s-early 70s, when the languages available were probably vintage COBOL
>>>  and FORTRAN IV or earlier, with debugging tools that were nowhere near
>>>  as good as in assembly language.  And third, performance was critical
>>>  then and optimising compilers were in their infancy.  In that situation,
>>>  most people would prefer assembly.
>>
>>  Good points all.  The assembly languages I know are IBM BAL and the
>>  subset/version of MIPS assembler used in Hennessy and Patterson's
>>  textbook "Computer Organization and Design".  How those compare to
>>  the assembly language Barb used -- I don't know.  (I'm remembering
>>  now that I did once take a course in which we learned some sort of
>>  PDP assembler language, but apparently I didn't retain much of it.)
>>  Both seem to me to be fairly usable -- except of course that it does
>>  take rather a lot of instructions to get anything interesting done.
>
>  Which PDP would make a lot of difference.  PDPs are not all one line,
>  they have pretty different architectures.

I *think* maybe PDP-8.  This was in a course intended to teach principles
of assembler-language-level programming, and the platform we used was
very strange -- some sort of home-grown operating system running on,
hm, I want to say CDC hardware but am not sure, with a PDP-something
emulator.  This was at UT Austin in 1980-something, and if I remember
right everyone sort of understood that the system was not exactly
state of the art but no one could be bothered to find a successor.
Maybe I should look for my notes from the course.

>>  I'd be interested in knowing whether your guess about timeframe is
>>  right; I think Barb is only about five years older than I am, which
>>  would mean she was barely out of high school in 1970.  But that's
>>  a nitpick.
>
>  I hate to speculate about age when she can speak for herself if she
>  wants it discussed.  But my impression was she worked in an IBM shop in
>  the late 1960s, possibly while still in college, and then for DEC
>  afterwards.

I think I had not heard her talk about jobs before DEC. I'm pretty
sure anything I know about her age was gleaned from public posts so
I'm not giving much away. I hope so anyway! because I agree with you
that it's her information to share or not.

> Even though other HLLs existed, C for instance was in Bell
> Labs, but few outside Bell Labs were using it before the mid 1970s.
>
>> As for programming environments .... Having access to a source-level
>> debugger makes a big difference when programming in a high-level
>> language. When did those first appear .... I vaguely remember
>> hearing about a "checkout compiler" for PL/I, which if the Wikipedia
>> article (http://en.wikipedia.org/wiki/PL/I) is right goes back
>> to 1970?
>
> PL/I existed, but it had the reputation of being pretty slow and pretty
> expensive. It wouldn't surprise me if the place where Barb work didn't
> happen to use it.

Probably. I mentioned it mainly because I was wondering to myself how
far back source-level debuggers went, and then I remembered hearing about
that checkout compiler way back when.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 25 Mar 2013 12:16:56 GMT
View Forum Message <> Reply to Message

In article <514efb0b$5$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
> In <ar6e1dFfpmaU1@mid.individual.net>, on 03/23/2013
> at 07:27 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> Good points all. The assembly languages I know are IBM BAL
>
> I highly doubt that; BAL was gone by the late 1960's.
>

So I used the wrong term again [*]. The IBM assembler language I used
was what was current for its mainframes (370s) in the early 1980s.
I don't know that I can give a better description than that. Since
this is your nitpick I'll let you suggest a more accurate name.

[*] Usually I'm the nitpicker rather than the nitpickee.  It's quite,
um, educational to be on the other side of that kind of interchange.

>> When did those first appear ....  I vaguely remember
>> hearing about a "checkout compiler" for PL/I,
>
>  As I recall that was near the end of the 1960's. Fairly primitive by
>  today's standards, and for some problems I have to resort to the
>  "optimizing" compiler to find the bug.

The Wikipedia article (URL in not-quoted text from previous post)
says the checkout compiler was announced in 1970.  Close enough to
your recollection, maybe, and not authoritative anyway.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 25 Mar 2013 12:18:30 GMT
View Forum Message <> Reply to Message

In article <514efbf3$1$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz  <spamtrap@library.lspace.org.invalid> wrote:
>  In <ar41mlFuae1U2@mid.individual.net>, on 03/22/2013
>     at 09:44 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>  said:
>
>> If the subculture you mean is "people who think proofs of program
>> correctness are valuable" -- I'm skeptical about their being very
>> powerful these days.
>
>  What if he means a "cargo cult Mathematics" CS subculture? Thinking
>  that doing the hard work to come up with a valid proof of correctness
>  is valuable is not the same thing as believing that waving your hands
>  will produce a valid proof.
>

What if he [*] does?

[*] Whoever he is -- I've lost track, and you didn't quote enough
headers for it to be easy to find out.  (Grumble, whine, .... )

My point was that however misguided these folks are (and I'm happy to
believe there are some ill-informed zealots), I'm skeptical that they
have much influence on "the programming community" as a whole (quotes

because I'm inclined to think you'll find that term inaccurate as
well, but perhaps it gets my meaning across).

(I don't quite get the connection between what I wrote and your reply,
though I don't disagree with what you said .... )

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 25 Mar 2013 12:18:58 GMT
View Forum Message <> Reply to Message

In article <514efccc$6$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
> In <ar41tgFuae1U3@mid.individual.net>, on 03/22/2013
> at 09:48 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> Better; thanks. I have the impression (based on what I remember from
>> long-ago coursework and a quick skim of the Wikipedia article on
>> rings) that "/" might only be defined for fields,
>
> It's a partial function for both fields and rings,

So it is.

> but for a ring "/"
> might also be multivalued. See
> <http://en.wikipedia.org/wiki/Zero_divisor>.

Indeed.

(Thanks. It's been a *long* time since I've thought much about any of
this.)

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Mar 2013 13:46:55 GMT
View Forum Message <> Reply to Message

In <aratesFf487U1@mid.individual.net>, on 03/25/2013
at 12:15 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> Probably. I mentioned it mainly because I was wondering to myself
> how far back source-level debuggers went, and then I remembered
> hearing about that checkout compiler way back when.

My recollection is that the PL/I Checkout Compiler was not the first
on the block.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Mar 2013 13:49:22 GMT
View Forum Message <> Reply to Message

In <arathnFf487U3@mid.individual.net>, on 03/25/2013
at 12:16 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> So I used the wrong term again [*]. The IBM assembler language I
> used was what was current for its mainframes (370s) in the early
> 1980s.

If you were using a free assembler then it was probably Assembler
(XF), although I believe that the Waterloo Assembler (G)[1] was still
in use. You might have been using the chargeable Assembler (H).

[1] A reworked Assembler (F); somewhat faster.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 25 Mar 2013 13:51:47 GMT
View Forum Message <> Reply to Message

In <aratkmFf487U4@mid.individual.net>, on 03/25/2013
at 12:18 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> (I don't quite get the connection between what I wrote and your
> reply,

Because I don't believe that there was ever an issue over "people who
think proofs of program correctness are valuable".

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 26 Mar 2013 13:03:47 GMT
View Forum Message <> Reply to Message

In article <CD49BD48.26118%yaldnif.w@blueyonder.co.uk>,
Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:

(This one also has been in my equivalent of a "drafts" folder quite long
enough ....)

> On 19/02/2013 19:32, in article kg0jun$4v9$1@dont-email.me, "Charles
> Richmond" <numerist@aquaporin4.com> wrote:
>
>> "Shmuel (Seymour J.) Metz" <spamtrap@library.lspace.org.invalid> wrote in
>> message news:5122c5e4$1$fuzhry+tra$mr2ice@news.patriot.net...
>>> In <20130217160135.162d53cc269dcb1aa67a94ea@eircom.net>, on 02/17/2013
>>> at 04:01 PM, Ahem A Rivet's Shot <steveo@eircom.net> said:
>>>
>>>> That's simple - the reason the construct exists (if it does in the
>>>> language you're using) is so that it can be used where it would
>>>> make things either clearer or more efficient.
>>>
>>> That is not the position that Dijkstra amd his followers took. Had he
>>> taken that position there wouldn't have been much of a controversy.
>>>

>>
>> Shmuel, of course you and I know how to use GOTO appropriately... but is it
>> safe for the "unwashed masses"??? ;-)
>
> There has been a lot of sniping at structured programming here on a.f.c.,,
> much of it unfair in my view, so let me give you my experience.
>
> In the late 60s and early 70s I had the opportunity to observe (firstly as a
> student, then as a tutor) how few of the participants in programming courses
> succeeded in gettong their assignments to work /properly/. I guess it was
> about 10%-15%.
>
> After 4 years of teaching such a 'traditional' course with flowcharting
> followed by coding, I was instrumental in changing it to structured
> programming. We did not forbid the use of GOTO, we just did not mention it
> until late in the course..
>
> Instead we focussed on the (informal) logic of state changes induced by the
> different kinds of structured statements, and on the incremental development
> of the program text by stepwise refinement, with desk-checking of the logic
> at each level of refinement. We gave strong incentives for this to be done
> by requiring the development log and test plan to be submitted a week before
> the end of the assignment, and by allocating 50% of the credit for the
> exercise to those components.
>
> The result? We went, in one year, from 80%-90% of students not completing
> their assignments, to only 10% failing to do so; and they maintained that
> progress through subsequent years.
>
> In short, thanks to SP and the attitudes we inculcated around it, they went
> from failing to learn how to code to succeeding in learning how to program.
>
> AS for my own practice, it has followed that line pretty much, about 4 years
> ahead of my students. When I write code now, I expect it to work once the
> typos and other blunders are removed. That was never the case before SP,
> and I have Dijkstra, Hoare and Wirth to thank for that.
>
> It is true that more pedestrian minds than theirs turned a strong
> methodological recommendation into a dogma, and that in later years the SP
> trinity became rather unhelpfully dogmatic themselves. None of that takes
> away from their acheivement in making us think more deeply about what the
> relationship shoud be between the static text of a program and the dynamic
> unfolding of its execution.

Yes ....

I might quibble about whether "structured programming" is exactly
the right term for the approach you're describing, but other

than that -- sing it, brother!  I wholeheartedly agree that
while perhaps the trio you mention (Dijkstra, Hoare, and Wirth)
and their followers sometimes go too far, at least some of what
they preach has real value.

Of course, I'm probably biased by the fact that I'm an academic,
but I didn't start out that way -- I worked in what's now called IT
for many years with essentially no formal training in the field,
and then at some point I started taking classes part-time, and
one thing led to another (graduate school and an academic job),
and ....

Somewhere in there I was introduced to Hoare triples and the
notion of program correctness, but it wasn't until graduate
school that I "got" the key points, which -- your phrase "what
the relationship shou[l]d be between the static text of a program
and the dynamic unfolding of its execution" says it pretty well.
It was a revelation to me that there was some way of thinking
about programs that was, oh, "static rather than dynamic" is how
I usually say it, and yes, it does seem to me that the more I can
focus on the static view in writing code the better the odds are
that what I write will be correct.  Formal proofs of program
correctness may not be practical (and have other problems, as
noted elsethread), but I'm firmly convinced of the value of what
I call "informal formal methods", by which I mean informal use
of ideas such as loop invariants.  I'm inclined to think that
many, perhaps most, good programmers are doing this sort of thing
in their heads, whether they know it or not.

About the student improvement -- that's a nice story, very inspiring,
but I wonder whether part of the improvement might be due to
simply insisting that they turn in *SOMETHING* a week before the
code was due.  One of my colleages was experimenting a while back
with a similar two-phase turn-in for assignments ("design" first,
then code), and his thinking was that if nothing else it reduced the
odds that the students would put off even looking at an assignment
until the day before it was due.  A thought?

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 26 Mar 2013 13:05:39 GMT
View Forum Message <> Reply to Message

In article <51505673$25$fuzhry+tra$mr2ice@news.patriot.net>,

Shmuel (Seymour J.) Metz  <spamtrap@library.lspace.org.invalid> wrote:
> In <aratkmFf487U4@mid.individual.net>, on 03/25/2013
>  at 12:18 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:

I supposed reasonable people might disagree about how much of the
previous post to quote (you and I certainly do), but isn't it at
least customary to indicate where you've made deletions?!

>> (I don't quite get the connection between what I wrote and your
>> reply,
>
> Because I don't believe that there was ever an issue over "people who
> think proofs of program correctness are valuable".

OHHH ....  Well, finally, after looking again at the post that sparked
this exchange ....  The poster is Bill Findlay, and he said:

>> It a not a story about reasoning, it is a story about the beliefs that
>> surround resoning in a particular, very powerful CS subculture.

and -- well, your guess that the subculture in question can be
described as a cargo cult is probably better than my guess that it's
people who think program proofs have some value.

Either way I'm skeptical that this subculture is very powerful.

"Whatever", maybe.

--
B. L. Massingill
ObDisclaimer:  I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Tue, 26 Mar 2013 13:06:13 GMT
View Forum Message <> Reply to Message

In article <515055e2$24$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz  <spamtrap@library.lspace.org.invalid> wrote:
> In <arathnFf487U3@mid.individual.net>, on 03/25/2013
>  at 12:16 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> So I used the wrong term again [*].  The IBM assembler language I
>> used was what was current for its mainframes (370s) in the early
>> 1980s.
>

> If you were using a free assembler then it was probably Assembler
> (XF), although I believe that the Waterloo Assembler (G)[1] was still
> in use. You might have been using the chargeable Assembler (H).
>
> [1] A reworked Assembler (F); somewhat faster.

These are names of particular assemblers, are they not? What is
the name of the language they accept? Or was there no notion
at the time that there was a language definition independent of
particular implementations?

(For what it's worth, "Assembler H" sounds vaguely familiar.
I'm pretty sure whatever assembler I was using was IBM software
and not something third-party.)

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 26 Mar 2013 14:54:53 GMT
View Forum Message <> Reply to Message

On 26/03/2013 13:03, in article ardkljF38avU1@mid.individual.net,
"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:

> In article <CD49BD48.26118%yaldnif.w@blueyonder.co.uk>,
> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
>
> (This one also has been in my equivalent of a "drafts" folder quite long
> enough ....)
>
....

>> Instead we focussed on the (informal) logic of state changes induced by the
>> different kinds of structured statements, and on the incremental development
>> of the program text by stepwise refinement, with desk-checking of the logic
>> at each level of refinement. We gave strong incentives for this to be done
>> by requiring the development log and test plan to be submitted a week before
>> the end of the assignment, and by allocating 50% of the credit for the
>> exercise to those components.
>>
>> The result? We went, in one year, from 80%-90% of students not completing
>> their assignments, to only 10% failing to do so; and they maintained that
>> progress through subsequent years.
....
>

> About the student improvement -- that's a nice story, very inspiring,
> but I wonder whether part of the improvement might be due to
> simply insisting that they turn in *SOMETHING* a week before the
> code was due. One of my colleages was experimenting a while back
> with a similar two-phase turn-in for assignments ("design" first,
> then code), and his thinking was that if nothing else it reduced the
> odds that the students would put off even looking at an assignment
> until the day before it was due. A thought?

I imagine there is such an effect, but I think it was small, per se.
Getting them to turn in chaotic flowcharts a week early would not have done
much for them, I think.

They had to include a test plan (chosen test data and expected output).
That forced them to thhink carefully about the course of execution, in
advance of any run, and that in turn weeded out the most obvious blunders.

When they did start testing, they were familiar with the code already, and
that tended to suppress the "change something at random and try again"
syndrome.

So did getting a small nymber of card batch turnarounds per day. 8-)

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Bill Findlay on Tue, 26 Mar 2013 14:56:49 GMT
View Forum Message <> Reply to Message

On 26/03/2013 13:05, in article ardkp2F38avU3@mid.individual.net,
"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:

> In article <51505673$25$fuzhry+tra$mr2ice@news.patriot.net>,
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>> In <aratkmFf487U4@mid.individual.net>, on 03/25/2013
>> at 12:18 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>> said:
>
> I supposed reasonable people might disagree about how much of the
> previous post to quote (you and I certainly do), but isn't it at
> least customary to indicate where you've made deletions?!
>
>>> (I don't quite get the connection between what I wrote and your
>>> reply,

>>
>> Because I don't believe that there was ever an issue over "people who
>> think proofs of program correctness are valuable".
>
> OHHH .... Well, finally, after looking again at the post that sparked
> this exchange .... The poster is Bill Findlay, and he said:
>
>>> It a not a story about reasoning, it is a story about the beliefs that
>>> surround resoning in a particular, very powerful CS subculture.
>
> and -- well, your guess that the subculture in question can be
> described as a cargo cult is probably better than my guess that it's
> people who think program proofs have some value.
>
> Either way I'm skeptical that this subculture is very powerful.

It was powerful /among CS academics/, then if not now.
I retired many years ago, and am no longer in touch with current fads.
I hope it has lost its influence.

--
Bill Findlay
with blueyonder.co.uk;
use surname & forename;

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 26 Mar 2013 21:30:36 GMT
View Forum Message <> Reply to Message

blmblm@myrealbox.com <blmblm.myrealbox@gmail.com> writes:

> In article <515055e2$24$fuzhry+tra$mr2ice@news.patriot.net>,
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>> In <arathnFf487U3@mid.individual.net>, on 03/25/2013
>> at 12:16 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>> said:
>>
>>> So I used the wrong term again [*]. The IBM assembler language I
>>> used was what was current for its mainframes (370s) in the early
>>> 1980s.
>>
>> If you were using a free assembler then it was probably Assembler
>> (XF), although I believe that the Waterloo Assembler (G)[1] was still
>> in use. You might have been using the chargeable Assembler (H).
>>
>> [1] A reworked Assembler (F); somewhat faster.
>

> These are names of particular assemblers, are they not? What is
> the name of the language they accept? Or was there no notion
> at the time that there was a language definition independent of
> particular implementations?
>
> (For what it's worth, "Assembler H" sounds vaguely familiar.
> I'm pretty sure whatever assembler I was using was IBM software
> and not something third-party.)

Personally I find nothing wrong with the term BAL.

Yes, I used BAL and I know what it is.

Assembler, or Assembler+letter is just too generic.
360/Assembler has obvious issues.

HLASM is pretty recent (in fokelore years)
and I tend to use that now in documentation.

--
Dan Espen

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 27 Mar 2013 11:19:40 GMT
View Forum Message <> Reply to Message

In article <CD77673D.29071%yaldnif.w@blueyonder.co.uk>,
Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
> On 26/03/2013 13:03, in article ardkljF38avU1@mid.individual.net,
> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <CD49BD48.26118%yaldnif.w@blueyonder.co.uk>,
>> Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
>>
>> (This one also has been in my equivalent of a "drafts" folder quite long
>> enough ....)
>>
> ...
>
>>> Instead we focussed on the (informal) logic of state changes induced by the
>>> different kinds of structured statements, and on the incremental development
>>> of the program text by stepwise refinement, with desk-checking of the logic
>>> at each level of refinement. We gave strong incentives for this to be done
>>> by requiring the development log and test plan to be submitted a week before
>>> the end of the assignment, and by allocating 50% of the credit for the
>>> exercise to those components.
>>>

>>> The result? We went, in one year, from 80%-90% of students not completing
>>> their assignments, to only 10% failing to do so; and they maintained that
>>> progress through subsequent years.
> ...
>>
>> About the student improvement -- that's a nice story, very inspiring,
>> but I wonder whether part of the improvement might be due to
>> simply insisting that they turn in *SOMETHING* a week before the
>> code was due. One of my colleages was experimenting a while back
>> with a similar two-phase turn-in for assignments ("design" first,
>> then code), and his thinking was that if nothing else it reduced the
>> odds that the students would put off even looking at an assignment
>> until the day before it was due. A thought?
>
> I imagine there is such an effect, but I think it was small, per se.
> Getting them to turn in chaotic flowcharts a week early would not have done
> much for them, I think.
>
> They had to include a test plan (chosen test data and expected output).
> That forced them to thhink carefully about the course of execution, in
> advance of any run, and that in turn weeded out the most obvious blunders.

Sounds like the currently-popular "Test-Driven Development" approach, in
which (as I understand it) one writes the tests first.

> When they did start testing, they were familiar with the code already, and
> that tended to suppress the "change something at random and try again"
> syndrome.

Ah yes. What one might call the Darwin approach to program development?
Which I also have observed. :-( maybe.

> So did getting a small nymber of card batch turnarounds per day. 8-)

Indeed.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Wed, 27 Mar 2013 11:20:29 GMT
View Forum Message <> Reply to Message

In article <CD7767B1.29072%yaldnif.w@blueyonder.co.uk>,
Bill Findlay <yaldnif.w@blueyonder.co.uk> wrote:
> On 26/03/2013 13:05, in article ardkp2F38avU3@mid.individual.net,

> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote:
>
>> In article <51505673$25$fuzhry+tra$mr2ice@news.patriot.net>,
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>>> In <aratkmFf487U4@mid.individual.net>, on 03/25/2013
>>> at 12:18 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>> said:
>>
>> I supposed reasonable people might disagree about how much of the
>> previous post to quote (you and I certainly do), but isn't it at
>> least customary to indicate where you've made deletions?!
>>
>>>> (I don't quite get the connection between what I wrote and your
>>>> reply,
>>>
>>> Because I don't believe that there was ever an issue over "people who
>>> think proofs of program correctness are valuable".
>>
>> OHHH .... Well, finally, after looking again at the post that sparked
>> this exchange .... The poster is Bill Findlay, and he said:
>>
>>>> It a not a story about reasoning, it is a story about the beliefs that
>>>> surround resoning in a particular, very powerful CS subculture.
>>
>> and -- well, your guess that the subculture in question can be
>> described as a cargo cult is probably better than my guess that it's
>> people who think program proofs have some value.
>>
>> Either way I'm skeptical that this subculture is very powerful.
>
> It was powerful /among CS academics/, then if not now.
> I retired many years ago, and am no longer in touch with current fads.
> I hope it has lost its influence.
>

I think maybe it has. I was taught a bit about formal proofs of
correctness in UT Austin's undergrad CS program in the mid-1980s,
but that may have been partly because Dijkstra was on the faculty at
the time. In the undergrad program in which I teach, I think I'm
the only one who even tries to teach this topic. I'm embarrassed
to admit that I don't really know what most other programs do.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 28 Mar 2013 22:22:47 GMT
View Forum Message <> Reply to Message

In <ardkp2F38avU3@mid.individual.net>, on 03/26/2013
at 01:05 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> I supposed reasonable people might disagree about how much of the
> previous post to quote (you and I certainly do), but isn't it at
> least customary to indicate where you've made deletions?!

What is customary is to provide attribution lines, to quote
attribution lines if you quote related text and to indicate the
quoting level with ">". It is not customary to insert, e.g., ellipses,
to indicate material that you did not quote.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 28 Mar 2013 22:25:56 GMT
View Forum Message <> Reply to Message

In <ardkq4F38avU4@mid.individual.net>, on 03/26/2013
at 01:06 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> These are names of particular assemblers, are they not? What is the
> name of the language they accept?

They don't all accept the same language.

> Or was there no notion at the time that there was a language
> definition independent of particular implementations?

Consider FORTRAN. The languages accepted on the 7090 by FORTRAN II and
FORTRAN IV were different.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 29 Mar 2013 13:34:52 GMT
View Forum Message <> Reply to Message

On 28/03/2013 22:22, Shmuel (Seymour J.) Metz wrote:
> In <ardkp2F38avU3@mid.individual.net>, on 03/26/2013
>  at 01:05 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> I supposed reasonable people might disagree about how much of the
>> previous post to quote (you and I certainly do), but isn't it at
>> least customary to indicate where you've made deletions?!
>
> What is customary is to provide attribution lines, to quote
> attribution lines if you quote related text and to indicate the
> quoting level with ">". It is not customary to insert, e.g., ellipses,
> to indicate material that you did not quote.
>
I add {snip} when I cut lines.

Andrew Swallow

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 29 Mar 2013 19:32:14 GMT
View Forum Message <> Reply to Message

In article <5154c374$13$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
> In <ardkq4F38avU4@mid.individual.net>, on 03/26/2013
>  at 01:06 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> These are names of particular assemblers, are they not? What is the
>> name of the language they accept?
>
> They don't all accept the same language.

I can believe that, though I'd have said that they were all similar
enough to make a generic name meaningful. Do you think otherwise?

Either way, what name (for the language I used) would you suggest?
(I want to quote here my original statement to provide context, but
apparently whatever tool(s) you use for Usenet make it so easy to
look upthread that you think there's no need .... Not so for me,
but maybe it is for most others. <shrug> )

>> Or was there no notion at the time that there was a language
>> definition independent of particular implementations?
>
> Consider FORTRAN. The languages accepted on the 7090 by FORTRAN II and
> FORTRAN IV were different.

Yes .... Well, in this specific case I'll agree that it's not
very meaningful to just write FORTRAN, or Fortran, given how much
the language has evolved over the years. (The choice of all caps
versus mixed case is meaningful to those who know a bit about
the language's history, but I think not for others.)

With regard to FORTRAN II and FORTRAN IV, I'd be tempted to call
both of them "pre-FORTRAN 66 FORTRAN" or "early FORTRAN" and figure
that in most contexts that would be good enough. But perhaps the
differences are too big for that to make sense.

Granted that in some contexts (e.g., when asking why a particular
program doesn't compile) one needs to be very specific in identifying
language version and compiler and platform, I guess I'd claim that in
other contexts it's enough to identify something that may reference
a collection of similar dialects (e.g., "Fortran 90 and beyond").

My two cents' worth, maybe.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Fri, 29 Mar 2013 19:34:58 GMT
View Forum Message <> Reply to Message

In article <5154c2b7$12$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
> In <ardkp2F38avU3@mid.individual.net>, on 03/26/2013
> at 01:05 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> I supposed reasonable people might disagree about how much of the
>> previous post to quote (you and I certainly do), but isn't it at

>> least customary to indicate where you've made deletions?!
>
> What is customary is to provide attribution lines, to quote
> attribution lines if you quote related text and to indicate the
> quoting level with ">". It is not customary to insert, e.g., ellipses,
> to indicate material that you did not quote.

