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**WORD FORMATION PATTERNS
IN INTERNET ENGLISH:
NEOLOGISM GLOSSARY**

Methodological study book for higher school students

**For students of *Sociolinguistics, Verbal and Non-Verbal Communication, Pragmatics,
Text Analysis***

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INTRODUCTION

The aim of this methodological study book is exploration of the general features of communication in Internet English concentrating upon its neologisms. This methodological study book is aimed at students of *Sociolinguistics* (BA studies), *Verbal and Non-Verbal Communication* (MA studies), *Pragmatics* (MA studies), *Text Analysis* (BA studies).

The Internet language is the third mode of language clearly distinctive from spoken language and written language. This attitude has been dominant since mid/ late 1990s (Bodomo, Lee, 2002; Crystal, 2001 Ferrara et al., 1991; Hale, Scanlon, 1999; Herring, 1996; etc.).

Although Internet English takes a fair share of communication in English in total (the same concerns virtually every language employed on the Internet), it is underexplored and there are major areas which have been very superficially dealt with, e.g. its syntax. It is an area of major discoveries waiting to happen. In order to promote deeper insights into the thematic area, the device concentrates on open and problem-oriented questions.

This methodological study book presents a dictionary containing roughly 500 Internet English-specific lexical units which is likely the most extensive dictionary of this kind in the world. Students are expected to draw conclusions on the basis of the general impressions, quantitative and qualitative analysis. Many questions feature elements of all the three types.

Whenever dealing with any question from the list, it is essential to consider that Internet English is undergoing extremely rapid development. As a result, some ambiguities of treatment of this mode of language may occur. It is therefore essential to bear in mind that frequently, there are no ultimate and uniquely correct answers. Students are urged to compare their answers and to look for reasons of result overlapping or data value shifts.

The methodological study book consists of four parts:

- Introduction and questions for analysis;
- Definition of key concepts dealt with in it;
- Internet English neologism dictionary
- Sample texts from Internet chat archives.

Specific features of Internet English require non-traditional attitude to derivation. First of all, a new type of word formation, *word form alteration* type, is developed. This is motivated by the fact that in Standard English, word inflection paradigms develop naturally while in Internet English they are deliberately altered. Besides, there is a great emphasis on the usage of abbreviated words and phrases. The most plausible way of analysis was considered to be the distinction among four types: acronym, clipping, initialism and shortening under the superordinate (umbrella) term *abbreviation*. Despite undertaking such a relatively lax attitude, there are still neologisms which are

complicated to attribute to a specific type of word formation. Consequently, their type is labeled as Mixed (*Mix*).

The literature list provided below features a number of major works on the phenomenon of Internet English (its origin, nature and attitudes of users) as well as sources employed for the definition of key concepts.

The glossary presents Internet English neologisms, attributes them to specific types of word formation and gives their definition(s) in English. When perusing it, it is plausible to follow the derivational logic of Internet English neologisms in comparison to the analogues existing in Standard English. Whenever there is no analogue available, it is essential to look for reasons why the users of Standard English manage to do without a specific word while in Internet English the concept requires a separate lexical unit.

The sample texts are merely examples of Internet communication. Of course, there is no text which could contain all the words listed in a glossary. As the methodological study book is targeted at providing a generalized impression of the nature of word building in Internet English, taking any *irc* interaction text is equally plausible. For developing a better understanding of the phenomenon of Internet English and Internet language in general, it is useful to take part in live conversations. However, it should be kept in mind that conversations in which an explorer takes active part are inherently not valid for scientific analysis.

The author of the study book sincerely hopes that this book will be a useful and interesting study material for all those interested in the contemporary developments of language and is open to any proposals concerning improvements and emphasis shifts.

QUESTIONS FOR ANALYSIS

1. Find a few cases of Internet English neologisms where Internet English neologisms are longer (in terms of symbols used) than their analogues of Standard English. Do you find any explanation for this phenomenon?
2. Find a few cases of neologisms derived from roots created in Internet English.
3. Find examples of Internet English neologisms (excluding new root and shortening types) whose meanings external observers may find difficult to predict.
4. Can you find any pairs/ groups of synonyms among Internet English neologisms. What could be the reason(s) for this redundancy?
5. Find cases of neologisms which were created by applying a different word formation type from their analogues in Standard English (e.g. SE *short*→*to shorten* versus IE *short*→*to short*). What is the ratio of their length (consider your answer in terms of letters/ symbols and morphemes).
6. Randomly select 20 neologisms of Internet English excluding shortenings. Write their analogues in Standard English next to the Internet English words and compare
 - average length of the word in letters/ symbols;
 - average number of morphemes.
7. Find at least 15 neologisms which have no analogues in Standard English. What semantic areas do they represent? Is it possible to make any generalizations?
8. Read through 10 pages of Internet communication. How many Internet-specific words do you find? (Note. Count every case of Internet-specific lexicon usage as one word.) What is the ratio of Internet-specific words to the total number of words? Are chat texts highly specific in comparison to Standard English texts? Motivate your opinion.
9. Randomly select approximately 10 lines of chat communication. Can you find any features proving that a particular Internet text is not just a transcript of an everyday oral conversation? (Note. When doing this, you cannot ground your opinion on the usage of Internet-specific symbols such as smilies, etc.)
10. Find a few cases of affixes being used in irregular paradigms in terms of parts of speech (e.g. *chat* [noun/ verb] + *-ly* → *chatly* [adverb] in comparison to [adjective] + *-ly* → *chatly* [adverb]).
11. Find examples of multiple cases of usage of the same root in compounds and blendings.
12. Find examples of word play (i.e. puns) in Internet English neologisms.
13. Make a short transcript of a fragment of film (roughly 300 words long). Pick a fragment of a conversation on the Internet of roughly the same length. Compare their statistical data considering

- the percentage share of nouns, verbs, adjectives (x % vs. y % vs. z %);
- the percentage of functional words;
- the amount of functional words which are omitted even though the “traditional syntax” would require their presence.

14. Find at least five patterns (in terms of parts of speech of the stem and the derivative) in Internet English conversion-type word formation. Compare them to the variety of conversion patterns in Standard English. Try to explain the phenomenon that you observe.

15. Randomly select four Internet English neologisms of each word formation type (pick four neologisms per every variant of the shortening type). By employing any search engine (e.g. *Google*), obtain the rough estimate of the presence of all types of derivatives in Internet English. Which type of word formation features the highest levels of usage in Internet English? Compare your results with the data that another student’s analysis yielded. In what areas are the differences the most prominent?

16. Find a few cases of usage of affixes which are not actively used in word formation processes in contemporary Standard English. Comment on the logic (semantic relationships/ analogies) of the formation of archaized-looking neologisms.

17. Find a few cases of back-formation in Internet English neologisms. Compare the logic of clipping and shortening formation with the traditional features of back-formation.

DEFINITIONS OF KEY CONCEPTS

Abbreviation: distinguishing several ways in which words [or phrases] can be shortened (DLP). In the present methodological device, four types of abbreviation are singled out: *acronyms*, *initialisms*, *clippings* and *shortenings*.

Acronym: A word formed from the initial letters of two or more successive words, e.g. *ASH* (*Action on Smoking and Health*) (ODL); *acronymy* is the process of word formation from the initial letters of two or more successive words. Also: *Acronyms* are [initial letters of the constituent words] pronounced as single words: *NATO* (DLP). Abbreviated in the present dictionary as *Acron*.

Affixation: the process of adding an affix (prefix/ suffix/ infix) to previously existing stems when creating new words (cf. ODL). Morphological process whereby grammatical or lexical information is added to a stem (DLP). Abbreviated in the present dictionary as *Affix*.

Blending: a word formed by joining the beginning of one word to the end of another, e.g. *smog* formed from *smoke* and *fog*; the process of creating words by joining the beginning of one word to the end of another (ODL). A common source of new words through abbreviation, e.g. *brunch* from *breakfast* and *lunch* (DLP). Abbreviated in the present dictionary as *Bld*.

Clipping: process of word formation in which an existing form is abbreviated, e.g. *fan* (devotee, enthusiast) was formed in the late 19th century by shortening *fanatic* (ODL). Also: *clippings*: reductions of longer forms, usually removing the end of the word (*ad* from *advertisement*), but sometimes the beginning (*plane* from *airplane*) or both the beginning and ending (*flu* from *influenza*) (DLP). Abbreviated in the present dictionary as *Clp*.

Compound: A word formed from 2 or more units that are themselves words: e.g. *blackboard* from *black* and *board* (ODL); correspondingly, *compounding* is the process of word formation from 2 or more units that are themselves words. Also: *compound*: a linguistic unit which is composed of two or more [free] morphemes as in such compound nouns as *bedroom*, *rainfall* or *washing machine*; correspondingly, *compounding* is the process of forming linguistic units which are composed of two or more [free] morphemes (DLP). Abbreviated in the present dictionary as *Cpd*.

Conversion: A process by which a lexical unit which is primarily of one syntactic class also belongs secondarily to another syntactic class; also equivalent to zero derivation, which is a process of word formation in which there is no change to the form that undergoes it: e.g. that by which the verb *fish* seen as one lexical unit is derived from the noun *fish* seen as another lexical unit (ODL). Derivational process whereby an item comes to belong to a new word class without the addition of an affix, e.g. verbs/ nouns *smell/ taste/ hit/ walk* (DLP). Abbreviated in the present dictionary as *Cvr*.

Initialism, or alphabetism: it reflects the separate pronunciation of the initial letters in the constituent words, e.g. *TV* (DLP). Abbreviated in the present dictionary as *Init*.

Internet: a global network of interconnected computers, enabling users to share information along multiple channels.

Internet language: a third medium of language next to spoken language and written language. It combines elements of spoken language and written language and is denoted for extremely rapid development, novel attitudes to turn-taking in conversations and for active use of symbols not belonging to the traditional orthographical code.

Internet relay chat: a form of real-time Internet text messaging (chat) or synchronous conferencing. It is commonly used for group communication in discussion forums, called *channels*, but is also employed for one-to-one communication via private message.