Huh. To me indicating omissions seems reasonable and polite,
and not doing so risks being accused of quoting out of context.
It would be nice to be able to reference something authoritative
with regard to what's customary, but if there exists anything
like that for this question, I didn't find it in an admittedly
brief Web search.

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 29 Mar 2013 21:43:40 GMT
View Forum Message <> Reply to Message

"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
news:arm8n1FvesU3@mid.individual.net...
> In article <5154c2b7$12$fuzhry+tra$mr2ice@news.patriot.net>,
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>> In <ardkp2F38avU3@mid.individual.net>, on 03/26/2013
>> at 01:05 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>> said:
>>
>>> I supposed reasonable people might disagree about how much of the
>>> previous post to quote (you and I certainly do), but isn't it at
>>> least customary to indicate where you've made deletions?!
>>
>> What is customary is to provide attribution lines, to quote
>> attribution lines if you quote related text and to indicate the
>> quoting level with ">". It is not customary to insert, e.g., ellipses,
>> to indicate material that you did not quote.

> Huh. To me indicating omissions seems reasonable and polite,
> and not doing so risks being accused of quoting out of context.

Sure, but it’s a bit pointless when very little is quoted,
its obvious that most has been deleted from the quoting.

> It would be nice to be able to reference something
> authoritative with regard to what's customary,

There is no such animal with usenet.

> but if there exists anything like that for this question,
> I didn't find it in an admittedly brief Web search.

And even if you did, its just one person's opinion.

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Sat, 30 Mar 2013 16:42:12 GMT
View Forum Message <> Reply to Message

In article <armg9cF300uU1@mid.individual.net>,
Rod Speed <rod.speed.aaa@gmail.com> wrote:
>
>
> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
> news:arm8n1FvesU3@mid.individual.net...
>> In article <5154c2b7$12$fuzhry+tra$mr2ice@news.patriot.net>,
>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>>> In <ardkp2F38avU3@mid.individual.net>, on 03/26/2013
>>> at 01:05 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>> said:
>>>
>>>> I supposed reasonable people might disagree about how much of the
>>>> previous post to quote (you and I certainly do), but isn't it at
>>>> least customary to indicate where you've made deletions?!
>>>
>>> What is customary is to provide attribution lines, to quote
>>> attribution lines if you quote related text and to indicate the
>>> quoting level with ">". It is not customary to insert, e.g., ellipses,
>>> to indicate material that you did not quote.
>
>> Huh. To me indicating omissions seems reasonable and polite,
>> and not doing so risks being accused of quoting out of context.
>
> Sure, but it's a bit pointless when very little is quoted,
> its obvious that most has been deleted from the quoting.

And? Doesn't that just make it more likely that the quoted part,
whatever it is, isn't the full context and therefore could be
misleading?

>> It would be nice to be able to reference something
>> authoritative with regard to what's customary,
>
> There is no such animal with usenet.

>
>> but if there exists anything like that for this question,
>> I didn't find it in an admittedly brief Web search.
>
> And even if you did, its just one person's opinion.

What do you think "something authoritative" means?

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 30 Mar 2013 16:54:24 GMT
View Forum Message <> Reply to Message

"blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
news:aroiv3FgicvU2@mid.individual.net...
> In article <armg9cF300uU1@mid.individual.net>,
> Rod Speed <rod.speed.aaa@gmail.com> wrote:
>>
>>
>> "blmblm@myrealbox.com" <blmblm.myrealbox@gmail.com> wrote in message
>> news:arm8n1FvesU3@mid.individual.net...
>>> In article <5154c2b7$12$fuzhry+tra$mr2ice@news.patriot.net>,
>>> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>>>> In <ardkp2F38avU3@mid.individual.net>, on 03/26/2013
>>>> at 01:05 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> said:
>>>>
>>>> >I supposed reasonable people might disagree about how much of the
>>>> >previous post to quote (you and I certainly do), but isn't it at
>>>> >least customary to indicate where you've made deletions?!
>>>>
>>>> What is customary is to provide attribution lines, to quote
>>>> attribution lines if you quote related text and to indicate the
>>>> quoting level with ">". It is not customary to insert, e.g., ellipses,
>>>> to indicate material that you did not quote.
>>
>>> Huh. To me indicating omissions seems reasonable and polite,
>>> and not doing so risks being accused of quoting out of context.
>>
>> Sure, but it's a bit pointless when very little is quoted,
>> its obvious that most has been deleted from the quoting.

> And?

So it doesn’t matter if you show that most has been deleted
from the quoting in that situation, its obvious that most has.

> Doesn't that just make it more likely that the quoted part,
> whatever it is, isn't the full context and therefore could be
> misleading?

Yes, but we aren't discussing whether or not to quote like
that, we are discussing how to indicate that some of the
original text hasn’t been quoted. That’s obvious with such
aggressive snipping.

>>> It would be nice to be able to reference something
>>> authoritative with regard to what's customary,

>> There is no such animal with usenet.

>>> but if there exists anything like that for this question,
>>> I didn't find it in an admittedly brief Web search.

>> And even if you did, its just one person's opinion.

> What do you think "something authoritative" means?

It CAN'T be something authoritative when
its ALWAYS just one person's opinion.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 31 Mar 2013 01:20:46 GMT
View Forum Message <> Reply to Message

In <arm8huFvesU2@mid.individual.net>, on 03/29/2013
at 07:32 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> I can believe that, though I'd have said that they were all
> similar enough to make a generic name meaningful.

Assembler language code (ALC) is often used, although that code
equally well apply to assemblers for other architectures.

> Either way, what name (for the language I used) would you suggest?

I'd just say assembler unless it was a context where the differences
could break the code. And yes, there were compatibility issues moving
to the newer assemblers.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT  <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action.  I reserve the
right to publicly post or ridicule any abusive E-mail.  Reply to
domain Patriot dot net user shmuel+news to contact me.  Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by sidd on Sun, 31 Mar 2013 02:38:20 GMT
View Forum Message <> Reply to Message

In article <PM0004D68DC3053727@aca278dd.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:

> ensure that nothing from the outside can reach in and push
> the software's boot button.

unplug modem/ethernet
wrap in Al foil
also works on cellfone

sidd

---

Subject: Re: New HD
Posted by jmfbahciv on Sun, 31 Mar 2013 15:50:22 GMT
View Forum Message <> Reply to Message

sidd wrote:
>  In article <PM0004D68DC3053727@aca278dd.ipt.aol.com>,
>  jmfbahciv  <See.above@aol.com> wrote:
>
>> ensure that nothing from the outside can reach in and push
>> the software's boot button.
>
>
>  unplug modem/ethernet
>  wrap in Al foil
>  also works on cellfone

At one DECUS hopitality suite (lots of free booze if you were
willing to chat with customers), JMF and I and some other DEC
developers discussed this kind of security with some guy.  the
poor guy was told all the different easy ways a system could

get screwed.  Once in a while, we would divert into more
complicated methods.  The next morning the same DEC people
were eating breakfast or whatever they did to allieviate
hangovers.  We started reviewing all the people we talked
with, their problems, and tried to remember all the solutions
we figured out.  Then the subject of the poor slob came up.
JMF asked what company he was from; nobody else knew.  Then
I uttered the words, "He was from NSA" and everyone groaned
and tried to figure out if we had given any gleam of hope
to the poor guy.  We had very bizarre solutions if the
goal was 100% security; the more we drank, the wilder the
solutions.

/BAH

---

Subject: Re: New HD
Posted by blmblm@myrealbox.com on Mon, 01 Apr 2013 10:57:03 GMT
View Forum Message <> Reply to Message

In article <51578f6e$6$fuzhry+tra$mr2ice@news.patriot.net>,
Shmuel (Seymour J.) Metz  <spamtrap@library.lspace.org.invalid> wrote:
>  In <arm8huFvesU2@mid.individual.net>, on 03/29/2013
>     at 07:32 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>  said:
>
>> I can believe that, though I'd have said that they were all
>> similar enough to make a generic name meaningful.
>
>  Assembler language code (ALC) is often used, although that code
>  equally well apply to assemblers for other architectures.

s/code/could/ ?

>> Either way, what name (for the language I used) would you suggest?
>
>  I'd just say assembler unless it was a context where the differences
>  could break the code.

Just "assembler" won't do unless the particular architecture is clear
from context.

>  And yes, there were compatibility issues moving
>  to the newer assemblers.

Interesting.  My recollection/perception was that IBM tried pretty
hard to avoid making changes that broke existing code.  I guess not
always.

Anyway, so let's go back to what I said initially ....

"The assembly languages I know are IBM BAL and the
subset/version of MIPS assembler used in Hennessy and Patterson's
textbook 'Computer Organization and Design'."

So your recommendation is s/IBM BAL/IBM assembler/ ?

--
B. L. Massingill
ObDisclaimer: I don't speak for my employers; they return the favor.

---

Subject: Re: New HD
Posted by Peter Flass on Mon, 01 Apr 2013 12:06:52 GMT
View Forum Message <> Reply to Message

On 4/1/2013 6:57 AM, blmblm@myrealbox.com wrote:
> In article <51578f6e$6$fuzhry+tra$mr2ice@news.patriot.net>,
> Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> wrote:
>> In <arm8huFvesU2@mid.individual.net>, on 03/29/2013
>> at 07:32 PM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>> said:
>>
>>> I can believe that, though I'd have said that they were all
>>> similar enough to make a generic name meaningful.
>>
>> Assembler language code (ALC) is often used, although that code
>> equally well apply to assemblers for other architectures.
>
> s/code/could/ ?
>
>>> Either way, what name (for the language I used) would you suggest?
>>
>> I'd just say assembler unless it was a context where the differences
>> could break the code.
>
> Just "assembler" won't do unless the particular architecture is clear
> from context.
>
>> And yes, there were compatibility issues moving
>> to the newer assemblers.
>
> Interesting. My recollection/perception was that IBM tried pretty
> hard to avoid making changes that broke existing code. I guess not
> always.

In most ways the assemblers were upwardly compatible from the earliest days. I'm not sure what would have been broken - there was one pseudo-op that was only supported on BOS (IIRC)("LINK"?, I'm too lazy to search this morning) In general newer assemblers added features or relaxed restrictions, such as the blank-line thing.
>
>
> Anyway, so let's go back to what I said initially ....
>
> "The assembly languages I know are IBM BAL and the
> subset/version of MIPS assembler used in Hennessy and Patterson's
> textbook 'Computer Organization and Design'."
>
> So your recommendation is s/IBM BAL/IBM assembler/ ?
>

I'm sticking with "BAL". After 45 years, I'm not about to change. If I want to be technical, these days I'd say "Assembler for System z" or some variation.

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 01 Apr 2013 14:24:54 GMT
View Forum Message <> Reply to Message

In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
said:

> So your recommendation is s/IBM BAL/IBM assembler/ ?

I'd go with "IBM S/3x0 assembler" if you need the generality or IBM "S/360 assembler" if you don't; there have been many IBM assemblers for other architectures. To add to the confusion, IBM used the name AUTOCODER across product lines and had at least two lines with two dissimilar assembler each.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the right to publicly post or ridicule any abusive E-mail. Reply to domain Patriot dot net user shmuel+news to contact me. Do not

reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 01 Apr 2013 14:28:31 GMT
View Forum Message <> Reply to Message

In <kjbsm0$g2e$1@dont-email.me>, on 04/01/2013
at 08:06 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> In most ways the assemblers were upwardly compatible from the
> earliest days. I'm not sure what would have been broken

SETC is an example of a change in semantics between Assembler (F) and
Assembler (XF); code that relied on truncation to 8 would break. My
recollection is that the other issues were less serious.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Mon, 01 Apr 2013 15:17:52 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
> at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>
> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
> "S/360 assembler" if you don't; there have been many IBM assemblers
> for other architectures. To add to the confusion, IBM used the name
> AUTOCODER across product lines and had at least two lines with two
> dissimilar assembler each.

"IBM S/3x0 assembler" -> HLASM

--

Dan Espen

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Mon, 01 Apr 2013 23:25:27 GMT
View Forum Message <> Reply to Message

In <icmwtigtzz.fsf@home.home>, on 04/01/2013
at 11:17 AM, Dan Espen <despen@verizon.net> said:

> "IBM S/3x0 assembler" -> HLASM

Not if he's going all the way back to OS/360, OS/VS1, OS/VS2 (SVS) or
early MVS; HLASM came later.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Peter Flass on Tue, 02 Apr 2013 00:24:52 GMT
View Forum Message <> Reply to Message

On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
> at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
> said:
>
>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>
> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
> "S/360 assembler" if you don't; there have been many IBM assemblers
> for other architectures. To add to the confusion, IBM used the name
> AUTOCODER across product lines and had at least two lines with two
> dissimilar assembler each.
>

SPS as well.

--
Pete

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 02 Apr 2013 11:50:46 GMT
View Forum Message <> Reply to Message

In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>> at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>> said:
>>
>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>
>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>> "S/360 assembler" if you don't; there have been many IBM assemblers
>> for other architectures. To add to the confusion, IBM used the name
>> AUTOCODER across product lines and had at least two lines with two
>> dissimilar assembler each.
>>

> SPS as well.

That's the other name that I was alluding to; I suspect that you knew
that, given the date ;-)

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 02 Apr 2013 14:27:06 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz wrote:
> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
> at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>
>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>> at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>> said:
>>>

>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>
>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>> for other architectures. To add to the confusion, IBM used the name
>>> AUTOCODER across product lines and had at least two lines with two
>>> dissimilar assembler each.
>>>
>
>> SPS as well.
>
> That's the other name that I was alluding to; I suspect that you knew
> that, given the date ;-)
>
There was an SPS on the 3n0 models? I used it on the 1620. It was
the first assembler I learned.

/BAH

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Tue, 02 Apr 2013 15:07:24 GMT
View Forum Message <> Reply to Message

In <PM0004D960E22B62A4@aca23f7d.ipt.aol.com>, on 04/02/2013
at 02:27 PM, jmfbahciv <See.above@aol.com> said:

> There was an SPS on the 3n0 models?

I never alluded to one. The two lines in question were 1401 and 1620.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Tue, 02 Apr 2013 15:26:17 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Shmuel (Seymour J.) Metz wrote:

>>  In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>     at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>
>>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>>  In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>>      at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>>  said:
>>>>
>>>> > So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>>
>>>>  I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>>  "S/360 assembler" if you don't; there have been many IBM assemblers
>>>>  for other architectures. To add to the confusion, IBM used the name
>>>>  AUTOCODER across product lines and had at least two lines with two
>>>>  dissimilar assembler each.
>>>>
>>
>>> SPS as well.
>>
>>  That's the other name that I was alluding to; I suspect that you knew
>>  that, given the date ;-)
>>
>  There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>  the first assembler I learned.

Only if run under emulation.

Most people learned of SPS in the 14xx context.
I understand a 1620 is somewhat similar.

I learned about it in school and assisted someone in using it once.
That was plenty for me.

There were card, tape, and disk versions of Autocoder.
On my second job (IBM 1440) I used disk Autocoder exclusively so
I was spoiled.

--
Dan Espen

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 03 Apr 2013 13:52:53 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
>  jmfbahciv <See.above@aol.com> writes:
>

>>  Shmuel (Seymour J.) Metz wrote:
>>>  In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>     at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>
>>>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> > In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >     at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> > said:
>>>> >
>>>> >> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >
>>>> > I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> > "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> > for other architectures. To add to the confusion, IBM used the name
>>>> > AUTOCODER across product lines and had at least two lines with two
>>>> > dissimilar assembler each.
>>>> >
>>>
>>>> SPS as well.
>>>
>>>  That's the other name that I was alluding to; I suspect that you knew
>>>  that, given the date ;-)
>>>
>>  There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>  the first assembler I learned.
>
>  Only if run under emulation.

So much had been snipped that I thought he was talking about the 3n0 series.

>
>  Most people learned of SPS in the 14xx context.
>  I understand a 1620 is somewhat similar.

I never met a 14xx; did it have more instructions than a 1620?

>
>  I learned about it in school and assisted someone in using it once.
>  That was plenty for me.

<grin>  So you weren't an assembler type.
>
>  There were card, tape, and disk versions of Autocoder.
>  On my second job (IBM 1440) I used disk Autocoder exclusively so
>  I was spoiled.
>

I liked watching exactly what was happening when I debugged. I hated using the HLL debuggeres and always went back to using DDT. Fortunately, 99.9% of our work was in MACRO-10 so I didn't have to paw through compiler-generated code very often. Most of my FOROTS work was in the FOROTS code, not the user mode programming code.

/BAH

---

Subject: Re: New HD
Posted by Dan Espen on Wed, 03 Apr 2013 14:08:26 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Shmuel (Seymour J.) Metz wrote:
>>>> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>>
>>>> >On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >> at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >> said:
>>>> >>
>>>> >>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>
>>>> >> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >> for other architectures. To add to the confusion, IBM used the name
>>>> >> AUTOCODER across product lines and had at least two lines with two
>>>> >> dissimilar assembler each.
>>>> >>
>>>>
>>>> >SPS as well.
>>>>
>>>> That's the other name that I was alluding to; I suspect that you knew
>>>> that, given the date ;-)
>>>>
>>> There was an SPS on the 3n0 models? I used it on the 1620. It was
>>> the first assembler I learned.
>>
>> Only if run under emulation.
>
> So much had been snipped that I thought he was talking about the 3n0 series.

>
>>
>> Most people learned of SPS in the 14xx context.
>> I understand a 1620 is somewhat similar.
>
>
> I never met a 14xx; did it have more instructions than a 1620?

Not having used a 1620 I don't know for sure,
but taking a quick look, I'd say the 14xx had more and easier to use
instructions.

The 14xx was quite amenable to programming "tricks" that would save
large amounts of memory and processing time, typically using left over
values in the internal registers. It was a pleasure to program.

>> I learned about it in school and assisted someone in using it once.
>> That was plenty for me.
>
> <grin> So you weren't an assembler type.

On the contrary.

Given the choice of Autocoder or SPS, no one would choose SPS.

>> There were card, tape, and disk versions of Autocoder.
>> On my second job (IBM 1440) I used disk Autocoder exclusively so
>> I was spoiled.
>>
> I liked watching exactly what was happening when I debugged. I hated
> using the HLL debuggeres and always went back to using DDT.
> Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
> to paw through compiler-generated code very often. Most of my
> FOROTS work was in the FOROTS code, not the user mode programming
> code.

Yep, it's nice to know exactly what is going on.
Something quite easy to do on the IBM 14xx gear.

--
Dan Espen

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 03 Apr 2013 18:22:32 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message

news:PM0004D974BCF79AC3@aca203fd.ipt.aol.com...
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Shmuel (Seymour J.) Metz wrote:
>>>> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>>
>>>> >On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >> at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >> said:
>>>> >>
>>>> >>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>
>>>> >> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >> for other architectures. To add to the confusion, IBM used the name
>>>> >> AUTOCODER across product lines and had at least two lines with two
>>>> >> dissimilar assembler each.
>>>> >>
>>>>
>>>> >SPS as well.
>>>>
>>>> That's the other name that I was alluding to; I suspect that you knew
>>>> that, given the date ;-)
>>>>
>>> There was an SPS on the 3n0 models? I used it on the 1620. It was
>>> the first assembler I learned.
>>
>> Only if run under emulation.
>
> So much had been snipped that I thought he was talking about the 3n0
> series.
>
>>
>> Most people learned of SPS in the 14xx context.
>> I understand a 1620 is somewhat similar.
>
>
> I never met a 14xx; did it have more instructions than a 1620?
>
>>
>> I learned about it in school and assisted someone in using it once.
>> That was plenty for me.
>
>
> <grin> So you weren't an assembler type.

>>
>> There were card, tape, and disk versions of Autocoder.
>> On my second job (IBM 1440) I used disk Autocoder exclusively so
>> I was spoiled.
>>
> I liked watching exactly what was happening when I debugged. I hated
> using the HLL debuggeres and always went back to using DDT.
> Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
> to paw through compiler-generated code very often. Most of my
> FOROTS work was in the FOROTS code, not the user mode programming
> code.

And then the world moved on and no one does OSs in assembler
anymore, even with tiny minimal resource single chip micros.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Wed, 03 Apr 2013 23:07:27 GMT
View Forum Message <> Reply to Message

In <icwqsleyxy.fsf@home.home>, on 04/02/2013
at 11:26 AM, Dan Espen <despen@verizon.net> said:

> There were card, tape, and disk versions of Autocoder.

Card? Not that I ever heard of.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 04 Apr 2013 00:35:08 GMT
View Forum Message <> Reply to Message

Shmuel (Seymour J.) Metz <spamtrap@library.lspace.org.invalid> writes:

> In <icwqsleyxy.fsf@home.home>, on 04/02/2013
> at 11:26 AM, Dan Espen <despen@verizon.net> said:
>
>> There were card, tape, and disk versions of Autocoder.
>

> Card? Not that I ever heard of.

Yeah, my memory is failing me.

The card version I'm thinking of was, of course, SPS.

Now I remember, I had a night operators job for a while,
running a 1401 card only system.
I was helping the guy that ran that place do an SPS compile.

I eventually turned that into a night job doing all the RPG coding
for their new 360/20.

--
Dan Espen

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 04 Apr 2013 12:53:37 GMT
View Forum Message <> Reply to Message

Dan Espen wrote:
> jmfbahciv <See.above@aol.com> writes:
>
>> Dan Espen wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Shmuel (Seymour J.) Metz wrote:
>>>> > In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> > at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >
>>>> >>On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>> at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>> said:
>>>> >>>
>>>> >>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>
>>>> >>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>> for other architectures. To add to the confusion, IBM used the name
>>>> >>> AUTOCODER across product lines and had at least two lines with two
>>>> >>> dissimilar assembler each.
>>>> >>>
>>>> >
>>>> >>SPS as well.
>>>> >
>>>> > That's the other name that I was alluding to; I suspect that you knew

>>>> > that, given the date ;-)
>>>> >
>>>>  There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>>  the first assembler I learned.
>>>
>>>  Only if run under emulation.
>>
>>  So much had been snipped that I thought he was talking about the 3n0
series.
>>
>>>
>>>  Most people learned of SPS in the 14xx context.
>>>  I understand a 1620 is somewhat similar.
>>
>>
>>  I never met a 14xx; did it have more instructions than a 1620?
>
>  Not having used a 1620 I don't know for sure,
>  but taking a quick look, I'd say the 14xx had more and easier to use
>  instructions.
>
>  The 14xx was quite amenable to programming "tricks" that would save
>  large amounts of memory and processing time, typically using left over
>  values in the internal registers.  It was a pleasure to program.
>
>>>  I learned about it in school and assisted someone in using it once.
>>>  That was plenty for me.
>>
>>  <grin>  So you weren't an assembler type.
>
>  On the contrary.
>
>  Given the choice of Autocoder or SPS, no one would choose SPS.

I liked SPS because it was a 1::1 match for the instruction set
of a 1620 without all the numbers.

>
>>>  There were card, tape, and disk versions of Autocoder.
>>>  On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>  I was spoiled.
>>>
>>  I liked watching exactly what was happening when I debugged.  I hated
>>  using the HLL debuggeres and always went back to using DDT.
>>  Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>  to paw through compiler-generated code very often.  Most of my
>>  FOROTS work was in the FOROTS code, not the user mode programming
>>  code.

>
> Yep, it's nice to know exactly what is going on.
> Something quite easy to do on the IBM 14xx gear.
>

I don't know how people manage today without our equivalent of DDT.

/BAH

---

Subject: Re: New HD
Posted by scott on Thu, 04 Apr 2013 14:02:40 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Dan Espen wrote:

>> Yep, it's nice to know exactly what is going on.
>> Something quite easy to do on the IBM 14xx gear.
>>
>
> I don't know how people manage today without our equivalent of DDT.

You keep saying that. The modern debugging tools can do everthing DDT
did plus much, much more.

scott

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 04 Apr 2013 14:16:25 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Shmuel (Seymour J.) Metz wrote:
>>>> >> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >> at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>
>>>> >>>On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013

>>>> >>>>  at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>> said:
>>>> >>>>
>>>> >>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>
>>>> >>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>> for other architectures. To add to the confusion, IBM used the name
>>>> >>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>> dissimilar assembler each.
>>>> >>>>
>>>> >>
>>>> >>>SPS as well.
>>>> >>
>>>> >> That's the other name that I was alluding to; I suspect that you knew
>>>> >> that, given the date ;-)
>>>> >>
>>>> > There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> > the first assembler I learned.
>>>>
>>>>  Only if run under emulation.
>>>
>>>  So much had been snipped that I thought he was talking about the 3n0
>  series.
>>>
>>>>
>>>>  Most people learned of SPS in the 14xx context.
>>>>  I understand a 1620 is somewhat similar.
>>>
>>>
>>>  I never met a 14xx; did it have more instructions than a 1620?
>>
>>  Not having used a 1620 I don't know for sure,
>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>  instructions.
>>
>>  The 14xx was quite amenable to programming "tricks" that would save
>>  large amounts of memory and processing time, typically using left over
>>  values in the internal registers.  It was a pleasure to program.
>>
>>>>  I learned about it in school and assisted someone in using it once.
>>>>  That was plenty for me.
>>>
>>>  <grin>  So you weren't an assembler type.
>>
>>  On the contrary.
>>
>>  Given the choice of Autocoder or SPS, no one would choose SPS.

>
> I liked SPS because it was a 1::1 match for the instruction set
> of a 1620 without all the numbers.
>
>>
>>>> There were card, tape, and disk versions of Autocoder.
>>>> On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>> I was spoiled.
>>>>
>>> I liked watching exactly what was happening when I debugged. I hated
>>> using the HLL debuggeres and always went back to using DDT.
>>> Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>> to paw through compiler-generated code very often. Most of my
>>> FOROTS work was in the FOROTS code, not the user mode programming
>>> code.
>>
>> Yep, it's nice to know exactly what is going on.
>> Something quite easy to do on the IBM 14xx gear.
>
> I don't know how people manage today without our equivalent of DDT.