New root neologisms: neologisms containing a root which had not previously been used in the relevant language, i.e. *gazump* was a new root neologism in English in the 1920s. Abbreviated in the present dictionary as *Nrt*.

Shortening: a sub-type of abbreviation in word formation when occasional elements are dropped from a word leaving just the most recognizable parts (usually, consonants), e.g. *acct* derived from *account*. Note! This is not a traditional type of word formation; it is introduced here for the convenience of dealing more accurately with specific derivational features of Internet English. Abbreviated in the present dictionary as *Srt*.

Standard English: the totality of the traditional English language including its spoken and written variations as opposed to the modern rapidly-developing Internet English variation. (Note! This is not a universally accepted term; in this device it is used for the convenience of referencing to the body of the English language beyond Internet English.) Abbreviated in the present methodological device as *SE*.

Word form alteration: creation of new words parallel to existing ones and usually with no changes in terms of meaning value by altering the inflectional patterns of existing words e.g. *foxen* from *foxes*. Note! This is not a traditional type of word formation; it is introduced here for the convenience of dealing more accurately with specific derivational features of Internet English. Abbreviated in the present dictionary as *Wfa*.

Word formation: the formation of words in general and specifically the formation of words as lexical units, subsuming compounding and derivational morphology (ODL). The whole process of morphological variation in the constitution of words, i.e. including the two main domains of inflexion and derivation (word formation signalling lexical relationships) (DLP).

INTERNET ENGLISH NEOLOGISM GLOSSARY

Word	Type of word building	Meaning
Accessable	Affix	Easy to obtain and/ or use
Accesspath	Cpd	Access path
Accs	Srt	Access
Acct	Srt	Account
Ack	Srt	To acknowledge; acknowledged (<i>used as participle</i>)
ADIH	Acron	Another day in hell
ADIP	Acron	Another day in paradise
Admin	Clp	Administrator
Adminning	Affix	Supervising and/ or maintaining a website
Adulthood	Bld	Adult activity
Aduly	Affix	Typical of adults
AFAICR	Acron	As far as I can remember
AFAICT	Acron	As far as I can tell
AFAIK	Acron	As far as I know
AFK	Acron	Away from keyboard
Afterall	Cpd	Ultimately
Akickin	Affix	Kicking (occasionally: alive and kicking)
Amazeness	Affix	A feeling of being very surprised
Amusement	Affix	Feeling of being amused; Something entertaining to do
ANAL	Acron	Am not a lawyer
Angerish	Affix	Quite angry
Anyplace	Cpd	Anywhere
Apology (v)	Cvr	To apologize
ASAP	Acron	As soon as possible
ASL (A/S/L)	Acron/ Init	Age, sex, location
Assload	Cpd	Very many
Assloadish	Affix	Available in quite large amounts
Astonish (n)	Cvr	Astonishment
ATEOTD	Acron	At the end of the day
ATM	Init	At the moment
Autosystem	Affix	Automatically operated system
Autoupdate	Affix	Automatic update
Avatarization	Affix	Introduction of avatars
B4	Clp/ Mix	Before
Badass	Cpd	An arrogant person (usually male); A person talking too much and showing off
Badassdom	Affix	Arrogance and overself-confidence mixed with intimidation of others
Badassery	Affix	Arrogance and overself-confidence mixed with intimidation of others; Extreme bravery which is held in high regard
Badden	Affix	To make something worse
Baddening	Affix	The act/ process of making something worse
Baddest	Wfa	Worst
Bashfulish	Affix	Quite easily embarrassed
Bazillion	Nrt	A large (usually unknown or generalized) number (<i>may be</i>

		<i>ironic</i>)
Bazillionaire	Affix	A very rich person (<i>may be ironic</i>)
BBS	Acron	[I'll] Be back soon
BCNU	AbbrevMix/ Clip	Be seein' you
Beated	Wfa	Beat (<i>past</i>)
Belief (v)	Cvr	To believe
Believe	Cvr	A belief
Bestest	Wfa	Best of the best
Bestness	Affix	The quality of being the best
BFF	Acron	Best friends forever
BFN	Acron	Bye for now
Biggen	Affix	To increase something in size/ importance
Bitchen	Wfa	Bitches
Bogglable	Affix	Possible to be made confusing
Boon	Nrt	Fool
Boonish	Affix	Foolish
Bootay	Affix	A big arse
Brainyday	Cpd	A day when one has to think and analyze a lot
BRB	Acron	Be right back
Bringed	Wfa	Brought (<i>past</i>)
BTDT	Acron	Been there done that
BTW	Acron	By the way
Businessmeeting	Cpd	Business meeting
Busyday	Cpd	A busy day
Butfortheif	Cpd	If not (<i>ironic</i>)
Buttonsmashing	Cpd	Button smashing, anger, manifestation of anger
Cannable	Affix	Possible to do
Charmy	Affix	Charming
Chatly	Affix	In conversational style
Cheapscape	Bld	Act of cheating (<i>cheap escape</i>)
Chilax	Bld	Chill out and relax
Clubbing	Affix	A person who goes clubbing
CMIW	Acron	Correct me if I'm wrong
Computerless	Affix	Without a computer
Computherapist	Bld	A person who repairs computers
Config	Clp	Configuration
Coolth	Affix	The quality of being awesome
Copypaste	Cpd	Copy and paste
Counterdupiness	Affix	Fighting against or protection from stupid/ incompetent behaviour
Counterspell (n+v)	Affix/ Cvr	Fighting spell (magic) forces in a computer game
Creamdream	Cpd	A sweet dream
Crunk	Bld	Crazy and drunk
CU	Clp/ Mix	See you
Cufk	Nrt	Fuck
Curiosity	Affix	Curiousness
Cuty	Affix (?)/ Blend (?)	(Cute+beauty (?)) Someone who is physically attractive and charming
CYA ₁	Clp/ Mix	See ya

CYA ₂	Acron	Cover your ass
Dangerish	Affix	Quite dangerous
Dangerly	Affix	In a dangerous way
Dangerosity	Affix	The quality of being threatening
Dangerness	Affix	The quality of being threatening
Datarecovery	Cpd	Data recovery
Datastorage	Cpd	Data storage
Datausage	Cpd	Data usage
Datisfine	Cpd	That is fine
Dayindayout	Cpd	Regularly for a long time
Dayofweek	Cpd	Day of week
Debtman	Cpd	A person who is in debt
Diff	Clp	Difference; different
Difficultest	Wfa	The most difficult
Digitime	Bld	Time at the computer (<i>digital time</i>)
Digitoil	Bld	Hard work related with computer
Digitool	Bld	Computer tool
Digitv	Bld	Digital TV
DND	Acron	Do not disturb
Doomgloom	Cpd	Doom and gloom, a very bad situation with little hope
Doubletrouble	Cpd	A very bad trouble or a load of troubles at the same time
Dubiosity	Affix	The quality of being (suspected) not true
Dupity	Affix	Foolishness
Eager (v)	Cvr	To desire
Easifull	Affix	Not complicated
Eated	Wfa	Ate (<i>past</i>)
Eatened	Wfa	Ate (<i>past</i>)
Emtypocket	Cpd	A poor person
Enlaugh	Affix	To make people laugh
Enlove	Affix	To (make to) fall in love with somebody
Ensmile	Affix	To make somebody smile
EOM	Acron	End of message
Error (v)	Cvr	To commit a mistake, to err
Errorry	Affix	Full of mistakes
Eventhough	Cpd	Even though
Evernever	Cpd	Never in a lifetime
Excelformat	Cpd	Excel format
Fagwhore	Cpd	An utter dupe; A despicable person
Farrest	Wfa	Farthest
Fartard	Bld	Farting retard
Faxen	Wfa	Faxes
Feel (n)	Cvr	A feeling
FFS	Acron	For fuck's sake
FOAD	Acron	Fuck off and die
FOAF	Acron	Friend of a friend
Foob	Nrt	Fool
Food (v)	Cvr	To eat; to feed
Foodable	Affix	Edible
Friendity	Affix	Friendliness
FTFY	Acron	Fixed that for you

FTW?	Acron	Fuck the what? (= What is that??)
FU	AbbrevMix	Fuck you
FUBAR	Acron	Fucked up beyond all recognition
Fucktard	Bld	Fucking retard
Fugly	Bld	Fucking ugly
Funday	Cpd	A funny/ pleasant day
Funkyme	Cpd	Me, a funky individual
Funkytime	Cpd	Funky time
FWIW	Acron	For what it's worth
Gamelevel	Cpd	Level achieved in a game
Gameover	Cpd	Game over; a bad situation with no prospects
Gankerism	Affix	Aptitude for being vulgar
Gankishness	Affix	Vulgarity or ability to be ridiculous, to make people laugh
Gaved	Wfa	Gave (<i>past</i>)
GBTW	Acron	Get back to work
Gettoknow	Cpd	Get to know
GFY	Acron	Go fuck yourself
Giantalia	Bld	Giant genitalia
Giantass	Cpd	Motherfucker, a moron
GJ	Acron	Good job
GL	Acron	Good luck
GMTA	Acron	Great minds think alike
Goned	Wfa	Went (<i>past</i>)
Gooden	Affix	Improve
Goodening	Affix	Improvement
Google (v)	Cvr	To search for some information by using a search engine
Googlebomb	Cpd	Manipulate search engines in order to deceive their users and ultimately attract them to the choice of one's product/ service
Googlecheck	Cpd	Check/ search by using a search engine
Googlefind	Cpd	Find by using a search engine
Googler	Affix	User of Google/ any research engine
Googleress	Affix	Female user of Google/ any research engine
Googlership	Affix	Usage of Google/ any research engine
Googlesearch	Cpd	Search by using a search engine
Googletop	Cpd	To be popular and to have many references among the results of research when using search engines
Greatish	Affix	Quite great
Greatmind	Cpd	A very intelligent person
Greatofgreats	Cpd	A very great person (<i>may be ironic</i>)
Griever	Affix	Griever
Griefing	Affix	Grieving
GTFO	Acron	Get the fuck out
GTG	Acron	Got to go
G2G	Clp/ Mix	Got to go
Hackerish	Affix	Typical of hackers' behaviour
Halfaday	Cpd	Half a day
HAND	Acron	Have a nice day
Hangaround (v)	Cvr	To hang around
Hangarounding	Affix	Hanging around
Harday	Bld	A hard day