Okay, just read:

http://tinyurl.com/d3zlfyg

(computerhistory.org)

Doesn't look any different than any of the other debuggers I've seen.

You need to get out more.

--
Dan Espen

---

Subject: Re: New HD
Posted by Patrick Scheible on Thu, 04 Apr 2013 16:16:25 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Shmuel (Seymour J.) Metz wrote:

>>>> >> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >>  at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>
>>>> >>>On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>  at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>> said:
>>>> >>>>
>>>> >>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>
>>>> >>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>> for other architectures. To add to the confusion, IBM used the name
>>>> >>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>> dissimilar assembler each.
>>>> >>>>
>>>> >>
>>>> >>>SPS as well.
>>>> >>
>>>> >> That's the other name that I was alluding to; I suspect that you knew
>>>> >> that, given the date ;-)
>>>> >>
>>>> > There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> > the first assembler I learned.
>>>>
>>>>  Only if run under emulation.
>>>
>>>  So much had been snipped that I thought he was talking about the 3n0
>  series.
>>>
>>>>
>>>>  Most people learned of SPS in the 14xx context.
>>>>  I understand a 1620 is somewhat similar.
>>>
>>>
>>>  I never met a 14xx; did it have more instructions than a 1620?
>>
>>  Not having used a 1620 I don't know for sure,
>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>  instructions.
>>
>>  The 14xx was quite amenable to programming "tricks" that would save
>>  large amounts of memory and processing time, typically using left over
>>  values in the internal registers.  It was a pleasure to program.
>>
>>>>  I learned about it in school and assisted someone in using it once.
>>>>  That was plenty for me.
>>>

>>>  <grin>  So you weren't an assembler type.
>>
>>  On the contrary.
>>
>>  Given the choice of Autocoder or SPS, no one would choose SPS.
>
>  I liked SPS because it was a 1::1 match for the instruction set
>  of a 1620 without all the numbers.
>
>>
>>>>  There were card, tape, and disk versions of Autocoder.
>>>>  On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>>  I was spoiled.
>>>>
>>>  I liked watching exactly what was happening when I debugged.  I hated
>>>  using the HLL debuggeres and always went back to using DDT.
>>>  Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>>  to paw through compiler-generated code very often.  Most of my
>>>  FOROTS work was in the FOROTS code, not the user mode programming
>>>  code.
>>
>>  Yep, it's nice to know exactly what is going on.
>>  Something quite easy to do on the IBM 14xx gear.
>>
>
>  I don't know how people manage today without our equivalent of DDT.

People today are almost all programming in high level languages, so
being able to see the machine instructions would not as much of a help
as when programming was done in assembler.

-- Patrick

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 04 Apr 2013 16:34:56 GMT
View Forum Message <> Reply to Message

Patrick Scheible <kkt@zipcon.net> writes:

>  jmfbahciv <See.above@aol.com> writes:
>
>>  Dan Espen wrote:
>>>  jmfbahciv <See.above@aol.com> writes:
>>>
>>>>  Dan Espen wrote:
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >

>>>> >> Shmuel (Seymour J.) Metz wrote:
>>>> >>> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >>>  at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>>
>>>> >>>>On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>>  at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>>> said:
>>>> >>>>>
>>>> >>>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>>
>>>> >>>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>>> for other architectures. To add to the confusion, IBM used the name
>>>> >>>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>>> dissimilar assembler each.
>>>> >>>>>
>>>> >>>
>>>> >>>>SPS as well.
>>>> >>>
>>>> >>> That's the other name that I was alluding to; I suspect that you knew
>>>> >>> that, given the date ;-)
>>>> >>>
>>>> >> There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> >> the first assembler I learned.
>>>> >
>>>> > Only if run under emulation.
>>>>
>>>>  So much had been snipped that I thought he was talking about the 3n0
>>  series.
>>>>
>>>> >
>>>> > Most people learned of SPS in the 14xx context.
>>>> > I understand a 1620 is somewhat similar.
>>>>
>>>>
>>>>  I never met a 14xx; did it have more instructions than a 1620?
>>>
>>>  Not having used a 1620 I don't know for sure,
>>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>>  instructions.
>>>
>>>  The 14xx was quite amenable to programming "tricks" that would save
>>>  large amounts of memory and processing time, typically using left over
>>>  values in the internal registers.  It was a pleasure to program.
>>>
>>>> > I learned about it in school and assisted someone in using it once.
>>>> > That was plenty for me.

>>>>
>>>>  <grin>  So you weren't an assembler type.
>>>
>>>  On the contrary.
>>>
>>>  Given the choice of Autocoder or SPS, no one would choose SPS.
>>
>>  I liked SPS because it was a 1::1 match for the instruction set
>>  of a 1620 without all the numbers.
>>
>>>
>>>> > There were card, tape, and disk versions of Autocoder.
>>>> > On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>> > I was spoiled.
>>>> >
>>>>  I liked watching exactly what was happening when I debugged.  I hated
>>>>  using the HLL debuggeres and always went back to using DDT.
>>>>  Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>>>  to paw through compiler-generated code very often.  Most of my
>>>>  FOROTS work was in the FOROTS code, not the user mode programming
>>>>  code.
>>>
>>>  Yep, it's nice to know exactly what is going on.
>>>  Something quite easy to do on the IBM 14xx gear.
>>>
>>
>>  I don't know how people manage today without our equivalent of DDT.
>
>  People today are almost all programming in high level languages, so
>  being able to see the machine instructions would not as much of a help
>  as when programming was done in assembler.

But something like gdb in conjunction with C would be the "equivalent of
DDT".

I'm really not a fan of the interactive debuggers.
It just seems so much easier to add a print statement of some sort
and rerun the test.

I do like the Purify type programs.  I've used Purify, Electric Fence.
I once came into a project that had struggled for years
to reach stability.  I was able to reach that goal in a few months with
Purify.

--
Dan Espen

Subject: Re: New HD
Posted by scott on Thu, 04 Apr 2013 17:41:04 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> Patrick Scheible <kkt@zipcon.net> writes:

>> People today are almost all programming in high level languages, so
>> being able to see the machine instructions would not as much of a help
>> as when programming was done in assembler.
>
> But something like gdb in conjunction with C would be the "equivalent of
> DDT".

Between lint, gdb, gprof, cppcheck and valgrind one has considerably greater debug capabilities than were ever provided by DDT. Similar capabilities are provided by all the modern program development environments regardless of platform or OS.

>
> I'm really not a fan of the interactive debuggers.
> It just seems so much easier to add a print statement of some sort
> and rerun the test.

That really depends on the application. Applications that fail after hours don't respond well to iterative debug cycles with print statements.

>
> I do like the Purify type programs. I've used Purify, Electric Fence.
> I once came into a project that had struggled for years
> to reach stability. I was able to reach that goal in a few months with
> Purify.

valgrind is your friend.

scott

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 04 Apr 2013 18:20:43 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

> Dan Espen <despen@verizon.net> writes:
>> Patrick Scheible <kkt@zipcon.net> writes:
>
>>> People today are almost all programming in high level languages, so

>>>  being able to see the machine instructions would not as much of a help
>>>  as when programming was done in assembler.
>>
>> But something like gdb in conjunction with C would be the "equivalent of
>> DDT".
>
>  Between lint, gdb, gprof, cppcheck and valgrind one has considerably greater
>  debug capabilities than were ever provided by DDT.  Similar capabilities are
>  provided by all the modern program development environments regardless of
>  platform or OS.
>
>>
>> I'm really not a fan of the interactive debuggers.
>> It just seems so much easier to add a print statement of some sort
>> and rerun the test.
>
>  That really depends on the application.  Applications that fail after
>  hours don't respond well to iterative debug cycles with print statements.

I know.

We have some debug tools that write logs to datasets used in round
robin fashion to try to help with that.

We've also had some dumps like you describe that resisted every effort
to analyze, the areas that went bad were corrupted long before the abend.
There we had no choice but to add print statements, and run again until
the problem occurred.

>> I do like the Purify type programs.  I've used Purify, Electric Fence.
>> I once came into a project that had struggled for years
>> to reach stability.  I was able to reach that goal in a few months with
>> Purify.
>
>  valgrind is your friend.

Yeah, couldn't think of the name Valgrind.  I've used that too.

--
Dan Espen

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 04 Apr 2013 18:25:38 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D988181B2C90@aca2d423.ipt.aol.com...

>  Dan Espen wrote:
>>  jmfbahciv <See.above@aol.com> writes:
>>
>>>  Dan Espen wrote:
>>>>  jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Shmuel (Seymour J.) Metz wrote:
>>>> >> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >>    at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>
>>>> >>>On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>     at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>> said:
>>>> >>>>
>>>> >>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>
>>>> >>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>> for other architectures. To add to the confusion, IBM used the name
>>>> >>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>> dissimilar assembler each.
>>>> >>>>
>>>> >>
>>>> >>>SPS as well.
>>>> >>
>>>> >> That's the other name that I was alluding to; I suspect that you knew
>>>> >> that, given the date ;-)
>>>> >>
>>>> > There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> > the first assembler I learned.
>>>>
>>>>  Only if run under emulation.
>>>
>>>  So much had been snipped that I thought he was talking about the 3n0
>  series.
>>>
>>>>
>>>>  Most people learned of SPS in the 14xx context.
>>>>  I understand a 1620 is somewhat similar.
>>>
>>>
>>>  I never met a 14xx; did it have more instructions than a 1620?
>>
>>  Not having used a 1620 I don't know for sure,
>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>  instructions.
>>

>> The 14xx was quite amenable to programming "tricks" that would save
>> large amounts of memory and processing time, typically using left over
>> values in the internal registers. It was a pleasure to program.
>>
>>>> I learned about it in school and assisted someone in using it once.
>>>> That was plenty for me.
>>>
>>> <grin> So you weren't an assembler type.
>>
>> On the contrary.
>>
>> Given the choice of Autocoder or SPS, no one would choose SPS.
>
> I liked SPS because it was a 1::1 match for the instruction set
> of a 1620 without all the numbers.
>
>>
>>>> There were card, tape, and disk versions of Autocoder.
>>>> On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>> I was spoiled.
>>>>
>>> I liked watching exactly what was happening when I debugged. I hated
>>> using the HLL debuggeres and always went back to using DDT.
>>> Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>> to paw through compiler-generated code very often. Most of my
>>> FOROTS work was in the FOROTS code, not the user mode programming
>>> code.
>>
>> Yep, it's nice to know exactly what is going on.
>> Something quite easy to do on the IBM 14xx gear.
>>
>
> I don't know how people manage today without our equivalent of DDT.

Even with tiny very low resource single chip micros, almost
all of it is done in a hll if you include C in that label, so the
last thing you want is to debug as the assembler level.

You use a decent modern IDE instead if you have even half a clue.

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 05 Apr 2013 12:06:21 GMT
View Forum Message <> Reply to Message

On 4/4/2013 8:53 AM, jmfbahciv wrote:
> Dan Espen wrote:
>> jmfbahciv <See.above@aol.com> writes:

>>
>>>  Dan Espen wrote:
>>>>  jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Shmuel (Seymour J.) Metz wrote:
>>>> >> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >>     at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>
>>>> >>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>      at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>> said:
>>>> >>>>
>>>> >>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>
>>>> >>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>> for other architectures. To add to the confusion, IBM used the name
>>>> >>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>> dissimilar assembler each.
>>>> >>>>
>>>> >>
>>>> >>> SPS as well.
>>>> >>
>>>> >> That's the other name that I was alluding to; I suspect that you knew
>>>> >> that, given the date ;-)
>>>> >>
>>>> > There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> > the first assembler I learned.
>>>>
>>>>  Only if run under emulation.
>>>
>>>  So much had been snipped that I thought he was talking about the 3n0
>  series.
>>>
>>>>
>>>>  Most people learned of SPS in the 14xx context.
>>>>  I understand a 1620 is somewhat similar.
>>>
>>>
>>>  I never met a 14xx; did it have more instructions than a 1620?
>>
>>  Not having used a 1620 I don't know for sure,
>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>  instructions.
>>
>>  The 14xx was quite amenable to programming "tricks" that would save
>>  large amounts of memory and processing time, typically using left over

>>  values in the internal registers.  It was a pleasure to program.
>>
>>>>  I learned about it in school and assisted someone in using it once.
>>>>  That was plenty for me.
>>>
>>>  <grin>  So you weren't an assembler type.
>>
>>  On the contrary.
>>
>>  Given the choice of Autocoder or SPS, no one would choose SPS.
>
>  I liked SPS because it was a 1::1 match for the instruction set
>  of a 1620 without all the numbers.
>
>>
>>>>  There were card, tape, and disk versions of Autocoder.
>>>>  On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>>  I was spoiled.
>>>>
>>>  I liked watching exactly what was happening when I debugged.  I hated
>>>  using the HLL debuggeres and always went back to using DDT.
>>>  Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>>  to paw through compiler-generated code very often.  Most of my
>>>  FOROTS work was in the FOROTS code, not the user mode programming
>>>  code.
>>
>>  Yep, it's nice to know exactly what is going on.
>>  Something quite easy to do on the IBM 14xx gear.
>>
>
>  I don't know how people manage today without our equivalent of DDT.
>

"The equivalent of DDT" is available for those who need it.  There are
other debugging techniques available these days that may be better in
many cases.

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 05 Apr 2013 12:14:57 GMT
View Forum Message <> Reply to Message

On 4/4/2013 12:35 PM, Dan Espen wrote:
>  Patrick Scheible <kkt@zipcon.net> writes:

>
>> jmfbahciv <See.above@aol.com> writes:
>>
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >> jmfbahciv <See.above@aol.com> writes:
>>>> >>
>>>> >>> Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >>>>  at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>>>
>>>> >>>>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>>>  at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>>>> said:
>>>> >>>>>>
>>>> >>>>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>>>
>>>> >>>>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>>>> for other architectures. To add to the confusion, IBM used the name
>>>> >>>>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>>>> dissimilar assembler each.
>>>> >>>>>>
>>>> >>>>
>>>> >>>>> SPS as well.
>>>> >>>>
>>>> >>>> That's the other name that I was alluding to; I suspect that you knew
>>>> >>>> that, given the date ;-)
>>>> >>>>
>>>> >>> There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> >>> the first assembler I learned.
>>>> >>
>>>> >> Only if run under emulation.
>>>> >
>>>> > So much had been snipped that I thought he was talking about the 3n0
>>> series.
>>>> >
>>>> >>
>>>> >> Most people learned of SPS in the 14xx context.
>>>> >> I understand a 1620 is somewhat similar.
>>>> >
>>>> >
>>>> > I never met a 14xx; did it have more instructions than a 1620?
>>>>
>>>> Not having used a 1620 I don't know for sure,

>>>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>>>  instructions.
>>>>
>>>>  The 14xx was quite amenable to programming "tricks" that would save
>>>>  large amounts of memory and processing time, typically using left over
>>>>  values in the internal registers.  It was a pleasure to program.
>>>>
>>>> >> I learned about it in school and assisted someone in using it once.
>>>> >> That was plenty for me.
>>>> >
>>>> > <grin>  So you weren't an assembler type.
>>>>
>>>>  On the contrary.
>>>>
>>>>  Given the choice of Autocoder or SPS, no one would choose SPS.
>>>
>>>  I liked SPS because it was a 1::1 match for the instruction set
>>>  of a 1620 without all the numbers.
>>>
>>>>
>>>> >> There were card, tape, and disk versions of Autocoder.
>>>> >> On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>> >> I was spoiled.
>>>> >>
>>>> > I liked watching exactly what was happening when I debugged.  I hated
>>>> > using the HLL debuggeres and always went back to using DDT.
>>>> > Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>>> > to paw through compiler-generated code very often.  Most of my
>>>> > FOROTS work was in the FOROTS code, not the user mode programming
>>>> > code.
>>>>
>>>>  Yep, it's nice to know exactly what is going on.
>>>>  Something quite easy to do on the IBM 14xx gear.
>>>>
>>>
>>>  I don't know how people manage today without our equivalent of DDT.
>>
>>  People today are almost all programming in high level languages, so
>>  being able to see the machine instructions would not as much of a help
>>  as when programming was done in assembler.
>
>  But something like gdb in conjunction with C would be the "equivalent of
>  DDT".
>
>  I'm really not a fan of the interactive debuggers.
>  It just seems so much easier to add a print statement of some sort
>  and rerun the test.

I agree.  The days when it took hours or days to gate a program compiled
are happily long gone, so I usually find this the quickest way.  Throw
in a display at various points and you can often identify the offending
code.

Unfortunately, when you're debugging the code generated by a compiler
you're working on you frequently have to resort to "DDT."

I've used a bunch of debuggers, now I use DDD/gdb, and I think VM/370
may have had the best facilities.

>
> I do like the Purify type programs.  I've used Purify, Electric Fence.
> I once came into a project that had struggled for years
> to reach stability.  I was able to reach that goal in a few months with
> Purify.
>

A bit pricey.  If it does the job I guess it's worth it.  I should take
a look,  When they say "Linux." do they include x86 Linux or just z/Linux?

--
Pete

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 05 Apr 2013 12:18:22 GMT
View Forum Message <> Reply to Message

On 4/4/2013 2:20 PM, Dan Espen wrote:
> scott@slp53.sl.home (Scott Lurndal) writes:
>
>> Dan Espen <despen@verizon.net> writes:
>>> Patrick Scheible <kkt@zipcon.net> writes:
>>
>>>> People today are almost all programming in high level languages, so
>>>> being able to see the machine instructions would not as much of a help
>>>> as when programming was done in assembler.
>>>
>>> But something like gdb in conjunction with C would be the "equivalent of
>>> DDT".
>>
>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably greater
>> debug capabilities than were ever provided by DDT.  Similar capabilities are
>> provided by all the modern program development environments regardless of
>> platform or OS.
>>

>>>
>>> I'm really not a fan of the interactive debuggers.
>>> It just seems so much easier to add a print statement of some sort
>>> and rerun the test.
>>
>> That really depends on the application. Applications that fail after
>> hours don't respond well to iterative debug cycles with print statements.
>
> I know.
>
> We have some debug tools that write logs to datasets used in round
> robin fashion to try to help with that.
>
> We've also had some dumps like you describe that resisted every effort
> to analyze, the areas that went bad were corrupted long before the abend.
> There we had no choice but to add print statements, and run again until
> the problem occurred.
>
>>> I do like the Purify type programs. I've used Purify, Electric Fence.
>>> I once came into a project that had struggled for years
>>> to reach stability. I was able to reach that goal in a few months with
>>> Purify.
>>
>> valgrind is your friend.
>
> Yeah, couldn't think of the name Valgrind. I've used that too.
>

Seems to be C-specific (or maybe gcc-specific).

--
Pete

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 05 Apr 2013 13:25:32 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 4/4/2013 8:53 AM, jmfbahciv wrote:
>> Dan Espen wrote:
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Dan Espen wrote:
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >
>>>> >> Shmuel (Seymour J.) Metz wrote:
>>>> >>> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013

>>>> >>>  at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>>
>>>> >>>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>>  at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>>> said:
>>>> >>>>>
>>>> >>>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>>
>>>> >>>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>>> for other architectures. To add to the confusion, IBM used the name
>>>> >>>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>>> dissimilar assembler each.
>>>> >>>>>
>>>> >>>
>>>> >>>> SPS as well.
>>>> >>>
>>>> >>> That's the other name that I was alluding to; I suspect that you knew
>>>> >>> that, given the date ;-)
>>>> >>>
>>>> >> There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> >> the first assembler I learned.
>>>> >
>>>> > Only if run under emulation.
>>>>
>>>>  So much had been snipped that I thought he was talking about the 3n0
>>  series.
>>>>
>>>> >
>>>> > Most people learned of SPS in the 14xx context.
>>>> > I understand a 1620 is somewhat similar.
>>>>
>>>>
>>>>  I never met a 14xx; did it have more instructions than a 1620?
>>>
>>>  Not having used a 1620 I don't know for sure,
>>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>>  instructions.
>>>
>>>  The 14xx was quite amenable to programming "tricks" that would save
>>>  large amounts of memory and processing time, typically using left over
>>>  values in the internal registers.  It was a pleasure to program.
>>>
>>>> > I learned about it in school and assisted someone in using it once.
>>>> > That was plenty for me.
>>>>
>>>>  <grin>  So you weren't an assembler type.

>>>
>>> On the contrary.
>>>
>>> Given the choice of Autocoder or SPS, no one would choose SPS.
>>
>> I liked SPS because it was a 1::1 match for the instruction set
>> of a 1620 without all the numbers.
>>
>>>
>>>> > There were card, tape, and disk versions of Autocoder.
>>>> > On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>> > I was spoiled.
>>>> >
>>>> I liked watching exactly what was happening when I debugged. I hated
>>>> using the HLL debuggeres and always went back to using DDT.
>>>> Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>>> to paw through compiler-generated code very often. Most of my
>>>> FOROTS work was in the FOROTS code, not the user mode programming
>>>> code.
>>>
>>> Yep, it's nice to know exactly what is going on.
>>> Something quite easy to do on the IBM 14xx gear.
>>>
>>
>> I don't know how people manage today without our equivalent of DDT.
>>
>
> "The equivalent of DDT" is available for those who need it. There are
> other debugging techniques available these days that may be better in
> many cases.

From what people have said, they need 3 or 4 different tools; I'd rather
just have one with a couple dozen "commands".

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 05 Apr 2013 13:25:41 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> Dan Espen <despen@verizon.net> writes:
>> Patrick Scheible <kkt@zipcon.net> writes:
>
>>> People today are almost all programming in high level languages, so
>>> being able to see the machine instructions would not as much of a help
>>> as when programming was done in assembler.

>>
>> But something like gdb in conjunction with C would be the "equivalent of
>> DDT".
>
> Between lint, gdb, gprof, cppcheck and valgrind one has considerably greater
> debug capabilities than were ever provided by DDT. Similar capabilities are
> provided by all the modern program development environments regardless of
> platform or OS.

Exactly. YOu can't do it with one tool. We could do it all with one small
debugger.

/BAH

---

Subject: Re: New HD
Posted by scott on Fri, 05 Apr 2013 13:46:53 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Peter Flass wrote:

>>> I don't know how people manage today without our equivalent of DDT.
>>>
>>
>> "The equivalent of DDT" is available for those who need it. There are
>> other debugging techniques available these days that may be better in
>> many cases.
>
> From what people have said, they need 3 or 4 different tools; I'd rather
> just have one with a couple dozen "commands".
>

1 tool. GDB (linux/cygwin/most unix), SDB/DEBUG (svr4), WINDBG (windows), et alia

GDB is extensible - one can add one's own commands very easily with python.

There are, of course, tools that provide capabilities that DDT never
dreamed of (valgrind (for memory leak detection, bounds checking, etc),
gprof (compile-time execution profiling - i.e. which functions consume
the most cpu time), oprofile (run-time non-intrusive execution profiling,
how many l2 cache misses, tlb utilization, etc), cppcheck (static compile-time
extensive checks), etc.)

scott

---

Subject: Re: New HD
Posted by scott on Fri, 05 Apr 2013 13:48:36 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:
> On 4/4/2013 2:20 PM, Dan Espen wrote:
>> scott@slp53.sl.home (Scott Lurndal) writes:
>>
>>> Dan Espen <despen@verizon.net> writes:
>>>> Patrick Scheible <kkt@zipcon.net> writes:
>>>
>>>> > People today are almost all programming in high level languages, so
>>>> > being able to see the machine instructions would not as much of a help
>>>> > as when programming was done in assembler.
>>>>
>>>> But something like gdb in conjunction with C would be the "equivalent of
>>>> DDT".
>>>
>>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably greater
>>> debug capabilities than were ever provided by DDT. Similar capabilities are
>>> provided by all the modern program development environments regardless of
>>> platform or OS.
>>>
>>>>
>>>> I'm really not a fan of the interactive debuggers.
>>>> It just seems so much easier to add a print statement of some sort
>>>> and rerun the test.
>>>
>>> That really depends on the application. Applications that fail after
>>> hours don't respond well to iterative debug cycles with print statements.
>>
>> I know.
>>
>> We have some debug tools that write logs to datasets used in round
>> robin fashion to try to help with that.
>>
>> We've also had some dumps like you describe that resisted every effort
>> to analyze, the areas that went bad were corrupted long before the abend.
>> There we had no choice but to add print statements, and run again until
>> the problem occurred.
>>
>>>> I do like the Purify type programs. I've used Purify, Electric Fence.
>>>> I once came into a project that had struggled for years
>>>> to reach stability. I was able to reach that goal in a few months with
>>>> Purify.
>>>
>>> valgrind is your friend.
>>
>> Yeah, couldn't think of the name Valgrind. I've used that too.

>>
>
> Seems to be C-specific (or maybe gcc-specific).

Linux specific.  It does have some understanding of the internals
of glibc, but it works with all the languages supported by the
gnu compiler collection (objective C, C, C++, Fortran, Ada, ...)

I use it extensively on C++ code.

scott

---

Subject: Re: New HD
Posted by scott on Fri, 05 Apr 2013 13:50:42 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Scott Lurndal wrote:
>>  Dan Espen <despen@verizon.net> writes:
>>> Patrick Scheible <kkt@zipcon.net> writes:
>>
>>>>  People today are almost all programming in high level languages, so
>>>>  being able to see the machine instructions would not as much of a help
>>>>  as when programming was done in assembler.
>>>
>>> But something like gdb in conjunction with C would be the "equivalent of
>>> DDT".
>>
>>  Between lint, gdb, gprof, cppcheck and valgrind one has considerably greater
>>  debug capabilities than were ever provided by DDT.  Similar capabilities are
>>  provided by all the modern program development environments regardless of
>>  platform or OS.
>
> Exactly.  YOu can't do it with one tool.  We could do it all with one small
> debugger.
>

No, you continue to insist on this.  Everything that DDT could do can be
done by any _SINGLE_ debugger (e.g. GDB).  GDB does _more_ than DDT ever
did, and it is easily extensible by the end-user.

The remaining tools that were mentioned provide additional capabilities that
DDT never even dreamed of.

This isn't the 1960's.  Things have progressed.

scott

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 05 Apr 2013 14:01:58 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:

> Peter Flass wrote:
>> On 4/4/2013 8:53 AM, jmfbahciv wrote:
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >> jmfbahciv <See.above@aol.com> writes:
>>>> >>
>>>> >>> Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >>>>  at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>>>
>>>> >>>>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>>>  at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>>>> said:
>>>> >>>>>>
>>>> >>>>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>>>
>>>> >>>>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>>>> for other architectures. To add to the confusion, IBM used the name
>>>> >>>>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>>>> dissimilar assembler each.
>>>> >>>>>>
>>>> >>>>>
>>>> >>>>> SPS as well.
>>>> >>>>>
>>>> >>>> That's the other name that I was alluding to; I suspect that you knew
>>>> >>>> that, given the date ;-)
>>>> >>>>
>>>> >>> There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> >>> the first assembler I learned.
>>>> >>
>>>> >> Only if run under emulation.
>>>> >
>>>> > So much had been snipped that I thought he was talking about the 3n0
>>> series.
>>>> >
>>>> >>
>>>> >> Most people learned of SPS in the 14xx context.
>>>> >> I understand a 1620 is somewhat similar.
>>>> >

>>>> >
>>>> > I never met a 14xx; did it have more instructions than a 1620?
>>>>
>>>>  Not having used a 1620 I don't know for sure,
>>>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>>>  instructions.
>>>>
>>>>  The 14xx was quite amenable to programming "tricks" that would save
>>>>  large amounts of memory and processing time, typically using left over
>>>>  values in the internal registers.  It was a pleasure to program.
>>>>
>>>> >> I learned about it in school and assisted someone in using it once.
>>>> >> That was plenty for me.
>>>> >
>>>> > <grin>  So you weren't an assembler type.
>>>>
>>>>  On the contrary.
>>>>
>>>>  Given the choice of Autocoder or SPS, no one would choose SPS.
>>>
>>>  I liked SPS because it was a 1::1 match for the instruction set
>>>  of a 1620 without all the numbers.
>>>
>>>>
>>>> >> There were card, tape, and disk versions of Autocoder.
>>>> >> On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>> >> I was spoiled.
>>>> >>
>>>> > I liked watching exactly what was happening when I debugged.  I hated
>>>> > using the HLL debuggeres and always went back to using DDT.
>>>> > Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>>> > to paw through compiler-generated code very often.  Most of my
>>>> > FOROTS work was in the FOROTS code, not the user mode programming
>>>> > code.
>>>>
>>>>  Yep, it's nice to know exactly what is going on.
>>>>  Something quite easy to do on the IBM 14xx gear.
>>>>
>>>
>>>  I don't know how people manage today without our equivalent of DDT.
>>>
>>
>>  "The equivalent of DDT" is available for those who need it.  There are
>>  other debugging techniques available these days that may be better in
>>  many cases.
>
>  From what people have said, they need 3 or 4 different tools; I'd rather
>  just have one with a couple dozen "commands".

You are still completely clueless.

Gdb has more function than DDT ever dreamed of.

The other tools discussed serve a different purpose and would make
no sense being part of gdb.

I spent 10 minutes reading about DDT.
How much time did you invest before you started spouting nonsense?

Looks like you take the same approach to tech as you do to politics.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 05 Apr 2013 14:08:42 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 4/4/2013 12:35 PM, Dan Espen wrote:
>> Patrick Scheible <kkt@zipcon.net> writes:
>>
>>> jmfbahciv <See.above@aol.com> writes:
>>>
>>>> Dan Espen wrote:
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >
>>>> >> Dan Espen wrote:
>>>> >>> jmfbahciv <See.above@aol.com> writes:
>>>> >>>
>>>> >>>> Shmuel (Seymour J.) Metz wrote:
>>>> >>>>> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >>>>>  at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>>>>
>>>> >>>>>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>>>>  at 10:57 AM, blmblm@myrealbox.com <blmblm.myrealbox@gmail.com>
>>>> >>>>>>> said:
>>>> >>>>>>>
>>>> >>>>>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>>>>
>>>> >>>>>>> I'd go with "IBM S/3x0 assembler" if you need the generality or IBM
>>>> >>>>>>> "S/360 assembler" if you don't; there have been many IBM assemblers
>>>> >>>>>>> for other architectures. To add to the confusion, IBM used the name

>>>> >>>>>>> AUTOCODER across product lines and had at least two lines with two
>>>> >>>>>>> dissimilar assembler each.
>>>> >>>>>>>
>>>> >>>>>
>>>> >>>>>> SPS as well.
>>>> >>>>>
>>>> >>>>> That's the other name that I was alluding to; I suspect that you knew
>>>> >>>>> that, given the date ;-)
>>>> >>>>>
>>>> >>>> There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> >>>> the first assembler I learned.
>>>> >>>
>>>> >>> Only if run under emulation.
>>>> >>
>>>> >> So much had been snipped that I thought he was talking about the 3n0
>>>>  series.
>>>> >>
>>>> >>>
>>>> >>> Most people learned of SPS in the 14xx context.
>>>> >>> I understand a 1620 is somewhat similar.
>>>> >>
>>>> >>
>>>> >> I never met a 14xx; did it have more instructions than a 1620?
>>>> >
>>>> > Not having used a 1620 I don't know for sure,
>>>> > but taking a quick look, I'd say the 14xx had more and easier to use
>>>> > instructions.
>>>> >
>>>> > The 14xx was quite amenable to programming "tricks" that would save
>>>> > large amounts of memory and processing time, typically using left over
>>>> > values in the internal registers.  It was a pleasure to program.
>>>> >
>>>> >>> I learned about it in school and assisted someone in using it once.
>>>> >>> That was plenty for me.
>>>> >>
>>>> >> <grin>  So you weren't an assembler type.
>>>> >
>>>> > On the contrary.
>>>> >
>>>> > Given the choice of Autocoder or SPS, no one would choose SPS.
>>>>
>>>>  I liked SPS because it was a 1::1 match for the instruction set
>>>>  of a 1620 without all the numbers.
>>>>
>>>> >
>>>> >>> There were card, tape, and disk versions of Autocoder.
>>>> >>> On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>> >>> I was spoiled.

>>>> >>>
>>>> >> I liked watching exactly what was happening when I debugged.  I hated
>>>> >> using the HLL debuggeres and always went back to using DDT.
>>>> >> Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>>> >> to paw through compiler-generated code very often.  Most of my
>>>> >> FOROTS work was in the FOROTS code, not the user mode programming
>>>> >> code.
>>>> >
>>>> > Yep, it's nice to know exactly what is going on.
>>>> > Something quite easy to do on the IBM 14xx gear.
>>>> >
>>>>
>>>>  I don't know how people manage today without our equivalent of DDT.
>>>
>>>  People today are almost all programming in high level languages, so
>>>  being able to see the machine instructions would not as much of a help
>>>  as when programming was done in assembler.
>>
>>  But something like gdb in conjunction with C would be the "equivalent of
>>  DDT".
>>
>>  I'm really not a fan of the interactive debuggers.
>>  It just seems so much easier to add a print statement of some sort
>>  and rerun the test.
>
>  I agree.  The days when it took hours or days to gate a program
>  compiled are happily long gone, so I usually find this the quickest
>  way.  Throw in a display at various points and you can often identify
>  the offending code.
>
>  Unfortunately, when you're debugging the code generated by a compiler
>  you're working on you frequently have to resort to "DDT."
>
>  I've used a bunch of debuggers, now I use DDD/gdb, and I think VM/370
>  may have had the best facilities.
>
>>
>>  I do like the Purify type programs.  I've used Purify, Electric Fence.
>>  I once came into a project that had struggled for years
>>  to reach stability.  I was able to reach that goal in a few months with
>>  Purify.
>
>  A bit pricey.  If it does the job I guess it's worth it.  I should
>  take a look,  When they say "Linux." do they include x86 Linux or just
>  z/Linux?

Purify at the time was worth the price and more.
We used it on Solaris.  We only bought a 2 seat license.

Today, I would recommend Valgrind or EFence.
Not quite as polished as I remember Purify to be but they do
substantially the same job.

For Barb, who can't look anything up, these tools detect bounds errors
and accesses to uninitialized fields.

--
Dan Espen

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 05 Apr 2013 14:13:29 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:

> On 4/4/2013 2:20 PM, Dan Espen wrote:
>> scott@slp53.sl.home (Scott Lurndal) writes:
>>
>>> Dan Espen <despen@verizon.net> writes:
>>>> Patrick Scheible <kkt@zipcon.net> writes:
>>>
>>>> > People today are almost all programming in high level languages, so
>>>> > being able to see the machine instructions would not as much of a help
>>>> > as when programming was done in assembler.
>>>>
>>>> But something like gdb in conjunction with C would be the "equivalent of
>>>> DDT".
>>>
>>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably greater
>>> debug capabilities than were ever provided by DDT. Similar capabilities are
>>> provided by all the modern program development environments regardless of
>>> platform or OS.
>>>
>>>>
>>>> I'm really not a fan of the interactive debuggers.
>>>> It just seems so much easier to add a print statement of some sort
>>>> and rerun the test.
>>>
>>> That really depends on the application. Applications that fail after
>>> hours don't respond well to iterative debug cycles with print statements.
>>
>> I know.
>>
>> We have some debug tools that write logs to datasets used in round
>> robin fashion to try to help with that.

>>
>> We've also had some dumps like you describe that resisted every effort
>> to analyze, the areas that went bad were corrupted long before the abend.
>> There we had no choice but to add print statements, and run again until
>> the problem occurred.
>>
>>>> I do like the Purify type programs. I've used Purify, Electric Fence.
>>>> I once came into a project that had struggled for years
>>>> to reach stability. I was able to reach that goal in a few months with
>>>> Purify.
>>>
>>> valgrind is your friend.
>>
>> Yeah, couldn't think of the name Valgrind. I've used that too.
>
> Seems to be C-specific (or maybe gcc-specific).

Since gcc has front ends for a bunch of other languages,
I'd guess that's not much of a problem.

On my previous post I left out another Purify type function,
accesses to freed memory was another big one, and failure to free memory
but losing addressibility to it.

--
Dan Espen

---

Subject: Re: New HD
Posted by Alan Bowler on Fri, 05 Apr 2013 16:18:51 GMT
View Forum Message <> Reply to Message

On 3/5/2013 4:05 PM, Bill Findlay wrote:
> My anecdote resulting from the 'proof' depending on an 'axiom' that was in
> fact false for the programming language in question.

Steve Johnson, (Bell Labs, YACC, Portable C compiler ...)
once commented in a talk at Waterloo
"I trained as a mathematician. I find it harder to
get a proof correct than a program."

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 05 Apr 2013 17:20:40 GMT
View Forum Message <> Reply to Message

In <kjmekv$f6t$1@dont-email.me>, on 04/05/2013

at 08:14 AM, Peter Flass <Peter_Flass@Yahoo.com> said:

> I've used a bunch of debuggers, now I use DDD/gdb, and I think VM/370
> may have had the best facilities.

Aome of the CP facilities were useful, but I don't know of any CP tool
that could replace SLIP in MVS. Each did things that the other
couldn't.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by Gerard Schildberger on Fri, 05 Apr 2013 18:27:38 GMT
View Forum Message <> Reply to Message

On Friday, April 5, 2013 12:20:40 PM UTC-5, Seymour J. Shmuel Metz wrote:
> In , on 04/05/2013 at 08:14 AM, Peter Flass said:
>> I've used a bunch of debuggers, now I use DDD/gdb, and I think VM/370
>> may have had the best facilities.

> Some of the CP facilities were useful, but I don't know of any CP tool
> that could replace SLIP in MVS. Each did things that the other
> couldn't.
> --
> Shmuel (Seymour J.) Metz, SysProg and JOAT

How about (VM/CP) PER?

We used VM for testing/developing/initializing/installing new MVS
systems (mostly newer releases, features, subsystems ...), and
many times, MVS' SLIP couldn't be used as MVS didn't get out
(past) NIP.

VM (CP) was a godsend as it could trace each instruction (if
that's what was wanted) up to the fail point (most often a wait
state).

PER wasn't part of the original VM/370 of course, but came later.
I don't remember which MVS had SLIP introduced.
_____ Gerard Schildberger

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 05 Apr 2013 18:40:24 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D99C8CBF7745@aca2052c.ipt.aol.com...
> Peter Flass wrote:
>> On 4/4/2013 8:53 AM, jmfbahciv wrote:
>>> Dan Espen wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>>
>>>> > Dan Espen wrote:
>>>> >> jmfbahciv <See.above@aol.com> writes:
>>>> >>
>>>> >>> Shmuel (Seymour J.) Metz wrote:
>>>> >>>> In <kjd7v1$uh1$3@dont-email.me>, on 04/01/2013
>>>> >>>> at 08:24 PM, Peter Flass <Peter_Flass@Yahoo.com> said:
>>>> >>>>
>>>> >>>>> On 4/1/2013 10:24 AM, Shmuel (Seymour J.) Metz wrote:
>>>> >>>>>> In <art7fvFgqsbU2@mid.individual.net>, on 04/01/2013
>>>> >>>>>> at 10:57 AM, blmblm@myrealbox.com
>>>> >>>>>> <blmblm.myrealbox@gmail.com>
>>>> >>>>>> said:
>>>> >>>>>>
>>>> >>>>>>> So your recommendation is s/IBM BAL/IBM assembler/ ?
>>>> >>>>>>
>>>> >>>>>> I'd go with "IBM S/3x0 assembler" if you need the generality or
>>>> >>>>>> IBM
>>>> >>>>>> "S/360 assembler" if you don't; there have been many IBM
>>>> >>>>>> assemblers
>>>> >>>>>> for other architectures. To add to the confusion, IBM used the
>>>> >>>>>> name
>>>> >>>>>> AUTOCODER across product lines and had at least two lines with
>>>> >>>>>> two
>>>> >>>>>> dissimilar assembler each.
>>>> >>>>>>
>>>> >>>>>
>>>> >>>>> SPS as well.
>>>> >>>>>
>>>> >>>> That's the other name that I was alluding to; I suspect that you
>>>> >>>> knew
>>>> >>>> that, given the date ;-)
>>>> >>>>
>>>> >>> There was an SPS on the 3n0 models?  I used it on the 1620.  It was
>>>> >>> the first assembler I learned.
>>>> >>>
>>>> >> Only if run under emulation.
>>>> >>
>>>> > So much had been snipped that I thought he was talking about the 3n0

>>>  series.
>>>> >
>>>> >>
>>>> >> Most people learned of SPS in the 14xx context.
>>>> >> I understand a 1620 is somewhat similar.
>>>> >
>>>> >
>>>> > I never met a 14xx; did it have more instructions than a 1620?
>>>>
>>>>  Not having used a 1620 I don't know for sure,
>>>>  but taking a quick look, I'd say the 14xx had more and easier to use
>>>>  instructions.
>>>>
>>>>  The 14xx was quite amenable to programming "tricks" that would save
>>>>  large amounts of memory and processing time, typically using left over
>>>>  values in the internal registers.  It was a pleasure to program.
>>>>
>>>> >> I learned about it in school and assisted someone in using it once.
>>>> >> That was plenty for me.
>>>> >
>>>> > <grin>  So you weren't an assembler type.
>>>>
>>>>  On the contrary.
>>>>
>>>>  Given the choice of Autocoder or SPS, no one would choose SPS.
>>>
>>>  I liked SPS because it was a 1::1 match for the instruction set
>>>  of a 1620 without all the numbers.
>>>
>>>>
>>>> >> There were card, tape, and disk versions of Autocoder.
>>>> >> On my second job (IBM 1440) I used disk Autocoder exclusively so
>>>> >> I was spoiled.
>>>> >>
>>>> > I liked watching exactly what was happening when I debugged.  I hated
>>>> > using the HLL debuggeres and always went back to using DDT.
>>>> > Fortunately, 99.9% of our work was in MACRO-10 so I didn't have
>>>> > to paw through compiler-generated code very often.  Most of my
>>>> > FOROTS work was in the FOROTS code, not the user mode programming
>>>> > code.
>>>>
>>>>  Yep, it's nice to know exactly what is going on.
>>>>  Something quite easy to do on the IBM 14xx gear.
>>>>
>>>
>>>  I don't know how people manage today without our equivalent of DDT.
>>>
>>

>> "The equivalent of DDT" is available for those who need it. There are
>> other debugging techniques available these days that may be better in
>> many cases.

> From what people have said, they need 3 or 4 different tools;

No they have not.

> I'd rather just have one with a couple dozen "commands".

Useless when your code is a hll and it operates at the assembler level.

The world's moved on, just like it ALWAYS does with computing.

There is ALWAYS a tiny handful of dinosaurs
howling about how awful that is too.

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 05 Apr 2013 18:46:05 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D99C7DE27260@aca2052c.ipt.aol.com...
> Scott Lurndal wrote:
>> Dan Espen <despen@verizon.net> writes:
>>> Patrick Scheible <kkt@zipcon.net> writes:
>>
>>>> People today are almost all programming in high level languages, so
>>>> being able to see the machine instructions would not as much of a help
>>>> as when programming was done in assembler.
>>>
>>> But something like gdb in conjunction with C would be the "equivalent of
>>> DDT".
>>
>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably
>> greater
>> debug capabilities than were ever provided by DDT. Similar capabilities
>> are
>> provided by all the modern program development environments regardless of
>> platform or OS.

> Exactly. YOu can't do it with one tool.

Bullshit.

> We could do it all with one small debugger.

Pity almost no one programs in assembler anymore, even
with OSs or tiny little minimal resource single chip micros.

---

Subject: Re: New HD
Posted by Anne & Lynn Wheel on Fri, 05 Apr 2013 19:29:26 GMT
View Forum Message <> Reply to Message

Gerard Schildberger <gerard46@rrt.net> writes:
> How about (VM/CP) PER?
>
> We used VM for testing/developing/initializing/installing new MVS
> systems (mostly newer releases, features, subsystems ...), and
> many times, MVS' SLIP couldn't be used as MVS didn't get out
> (past) NIP.
>
> VM (CP) was a godsend as it could trace each instruction (if
> that's what was wanted) up to the fail point (most often a wait
> state).
>
> PER wasn't part of the original VM/370 of course, but came later.
> I don't remember which MVS had SLIP introduced.

I've mentioned before redoing VM370s IPCS to demonstrate the power
of rexx ... dumprx
http://www.garlic.com/~lynn/submain.html#dumprx

I had thot it would be shipped in place of the standard IPCS ... but
never did ... although it came to be used by nearly every internal
datacenters and nearly all of the internal customer support PSRs. I did
finally get permission to do presentations on it at user group meetings
.... after which there were similar implementations done within a couple
months (my starting statement about demo'ing power of rexx that I would
do a IPCS replacement in less than 3 months elapsed time, working on it
no more than half time ... and it would have ten times the function and
ten times the performance).

I remember something about person at Univ. of Maine doing a lot
of enhancements and IBM hiring him ... old vmshare entry mentioning
Univ. of Maine "PER" being incorporated into vm/sp 3.
http://vm.marist.edu/~vmshare/browse?fn=WHATSPER&ft=MEMO

with quite sophisticated boolean logic regarding conditions ... current
implementation
http://publib.boulder.ibm.com/infocenter/zvm/v5r4/topic/com. ibm.zvm.v54.hcpb2/hcse8b11.htm

down in section "Tracing Programs in Your Virtual Machine"

--
virtualization experience starting Jan1968, online at home since Mar1970

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 05 Apr 2013 23:16:39 GMT
View Forum Message <> Reply to Message

or others like Kenya, Rhodesia etc.

India was the prize. America, the English lost money on. Really not
worth keeping, when they could get so much more loot from India.

--
Gambling with Other People's Money is the meth of the fiscal industry.
me -- in the spirit of Karl and Groucho MarxIn article <ehjr2a-l63.ln1@wair.reistad.name>,
Morten Reistad <first@last.name> wrote:

> In article <kjf0s5$2h24$2@leila.iecc.com>, John Levine <johnl@iecc.com>
> wrote:
>>>> The EU
>>>> is still a lot less federal than the US; about as much as the US
>>>> had ca 1900.
>>
>> I'd say more like ca 1850.
>
> Or some 19th century date. It is very assymetric. The EU has integrated
> in a completely different order that the US did. Some stuff is still in
> pre-1776 mode, while others have developed to ca 1930 comparable levels.
>
> The reason for stating 1900 was that this is pre-income tax, pre the
> largest incursions using the commerce clause, pre IRS and the INS, and

---

Subject: Re: New HD
Posted by Peter Flass on Fri, 05 Apr 2013 23:21:57 GMT
View Forum Message <> Reply to Message

r />
> pre FED.
>
> The EU only has the ECB that is a wannabee FED.
>
> -- mrr

But the Civil (Weren't nothing civil about it.) war was the watershed.
Almost comical was the lengths the Confederacy went to keep states and

smaller regions from leaving them. (They lost West Virginia, in fact.)
"It's perfectly fine to leave the United States, but leaving the
Confederacy is a gigantic no-no."

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 05 Apr 2013 23:59:05 GMT
View Forum Message <> Reply to Message

See.above@aol.com">See.above@aol.com> wrote:

> then I should have added the phrase "...to make manure taste
> like caviar." Quarterpound has gone up 150%; Social Security
> for retirees has not. Both numbers are determined by this year's
> inflation costs.
>
> /BAH

Most people on SS find the increase in medical premiums for the
mandated medical insurance more than the cost of living increase.

Bah humbug.

--
Gambling with Other People's Money is the meth of the fiscal industry.
me -- in the spirit of Karl and Groucho MarxIn article
<jatnl8p083g0g5f26ln8f7g5778s387tbk@4ax.com>,
George Neuner <gneuner2@comcast.net> wrote:

> On Sun, 31 Mar 2013 15:22:28 -0400, Shmuel (Seymour J.) Metz
> <spamtrap@library.lspace.org.invalid> wrote:
>
>> In <Qt_5t.25606$fj4.818@fe18.iad>, on 03/31/2013
>> at 05:35 PM,

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 06 Apr 2013 14:20:31 GMT
View Forum Message <> Reply to Message

Peter Flass wrote:
> On 4/5/2013 9:25 AM, jmfbahciv wrote:
>> Scott Lurndal wrote:
>>> Dan Espen <despen@verizon.net> writes:
>>>> Patrick Scheible <kkt@zipcon.net> writes:
>>>
>>>> > People today are almost all programming in high level languages, so

>>>> > being able to see the machine instructions would not as much of a help
>>>> > as when programming was done in assembler.
>>>>
>>>> But something like gdb in conjunction with C would be the "equivalent of
>>>> DDT".
>>>
>>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably
greater
>>> debug capabilities than were ever provided by DDT. Similar capabilities
are
>>> provided by all the modern program development environments regardless of
>>> platform or OS.
>>
>> Exactly. YOu can't do it with one tool. We could do it all with one small
>> debugger.
>>
>
> Aaaarrrrrgggghhhhhh!!!!
>

the "small" was an important aspect. ;-)

/BAH

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 06 Apr 2013 16:55:51 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004D9B1494A8501@ac815fc4.ipt.aol.com...
> Peter Flass wrote:
>> On 4/5/2013 9:25 AM, jmfbahciv wrote:
>>> Scott Lurndal wrote:
>>>> Dan Espen <despen@verizon.net> writes:
>>>> > Patrick Scheible <kkt@zipcon.net> writes:
>>>>
>>>> >> People today are almost all programming in high level languages, so
>>>> >> being able to see the machine instructions would not as much of a
>>>> >> help
>>>> >> as when programming was done in assembler.
>>>> >
>>>> > But something like gdb in conjunction with C would be the "equivalent
>>>> > of
>>>> > DDT".
>>>>
>>>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably
> greater

>>>> debug capabilities than were ever provided by DDT. Similar
>>>> capabilities
> are
>>>> provided by all the modern program development environments regardless
>>>> of
>>>> platform or OS.
>>>
>>> Exactly. YOu can't do it with one tool. We could do it all with one
>>> small
>>> debugger.
>>>
>>
>> Aaaarrrrrgggghhhhhh!!!!
>>
>
> the "small" was an important aspect. ;-)

Even sillier when it isnt even operating in the
language what you are debugging is written in.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Sun, 07 Apr 2013 02:34:14 GMT
View Forum Message <> Reply to Message

In <kjnm3f$a6m$2@dont-email.me>, on 04/05/2013
at 07:21 PM, Peter Flass <Peter_Flass@Yahoo.com> said:

> GDB doesn't do this, does it, or did I just miss it. I've spent a
> lot of time on occasion looking for a problem hit and miss, and
> found myself wishing I could say "run and trace each instruction."

I don't know about GDB, but pretty much every debugger that I've used
has had the ability to single step. As for CP, I found the trace
facilities more useful than the single stepping, especially when
dealing with "compatible" hardware that isn't.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD

Posted by Morten Reistad on Mon, 08 Apr 2013 12:27:24 GMT
View Forum Message <> Reply to Message

In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
jmfbahciv <See.above@aol.com> wrote:
> Scott Lurndal wrote:
>> Dan Espen <despen@verizon.net> writes:
>>> Patrick Scheible <kkt@zipcon.net> writes:
>>
>>>> People today are almost all programming in high level languages, so
>>>> being able to see the machine instructions would not as much of a help
>>>> as when programming was done in assembler.
>>>
>>> But something like gdb in conjunction with C would be the "equivalent of
>>> DDT".
>>
>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably greater
>> debug capabilities than were ever provided by DDT. Similar capabilities are
>> provided by all the modern program development environments regardless of
>> platform or OS.
>
> Exactly. YOu can't do it with one tool. We could do it all with one small
> debugger.