Haxor	Mix (Nrt)	Hacker
Headfull	Affix	A large amount of something in one's head/ mind
Heart (v)	Cvr	To greet sincerely
Hearting	Affix	Greeting
Heavensent	Cpd	Sent by heaven
Hellofalot	Cpd	Extremely much
HF	Acron	Have fun
Hided	Wfa	Hid (<i>past</i>)
Hightime	Cpd	Best time; It is already time
Hightired	Cpd	Extremely tired
Holded	Wfa	Held (<i>past</i>)
Holybullshit	Cpd	An expression yelled at something very bad and/ or surprising
Holycow	Cpd	An expression yelled at something very bad and/ or surprising
Holyshit	Cpd	An expression yelled at something very bad and/ or surprising
Homosapien	Cpd	A human
Horrorfull	Affix	Horrible
Howcome	Cpd	How (<i>with emphasis</i>)
Howto	Cpd	How [is it possible] to [...]
Howto (n)	Cvr	A solution
HTH	Acron	Hope this helps
Hyperdupe (n/adj)	Affix	An utter fool; extremely foolish
IANAL	Acron	I am not a lawyer
Idgit	Bld	Idiot in digital technologies
IDK	Acron	I don't know
IIRC	Acron	If I remember correctly
IIUN	Acron	If I understand corectly
Imaginate	Affix	Imagine
IMAO	Acron	In my arrogant opinion
IMO	Acron	In my opinion
IMHO	Acron	In my humble opinion
IMNSHO	Acron	In my not so humble opinion
Initdefault	Cpd	Initial default
Interestinger	Wfa	More interesting
Internetting	Affix	Using Internet
IOW	Acron	In other words
Ircing	Affix	Using <i>irc</i>
IRL	Acron	In real life
ITYM	Acron	I think you mean
IYKWIM	Acron	If you know what I mean
JAS	Acron	Just a second
Jealo(u)sity	Affix	Envy; Jealousy
JFK	Acron	Just fucking kidding
JFTR	Acron	Just for the record
JK	Acron	Just kidding
Kcuf	Nrt	Fuck
Kickass	Cpd	Cool; great; pleasing, awesome
KISS	Acron	Keep it simple stupid

KTHXBAI	Acron	Ok, thanks, good bye
L8R	Clp/ Mix	Later (= good bye)
Lagfull	Affix	Operating with lag/ delay
Laggy	Affix	Operating with lag/ delay
Lagless	Affix	Operating without lag/ delay
Lagsome	Affix	Operating with occasional lag/ delay
Leetish	Affix	Typical of <i>leet</i>
LFM	Acron	Looking for more
Liveupdate	Cpd	Live update which is provided without needing to press the reload/ update button
LMAO	Acron	Laughing my ass off
LMFAO	Acron	Laughing my fucking ass off
LMIRL	Acron	Let's meet in real life
LMK	Acron	Let me know
LOL	Acron	Laughing out loud
Lollable	Affix	Laughable
Lollaby	Bld	Laughable (<i>lol</i> + <i>lullaby</i>)
Lolcity	Cpd	Everybody (i.e. all the city) is laughing
Lollercoaster	Bld	Laughable (<i>lol</i> + <i>rollercoaster</i>)
Lollerskates	Bld	Laughable (<i>lol</i> + <i>rollerskates</i>)
Lolling	Affix	Laughing
Lollish	Affix	Quite likely to be laughed at
Lollyday	Bld	A laughable holiday
Lookandsee	Cpd	Look and see
Lossy	Affix	Poor at a particular computer game; Having features of a loser
Lossylooser	Cpd	An utter outsider/ loser
Losthead	Cpd	A person who feels lost
Luser	Bld	A loserish user
LYLAB	Acron	Loving you like a brother
LYLAS	Acron	Loving you like a sister
M8	AbbrevMix	Mate
Mailjunk	Cpd	Junk sent by regular mail/ email
Mailthrash	Cpd	Junk sent by regular mail/ email
Massfail	Cpd	Massive failure
Massfailure	Cpd	Massive failure
Mayable	Affix	Possible
Mayish	Affix	Quite possible
Meany	Affix	A mean person
Mightable	Affix	Quite unlikely but not impossible
Mightish	Affix	Very unlikely
Mildy	Affix	A very tender person
Mindly	Affix	Logical; Reasonable
Moded	Affix	Set in a particular mode
MOTD	Acron	Message of the day
MTFBWY	Acron	May the force be with you
Multikill (n/ v)	Affix/ Cnv	Slaughter; to slaughter
MUSH	Acron	Multi user shared hallucination
Mustable	Affix	Obligatory; Essential
Mustish	Affix	Almost essential

MYOB	Acron	Mind your own business
Myspacer	Affix	User of <i>Myspace</i>
N1	AbbrevMix	Nice one
Naturality	Affix	Whatever can be taken as a given
Neatfeat	Cpd	Neat work
Needish	Affix	Quite necessary
Neveranyday	Cpd	Never in a lifetime
NIFOC	Acron	Naked in front of [a] computer
NM ₁	Acron	Nevermind
NM ₂	Acron	Not much
Nomoney	Cpd	Moneyless
Noneedful	Affix	Not necessary
Nooblery	Affix	Stupidity; Incompetence
Nothistime	Cpd	Not this time
NP	Acron	No problem
NSFW	Acron	Not safe for work
Nubblesome	Affix	Foolish
NVM	Acron	Nevermind
Obeserexic	Bld	An obese person who refuses to admit it (<i>obese</i> + <i>anorexic</i>)
Obviosity	Affix	Obviousness
Offendish	Affix	Quite insulting
Offtopic	Affix	Irrelevant to the thematic area of conversation
OIC	AbbrevMix	Oh, I see
Oldernest	Wfa	Oldest; Eldest; most senior
OMG	Acron	Oh my god
OMW	Acron	On my way
OP	Acron	Original post(er)
ORLY	Acron	Oh, really?
OT	Acron	Off-topic
Otherway	Bld	Otherwise and anyway
OTOH	Acron	On the other hand
OTP	Acron	On the phone
Outdeceive	Affix	To deceive somebody who is or previously was trying to deceive somebody else/ you
Overwater	Affix	Existing or happening above the surface of water
Ownage	Affix	Dominance over somebody
Owneress	Affix	Female owner
P2P	Clp/ Mix	Peer to peer
PAW	Acron	Parents /or: people/ are watching
PEBKAC	Acron	Problem exists between keyboard and chair
Perv	Clp	Pervert
PITA	Acron	Pain in the ass
PLMK	Acron	Please let me know
PMSL	Acron	Pissing myself laughing
Politfart	Cpd	Nonsense talking (not necessarily in politics)
POS	Acron	Piece of shit
POV	Acron	Point of view
PPL	Short	People
Presentminded	Cpd	Thinking of reality; realistic rather than opportunistic

Prettygood	Cpd	A beauty
Prob ₁	Clp	Probably
Prob ₂	Clp	Problem
Programgod	Cpd	An expert programmer
Prolly	Clp/ Mix	Probably
Pron	Nrt/Clp	Pornography
Pwn	Nrt	To defeat, thrash, whitewash (=to own)
Queendom	Affix	Country ruled by a queen
QWP	Acron	Quit whining, please
Read (n)	Cvr	Act/ process of reading
Readd	Affix	To add again
Realvirtuality	Cpd	Virtual reality
Rehi	Affix	Hello again
Relogin	Affix	To log in after having logged off
RL	Acron	Real life
RMS	Acron	Ride me sideways
ROFL	Acron	Rolling on [the] floor laughing
Roflicopter	Bld	I am laughing at you rolling on the floor (<i>Rofl</i> + <i>helicopter</i>)
RO(T)FLMAO	Acron	Rolling on (the) floor laughing my ass off
ROFLOL	Acron	Rolling on floor laughing out loud
ROTFL	Acron	Rolling on the floor laughing
Roundthetown	Cpd	Everywhere
RSN	Acron	Real soon now (sarcastic; usually means <i>never</i>)
RTFB	Acron	Read the fucking book
RTFM	Acron	Read the fucking manual
RTM ₁	Acron	Read the manual
RTM ₂	Acron	Reboot (reload) the machine
SCNR	Acron	Sorry could not resist
Seetobelieve	Cpd	See to believe
Sendtime	Cpd	Time of delivery
SFW	Acron	Safe for work
Sheepy	Affix	Foolish
Shitlist	Cpd	To list something as a worthless thing
Shitten ₁	Bld	A shit of a kitten, i.e. a naughty or extremely beautiful kitten
Shitten ₂	Affix	To shit
Shittening	Affix	Damning; Annoying
Short (v)	Cvr	To shorten
Smallen	Affix	Decrease in size
SMH	Acron	Shaking my head
Snoozilate	Affix	Snooze (usually in a pleasant way) for a very short time
Socialpath	Cpd	Sociopath
Somekind	Cpd	Somehow; Some kind [of]
Sorry (n)	Cvr	Apology
Sorry (v)	Cvr	To apologize
Spamban	Cpd	Ban on spam
Sroucks	Bld	Sucks and rocks
Startover	Cpd	To start over, to begin anew
STFW	Acron	Search the fucking web