Barb, you are left behind. As much as I love the terseness and functions
of DDT, I must admit that gdb and several other debuggers are way more
functional than DDT. Especially when it comes to handling modern,
"3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
lots of large systems.

Data examination handling even very complex structs, symbolic debugging
with respect for types, profiling etc. And then there are tools that do
more, like profile for memory leaks, profile execution, inspect library
use, and lots of other very useful stuff.

But I still miss DDT, much for the terseness of commands. But I have
moved on for the last 20 years now.

-- mrr

---

Subject: Re: New HD
Posted by scott on Mon, 08 Apr 2013 14:53:57 GMT
View Forum Message <> Reply to Message

Peter Flass <Peter_Flass@Yahoo.com> writes:
> On 4/5/2013 2:27 PM, Gerard Schildberger wrote:
>>

>> VM (CP) was a godsend as it could trace each instruction (if
>> that's what was wanted) up to the fail point (most often a wait
>> state).
>>
>
> GDB doesn't do this, does it, or did I just miss it. I've spent a lot
> of time on occasion looking for a problem hit and miss, and found myself
> wishing I could say "run and trace each instruction."
>

I have a tool that I wrote back in 1989 that will do this on unix/linux
systems (ctrace it was called).

QEMU can be used for this as well, or AMD SimNow!, or any ICE.

The problem is that when you're running at 3.6Ghz, you could have to trace
over four billion instructions in 1 second[*]. Hard to work with gigabyte trace
files (once you record the IP, the instruction, any changed registers/memory, etc.)

Some ARM processors have a built-in trace mode that can trace instruction execution to
memory (ETM).

you can set GDB up to single-step N instructions and trace each one to stdout,
where N can be quite large (and the action at each step can include dumping registers, etc.)

scott

[*] Granted, the effective rate, when using ptrace(2) or /proc to single-step the
target application will be much less than 3.6Ghz once the trace overhead is
factored in.

---

Subject: Re: New HD
Posted by jmfbahciv on Wed, 10 Apr 2013 15:01:14 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Scott Lurndal wrote:
>>> Dan Espen <despen@verizon.net> writes:
>>>> Patrick Scheible <kkt@zipcon.net> writes:
>>>
>>>> > People today are almost all programming in high level languages, so
>>>> > being able to see the machine instructions would not as much of a help
>>>> > as when programming was done in assembler.
>>>>
>>>> But something like gdb in conjunction with C would be the "equivalent of

>>>> DDT".
>>>
>>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably
greater
>>> debug capabilities than were ever provided by DDT. Similar capabilities
are
>>> provided by all the modern program development environments regardless of
>>> platform or OS.
>>
>> Exactly. YOu can't do it with one tool. We could do it all with one small
>> debugger.
>
> Barb, you are left behind. As much as I love the terseness and functions
> of DDT, I must admit that gdb and several other debuggers are way more
> functional than DDT. Especially when it comes to handling modern,
> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
> lots of large systems.
>
> Data examination handling even very complex structs, symbolic debugging
> with respect for types, profiling etc. And then there are tools that do
> more, like profile for memory leaks, profile execution, inspect library
> use, and lots of other very useful stuff.
>
> But I still miss DDT, much for the terseness of commands.

That's one of the reasons I made the comment. The other one
is being able to really see what's happening at the machine level
but I do understand that 99.9% of the people don't have to care.
We did have to care.

> But I have
> moved on for the last 20 years now.

That's becuase the code you write doesn't require knowing the machine;
the compiler writers did it for you.

/BAH

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Wed, 10 Apr 2013 15:59:34 GMT
View Forum Message <> Reply to Message

On 10 Apr 2013 15:01:14 GMT
jmfbahciv <See.above@aol.com> wrote:

> That's one of the reasons I made the comment. The other one
> is being able to really see what's happening at the machine level

> but I do understand that 99.9% of the people don't have to care.
> We did have to care.

For those times when it necessary to care gdb can descend to the
machine code level and do all the normal debugger tasks at that level.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by scott on Wed, 10 Apr 2013 16:08:07 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Morten Reistad wrote:
>> In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Scott Lurndal wrote:
>>>> Dan Espen <despen@verizon.net> writes:
>>>> >Patrick Scheible <kkt@zipcon.net> writes:
>>>>
>>>> >> People today are almost all programming in high level languages, so
>>>> >> being able to see the machine instructions would not as much of a help
>>>> >> as when programming was done in assembler.
>>>> >
>>>> >But something like gdb in conjunction with C would be the "equivalent of
>>>> >DDT".
>>>>
>>>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably
> greater
>>>> debug capabilities than were ever provided by DDT. Similar capabilities
> are
>>>> provided by all the modern program development environments regardless of
>>>> platform or OS.
>>>
>>> Exactly. YOu can't do it with one tool. We could do it all with one small
>>> debugger.
>>
>> Barb, you are left behind. As much as I love the terseness and functions
>> of DDT, I must admit that gdb and several other debuggers are way more
>> functional than DDT. Especially when it comes to handling modern,
>> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
>> lots of large systems.
>>

>>  Data examination handling even very complex structs, symbolic debugging
>>  with respect for types, profiling etc. And then there are tools that do
>>  more, like profile for memory leaks, profile execution, inspect library
>>  use, and lots of other very useful stuff.
>>
>>  But I still miss DDT, much for the terseness of commands.
>
> That's one of the reasons I made the comment.  The other one
> is being able to really see what's happening at the machine level
> but I do understand that 99.9% of the people don't have to care.
> We did have to care.
>

GDB and every other debugger out there today allow
"one to really be able to see what's happening at the machine level".

GDB provides DDT's capabilities, every one, and many other capabilities
that DDT never did provide.  In a single tool.  sdb/adb/kdb even have
terse commands, if you really must have them.

scott

---

Subject: Re: New HD
Posted by Rod Speed on Wed, 10 Apr 2013 19:47:57 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004DA01B2DA5A46@aca2d6b7.ipt.aol.com...
>  Morten Reistad wrote:
>>  In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>>  jmfbahciv  <See.above@aol.com> wrote:
>>> Scott Lurndal wrote:
>>>>  Dan Espen <despen@verizon.net> writes:
>>>> >Patrick Scheible <kkt@zipcon.net> writes:
>>>>
>>>> >> People today are almost all programming in high level languages, so
>>>> >> being able to see the machine instructions would not as much of a
>>>> >> help
>>>> >> as when programming was done in assembler.
>>>> >
>>>> >But something like gdb in conjunction with C would be the "equivalent
>>>> >of
>>>> >DDT".
>>>>
>>>>  Between lint, gdb, gprof, cppcheck and valgrind one has considerably
>  greater
>>>>  debug capabilities than were ever provided by DDT.  Similar

>>>> capabilities
> are
>>>> provided by all the modern program development environments regardless
>>>> of
>>>> platform or OS.
>>>
>>> Exactly. YOu can't do it with one tool. We could do it all with one
>>> small
>>> debugger.
>>
>> Barb, you are left behind. As much as I love the terseness and functions
>> of DDT, I must admit that gdb and several other debuggers are way more
>> functional than DDT. Especially when it comes to handling modern,
>> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
>> lots of large systems.
>>
>> Data examination handling even very complex structs, symbolic debugging
>> with respect for types, profiling etc. And then there are tools that do
>> more, like profile for memory leaks, profile execution, inspect library
>> use, and lots of other very useful stuff.
>>
>> But I still miss DDT, much for the terseness of commands.
>
> That's one of the reasons I made the comment. The other one
> is being able to really see what's happening at the machine level
> but I do understand that 99.9% of the people don't have to care.
> We did have to care.

The world's moved on, just like it always does.

No point in howling about the fact that is no long useful anymore.

>> But I have moved on for the last 20 years now.

> That's becuase the code you write doesn't require knowing the machine;

Bullshit it doesn’t with single chip minimal resource micros.

> the compiler writers did it for you.

Which is why DDT is useless, because no one with even half a
clue writes in assembler anymore except as a hobby at most.

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Thu, 11 Apr 2013 12:12:29 GMT
View Forum Message <> Reply to Message

In <PM0004DA01B2DA5A46@aca2d6b7.ipt.aol.com>, on 04/10/2013
at 03:01 PM, jmfbahciv <See.above@aol.com> said:

> Morten Reistad wrote:

> That's one of the reasons I made the comment. The other one is being
> able to really see what's happening at the machine level but I do
> understand that 99.9% of the people don't have to care.

Balderdash! At least in z/OS and z/VM there are plenty of debuggers
that display data in the registers and that let you step an
instruction at a time.

Of course, you might be referring to internal circuitry not visible
even to the assembler programmer, but DDT has no access to those.

>> But I have moved on for the last 20 years now.
> That's becuase the code you write doesn't require knowing the
> machine; the compiler writers did it for you.

Once again you are presenting your uninformed guesses as facts.
Debuggers targetted at assembler programmers have advanced, not just
thos targeted at HLL programmers.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by jmfbahciv on Thu, 11 Apr 2013 14:02:25 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
> jmfbahciv <See.above@aol.com> writes:
>> Morten Reistad wrote:
>>> In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>>> jmfbahciv <See.above@aol.com> wrote:
>>>> Scott Lurndal wrote:
>>>> > Dan Espen <despen@verizon.net> writes:
>>>> >>Patrick Scheible <kkt@zipcon.net> writes:
>>>> >
>>>> >>> People today are almost all programming in high level languages, so
>>>> >>> being able to see the machine instructions would not as much of a help

>>>> >>> as when programming was done in assembler.
>>>> >>
>>>> >>But something like gdb in conjunction with C would be the "equivalent of
>>>> >>DDT".
>>>> >
>>>> > Between lint, gdb, gprof, cppcheck and valgrind one has considerably
>> greater
>>>> > debug capabilities than were ever provided by DDT. Similar capabilities
>> are
>>>> > provided by all the modern program development environments regardless
of
>>>> > platform or OS.
>>>>
>>>> Exactly. YOu can't do it with one tool. We could do it all with one
small
>>>> debugger.
>>>
>>> Barb, you are left behind. As much as I love the terseness and functions
>>> of DDT, I must admit that gdb and several other debuggers are way more
>>> functional than DDT. Especially when it comes to handling modern,
>>> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
>>> lots of large systems.
>>>
>>> Data examination handling even very complex structs, symbolic debugging
>>> with respect for types, profiling etc. And then there are tools that do
>>> more, like profile for memory leaks, profile execution, inspect library
>>> use, and lots of other very useful stuff.
>>>
>>> But I still miss DDT, much for the terseness of commands.
>>
>> That's one of the reasons I made the comment. The other one
>> is being able to really see what's happening at the machine level
>> but I do understand that 99.9% of the people don't have to care.
>> We did have to care.
>>
>
> GDB and every other debugger out there today allow
> "one to really be able to see what's happening at the machine level".

But it's not the norm. So the person can easily forget the machine
language which causes a delay in getting the debugging done if s/he
does have to look at the machine code.
/BAH

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 11 Apr 2013 16:14:11 GMT

In article <PM0004DA15272190BE@users-ibook-g4-6.unknown.dom>,
jmfbahciv  <See.above@aol.com> wrote:
> Scott Lurndal wrote:
>>  jmfbahciv <See.above@aol.com> writes:
>>> Morten Reistad wrote:
>>>>  In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>>>>  jmfbahciv  <See.above@aol.com> wrote:
>>>> >Scott Lurndal wrote:
>>>> >> Dan Espen <despen@verizon.net> writes:
>>>> >>>Patrick Scheible <kkt@zipcon.net> writes:
>>>> >>
>>>> >>>> People today are almost all programming in high level languages, so
>>>> >>>> being able to see the machine instructions would not as much of a help
>>>> >>>> as when programming was done in assembler.
>>>> >>>
>>>> >>>But something like gdb in conjunction with C would be the "equivalent of
>>>> >>>DDT".
>>>> >>
>>>> >> Between lint, gdb, gprof, cppcheck and valgrind one has considerably
>>> greater
>>>> >> debug capabilities than were ever provided by DDT.  Similar capabilities
>>> are
>>>> >> provided by all the modern program development environments regardless
> of
>>>> >> platform or OS.
>>>> >
>>>> >Exactly.  YOu can't do it with one tool.  We could do it all with one
> small
>>>> >debugger.
>>>>
>>>>  Barb, you are left behind. As much as I love the terseness and functions
>>>>  of DDT, I must admit that gdb and several other debuggers are way more
>>>>  functional than DDT. Especially when it comes to handling modern,
>>>>  "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
>>>>  lots of large systems.
>>>>
>>>>  Data examination handling even very complex structs, symbolic debugging
>>>>  with respect for types, profiling etc. And then there are tools that do
>>>>  more, like profile for memory leaks, profile execution, inspect library
>>>>  use, and lots of other very useful stuff.
>>>>
>>>>  But I still miss DDT, much for the terseness of commands.
>>>
>>> That's one of the reasons I made the comment.  The other one
>>> is being able to really see what's happening at the machine level
>>> but I do understand that 99.9% of the people don't have to care.
>>> We did have to care.

>>>
>>
>> GDB and every other debugger out there today allow
>> "one to really be able to see what's happening at the machine level".
>
> But it's not the norm. So the person can easily forget the machine
> language which causes a delay in getting the debugging done if s/he
> does have to look at the machine code.

The norm has moved one to three levels away from the machine code
anyway. Either to "high level assembler" (C), "object oriented
high level assembler" (c++) or to various sandboxed architectures
like java, ecmascript or to semi-compiled/interpreted languages like
perl, php, python; or even to lisp.

Yes, I have had a rare need to look at the assembly from C code,
roughly once a decade. But looking below the covers of java or
the other semi-compiled languages is about other stuff than the
generated machine code. At least I have never had to do this, and
I have used them for 15-25 years now.

Yes, you can look at the machine code. But it is rarely a help.
Symbolic debugging is a lot more important.

-- mrr

---

Subject: Re: New HD
Posted by Ahem A Rivet's Shot on Thu, 11 Apr 2013 16:15:57 GMT
View Forum Message <> Reply to Message

On 11 Apr 2013 14:02:25 GMT
jmfbahciv <See.above@aol.com> wrote:

> Scott Lurndal wrote:

>> GDB and every other debugger out there today allow
>> "one to really be able to see what's happening at the machine level".
>
> But it's not the norm. So the person can easily forget the machine
> language which causes a delay in getting the debugging done if s/he
> does have to look at the machine code.

No it's not the norm, mainly because nearly all problems get
resolved without descending to that level - even in OS code. The main
reason for this is probably that compilers are now very reliable. It's
been a *long* time since I've had to chase a problem through to a code
generation error.

--
Steve O'Hara-Smith | Directable Mirror Arrays
C:>WIN | A better way to focus the sun
The computer obeys and wins. | licences available see
You lose and Bill collects. | http://www.sohara.org/

---

Subject: Re: New HD
Posted by Dan Espen on Thu, 11 Apr 2013 16:58:07 GMT
View Forum Message <> Reply to Message

Ahem A Rivet's Shot <steveo@eircom.net> writes:

> On 11 Apr 2013 14:02:25 GMT
> jmfbahciv <See.above@aol.com> wrote:
>
>> Scott Lurndal wrote:
>
>>> GDB and every other debugger out there today allow
>>> "one to really be able to see what's happening at the machine level".
>>
>> But it's not the norm. So the person can easily forget the machine
>> language which causes a delay in getting the debugging done if s/he
>> does have to look at the machine code.
>
> No it's not the norm, mainly because nearly all problems get
> resolved without descending to that level - even in OS code. The main
> reason for this is probably that compilers are now very reliable. It's
> been a *long* time since I've had to chase a problem through to a code
> generation error.

As Seymour[1] recently pointed out, the usage of low level debuggers (Machine Instruction and Register Level) is still common on IBM mainframes.

A new commercial one was just announced.

I support a home-grown one myself.

I'm not going to pretend to know what the "norm" is.

[1] - Sorry, your "preferred" name is beyond my spelling capabilities.

--
Dan Espen

---

Subject: Re: New HD
Posted by Rod Speed on Thu, 11 Apr 2013 18:46:17 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004DA15272190BE@users-ibook-g4-6.unknown.dom...
> Scott Lurndal wrote:
>> jmfbahciv <See.above@aol.com> writes:
>>> Morten Reistad wrote:
>>>> In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>>>> jmfbahciv <See.above@aol.com> wrote:
>>>> >Scott Lurndal wrote:
>>>> >> Dan Espen <despen@verizon.net> writes:
>>>> >>>Patrick Scheible <kkt@zipcon.net> writes:
>>>> >>
>>>> >>>> People today are almost all programming in high level languages, so
>>>> >>>> being able to see the machine instructions would not as much of a
>>>> >>>> help
>>>> >>>> as when programming was done in assembler.
>>>> >>>
>>>> >>>But something like gdb in conjunction with C would be the "equivalent
>>>> >>>of
>>>> >>>DDT".
>>>> >>
>>>> >> Between lint, gdb, gprof, cppcheck and valgrind one has considerably
>>> greater
>>>> >> debug capabilities than were ever provided by DDT. Similar
>>>> >> capabilities
>>> are
>>>> >> provided by all the modern program development environments
>>>> >> regardless
> of
>>>> >> platform or OS.
>>>> >
>>>> >Exactly. YOu can't do it with one tool. We could do it all with one
> small
>>>> >debugger.
>>>>
>>>> Barb, you are left behind. As much as I love the terseness and
>>>> functions
>>>> of DDT, I must admit that gdb and several other debuggers are way more
>>>> functional than DDT. Especially when it comes to handling modern,
>>>> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
>>>> lots of large systems.
>>>>
>>>> Data examination handling even very complex structs, symbolic debugging
>>>> with respect for types, profiling etc. And then there are tools that do
>>>> more, like profile for memory leaks, profile execution, inspect library
>>>> use, and lots of other very useful stuff.

>>>>
>>>>  But I still miss DDT, much for the terseness of commands.
>>>
>>> That's one of the reasons I made the comment.  The other one
>>> is being able to really see what's happening at the machine level
>>> but I do understand that 99.9% of the people don't have to care.
>>> We did have to care.
>>>
>>
>>  GDB and every other debugger out there today allow
>>  "one to really be able to see what's happening at the machine level".
>
>  But it's not the norm.  So the person can easily forget the machine
>  language which causes a delay in getting the debugging done if s/he
>  does have to look at the machine code.

Even sillier when the compiler optimises the machine code, as they ALL do
now.

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 11 Apr 2013 22:20:06 GMT
View Forum Message <> Reply to Message

In article <20130411171557.d2c625a869271aad4927801e@eircom.net>,
Ahem A Rivet's Shot  <steveo@eircom.net> wrote:
> On 11 Apr 2013 14:02:25 GMT
> jmfbahciv <See.above@aol.com> wrote:
>
>>  Scott Lurndal wrote:
>
>>>  GDB and every other debugger out there today allow
>>>  "one to really be able to see what's happening at the machine level".
>>
>>  But it's not the norm.  So the person can easily forget the machine
>>  language which causes a delay in getting the debugging done if s/he
>>  does have to look at the machine code.
>
>  No it's not the norm, mainly because nearly all problems get
> resolved without descending to that level - even in OS code. The main
> reason for this is probably that compilers are now very reliable. It's
> been a *long* time since I've had to chase a problem through to a code
> generation error.

And the code generation errors / issues I have seen the last two
decades have all gone away with lower optimization levels for the
compiler. The reason for "issues" in the last sentence has to do
with the interaction of reordering of instructions on high optimization

levels and concurrent thread issues. Not a code generation "error"
per se, and not amenable to DDT style debugging either.

-- mrr

---

Subject: Re: New HD
Posted by Shmuel (Seymour J.) M on Fri, 12 Apr 2013 03:13:38 GMT
View Forum Message <> Reply to Message

In <icvc7tvwbk.fsf@home.home>, on 04/11/2013
at 12:58 PM, Dan Espen <despen@verizon.net> said:

> I'm not going to pretend to know what the "norm" is.

TSO TEST <g, d & r>[1]

> [1] - Sorry, your "preferred" name is beyond my spelling
> capabilities.

Actually, I answer to either Shmuel or Seymour. I try to remember to
use C&P when referring to another poster, although I slip from time to
time.

[1] In this case, the R may not be running.

--
Shmuel (Seymour J.) Metz, SysProg and JOAT <http://patriot.net/~shmuel>

Unsolicited bulk E-mail subject to legal action. I reserve the
right to publicly post or ridicule any abusive E-mail. Reply to
domain Patriot dot net user shmuel+news to contact me. Do not
reply to spamtrap@library.lspace.org

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 12 Apr 2013 14:35:44 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
> "jmfbahciv" <See.above@aol.com> wrote in message
> news:PM0004DA15272190BE@users-ibook-g4-6.unknown.dom...
>> Scott Lurndal wrote:
>>> jmfbahciv <See.above@aol.com> writes:

>>>> Morten Reistad wrote:
>>>> > In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>>>> > jmfbahciv  <See.above@aol.com> wrote:
>>>> >>Scott Lurndal wrote:
>>>> >>> Dan Espen <despen@verizon.net> writes:
>>>> >>>>Patrick Scheible <kkt@zipcon.net> writes:
>>>> >>>
>>>> >>>>> People today are almost all programming in high level languages, so
>>>> >>>>> being able to see the machine instructions would not as much of a
>>>> >>>>> help
>>>> >>>>> as when programming was done in assembler.
>>>> >>>>
>>>> >>>>But something like gdb in conjunction with C would be the "equivalent
>>>> >>>>of
>>>> >>>>DDT".
>>>> >>>
>>>> >>> Between lint, gdb, gprof, cppcheck and valgrind one has considerably
>>>> greater
>>>> >>> debug capabilities than were ever provided by DDT.  Similar
>>>> >>> capabilities
>>>> are
>>>> >>> provided by all the modern program development environments
>>>> >>> regardless
>>  of
>>>> >>> platform or OS.
>>>> >>
>>>> >>Exactly.  YOu can't do it with one tool.  We could do it all with one
>>  small
>>>> >>debugger.
>>>> >
>>>> > Barb, you are left behind. As much as I love the terseness and
>>>> > functions
>>>> > of DDT, I must admit that gdb and several other debuggers are way more
>>>> > functional than DDT. Especially when it comes to handling modern,
>>>> > "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
>>>> > lots of large systems.
>>>> >
>>>> > Data examination handling even very complex structs, symbolic debugging
>>>> > with respect for types, profiling etc. And then there are tools that do
>>>> > more, like profile for memory leaks, profile execution, inspect library
>>>> > use, and lots of other very useful stuff.
>>>> >
>>>> > But I still miss DDT, much for the terseness of commands.
>>>>
>>>> That's one of the reasons I made the comment.  The other one
>>>> is being able to really see what's happening at the machine level
>>>> but I do understand that 99.9% of the people don't have to care.
>>>> We did have to care.

>>>>
>>>
>>> GDB and every other debugger out there today allow
>>> "one to really be able to see what's happening at the machine level".
>>
>> But it's not the norm. So the person can easily forget the machine
>> language which causes a delay in getting the debugging done if s/he
>> does have to look at the machine code.
>
> Even sillier when the compiler optimises the machine code, as they ALL do
> now.

You think that optimizing code makes bugs go away?!!!

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Fri, 12 Apr 2013 14:36:05 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <20130411171557.d2c625a869271aad4927801e@eircom.net>,
> Ahem A Rivet's Shot <steveo@eircom.net> wrote:
>> On 11 Apr 2013 14:02:25 GMT
>> jmfbahciv <See.above@aol.com> wrote:
>>
>>> Scott Lurndal wrote:
>>
>>>> GDB and every other debugger out there today allow
>>>> "one to really be able to see what's happening at the machine level".
>>>
>>> But it's not the norm. So the person can easily forget the machine
>>> language which causes a delay in getting the debugging done if s/he
>>> does have to look at the machine code.
>>
>> No it's not the norm, mainly because nearly all problems get
>> resolved without descending to that level - even in OS code. The main
>> reason for this is probably that compilers are now very reliable. It's
>> been a *long* time since I've had to chase a problem through to a code
>> generation error.
>
> And the code generation errors / issues I have seen the last two
> decades have all gone away with lower optimization levels for the
> compiler. The reason for "issues" in the last sentence has to do
> with the interaction of reordering of instructions on high optimization
> levels and concurrent thread issues. Not a code generation "error"
> per se, and not amenable to DDT style debugging either.

The only way we could examine those kinds of bugs was with EDDT and, sometimes, address break.

/BAH

---

Subject: Re: New HD
Posted by scott on Fri, 12 Apr 2013 15:03:17 GMT
View Forum Message <> Reply to Message

jmfbahciv <See.above@aol.com> writes:
> Rod Speed wrote:

>> Even sillier when the compiler optimises the machine code, as they ALL do
>> now.
>
> You think that optimizing code makes bugs go away?!!!

No, it means the generated object code bears little resemblance to the corresponding source code. It may be moved, elided or transformed in such a way as to make it incredibly difficult to debug at the machine level.

---

Subject: Re: New HD
Posted by Charlie Gibbs on Fri, 12 Apr 2013 16:58:14 GMT
View Forum Message <> Reply to Message

In article <PM0004DA296B133438@aca2db1d.ipt.aol.com>, See.above@aol.com (jmfbahciv) writes:

> Rod Speed wrote:
>
>> Even sillier when the compiler optimises the machine code, as they
>> ALL do now.
>
> You think that optimizing code makes bugs go away?!!!

Sometimes it puts some in.

--
/~\ cgibbs@kltpzyxm.invalid (Charlie Gibbs)
\ / I'm really at ac.dekanfrus if you read it the right way.
X Top-posted messages will probably be ignored. See RFC1855.
/ \ HTML will DEFINITELY be ignored. Join the ASCII ribbon campaign!