Strongitude	Affix	Strength
Supercrime	Affix	An extremely impressive crime
Sysadminning	Cpd/ Mix/ Affix	Process/ work of system administration
Taked	Wfa	Took (<i>past</i>)
TBF ₁	Acron	Time between failures
TBF ₂	Acron	To be failed
TBH	Acron	To be honest
Teenagerware	Cpd	Teenagers' ware
Telled	Wfa	Told (<i>past</i>)
TG	Acron	That's great
TGIF	Acron	Thank God it's Friday
Thif	Bld	Thus if
THX	Short	Thanks
THNX	Short	Thanks
TIA	Acron	Thanks in advance
TINC	Acron	There is no conspiracy
TMI	Acron	Too much information
TNX	Short	Thanks
Tomorrry	Affix/ Mix	Tomorrow; Future (adj.)
TOS	Acron	Terms of service
Totailure	Bld	Total failure
Troll	Nrt	To deceive, to present incorrect data or lead to wrong conclusions deliberately and intentionally
Trolling	Affix	Deception
Troubleday	Cpd	A troubled day
Troubletime	Cpd	Hard time
TTBOMK	Acron	To the best of my knowledge
TTFN	Acron	Ta ta (= bye bye) for now
TTUL	AbbrevMix	Talk to you later
TTYL	Acron	Talk to you later
TX	Short	Thanks
TY	Acron	Thank you
TYT	Acron	Take your time
TYVM	Acron	Thank you very much
T2UL	Clp/ Mix	Talk to you later
T2YL	Clp/ Mix	Talk to you later
U	Clp/ Mix	You
Unap(p)rprate	Affix	Inappropriate; Inadequate
Unbelieve	Affix	Not to believe
Uncancel	Affix	To redo something, to disallow cancellation
Uncredible	Affix	Incredible
Underimportant	Affix	Insufficiently important
Undoubt	Affix	Not to doubt
Unexistant	Affix	Non-existent
Ungettable	Affix	Impossible to get
Unmute	Affix	To switch the sound on again
Unpause	Affix	To restart/ to go on playing or watching something after pausing
Unpossible	Affix	Impossible
Unrelevant	Affix	Irrelevant

UTFSE	Acron	Use the fucking search engine
Vanish (n)	Cvr	Disappearance
Vendor (v)	Cvr	To sell; to trade
Virusdanger	Cpd	Danger of viruses
Virusmailer	Cpd	A person who sends viruses by email attachments intentionally or unintentionally
Virusearch	Cpd/ Bld	Search for viruses/ Virus scanning
W (/)	Acron	With
Wahmbulance	Bld	Crying over something stupid (<i>wah</i> + <i>ambulance</i>)
Wannado	Cpd	Want to do
Wassat	Nrt	What is that?
WB	Acron	Welcome back
WE	Acron	Whatever
Webaround	Cpd	Anywhere/ everywhere on the Internet
Weblogic	Cpd	Internet [systems/ operation]-based logic
Webmin	Bld	Website administrator
Wibbers	Nrt	Welcome back
WO	Acron	Without
Wolfen	Wfa	Wolves
Wonderfulest	Wfa	The most wonderful
Wonderfulization	Affix	Act of making something wonderful
Wonderful(l)ness	Affix	Quality of being wonderful
Woot	Nrt	Fool
Wordy	Affix	A nice little word
Worstest	Wfa	Worst of the worst
WRT ₁	Acron	With respect to
WRT ₂	Acron	With regard to
WTB	Acron	Want to buy
WTF	Acron	What the fuck
WTG	Acron	Way to go
WTH	Acron	What the hell?!
WTS	Acron	Want to sell
WTT	Acron	Want to trade
WUG	Acron	What [have] you got?
WUBU2	Clp/ Mix	What [have] you been up to
WYSIWYG	Acron	What you see is what you get
W8	Clp/ Mix	Wait
Xteen	Nrt	Umpteen
YAGNI	Acron	You ain't gonna need it
YAGTOH	Acron	You are going to own him
YHBT	Acron	You have been trolled
YKW	Acron	You know what?
Youknowwho	Cpd	You know who
Yourkinkiness	Cpd	Your kinkiness (<i>ironic address</i>)
YOYO	Acron	You [are] on your own
YW	Acron	You are welcome
2 ₁	Clp/ Mix	To
2 ₂	Clp/ Mix	Too
4	Clp/ Mix	For

RECOMMENDED LITERATURE

- Bodomo, A., Lee, C.K.M., 2002. Changing Forms of Language and Literacy: Technobabble and Mobile Phone Communication. Singapore: Literacy and Numeracy Studies 12(1).
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- Ferrara, K. et al., 1991. Interactive Written Discourse as an Emerging Register. In: *Written Communication* 1991, 8 (1), 8-34.
- Hale, C., Scanlon, J., 1999. *Wired Style*, New York: Broadway Books.
- Herring, S.C., 1996. Linguistic and Critical Analysis of Computer-Mediated Communication. Some Ethical and Scholarly Considerations. In: *The Information Society* 12, p. 153-168.
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SAMPLE TEXTS

[02:50]<rd2nznrf>JohnnyL: it depends on what the app needs, what error are you getting?

[02:51]<rd2nznrf>JohnnyL: also, where did you get the source?