---

Subject: Re: New HD
Posted by Bill Leary on Fri, 12 Apr 2013 17:28:50 GMT
View Forum Message <> Reply to Message

"Scott Lurndal"  wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>  jmfbahciv <See.above@aol.com> writes:
>>  Rod Speed wrote:
>>>  Even sillier when the compiler optimises the machine code, as they ALL
>>>  do
>>>  now.
>>
>>  You think that optimizing code makes bugs go away?!!!
>
>  No, it means the generated object code bears little resemblance
>  to the corresponding source code.  It may be moved, elided or
>  transformed in such a way as to make it incredibly difficult to
>  debug at the machine level.

I'll second that.  I had the experience of debugging some Itanium C code at
the assembler level.  Even without optimization on, it was an adventure.
With optimization on it took on whole new dimensions.

- Bill

---

Subject: Re: New HD
Posted by Morten Reistad on Fri, 12 Apr 2013 17:35:19 GMT
View Forum Message <> Reply to Message

In article <PM0004DA296B133438@aca2db1d.ipt.aol.com>,
jmfbahciv  <See.above@aol.com> wrote:
> Rod Speed wrote:
>>
>>
>>  "jmfbahciv" <See.above@aol.com> wrote in message
>>  news:PM0004DA15272190BE@users-ibook-g4-6.unknown.dom...
>>>  Scott Lurndal wrote:
>>>>  jmfbahciv <See.above@aol.com> writes:

>>>  small
>>>> >>>debugger.
>>>> >>
>>>> >> Barb, you are left behind. As much as I love the terseness and
>>>> >> functions
>>>> >> of DDT, I must admit that gdb and several other debuggers are way more
>>>> >> functional than DDT. Especially when it comes to handling modern,
>>>> >> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
>>>> >> lots of large systems.

>>>> >>
>>>> >> Data examination handling even very complex structs, symbolic debugging
>>>> >> with respect for types, profiling etc. And then there are tools that do
>>>> >> more, like profile for memory leaks, profile execution, inspect library
>>>> >> use, and lots of other very useful stuff.
>>>> >>
>>>> >> But I still miss DDT, much for the terseness of commands.
>>>> >
>>>> >That's one of the reasons I made the comment. The other one
>>>> >is being able to really see what's happening at the machine level
>>>> >but I do understand that 99.9% of the people don't have to care.
>>>> >We did have to care.
>>>> >
>>>>
>>>> GDB and every other debugger out there today allow
>>>> "one to really be able to see what's happening at the machine level".
>>>
>>> But it's not the norm. So the person can easily forget the machine
>>> language which causes a delay in getting the debugging done if s/he
>>> does have to look at the machine code.
>>
>> Even sillier when the compiler optimises the machine code, as they ALL do
>> now.
>
> You think that optimizing code makes bugs go away?!!!

No, but they make the resulting machine code pretty near unreadable. It makes
a lot more sense to build with -g3 -ggdb -O0 sometimes, and see that the
behaviour is unchanged (except for the speed, which can be half).

-- mrr

---

Subject: Re: New HD
Posted by scott on Fri, 12 Apr 2013 17:56:56 GMT
View Forum Message <> Reply to Message

"Bill Leary" <Bill_Leary@msn.com> writes:
> "Scott Lurndal" wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>> jmfbahciv <See.above@aol.com> writes:
>>> Rod Speed wrote:
>>>> Even sillier when the compiler optimises the machine code, as they ALL
>>>> do
>>>> now.
>>>
>>> You think that optimizing code makes bugs go away?!!!
>>
>> No, it means the generated object code bears little resemblance

>> to the corresponding source code. It may be moved, elided or
>> transformed in such a way as to make it incredibly difficult to
>> debug at the machine level.
>
> I'll second that. I had the experience of debugging some Itanium C code at
> the assembler level. Even without optimization on, it was an adventure.
> With optimization on it took on whole new dimensions.
>

An epic problem, so to speak.

scott

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 12 Apr 2013 18:01:48 GMT
View Forum Message <> Reply to Message

"Bill Leary" <Bill_Leary@msn.com> writes:

> "Scott Lurndal" wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>> jmfbahciv <See.above@aol.com> writes:
>>> Rod Speed wrote:
>>>> Even sillier when the compiler optimises the machine code, as they
>>>> ALL do
>>>> now.
>>>
>>> You think that optimizing code makes bugs go away?!!!
>>
>> No, it means the generated object code bears little resemblance
>> to the corresponding source code. It may be moved, elided or
>> transformed in such a way as to make it incredibly difficult to
>> debug at the machine level.
>
> I'll second that. I had the experience of debugging some Itanium C
> code at the assembler level. Even without optimization on, it was an
> adventure. With optimization on it took on whole new dimensions.

On z/OS with the optimizer on, you can still request an Assembler
Listing (PL/I, C, C++ and I'm quite sure COBOL).

One of the nice things about the listing is that each assembler line has
the source line number next to it. So the lines are not in order, or
even all together, but you can easily spot all the lines generated
for a given source statement.

Yes, I have found quite a few compiler bugs using the assembler listing.

It can be difficult, but I wouldn't say incredibly difficult.

The little I know about Itanium leads me to believe that Itanium
optimized code might be quite a bit harder to follow.

--
Dan Espen

---

Subject: Re: New HD
Posted by Walter Bushell on Fri, 12 Apr 2013 18:02:00 GMT
View Forum Message <> Reply to Message

In article <mhpj3a-lvm.ln1@wair.reistad.name>,
 Morten Reistad <first@last.name> wrote:

> And the code generation errors / issues I have seen the last two
> decades have all gone away with lower optimization levels for the
> compiler. The reason for "issues" in the last sentence has to do
> with the interaction of reordering of instructions on high optimization
> levels and concurrent thread issues. Not a code generation "error"
> per se, and not amenable to DDT style debugging either.
>
> -- mrr

Quite with floating point optimizations can remove careful numerical
analysis.

--
Gambling with Other People's Money is the meth of the fiscal industry.
 me -- in the spirit of Karl and Groucho Marx

---

Subject: Re: New HD
Posted by scott on Fri, 12 Apr 2013 18:09:27 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> "Bill Leary" <Bill_Leary@msn.com> writes:
>
>> "Scott Lurndal" wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>>> jmfbahciv <See.above@aol.com> writes:
>>>> Rod Speed wrote:
>>>> > Even sillier when the compiler optimises the machine code, as they
>>>> > ALL do
>>>> > now.
>>>>

>>>>  You think that optimizing code makes bugs go away?!!!
>>>
>>>  No, it means the generated object code bears little resemblance
>>>  to the corresponding source code.  It may be moved, elided or
>>>  transformed in such a way as to make it incredibly difficult to
>>>  debug at the machine level.
>>
>>  I'll second that.  I had the experience of debugging some Itanium C
>>  code at the assembler level.  Even without optimization on, it was an
>>  adventure. With optimization on it took on whole new dimensions.
>
> On z/OS with the optimizer on, you can still request an Assembler
> Listing (PL/I, C, C++ and I'm quite sure COBOL).

And you can use 'objdump -CdS' to get the equivalent with any
compiler in the GNU Compiler Collection.  Alas, it is still difficult
when high-optimization levels are chosen to associate fragments of
machine code to source.

> The little I know about Itanium leads me to believe that Itanium
> optimized code might be quite a bit harder to follow.
>

EPICally hard, so to speak.

scott

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 12 Apr 2013 18:36:43 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

>  Dan Espen <despen@verizon.net> writes:
>> "Bill Leary" <Bill_Leary@msn.com> writes:
>>
>>>  "Scott Lurndal"  wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>>>>  jmfbahciv <See.above@aol.com> writes:
>>>> > Rod Speed wrote:
>>>> >> Even sillier when the compiler optimises the machine code, as they
>>>> >> ALL do
>>>> >> now.
>>>> >
>>>> > You think that optimizing code makes bugs go away?!!!
>>>>
>>>>  No, it means the generated object code bears little resemblance

>>>> to the corresponding source code. It may be moved, elided or
>>>> transformed in such a way as to make it incredibly difficult to
>>>> debug at the machine level.
>>>
>>> I'll second that. I had the experience of debugging some Itanium C
>>> code at the assembler level. Even without optimization on, it was an
>>> adventure. With optimization on it took on whole new dimensions.
>>
>> On z/OS with the optimizer on, you can still request an Assembler
>> Listing (PL/I, C, C++ and I'm quite sure COBOL).
>
> And you can use 'objdump -CdS' to get the equivalent with any
> compiler in the GNU Compiler Collection. Alas, it is still difficult
> when high-optimization levels are chosen to associate fragments of
> machine code to source.

That's a new one on me.

Looks like you can compile with -O3 and -g and get reasonably good
information too.

```
08048300 <main>:
#include <stdio.h>
int main()
{
 8048300: 55                    push %ebp
 8048301: 89 e5                 mov  %esp,%ebp
 8048303: 83 e4 f0              and  $0xfffffff0,%esp
 8048306: 83 ec 10              sub  $0x10,%esp
  int a;
  printf("hello.world");
 8048309: c7 04 24 c4 84 04 08 movl $0x80484c4,(%esp)
 8048310: e8 bb ff ff ff        call 80482d0 <printf@plt>
  a++;
  printf("a is %d\n",a);
 8048315: c7 44 24 04 01 00 00 movl $0x1,0x4(%esp)
 804831c: 00
 804831d: c7 04 24 d0 84 04 08 movl $0x80484d0,(%esp)
 8048324: e8 a7 ff ff ff        call 80482d0 <printf@plt>
```

The IBM compilers refuse to add debug information (symbols) when
the optimizer is used.

--
Dan Espen

Subject: Re: New HD
Posted by Rod Speed on Fri, 12 Apr 2013 18:48:14 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004DA296B133438@aca2db1d.ipt.aol.com...
> Rod Speed wrote:
>>
>>
>> "jmfbahciv" <See.above@aol.com> wrote in message
>> news:PM0004DA15272190BE@users-ibook-g4-6.unknown.dom...
>>> Scott Lurndal wrote:
>>>> jmfbahciv <See.above@aol.com> writes:
>>>> >Morten Reistad wrote:
>>>> >> In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>>>> >> jmfbahciv <See.above@aol.com> wrote:
>>>> >>>Scott Lurndal wrote:
>>>> >>>> Dan Espen <despen@verizon.net> writes:
>>>> >>>>>Patrick Scheible <kkt@zipcon.net> writes:
>>>> >>>>
>>>> >>>>>> People today are almost all programming in high level languages,
>>>> >>>>>> so
>>>> >>>>>> being able to see the machine instructions would not as much of a
>>>> >>>>>> help
>>>> >>>>>> as when programming was done in assembler.
>>>> >>>>>
>>>> >>>>>But something like gdb in conjunction with C would be the
>>>> >>>>>"equivalent
>>>> >>>>>of
>>>> >>>>>DDT".
>>>> >>>>
>>>> >>>> Between lint, gdb, gprof, cppcheck and valgrind one has
>>>> >>>> considerably
>>>> >>>>greater
>>>> >>>> debug capabilities than were ever provided by DDT. Similar
>>>> >>>> capabilities
>>>> >>>>are
>>>> >>>> provided by all the modern program development environments
>>>> >>>> regardless
>>> of
>>>> >>>> platform or OS.
>>>> >>>
>>>> >>>Exactly. YOu can't do it with one tool. We could do it all with one
>>> small
>>>> >>>debugger.
>>>> >>
>>>> >> Barb, you are left behind. As much as I love the terseness and
>>>> >> functions
>>>> >> of DDT, I must admit that gdb and several other debuggers are way

>>>> >> more
>>>> >> functional than DDT. Especially when it comes to handling modern,
>>>> >> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see
>>>> >> in
>>>> >> lots of large systems.
>>>> >>
>>>> >> Data examination handling even very complex structs, symbolic
>>>> >> debugging
>>>> >> with respect for types, profiling etc. And then there are tools that
>>>> >> do
>>>> >> more, like profile for memory leaks, profile execution, inspect
>>>> >> library
>>>> >> use, and lots of other very useful stuff.
>>>> >>
>>>> >> But I still miss DDT, much for the terseness of commands.
>>>> >
>>>> >That's one of the reasons I made the comment.  The other one
>>>> >is being able to really see what's happening at the machine level
>>>> >but I do understand that 99.9% of the people don't have to care.
>>>> >We did have to care.
>>>> >
>>>>
>>>>  GDB and every other debugger out there today allow
>>>>  "one to really be able to see what's happening at the machine level".
>>>
>>>  But it's not the norm.  So the person can easily forget the machine
>>>  language which causes a delay in getting the debugging done if
>>>  s/he does have to look at the machine code.

>>  Even sillier when the compiler optimises the machine code, as they ALL do
>>  now.
>
>  You think that optimizing code makes bugs go away?!!!

No, I realise that its perfectly possible to debug at the hll language
level and its stupid to be claiming that that can only be done at the
machine code level.

---

Subject: Re: New HD
Posted by scott on Fri, 12 Apr 2013 20:28:32 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> scott@slp53.sl.home (Scott Lurndal) writes:
>
>>  Dan Espen <despen@verizon.net> writes:
>>> "Bill Leary" <Bill_Leary@msn.com> writes:

>>>
>>>>  "Scott Lurndal"  wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >> Rod Speed wrote:
>>>> >>> Even sillier when the compiler optimises the machine code, as they
>>>> >>> ALL do
>>>> >>> now.
>>>> >>
>>>> >> You think that optimizing code makes bugs go away?!!!
>>>> >
>>>> > No, it means the generated object code bears little resemblance
>>>> > to the corresponding source code.   It may be moved, elided or
>>>> > transformed in such a way as to make it incredibly difficult to
>>>> > debug at the machine level.
>>>>
>>>>  I'll second that.  I had the experience of debugging some Itanium C
>>>>  code at the assembler level.  Even without optimization on, it was an
>>>>  adventure. With optimization on it took on whole new dimensions.
>>>
>>> On z/OS with the optimizer on, you can still request an Assembler
>>> Listing (PL/I, C, C++ and I'm quite sure COBOL).
>>
>>  And you can use 'objdump -CdS' to get the equivalent with any
>>  compiler in the GNU Compiler Collection.   Alas, it is still difficult
>>  when high-optimization levels are chosen to associate fragments of
>>  machine code to source.
>
> That's a new one on me.
>
> Looks like you can compile with -O3 and -g and get reasonably good
> information too.
>

FSVO reasonable.   You'll admit, I'm sure, that this is a rather
trival example program.

```
> 08048300 <main>:
> #include <stdio.h>
> int main()
> {
>  8048300: 55                push %ebp
>  8048301: 89 e5             mov  %esp,%ebp
>  8048303: 83 e4 f0          and  $0xfffffff0,%esp
>  8048306: 83 ec 10          sub  $0x10,%esp
>   int a;
>   printf("hello.world");
>  8048309: c7 04 24 c4 84 04 08 movl $0x80484c4,(%esp)
>  8048310: e8 bb ff ff ff      call 80482d0 <printf@plt>
```

```
>   a++;
>   printf("a is %d\n",a);
>  8048315: c7 44 24 04 01 00 00 movl $0x1,0x4(%esp)
>  804831c: 00
>  804831d: c7 04 24 d0 84 04 08 movl $0x80484d0,(%esp)
>  8048324: e8 a7 ff ff ff       call 80482d0 <printf@plt>
>
```

Once you start adding inline functions, virtual functions (C++)
and especially STL, things get much more interesting.

e.g.

```
    tm_running = true;
  481975:       c6 85 18 01 00 00 01    movb   $0x1,0x118(%rbp)
 * Wait for the condition variable to be signalled or the timeout to expire.
 */
inline int
c_condition::timedwait(c_lock *lockp, struct timespec *tmo)
{
    return pthread_cond_timedwait(&cv_wait, &lockp->l_lock, tmo);
  48197c:       48 8d 85 d8 00 00 00    lea    0xd8(%rbp),%rax
            tm_waittime.tv_sec =  tv.tv_sec + 600;
            tm_waittime.tv_nsec = 0;
        } else {
            c_timer *tp = (c_timer *)tm_timers.flink();

            tm_waittime.tv_sec =  (tp->t_timeout / 1000000000ull);
  481983:       49 be 53 5a 9b a0 2f    mov    $0x44b82fa09b5a53,%r14
  48198a:       b8 44 00
    tm_running = true;

    while (tm_running) {
        int diag;

        diag = tm_wait.timedwait(&t_threadlock, &tm_waittime);
  48198d:       48 89 54 24 20          mov    %rdx,0x20(%rsp)
                    callbacks.insert(tp);
                }
            }
        } else {
            tm_logger->log("%s Unexpected error from timedwait: %s\n",
                        tm_subsys, strerror(errno));
  481992:       48 8d 95 a8 00 00 00    lea    0xa8(%rbp),%rdx
  481999:       48 89 44 24 18          mov    %rax,0x18(%rsp)
  48199e:       48 89 54 24 28          mov    %rdx,0x28(%rsp)
        tm_waittime.tv_nsec = (tp->t_timeout % 1000000000ull);
    }
```

```
  tm_running = true;

  while (tm_running) {
4819a3:       0f b6 85 18 01 00 00    movzbl 0x118(%rbp),%eax
4819aa:       84 c0                   test   %al,%al
4819ac:       0f 84 7d 01 00 00       je     481b2f <c_timer_manager::run()+0x25f>
4819b2:       66 0f 1f 44 00 00       nopw   0x0(%rax,%rax,1)
4819b8:       48 8b 54 24 20          mov    0x20(%rsp),%rdx
4819bd:       48 8b 7c 24 18          mov    0x18(%rsp),%rdi
4819c2:       4c 89 ee                mov    %r13,%rsi
4819c5:       e8 c6 19 f9 ff          callq  413390 <pthread_cond_timedwait@plt>
```

---

Subject: Re: New HD
Posted by Dan Espen on Fri, 12 Apr 2013 20:50:29 GMT
View Forum Message <> Reply to Message

scott@slp53.sl.home (Scott Lurndal) writes:

> Dan Espen <despen@verizon.net> writes:
>> scott@slp53.sl.home (Scott Lurndal) writes:
>>
>>> Dan Espen <despen@verizon.net> writes:
>>>> "Bill Leary" <Bill_Leary@msn.com> writes:
>>>>
>>>> > "Scott Lurndal" wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>>>> >> jmfbahciv <See.above@aol.com> writes:
>>>> >>> Rod Speed wrote:
>>>> >>>> Even sillier when the compiler optimises the machine code, as they
>>>> >>>> ALL do
>>>> >>>> now.
>>>> >>>
>>>> >>> You think that optimizing code makes bugs go away?!!!
>>>> >>
>>>> >> No, it means the generated object code bears little resemblance
>>>> >> to the corresponding source code. It may be moved, elided or
>>>> >> transformed in such a way as to make it incredibly difficult to
>>>> >> debug at the machine level.
>>>> >
>>>> > I'll second that. I had the experience of debugging some Itanium C
>>>> > code at the assembler level. Even without optimization on, it was an
>>>> > adventure. With optimization on it took on whole new dimensions.
>>>>
>>>> On z/OS with the optimizer on, you can still request an Assembler
>>>> Listing (PL/I, C, C++ and I'm quite sure COBOL).
>>>
>>> And you can use 'objdump -CdS' to get the equivalent with any

```
>>>  compiler in the GNU Compiler Collection.   Alas, it is still difficult
>>>  when high-optimization levels are chosen to associate fragments of
>>>  machine code to source.
>>
>> That's a new one on me.
>>
>> Looks like you can compile with -O3 and -g and get reasonably good
>> information too.
>>
>
>  FSVO reasonable.   You'll admit, I'm sure, that this is a rather
>  trival example program.
>
>> 08048300 <main>:
>> #include <stdio.h>
>> int main()
>> {
>>  8048300: 55                    push %ebp
>>  8048301: 89 e5                 mov  %esp,%ebp
>>  8048303: 83 e4 f0              and  $0xfffffff0,%esp
>>  8048306: 83 ec 10              sub  $0x10,%esp
>>   int a;
>>   printf("hello.world");
>>  8048309: c7 04 24 c4 84 04 08 movl $0x80484c4,(%esp)
>>  8048310: e8 bb ff ff ff       call 80482d0 <printf@plt>
>>   a++;
>>   printf("a is %d\n",a);
>>  8048315: c7 44 24 04 01 00 00 movl $0x1,0x4(%esp)
>>  804831c: 00
>>  804831d: c7 04 24 d0 84 04 08 movl $0x80484d0,(%esp)
>>  8048324: e8 a7 ff ff ff       call 80482d0 <printf@plt>
>>
>
>  Once you start adding inline functions, virtual functions (C++)
>  and especially STL, things get much more interesting.
>
>  e.g.
>
>     tm_running = true;
>    481975:       c6 85 18 01 00 00 01    movb   $0x1,0x118(%rbp)
>   * Wait for the condition variable to be signalled or the timeout to expire.
>   */
>  inline int
>  c_condition::timedwait(c_lock *lockp, struct timespec *tmo)
>  {
>     return pthread_cond_timedwait(&cv_wait, &lockp->l_lock, tmo);
>    48197c:       48 8d 85 d8 00 00 00    lea    0xd8(%rbp),%rax
>             tm_waittime.tv_sec =  tv.tv_sec + 600;
```

```
>            tm_waittime.tv_nsec = 0;
>         } else {
>            c_timer *tp = (c_timer *)tm_timers.flink();
>
>            tm_waittime.tv_sec =  (tp->t_timeout / 1000000000ull);
>    481983:       49 be 53 5a 9b a0 2f    mov    $0x44b82fa09b5a53,%r14
>    48198a:       b8 44 00
```

That's weird, looks like  lots of code has been optimized away?

```
>      tm_running = true;
>
>      while (tm_running) {
>         int diag;
>
>         diag = tm_wait.timedwait(&t_threadlock, &tm_waittime);
>    48198d:       48 89 54 24 20          mov    %rdx,0x20(%rsp)
```

Same here, no loop apparent.

```
>                     callbacks.insert(tp);
>                  }
>               }
>            } else {
>               tm_logger->log("%s Unexpected error from timedwait: %s\n",
>                              tm_subsys, strerror(errno));
>    481992:       48 8d 95 a8 00 00 00    lea    0xa8(%rbp),%rdx
>    481999:       48 89 44 24 18          mov    %rax,0x18(%rsp)
>    48199e:       48 89 54 24 28          mov    %rdx,0x28(%rsp)
>         tm_waittime.tv_nsec = (tp->t_timeout % 1000000000ull);
>      }
>
>      tm_running = true;
>
>      while (tm_running) {
>    4819a3:       0f b6 85 18 01 00 00    movzbl 0x118(%rbp),%eax
>    4819aa:       84 c0                   test   %al,%al
>    4819ac:       0f 84 7d 01 00 00       je     481b2f <c_timer_manager::run()+0x25f>
>    4819b2:       66 0f 1f 44 00 00       nopw   0x0(%rax,%rax,1)
>    4819b8:       48 8b 54 24 20          mov    0x20(%rsp),%rdx
>    4819bd:       48 8b 7c 24 18          mov    0x18(%rsp),%rdi
>    4819c2:       4c 89 ee                mov    %r13,%rsi
>    4819c5:       e8 c6 19 f9 ff          callq  413390 <pthread_cond_timedwait@plt>
```

Here's the call from the return up top,
looks like it doesn't really get the code and the source to match up.

With the IBM approach, every Assembler instruction relates back to

some source statement.  It may be that a given assembler instruction
serves more than one source line but it does a reasonable job.

Here it looks more like a half-hearted attempt and it doesn't look like
it can deal with code relocated.

--
Dan Espen

---

Subject: Re: New HD
Posted by scott on Fri, 12 Apr 2013 21:15:36 GMT
View Forum Message <> Reply to Message

Dan Espen <despen@verizon.net> writes:
> scott@slp53.sl.home (Scott Lurndal) writes:
>
 <snip>
>>
>>  tm_waittime.tv_sec =  (tp->t_timeout / 1000000000ull);
>>  481983:  49 be 53 5a 9b a0 2f  mov  $0x44b82fa09b5a53,%r14
>>  48198a:  b8 44 00
>
> That's weird, looks like  lots of code has been optimized away?
>
>>  tm_running = true;
>>
>>  while (tm_running) {
>>  int diag;
>>
>>  diag = tm_wait.timedwait(&t_threadlock, &tm_waittime);
>>  48198d:  48 89 54 24 20  mov  %rdx,0x20(%rsp)
>
> Same here, no loop apparent.
>
>>  callbacks.insert(tp);
  <snip>
>>  while (tm_running) {
>>  4819a3:  0f b6 85 18 01 00 00  movzbl 0x118(%rbp),%eax
>>  4819aa:  84 c0  test  %al,%al
>>  4819ac:  0f 84 7d 01 00 00  je  481b2f <c_timer_manager::run()+0x25f>
>>  4819b2:  66 0f 1f 44 00 00  nopw  0x0(%rax,%rax,1)
>>  4819b8:  48 8b 54 24 20  mov  0x20(%rsp),%rdx
>>  4819bd:  48 8b 7c 24 18  mov  0x18(%rsp),%rdi
>>  4819c2:  4c 89 ee  mov  %r13,%rsi
>>  4819c5:  e8 c6 19 f9 ff  callq  413390 <pthread_cond_timedwait@plt>
>
> Here's the call from the return up top,

> looks like it doesn't really get the code and the source to match up.

GCC generally moves loop conditions to the end of the loop, as you've seen here.

Very agressive optimizations often result in significant code movement.

>
> With the IBM approach, every Assembler instruction relates back to
> some source statement.  It may be that a given assembler instruction
> serves more than one source line but it does a reasonable job.
>
> Here it looks more like a half-hearted attempt and it doesn't look like
> it can deal with code relocated.

It's a bit more complicated once inline functions are included, but yes, there's not quite enough information kept in the dwarf sections for a 1-1 mapping of assembler to HLL code.

scott

---

Subject: Re: New HD
Posted by Charles Richmond on Fri, 12 Apr 2013 21:38:31 GMT
View Forum Message <> Reply to Message

"Bill Leary" <Bill_Leary@msn.com> wrote in message news:IvqdnW9AWoT22fXMnZ2dnUVZ_hCdnZ2d@giganews.com...
>  "Scott Lurndal"  wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>>  jmfbahciv <See.above@aol.com> writes:
>>>  Rod Speed wrote:
>>>>  Even sillier when the compiler optimises the machine code, as they ALL
>>>>  do
>>>>  now.
>>>
>>>  You think that optimizing code makes bugs go away?!!!
>>
>>  No, it means the generated object code bears little resemblance
>>  to the corresponding source code.  It may be moved, elided or
>>  transformed in such a way as to make it incredibly difficult to
>>  debug at the machine level.
>
>  I'll second that.  I had the experience of debugging some Itanium C code
>  at the assembler level.  Even without optimization on, it was an
>  adventure. With optimization on it took on whole new dimensions.
>

I do *not* know much about Itanium architecture,  but some of the things

done with RISC machine language is bazarre IMHO.

--

numerist at aquaporin4 dot com

---

Subject: Re: New HD
Posted by Bill Leary on Fri, 12 Apr 2013 23:53:00 GMT
View Forum Message <> Reply to Message

"Scott Lurndal"  wrote in message news:IVX9t.105414$_x1.10183@fed04.iad...
>  "Bill Leary" <Bill_Leary@msn.com> writes:
>> "Scott Lurndal"  wrote in message news:VmV9t.105771$d97.48500@fed16.iad...
>>>  ((..omitted..))
>>>  No, it means the generated object code bears little resemblance
>>>  to the corresponding source code.  It may be moved, elided or
>>>  transformed in such a way as to make it incredibly difficult to
>>>  debug at the machine level.
>>
>> I'll second that.  I had the experience of debugging some Itanium C code
>> at
>> the assembler level.  Even without optimization on, it was an adventure.
>> With optimization on it took on whole new dimensions.
>
>  An epic problem, so to speak.

Yes, thank you.  That's more the word I was looking for.

- Bill

---

Subject: Re: New HD
Posted by Bill Leary on Sat, 13 Apr 2013 00:08:26 GMT
View Forum Message <> Reply to Message

"Charles Richmond"  wrote in message news:kk9unn$546$1@dont-email.me...
>  "Bill Leary" <Bill_Leary@msn.com> wrote in message
>  news:IvqdnW9AWoT22fXMnZ2dnUVZ_hCdnZ2d@giganews.com...
>>  "Scott Lurndal"  wrote in message
>>  news:VmV9t.105771$d97.48500@fed16.iad...
>>>  No, it means the generated object code bears little resemblance
>>>  to the corresponding source code.  It may be moved, elided or
>>>  transformed in such a way as to make it incredibly difficult to
>>>  debug at the machine level.
>>
>>  I'll second that.  I had the experience of debugging some Itanium C code

>> at the assembler level. Even without optimization on, it was an
>> adventure. With optimization on it took on whole new dimensions.
>>
>
> I do *not* know much about Itanium architecture, but some of the things
> done with RISC machine language is bazarre IMHO.

Ah, yes. That's a decent analogy. The only RISC I've had any contact with, and very little at that, was ARM. Now that you mention it Itanium machine/assembler has some reminiscence to (at least ARM) RISC.

- Bill

---

Subject: Re: New HD
Posted by Bill Leary on Sat, 13 Apr 2013 00:09:54 GMT
View Forum Message <> Reply to Message

"Dan Espen" wrote in message news:ichajbvd9v.fsf@home.home...
> "Bill Leary" <Bill_Leary@msn.com> writes:
>> "Scott Lurndal" wrote in message
>> news:VmV9t.105771$d97.48500@fed16.iad...
>>> No, it means the generated object code bears little resemblance
>>> to the corresponding source code. It may be moved, elided or
>>> transformed in such a way as to make it incredibly difficult to
>>> debug at the machine level.
>>
>> I'll second that. I had the experience of debugging some Itanium C
>> code at the assembler level. Even without optimization on, it was an
>> adventure. With optimization on it took on whole new dimensions.
>
> On z/OS with the optimizer on, you can still request an Assembler
> Listing (PL/I, C, C++ and I'm quite sure COBOL).
>
> One of the nice things about the listing is that each assembler line has
> the source line number next to it. So the lines are not in order, or
> even all together, but you can easily spot all the lines generated
> for a given source statement.

This assembler level debugging I was doing was with an In Target Probe which would work with the sources. It showed the C code lines before the assembler. Or, with optimization on, it USUALLY showed the C before the assembler. Sometimes you'd find two more more lines of C followed by assembler. Well, I keep saying "assembler," but more properly it was decoded machine code.

> Yes, I have found quite a few compiler bugs using the assembler listing.
>

> It can be difficult, but I wouldn't say incredibly difficult.
>
> The little I know about Itanium leads me to believe that Itanium
> optimized code might be quite a bit harder to follow.

Yes. I've done debugging of Nova, 68000, Z80, lots of x86 and a many others
at the assembler level. If all of those are "interesting," then
un-optimized Itanium code is "fascinating" and optimized code is
"mesmerizing."

- Bill

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 13 Apr 2013 14:35:25 GMT
View Forum Message <> Reply to Message

Morten Reistad wrote:
> In article <PM0004DA296B133438@aca2db1d.ipt.aol.com>,
> jmfbahciv <See.above@aol.com> wrote:
>> Rod Speed wrote:
>>>
>>>
>>> "jmfbahciv" <See.above@aol.com> wrote in message
>>> news:PM0004DA15272190BE@users-ibook-g4-6.unknown.dom...
>>>> Scott Lurndal wrote:
>>>> > jmfbahciv <See.above@aol.com> writes:
>
>>>> small
>>>> >>>>debugger.
>>>> >>>
>>>> >>> Barb, you are left behind. As much as I love the terseness and
>>>> >>> functions
>>>> >>> of DDT, I must admit that gdb and several other debuggers are way more
>>>> >>> functional than DDT. Especially when it comes to handling modern,
>>>> >>> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see in
>>>> >>> lots of large systems.
>>>> >>>
>>>> >>> Data examination handling even very complex structs, symbolic
debugging
>>>> >>> with respect for types, profiling etc. And then there are tools that
do
>>>> >>> more, like profile for memory leaks, profile execution, inspect
library
>>>> >>> use, and lots of other very useful stuff.
>>>> >>>
>>>> >>> But I still miss DDT, much for the terseness of commands.
>>>> >>

>>>> >>That's one of the reasons I made the comment.  The other one
>>>> >>is being able to really see what's happening at the machine level
>>>> >>but I do understand that 99.9% of the people don't have to care.
>>>> >>We did have to care.
>>>> >>
>>>> >
>>>> > GDB and every other debugger out there today allow
>>>> > "one to really be able to see what's happening at the machine level".
>>>>
>>>>  But it's not the norm.  So the person can easily forget the machine
>>>>  language which causes a delay in getting the debugging done if s/he
>>>>  does have to look at the machine code.
>>>
>>>  Even sillier when the compiler optimises the machine code, as they ALL do
>>>  now.
>>
>> You think that optimizing code makes bugs go away?!!!
>
>  No, but they make the resulting machine code pretty near unreadable. It
makes
>  a lot more sense to build with -g3 -ggdb -O0 sometimes, and see that the
>  behaviour is unchanged (except for the speed, which can be half).

DEC work also involved finding and fixing the bugs caused by the code
generator.  It's one of the first things to check when nothing else
is obvious.  One of the reasons we nixed a lot of MACRO-10 development
proposals was because of the problems caused by bugs in MACRO.

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 13 Apr 2013 14:35:37 GMT
View Forum Message <> Reply to Message

Rod Speed wrote:
>
>
>  "jmfbahciv" <See.above@aol.com> wrote in message
>  news:PM0004DA296B133438@aca2db1d.ipt.aol.com...
>>  Rod Speed wrote:
>>>
>>>
>>>  "jmfbahciv" <See.above@aol.com> wrote in message
>>>  news:PM0004DA15272190BE@users-ibook-g4-6.unknown.dom...
>>>>  Scott Lurndal wrote:
>>>> > jmfbahciv <See.above@aol.com> writes:
>>>> >>Morten Reistad wrote:

>>>> >>> In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>>>> >>> jmfbahciv  <See.above@aol.com> wrote:
>>>> >>>>Scott Lurndal wrote:
>>>> >>>>> Dan Espen <despen@verizon.net> writes:
>>>> >>>>>>Patrick Scheible <kkt@zipcon.net> writes:
>>>> >>>>>
>>>> >>>>>>> People today are almost all programming in high level languages,
>>>> >>>>>>> so
>>>> >>>>>>> being able to see the machine instructions would not as much of a
>>>> >>>>>>> help
>>>> >>>>>>> as when programming was done in assembler.
>>>> >>>>>>
>>>> >>>>>>But something like gdb in conjunction with C would be the
>>>> >>>>>>"equivalent
>>>> >>>>>>of
>>>> >>>>>>DDT".
>>>> >>>>>>
>>>> >>>>> Between lint, gdb, gprof, cppcheck and valgrind one has
>>>> >>>>> considerably
>>>> >>greater
>>>> >>>>> debug capabilities than were ever provided by DDT.  Similar
>>>> >>>>> capabilities
>>>> >>are
>>>> >>>>> provided by all the modern program development environments
>>>> >>>>> regardless
>>>>  of
>>>> >>>>> platform or OS.
>>>> >>>>
>>>> >>>>Exactly.  YOu can't do it with one tool.  We could do it all with one
>>>>  small
>>>> >>>>debugger.
>>>> >>>
>>>> >>> Barb, you are left behind. As much as I love the terseness and
>>>> >>> functions
>>>> >>> of DDT, I must admit that gdb and several other debuggers are way
>>>> >>> more
>>>> >>> functional than DDT. Especially when it comes to handling modern,
>>>> >>> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see
>>>> >>> in
>>>> >>> lots of large systems.
>>>> >>>
>>>> >>> Data examination handling even very complex structs, symbolic
>>>> >>> debugging
>>>> >>> with respect for types, profiling etc. And then there are tools that
>>>> >>> do
>>>> >>> more, like profile for memory leaks, profile execution, inspect
>>>> >>> library
>>>> >>> use, and lots of other very useful stuff.

>>>> >>>
>>>> >>> But I still miss DDT, much for the terseness of commands.
>>>> >>
>>>> >>That's one of the reasons I made the comment.  The other one
>>>> >>is being able to really see what's happening at the machine level
>>>> >>but I do understand that 99.9% of the people don't have to care.
>>>> >>We did have to care.
>>>> >>
>>>> >
>>>> > GDB and every other debugger out there today allow
>>>> > "one to really be able to see what's happening at the machine level".
>>>>
>>>>  But it's not the norm.  So the person can easily forget the machine
>>>>  language which causes a delay in getting the debugging done if
>>>>  s/he does have to look at the machine code.
>
>>>  Even sillier when the compiler optimises the machine code, as they ALL do
>>>  now.
>>
>>  You think that optimizing code makes bugs go away?!!!
>
>  No, I realise that its perfectly possible to debug at the hll language
>  level and its stupid to be claiming that that can only be done at the
>  machine code level.

Where did I say that machine level was the _only_ way to debug?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 13 Apr 2013 14:35:48 GMT
View Forum Message <> Reply to Message

Scott Lurndal wrote:
>  jmfbahciv <See.above@aol.com> writes:
>> Rod Speed wrote:
>
>>>  Even sillier when the compiler optimises the machine code, as they ALL do
>>>  now.
>>
>> You think that optimizing code makes bugs go away?!!!
>
>  No, it means the generated object code bears little resemblance to the
>  corresponding source code.  It may be moved, elided or transformed in
>  such a way as to make it incredibly difficult to debug at the machine
>  level.

Where in this entire thread did I say it was easy?

/BAH

---

Subject: Re: New HD
Posted by jmfbahciv on Sat, 13 Apr 2013 14:35:50 GMT
View Forum Message <> Reply to Message

Charlie Gibbs wrote:
> In article <PM0004DA296B133438@aca2db1d.ipt.aol.com>, See.above@aol.com
> (jmfbahciv) writes:
>
>> Rod Speed wrote:
>>
>>> Even sillier when the compiler optimises the machine code, as they
>>> ALL do now.
>>
>> You think that optimizing code makes bugs go away?!!!
>
> Sometimes it puts some in.

Yea. But the other belief is way beyond virgins, fairys and
inside straights.

JMF was wrestling with a compiler bug when he was doing the
Alpha code. Getting a fix for the compiler would take 2 years.
so he had to fake it in his code. I don't see how he could
have figured anything using the HLL debugger and not the
equivalent of DDT.

/BAH

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 13 Apr 2013 18:36:27 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004DA3E092D7D7A@aca2fe46.ipt.aol.com...
> Morten Reistad wrote:
>> In article <PM0004DA296B133438@aca2db1d.ipt.aol.com>,
>> jmfbahciv <See.above@aol.com> wrote:
>>> Rod Speed wrote:
>>>>
>>>>
>>>> "jmfbahciv" <See.above@aol.com> wrote in message

>>>>  news:PM0004DA15272190BE@users-ibook-g4-6.unknown.dom...
>>>> > Scott Lurndal wrote:
>>>> >> jmfbahciv <See.above@aol.com> writes:
>>
>>>> > small
>>>> >>>>>debugger.
>>>> >>>>
>>>> >>>> Barb, you are left behind. As much as I love the terseness and
>>>> >>>> functions
>>>> >>>> of DDT, I must admit that gdb and several other debuggers are way
>>>> >>>> more
>>>> >>>> functional than DDT. Especially when it comes to handling modern,
>>>> >>>> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see
>>>> >>>> in
>>>> >>>> lots of large systems.
>>>> >>>>
>>>> >>>> Data examination handling even very complex structs, symbolic
> debugging
>>>> >>>> with respect for types, profiling etc. And then there are tools
>>>> >>>> that
> do
>>>> >>>> more, like profile for memory leaks, profile execution, inspect
> library
>>>> >>>> use, and lots of other very useful stuff.
>>>> >>>>
>>>> >>>> But I still miss DDT, much for the terseness of commands.
>>>> >>>
>>>> >>>That's one of the reasons I made the comment.  The other one
>>>> >>>is being able to really see what's happening at the machine level
>>>> >>>but I do understand that 99.9% of the people don't have to care.
>>>> >>>We did have to care.
>>>> >>>
>>>> >>
>>>> >> GDB and every other debugger out there today allow
>>>> >> "one to really be able to see what's happening at the machine level".
>>>> >
>>>> > But it's not the norm.  So the person can easily forget the machine
>>>> > language which causes a delay in getting the debugging done if s/he
>>>> > does have to look at the machine code.
>>>>
>>>>  Even sillier when the compiler optimises the machine code, as they ALL
>>>>  do
>>>>  now.
>>>
>>> You think that optimizing code makes bugs go away?!!!
>>
>>  No, but they make the resulting machine code pretty near unreadable. It
> makes

>>  a lot more sense to build with -g3 -ggdb -O0 sometimes, and see that the
>>  behaviour is unchanged (except for the speed, which can be half).
>
>  DEC work also involved finding and fixing the bugs caused by the code
>  generator.  It's one of the first things to check when nothing else
>  is obvious.  One of the reasons we nixed a lot of MACRO-10 development
>  proposals was because of the problems caused by bugs in MACRO.

That’s MUCH less true than it used to be.

The world's moved on, just like it ALWAYS does with computing.

---

Subject: Re: New HD
Posted by Rod Speed on Sat, 13 Apr 2013 18:49:00 GMT
View Forum Message <> Reply to Message

"jmfbahciv" <See.above@aol.com> wrote in message
news:PM0004DA3DFD9AF870@aca2fe46.ipt.aol.com...
>  Rod Speed wrote:
>>
>>
>>  "jmfbahciv" <See.above@aol.com> wrote in message
>>  news:PM0004DA296B133438@aca2db1d.ipt.aol.com...
>>>  Rod Speed wrote:
>>>>
>>>>
>>>>  "jmfbahciv" <See.above@aol.com> wrote in message
>>>>  news:PM0004DA15272190BE@users-ibook-g4-6.unknown.dom...
>>>> > Scott Lurndal wrote:
>>>> >> jmfbahciv <See.above@aol.com> writes:
>>>> >>>Morten Reistad wrote:
>>>> >>>> In article <PM0004D99C7DE27260@aca2052c.ipt.aol.com>,
>>>> >>>> jmfbahciv  <See.above@aol.com> wrote:
>>>> >>>>>Scott Lurndal wrote:
>>>> >>>>>> Dan Espen <despen@verizon.net> writes:
>>>> >>>>>>>Patrick Scheible <kkt@zipcon.net> writes:
>>>> >>>>>>
>>>> >>>>>>>> People today are almost all programming in high level
>>>> >>>>>>>> languages,
>>>> >>>>>>>> so
>>>> >>>>>>>> being able to see the machine instructions would not as much of
>>>> >>>>>>>> a
>>>> >>>>>>>> help
>>>> >>>>>>>> as when programming was done in assembler.
>>>> >>>>>>>>
>>>> >>>>>>>>But something like gdb in conjunction with C would be the
>>>> >>>>>>>>"equivalent

>>>> >>>>>>>of
>>>> >>>>>>>DDT".
>>>> >>>>>>
>>>> >>>>>> Between lint, gdb, gprof, cppcheck and valgrind one has
>>>> >>>>>> considerably
>>>> >>>greater
>>>> >>>>>> debug capabilities than were ever provided by DDT.  Similar
>>>> >>>>>> capabilities
>>>> >>>are
>>>> >>>>>> provided by all the modern program development environments
>>>> >>>>>> regardless
>>>> > of
>>>> >>>>>> platform or OS.
>>>> >>>>>
>>>> >>>>>Exactly.  YOu can't do it with one tool.  We could do it all with
>>>> >>>>>one
>>>> > small
>>>> >>>>>debugger.
>>>> >>>>
>>>> >>>> Barb, you are left behind. As much as I love the terseness and
>>>> >>>> functions
>>>> >>>> of DDT, I must admit that gdb and several other debuggers are way
>>>> >>>> more
>>>> >>>> functional than DDT. Especially when it comes to handling modern,
>>>> >>>> "3rd-generation" code, like the C, C++, Fortran, Modula etc. we see
>>>> >>>> in
>>>> >>>> lots of large systems.
>>>> >>>>
>>>> >>>> Data examination handling even very complex structs, symbolic
>>>> >>>> debugging
>>>> >>>> with respect for types, profiling etc. And then there are tools
>>>> >>>> that
>>>> >>>> do
>>>> >>>> more, like profile for memory leaks, profile execution, inspect
>>>> >>>> library
>>>> >>>> use, and lots of other very useful stuff.
>>>> >>>>
>>>> >>>> But I still miss DDT, much for the terseness of commands.
>>>> >>>
>>>> >>>That's one of the reasons I made the comment.  The other one
>>>> >>>is being able to really see what's happening at the machine level
>>>> >>>but I do understand that 99.9% of the people don't have to care.
>>>> >>>We did have to care.
>>>> >>>
>>>> >>
>>>> >> GDB and every other debugger out there today allow
>>>> >> "one to really be able to see what's happening at the machine level".
>>>> >

>>>> > But it's not the norm.  So the person can easily forget the machine
>>>> > language which causes a delay in getting the debugging done if
>>>> > s/he does have to look at the machine code.
>>
>>>>  Even sillier when the compiler optimises the machine code, as they ALL
>>>>  do
>>>>  now.
>>>
>>>  You think that optimizing code makes bugs go away?!!!
>>
>>  No, I realise that its perfectly possible to debug at the hll language
>>  level and its stupid to be claiming that that can only be done at the
>>  machine code level.
>
>  Where did I say that machine level was the _only_ way to debug?

Where did I say you did ?

---

Subject: Re: New HD
Posted by Alan Bowler on Mon, 15 Apr 2013 18:29:32 GMT
View Forum Message <> Reply to Message

On 4/3/2013 9:52 AM, jmfbahciv wrote:>
>  I liked watching exactly what was happening when I debugged.  I hated
>  using the HLL debuggeres and always went back to using DDT.

At time there are distinct advantages to using an assembler
level debugger on compiled no-assembler source.  Often I
find lookand at the machine instructions I find myself
asking "why is the code doing that?".  Then taking another
look at the source I can see a somewhat subtle coding error
that I would continue to misread as long as I was only
looking at the HLL source.  Things like operator precedence
errors, or conditional nesting that doesn't match the
the indentation can be really hard to spot just look at
the source.  Dropping down 1 level of abstraction from the
source makes a number of errors stand out.

For a similar reason you often need to look at the port-macro
processed output even if you don't look at compiled machine instructions.

---

Subject: Re: New HD
Posted by Alan Bowler on Mon, 15 Apr 2013 21:17:12 GMT
View Forum Message <> Reply to Message

On 4/15/2013 2:29 PM, Alan Bowler wrote:
> For a similar reason you often need to look at the port-macro
^^^^^^^^^^
> processed output even if you don't look at compiled machine instructions.
^^^^^^^^^
My typing is terrible thet should be "post-macro processing".

---

Subject: Re: New HD
Posted by jmfbahciv on Tue, 16 Apr 2013 12:54:48 GMT
View Forum Message <> Reply to Message

Alan Bowler wrote:
> On 4/15/2013 2:29 PM, Alan Bowler wrote:
>> For a similar reason you often need to look at the port-macro
>
^^^^^^^^^^
>> processed output even if you don't look at compiled machine instructions.
>
^^^^^^^^^
> My typing is terrible thet should be "post-macro processing".
>
I didn't notice :-). I read it the way you menat it.

/BAH

---

Subject: Re: New HD
Posted by Alan Bowler on Mon, 22 Apr 2013 16:35:18 GMT
View Forum Message <> Reply to Message

On 1/22/2013 11:46 AM, Ahem A Rivet's Shot wrote:
> On Tue, 22 Jan 2013 15:47:00 +0000
> Ibmekon wrote:
>
>> Another I was alluding to is the scenario of coding without a
>> flowchart.
>
> Hmm - I haven't drawn a flowchart in decades.
>
>> After going down a few dark alleys, you see the light of a solution
>> and go for it.

At a seminar in Waterloo Hoare recounted a story about learning
program.
He told someone else that he seemed to be able to write
programs okay, but was having real problems making up the
flowchart to plan out the program. The other guy told that
the secret was to draw the flowchart AFTER he had the program.

---

Subject: Re: New HD
Posted by Anonymous on Mon, 22 Apr 2013 21:10:53 GMT
View Forum Message <> Reply to Message

Originally posted by: Ibmekon

On Mon, 22 Apr 2013 12:35:18 -0400, Alan Bowler <atbowler@thinkage.ca>
wrote:

> On 1/22/2013 11:46 AM, Ahem A Rivet's Shot wrote:
>> On Tue, 22 Jan 2013 15:47:00 +0000
>> Ibmekon wrote:
>>
>>> Another I was alluding to is the scenario of coding without a
>>> flowchart.
>>
>> Hmm - I haven't drawn a flowchart in decades.
>>
>>> After going down a few dark alleys, you see the light of a solution
>>> and go for it.
>
> At a seminar in Waterloo Hoare recounted a story about learning
> program.
> He told someone else that he seemed to be able to write
> programs okay, but was having real problems making up the
> flowchart to plan out the program. The other guy told that
> the secret was to draw the flowchart AFTER he had the program.

Reminds me of a personality test for introvert vs extrovert.

A subject is asked to watch a rotating disk painted as a black and
white spiral.

And just like the wagon wheels in the Westerns - half the people say
it goes clockwise (forward ?) and the rest anti clockwise (backwards
?)

Some people design a program with its conclusion in mind, and work
back to the given premises.
And others start from given premises and work forwards to its
conclusion.

Just gotta get your flowchart the right way up !

Carl Goldsworthy

---

Subject: Re: New HD

Posted by Alan Bowler on Wed, 24 Apr 2013 20:59:10 GMT
View Forum Message <> Reply to Message

On 1/24/2013 4:25 PM, Morten Reistad wrote:
> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>> On Mon, 2013-01-21, Alfred Falk wrote:
>> ...
>>> The central emergency number was introduced to North America in 1959 in
>>> Winnipeg, following the British model as 999. It was always my
>>> understanding that 911 won out because it was faster on rotary dials.

I thought that the Britsh chose 999 because it was easiest to
remember and least likely too be accidentally dialed.
As a kid in Ottawa, before 911, when I heard about the
British 999 I thought that would be a nice idea, but 999
couldn't be used because all the 99x numbers were already taken
for the federal government numbers.

---

Subject: Re: New HD
Posted by Peter Flass on Thu, 25 Apr 2013 12:33:28 GMT
View Forum Message <> Reply to Message

On 4/24/2013 4:59 PM, Alan Bowler wrote:
> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>> On Mon, 2013-01-21, Alfred Falk wrote:
>>> ...
>>>> The central emergency number was introduced to North America in 1959 in
>>>> Winnipeg, following the British model as 999. It was always my
>>>> understanding that 911 won out because it was faster on rotary dials.
>
> I thought that the Britsh chose 999 because it was easiest to
> remember and least likely too be accidentally dialed.
> As a kid in Ottawa, before 911, when I heard about the
> British 999 I thought that would be a nice idea, but 999
> couldn't be used because all the 99x numbers were already taken
> for the federal government numbers.
>

In the days of rotary phones 999 would take a lot more time to dial than
911.

--
Pete

---

Subject: Re: New HD
Posted by Morten Reistad on Thu, 25 Apr 2013 13:23:02 GMT
View Forum Message <> Reply to Message

In article <klb77b$ba$4@dont-email.me>,
Peter Flass <Peter_Flass@Yahoo.com> wrote:
> On 4/24/2013 4:59 PM, Alan Bowler wrote:
>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>>> On Mon, 2013-01-21, Alfred Falk wrote:
>>>> ...
>>>> > The central emergency number was introduced to North America in 1959 in
>>>> > Winnipeg, following the British model as 999. It was always my
>>>> > understanding that 911 won out because it was faster on rotary dials.
>>
>> I thought that the Britsh chose 999 because it was easiest to
>> remember and least likely too be accidentally dialed.
>> As a kid in Ottawa, before 911, when I heard about the
>> British 999 I thought that would be a nice idea, but 999
>> couldn't be used because all the 99x numbers were already taken
>> for the federal government numbers.
>>
>
> In the days of rotary phones 999 would take a lot more time to dial than
> 911.

You cannot use 111, because a flaking line connected using pulse
dialling will dial it all the time. So 111 usually go to an intercept.

So, the EU uses 112, and the NANP uses 911; both are reasonably
fast to dial with pulse; but has one discriminatory digit from 111.

-- mrr

---

Subject: Re: New HD
Posted by Stan Barr on Thu, 25 Apr 2013 15:13:29 GMT
View Forum Message <> Reply to Message

On Wed, 24 Apr 2013 16:59:10 -0400, Alan Bowler <atbowler@thinkage.ca> wrote:
> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>> On Mon, 2013-01-21, Alfred Falk wrote:
>>> ...
>>>> The central emergency number was introduced to North America in 1959 in
>>>> Winnipeg, following the British model as 999.

Another factor was that having found the 9 hole you could leave your
finger in the dial as it returned and not have to seek it again. Useful
if your vision is obscured by dark/smoke/blood.
This was 1937, before button dials were common.

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Jaimie Vandenbergh on Thu, 25 Apr 2013 18:26:25 GMT
View Forum Message <> Reply to Message

On 25 Apr 2013 15:13:29 GMT, Stan Barr <plan.b@dsl.pipex.com> wrote:

> On Wed, 24 Apr 2013 16:59:10 -0400, Alan Bowler <atbowler@thinkage.ca> wrote:
>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>>> On Mon, 2013-01-21, Alfred Falk wrote:
>>>> ...
>>>> > The central emergency number was introduced to North America in 1959 in
>>>> > Winnipeg, following the British model as 999.
>
> Another factor was that having found the 9 hole you could leave your
> finger in the dial as it returned and not have to seek it again. Useful
> if your vision is obscured by dark/smoke/blood.
> This was 1937, before button dials were common.

I'm sure I remember that the system actually started to link you to an
emergency operator on the second 9 (leading 99 being unique to 999
line), so by the time the last 9 was only half dialled you'd usually
be connected.

I can't find any 'Net references to it though.

Cheers - Jaimie
--
haiku are easy
all you do is stop at the
seventeenth syllab

---

Subject: Re: New HD
Posted by Andrew Swallow on Thu, 25 Apr 2013 18:43:33 GMT
View Forum Message <> Reply to Message

On 25/04/2013 19:26, Jaimie Vandenbergh wrote:
> On 25 Apr 2013 15:13:29 GMT, Stan Barr <plan.b@dsl.pipex.com> wrote:
>
>> On Wed, 24 Apr 2013 16:59:10 -0400, Alan Bowler <atbowler@thinkage.ca> wrote:
>>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>>>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>>> > On Mon, 2013-01-21, Alfred Falk wrote:
>>>> > ...
>>>> >> The central emergency number was introduced to North America in 1959 in
>>>> >> Winnipeg, following the British model as 999.
>>
>> Another factor was that having found the 9 hole you could leave your
>> finger in the dial as it returned and not have to seek it again. Useful
>> if your vision is obscured by dark/smoke/blood.
>> This was 1937, before button dials were common.
>
> I'm sure I remember that the system actually started to link you to an
> emergency operator on the second 9 (leading 99 being unique to 999
> line), so by the time the last 9 was only half dialled you'd usually
> be connected.
>
> I can't find any 'Net references to it though.
>
> Cheers - Jaimie
>

Computerised exchangers are different but electro-mechanical exchanges
have a separate piece of hardware for every digit. Putting in optional
bypasses for two digits is possible but unlikely.

Andrew Swallow

---

Subject: Re: New HD
Posted by DJT on Thu, 25 Apr 2013 21:15:28 GMT
View Forum Message <> Reply to Message

On Thu, 25 Apr 2013 08:33:28 -0400, Peter Flass
<Peter_Flass@Yahoo.com> wrote:

> On 4/24/2013 4:59 PM, Alan Bowler wrote:
>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,

>>>  Jorgen Grahn  <grahn+nntp@snipabacken.se> wrote:
>>>>  On Mon, 2013-01-21, Alfred Falk wrote:
>>>>  ...
>>>> > The central emergency number was introduced to North America in 1959 in
>>>> > Winnipeg, following the British model as 999.  It was always my
>>>> > understanding that 911 won out because it was faster on rotary dials.
>>
>>  I thought that the Britsh chose 999 because it was easiest to
>>  remember and least likely too be accidentally dialed.
>>  As a kid in Ottawa, before 911, when I heard about the
>>  British 999 I thought that would be a nice idea, but 999
>>  couldn't be used because all the 99x numbers were already taken
>>  for the federal government numbers.
>>
>
> In the days of rotary phones 999 would take a lot more time to dial than
> 911.
Thats why Australia uses 000. It was quick to dial on a rotary dial

DJT

---

Subject: Re: New HD
Posted by Rod Speed on Fri, 26 Apr 2013 01:39:32 GMT
View Forum Message <> Reply to Message

"DJT" <dtope@hotmail.com.au> wrote in message
news:a57jn81ibh14f0eg4oqp2lf4gu8ev01esv@4ax.com...
>  On Thu, 25 Apr 2013 08:33:28 -0400, Peter Flass
>  <Peter_Flass@Yahoo.com> wrote:
>
>> On 4/24/2013 4:59 PM, Alan Bowler wrote:
>>>  On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>>>  In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>>>>  Jorgen Grahn  <grahn+nntp@snipabacken.se> wrote:
>>>> > On Mon, 2013-01-21, Alfred Falk wrote:
>>>> > ...
>>>> >> The central emergency number was introduced to North America in 1959
>>>> >> in
>>>> >> Winnipeg, following the British model as 999.  It was always my
>>>> >> understanding that 911 won out because it was faster on rotary dials.
>>>
>>>  I thought that the Britsh chose 999 because it was easiest to
>>>  remember and least likely too be accidentally dialed.
>>>  As a kid in Ottawa, before 911, when I heard about the
>>>  British 999 I thought that would be a nice idea, but 999
>>>  couldn't be used because all the 99x numbers were already taken
>>>  for the federal government numbers.

>>  In the days of rotary phones 999 would take a lot more time to dial than
>>  911.

>  Thats why Australia uses 000. It was quick to dial on a rotary dial

No, its actually marginally slower than 999.
 http://imgc.classistatic.com/cps/blnc/130216/809r1/698459n_2 0.jpeg

And has the real downside that the first time I tried to use it
with the squirming burglar quite literally in hand, I couldn't
work out why I couldn't get anything by dialling 999.

Must have got it from the TV series or sumfin.

---

Subject: Re: New HD
Posted by Gerard Schildberger on Fri, 26 Apr 2013 01:45:39 GMT
View Forum Message <> Reply to Message

On Thursday, April 25, 2013 4:15:28 PM UTC-5, DJT wrote:
>  On Thu, 25 Apr 2013 08:33:28 -0400, Peter Flass wrote:
>> On 4/24/2013 4:59 PM, Alan Bowler wrote:
>>>  On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>>>  Jorgen Grahn wrote:
>>>> > On Mon, 2013-01-21, Alfred Falk wrote:
>>>> > ...
>>>> >> The central emergency number was introduced to North America in 1959 in
>>>> >> Winnipeg, following the British model as 999.  It was always my
>>>> >> understanding that 911 won out because it was faster on rotary dials.

>>>  I thought that the Britsh chose 999 because it was easiest to
>>>  remember and least likely too be accidentally dialed.
>>>  As a kid in Ottawa, before 911, when I heard about the
>>>  British 999 I thought that would be a nice idea, but 999
>>>  couldn't be used because all the 99x numbers were already taken
>>>  for the federal government numbers.

>> In the days of rotary phones 999 would take a lot more time to dial than
>> 911.

>  Thats why Australia uses 000. It was quick to dial on a rotary dial
>  DJT

Are rotary phones in Australia different than ones in North America?
My rotary phone's "zero" digit is after the "nine" digit, and 000
takes longer to dial than 999. _____ Gerard Schildberger

---

Subject: Re: New HD
Posted by sdrat on Fri, 26 Apr 2013 01:55:12 GMT
View Forum Message <> Reply to Message

"Gerard Schildberger" <gerard46@rrt.net> wrote in message
news:da3596a4-7006-4592-847f-70a6b61e2b96@googlegroups.com...
> On Thursday, April 25, 2013 4:15:28 PM UTC-5, DJT wrote:
>> On Thu, 25 Apr 2013 08:33:28 -0400, Peter Flass wrote:
>>> On 4/24/2013 4:59 PM, Alan Bowler wrote:
>>>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>>> > Jorgen Grahn wrote:
>>>> >> On Mon, 2013-01-21, Alfred Falk wrote:
>>>> >> ...
>>>> >>> The central emergency number was introduced to North America in
>>>> >>> 1959 in
>>>> >>> Winnipeg, following the British model as 999. It was always my
>>>> >>> understanding that 911 won out because it was faster on rotary
>>>> >>> dials.
>
>>>> I thought that the Britsh chose 999 because it was easiest to
>>>> remember and least likely too be accidentally dialed.
>>>> As a kid in Ottawa, before 911, when I heard about the
>>>> British 999 I thought that would be a nice idea, but 999
>>>> couldn't be used because all the 99x numbers were already taken
>>>> for the federal government numbers.
>
>>> In the days of rotary phones 999 would take a lot more time to dial than
>>> 911.
>
>> Thats why Australia uses 000. It was quick to dial on a rotary dial
>> DJT

> Are rotary phones in Australia different than ones in North America?

No, he mangled the story completely.

> My rotary phone's "zero" digit is after the "nine" digit,

True of Australian phones too.
http://www.cake.net.au/wp-content/uploads/2010/04/rotarydial med.jpg

> and 000 takes longer to dial than 999.

Same in Australia.

---

Subject: Re: New HD
Posted by Stan Barr on Fri, 26 Apr 2013 15:17:49 GMT

View Forum Message <> Reply to Message

On Fri, 26 Apr 2013 07:15:28 +1000, DJT <dtope@hotmail.com.au> wrote:
> On Thu, 25 Apr 2013 08:33:28 -0400, Peter Flass
> <Peter_Flass@Yahoo.com> wrote:
>
>> On 4/24/2013 4:59 PM, Alan Bowler wrote:
>>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>>>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>>> > On Mon, 2013-01-21, Alfred Falk wrote:
>>>> > ...
>>>> >> The central emergency number was introduced to North America in 1959 in
>>>> >> Winnipeg, following the British model as 999. It was always my
>>>> >> understanding that 911 won out because it was faster on rotary dials.
>>>
>>> I thought that the Britsh chose 999 because it was easiest to
>>> remember and least likely too be accidentally dialed.
>>> As a kid in Ottawa, before 911, when I heard about the
>>> British 999 I thought that would be a nice idea, but 999
>>> couldn't be used because all the 99x numbers were already taken
>>> for the federal government numbers.
>>>
>>
>> In the days of rotary phones 999 would take a lot more time to dial than
>> 911.
> Thats why Australia uses 000. It was quick to dial on a rotary dial

My understanding is that the British Post Office considered 000 but 0
connected you to the operator and the emergency phone system was being
set up to take the load of emergency calls away from the operators,
who were often busy and emergency calls were getting delayed.

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Stan Barr on Fri, 26 Apr 2013 15:17:49 GMT
View Forum Message <> Reply to Message

On Thu, 25 Apr 2013 19:26:25 +0100, Jaimie Vandenbergh
<jaimie@sometimes.sessile.org> wrote:
> On 25 Apr 2013 15:13:29 GMT, Stan Barr <plan.b@dsl.pipex.com> wrote:
>

>> On Wed, 24 Apr 2013 16:59:10 -0400, Alan Bowler <atbowler@thinkage.ca> wrote:
>>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>>>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>>> > On Mon, 2013-01-21, Alfred Falk wrote:
>>>> > ...
>>>> >> The central emergency number was introduced to North America in 1959 in
>>>> >> Winnipeg, following the British model as 999.
>>
>> Another factor was that having found the 9 hole you could leave your
>> finger in the dial as it returned and not have to seek it again. Useful
>> if your vision is obscured by dark/smoke/blood.
>> This was 1937, before button dials were common.
>
> I'm sure I remember that the system actually started to link you to an
> emergency operator on the second 9 (leading 99 being unique to 999
> line), so by the time the last 9 was only half dialled you'd usually
> be connected.
>
> I can't find any 'Net references to it though.

I found very liitle about it online either. I remember reading some
articles on it's 50th anniversary (1987) which is where I saw the bit
I mentioned.

--
Cheers,
Stan Barr plan.b .at. dsl .dot. pipex .dot. com

The future was never like this!

---

Subject: Re: New HD
Posted by Gene Wirchenko on Sun, 28 Apr 2013 05:10:41 GMT
View Forum Message <> Reply to Message

On 25 Apr 2013 15:13:29 GMT, Stan Barr <plan.b@dsl.pipex.com> wrote:

> On Wed, 24 Apr 2013 16:59:10 -0400, Alan Bowler <atbowler@thinkage.ca> wrote:
>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>> In article <slrnkg0q6a.ah7.grahn+nntp@frailea.sa.invalid>,
>>> Jorgen Grahn <grahn+nntp@snipabacken.se> wrote:
>>>> On Mon, 2013-01-21, Alfred Falk wrote:
>>>> ...
>>>> > The central emergency number was introduced to North America in 1959 in
>>>> > Winnipeg, following the British model as 999.
>
> Another factor was that having found the 9 hole you could leave your

> finger in the dial as it returned and not have to seek it again. Useful
> if your vision is obscured by dark/smoke/blood.
> This was 1937, before button dials were common.

It seems to me that 222 would have been even better.

Sincerely,

Gene Wirchenko

---

Subject: Re: New HD
Posted by Gerard Schildberger on Mon, 29 Apr 2013 05:02:49 GMT
View Forum Message <> Reply to Message

On Sunday, April 28, 2013 12:10:41 AM UTC-5, Gene Wirchenko wrote:
> On 25 Apr 2013 15:13:29 GMT, Stan Barr wrote:
>> On Wed, 24 Apr 2013 16:59:10 -0400, Alan Bowler wrote:
>>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>>> Jorgen Grahn wrote:
>>>> > On Mon, 2013-01-21, Alfred Falk wrote:
....
>>>> >> The central emergency number was introduced to North America in 1959 in
>>>> >> Winnipeg, following the British model as 999.

>> Another factor was that having found the 9 hole you could leave your
>> finger in the dial as it returned and not have to seek it again. Useful
>> if your vision is obscured by dark/smoke/blood.
>> This was 1937, before button dials were common.

> It seems to me that 222 would have been even better.
> Sincerely,
> Gene Wirchenko

Before digit circuitry was used, dialing was all mechanical (relays).

If the first digit was zero, the call was connected to the operator.
If the first digit was one, the call was connected to the long-lines.
After that, the first digit was stored, and the 2nd digit was
examined.

If the 2nd digit was zero or one, this was part of telephone number
with an area code. ---- This was before, of course, the expanded
area codes.

Special circuitry (quick dialing) was also in place for ("area codes"):

211 - health & human services

311 - gov and gov information
411 - information, directory assistance
511 - time (and or weather), in some places: traffic (also)
611 - customer support, used mostly by repairmen for testing
711 - telcomm relay service (deaf or hard-of-hearing)
811 - used to be the business office, now, call before you dig
911 - unused for the most part, purloined for emergency calls

When the extended area codes (those with no zero or one in the 2nd digits) where introduced, it required a large amount of infrastructure (electronics) to be updated or replaced. Where I worked at, the (business) DDS wouldn't allow 888, 877, 866, ... toll-free telephone calls to be placed for quite some time.
_____ Gerard Schildberger

---

Subject: Re: New HD
Posted by cb on Mon, 29 Apr 2013 07:46:41 GMT
View Forum Message <> Reply to Message

In article <4721729e-ce01-4cae-a85e-4aa6b84531af@googlegroups.com>,
Gerard Schildberger <gerard46@rrt.net> wrote:
> On Sunday, April 28, 2013 12:10:41 AM UTC-5, Gene Wirchenko wrote:
>> On 25 Apr 2013 15:13:29 GMT, Stan Barr wrote:
>>> On Wed, 24 Apr 2013 16:59:10 -0400, Alan Bowler wrote:
>>>> On 1/24/2013 4:25 PM, Morten Reistad wrote:
>>>> > Jorgen Grahn wrote:
>>>> >> On Mon, 2013-01-21, Alfred Falk wrote:
> ...
>>>> >>> The central emergency number was introduced to North America in 1959 in
>>>> >>> Winnipeg, following the British model as 999.
>
>>> Another factor was that having found the 9 hole you could leave your
>>> finger in the dial as it returned and not have to seek it again. Useful
>>> if your vision is obscured by dark/smoke/blood.
>>> This was 1937, before button dials were common.
>
>> It seems to me that 222 would have been even better.
>> Sincerely,
>> Gene Wirchenko
>
> Before digit circuitry was used, dialing was all mechanical (relays).

[ much snippage ]

One should note that the information you gave (and which I snipped) is specific to the USA / North America, whereas the discussion is about emergency numbers in various places, including the UK, other parts of

Europe, etc, where the things you mention do not apply.

Relatedly, Sweden used to use "90000" (ninety thousand, "nittio tusen") as the emergency number. Rotary dials in Sweden were arranged 0 to 9, with each digit being represented by (1 + digit) pulses - 1 pulse for '0', two pulses for '1', etc, up to 10 pulses for '9'. So the '9' and '0' are arranges on opposite sides of the dial, which makes each easy to find; there are two different digits which prevents random idle dialing that accidentally calls the emergency number; and it's actually fairly quick: the initial '9' takes a second or so, and then the four '0's take about another second all together.

In fact, in Sweden, a lot of "customer service" numbers were five-digit numbers starting with '9' - for instance, '90510' for the speaking clock.

Best wishes,

// Christian

---

Subject: Re: New HD
Posted by Patrick Scheible on Mon, 29 Apr 2013 16:16:00 GMT
View Forum Message <> Reply to Message

Gerard Schildberger <gerard46@rrt.net> writes:

> Before digit circuitry was used, dialing was all mechanical (relays).
>
> If the first digit was zero, the call was connected to the operator.
> If the first digit was one, the call was connected to the long-lines.
> After that, the first digit was stored, and the 2nd digit was
> examined.
>
> If the 2nd digit was zero or one, this was part of telephone number
> with an area code. ---- This was before, of course, the expanded
> area codes.
>
> Special circuitry (quick dialing) was also in place for ("area codes"):
>
> 211 - health & human services
> 311 - gov and gov information
> 411 - information, directory assistance
> 511 - time (and or weather), in some places: traffic (also)
> 611 - customer support, used mostly by repairmen for testing
> 711 - telcomm relay service (deaf or hard-of-hearing)
> 811 - used to be the business office, now, call before you dig
> 911 - unused for the most part, purloined for emergency calls

Not everyplace had all of these. In the S.F. Bay Area, we had 411, and after 911 service started we had that. Time was a different number - POPCORN. Government services and the phone company's business office had regular phone numbers, not 3-digit dialing.

-- Patrick

---

Subject: Re: New HD
Posted by Alan Bowler on Wed, 01 May 2013 21:42:06 GMT
View Forum Message <> Reply to Message

On 2/1/2013 8:58 AM, Shmuel (Seymour J.) Metz wrote:
> In <jt6dnZLssJSxzZbMnZ2dnUVZ8vWdnZ2d@bt.com>, on 02/01/2013
> at 05:18 AM, Andrew Swallow <am.swallow@btinternet.com> said:
>
>> It dates back to 1959. Its main rivals were FORTRAN II and machine
>> dependant Assembler.
>
> That doesn't make it human readable. Some assembly code was less
> arcane and easier to read than COBOL. As for being machine dependent,
> so was COBOL. BTDT,GTS.

Writing in Fortran IV gave you a reasonable chance to produce
a program that could be easily moved between machines.
Especially if you had read the Bell Labs guidelines
A "Portable" FORTRAN IV Subset
A.D. Hall, AL-69-3.8, September 26, 1969

Writing in Cobol gave you programmers that could fairly
easily moved between machines, but the programs not so much.

---

Subject: Re: New HD
Posted by Alan Bowler on Wed, 01 May 2013 22:47:58 GMT
View Forum Message <> Reply to Message

On 2/4/2013 7:33 PM, Dan Espen wrote:
>
> My guess is IBM invented COMP-3. I don't know if COMP-1
> and COMP-2 were from a standard or not.

Nope, they vary a lot from machine to machine.

On Gcos8 (GcosIII)
COMP-1

16 bit signed binary stored in 18 bits (2 bytes)
with 0 bits inserted in the bit 0 and 9 positions
(Big endian numbering so bit 0 is most significant bit)
COMP-2
32 bit signed binary stored in 36 bits (4 bytes)
with 0 bits inserted at positions 0,9,18 and 27.
COMP-3 COMP-4 COMP-5 COMP-8 (COMP == COMP-5 by default)
various packed decimal formats with leading or trailing signs
and different representations for "+" and full or half-byte
alignments.
COMP-6
36 bit signed binary.
COMP-7
18 bit signed binary
COMP-11
36 bit binary floating point (single precision)
COMP-12
72 bit binary floating point (double precision)

Fixed point ("v" in picture clause) is not supported in the
binary representations (-1 -2 -6 -7 -11 -12).
The compiler just ignores picture clauses for these.

Note that COMP-1 and COMP-2 are not really good for
doing arithmetic (actual computation) because the hardware
doesn't directly support it.

---

Subject: Re: New HD
Posted by Alan Bowler on Wed, 08 May 2013 20:55:32 GMT
View Forum Message <> Reply to Message

On 2/8/2013 1:37 PM, Walter Banks wrote:
>> I don't know Pascal so I may be missing something, but
>> C has local functions, just declare the function static.
>
> C's local functions are local to the source file. Pascal has
> local functions that are scoped local to a function. Very
> similar to the scoping rules of C local variables.
>
> They are written before the function begin ('{' in C) and
> can see the containing functions argument list and all local
> variables declared above it. The syntax of local functions
> and procedures is identical to normal functions and
> procedures.

The problem was that ended up requiring a display,
and all the complication thereof.

Pascal didn't believe there were separate compilations of
source files.
Except for the few builtin library functions and procedures
defined in the standard, there were no seperate library type
functions.  Everything had to be in one monolithic source file.

Yes I know that most implemetations had extensions that allowed
some form of separate compilation.  But is arguable whether
those extensions were PASCAL.

---

Subject: Re: New HD
Posted by Alan Bowler on Wed, 22 May 2013 16:44:46 GMT
View Forum Message <> Reply to Message

On 2/25/2013 4:53 PM, Josh wrote:
>>
>>  I am *so* glad that someone got around to saying this...  *no* computer
 >> language is going to save a moron from himself.
>
>  One without a GOTO makes it a lot harder to do THAT PARTICULAR OBSCENITY,
>  the impossible to read GOTO mess.

And instead produce an unreadable mess of IFs testing switch
variables.

---

Subject: Re: New HD
Posted by Alan Bowler on Fri, 14 Jun 2013 16:08:21 GMT
View Forum Message <> Reply to Message

On 4/25/2013 8:33 AM, Peter Flass wrote:
>  On 4/24/2013 4:59 PM, Alan Bowler wrote:
>>  I thought that the Britsh chose 999 because it was easiest to
>>  remember and least likely too be accidentally dialed.
>>  As a kid in Ottawa, before 911, when I heard about the
>>  British 999 I thought that would be a nice idea, but 999
>>  couldn't be used because all the 99x numbers were already taken
>>  for the federal government numbers.
>>
>
>  In the days of rotary phones 999 would take a lot more time to dial than 911.

Which made it unlikely to be accidentally dialled.

---

Subject: Re: New HD
Posted by Alan Bowler on Fri, 14 Jun 2013 16:15:40 GMT
View Forum Message <> Reply to Message

On 4/25/2013 9:45 PM, Gerard Schildberger wrote:
> On Thursday, April 25, 2013 4:15:28 PM UTC-5, DJT wrote:
>> Thats why Australia uses 000. It was quick to dial on a rotary dial
>> DJT
>
> Are rotary phones in Australia different than ones in North America?
> My rotary phone's "zero" digit is after the "nine" digit, and 000
> takes longer to dial than 999. _____ Gerard Schildberger

THere are several ways to arrange the digits on a rotary
dial. (0 beside 9 or 1, ascending or decending order)
Bell Labs once did a check and found that ALL four
of them were in use in different countries.
999 could be the fastest or slowest. In Britain,
it was NOT the fastest.

---

Subject: Re: New HD
Posted by Andrew Swallow on Fri, 14 Jun 2013 16:20:31 GMT
View Forum Message <> Reply to Message

On 14/06/2013 17:15, Alan Bowler wrote:
> On 4/25/2013 9:45 PM, Gerard Schildberger wrote:
>> On Thursday, April 25, 2013 4:15:28 PM UTC-5, DJT wrote:
>>> Thats why Australia uses 000. It was quick to dial on a rotary dial
>>> DJT
>>
>> Are rotary phones in Australia different than ones in North America?
>> My rotary phone's "zero" digit is after the "nine" digit, and 000
>> takes longer to dial than 999. _____ Gerard Schildberger
>
> THere are several ways to arrange the digits on a rotary
> dial. (0 beside 9 or 1, ascending or decending order)
> Bell Labs once did a check and found that ALL four
> of them were in use in different countries.
> 999 could be the fastest or slowest. In Britain,
> it was NOT the fastest.
>

999 is slow. 000 is even slower. (0 was sent as 10 pulses.)

Andrew Swallow

---