[02:52]<rd2nznrf>JohnnyL: look at the file in samples/KitchenSink called KitchenSink-compile, it's a shell script

[02:53]<njjcsvnz>cybereal

[02:53]<rd2nznrf>yeah?

[02:53]<njjcsvnz>if i do, bankersOffer = 1657; bankersOffer -= (bankersOffer % 50);

[02:53]<njjcsvnz>it will return me 16

[02:53]<njjcsvnz>;/

[02:54]<rd2nznrf>I did it and got 1650

[02:55]<rd2nznrf>I'll need you to put your test case showing the problem into the pastebin

[02:55]<njjcsvnz>it must be the problem with my convertValue code then, i'll put that in there if you'll take a look?

[02:55]<jjxggdl><http://pastebin.com/725729>

[02:55]<rd2nznrf>Nookster: that's fine

[02:55]<jjxggdl>oh ok

[02:55]<jjxggdl>good call.

[02:56]<rd2nznrf>JohnnyL: You don't use javac, it's just a java app that does the compiling

[02:56]<rd2nznrf>apparently...

[02:56]<rd2nznrf>JohnnyL: maybe this weekend I'll play around with gwt, so I can be more helpful in here :)

[02:58]<njjcsvnz>cybereal: <http://pastebin.com/725736>

[02:58]<njjcsvnz>after cutting the value it puts it through that to convert it into £

[03:00]<rd2nznrf>Nookster: I think what's happening is on line 8, it's casting the result of your division to an int, and when that happens, it truncates the decimal and everything after it

[03:00]<rd2nznrf>I don't know what that "decF" variable is though

[03:00]<njjcsvnz>ah thats just a new DecimalFormat instnace

[03:01]<rd2nznrf>so DecimalFormat decF = (DecimalFormat)NumberFormet.getInstance(); or similar?

[03:02]<rd2nznrf>hey try changing 100 to 100.0 for kicks

[03:02]<njjcsvnz>private static DecimalFormat decF = new DecimalFormat();

[03:02]<njjcsvnz>ok

[03:03]<rd2nznrf>1657 / 100 does integer division, which in essence, makes 16.57 then truncates

the .57 off

[03:04]<rd2nznrf>but 1657 / 100.0 does double or float division (not sure which) and gives a result with 16.57

[03:04]<njjcsvnz>hehe i get 16.5 instead of 16

[03:04]<rd2nznrf>which is what you wanted isn't it?

[03:07]<njjcsvnz>but when using the -= it chops the end off

[03:07]<rd2nznrf>no, it does not

[03:07]<rd2nznrf>convertValue() what are you passing to it?

[03:07]<pzggjgg1000>Pennies? Pounds?

[03:07]<njjcsvnz>a random value in pennies

[03:07]<pzggjgg1000>Ah. UK. Nvm.

[03:07]<njjcsvnz>to convert to pounds

[03:08]<njjcsvnz>then once converted, i want it to round to the nearest 50

[03:08]<rd2nznrf>Nookster: is that after you round to the nearest 50?

[03:08]<njjcsvnz>yea

[03:08]<njjcsvnz>no

[03:08]<pzggjgg1000>Which?

[03:08]<njjcsvnz>after the conversion it should be rounded, sorry

[03:08]<rd2nznrf>Nookster: you want it to round to the nearest 50 what?

[03:08]<njjcsvnz>50£'s

[03:08]<rd2nznrf>5000 pennies

[03:08]<njjcsvnz>hehe

[03:08]<njjcsvnz>yea

[03:09]<rd2nznrf>16.57 pounds rounds to 0 pounds in that case, what will you do there?

[03:09]<njjcsvnz>there are a set choice of values, which it works out the average of

[03:09]<njjcsvnz>you ever seen Deal or No Deal? its that

[03:10]<rd2nznrf>no

[03:10]<njjcsvnz>values range from 1p to 250,000£

[03:11]<rd2nznrf>I know if you do 1657 / 100.0, it does NOT truncate the 7

[03:11]<rd2nznrf>you get 16.57

[03:11]<rd2nznrf>But your decimalformat object might be truncating it in the formatting stage

[03:12]<njjcsvnz>hmm

[03:12]<rd2nznrf>And if you want to round x pennies to the nearest 50 pounds, do % 5000, instead of % 50, it should work

[03:13]<rd2nznrf>anything under 50 pounds won't be changed though

[03:13]<njjcsvnz>ok, thanks

[03:14]<rd2nznrf>yark, I should've left 15 min. ago. L&r.

[03:30]<zdzdd_zfzzzsja>Evening.

[03:49]<ffd>hi, i am trying to decompress and view a .class file - how is this possible?

[03:49]<zdzdd_zfzzzsja>~jad

[03:49]<rrvr2jv>ricky_clarkson, jad is a Java decompiler, see <http://www.kpdus.com/jad.html> - It's also a MIDlet download descriptor.

[03:49]<ffd>thank you

[03:53]<l-----d>ricky_clarkson: hello

[03:54]<zdzdd_zfzzzsja>ni hao

[03:55]<vynvyvq>ricky busting out the chinese

[03:56]<njjcsvnz>lei ho

[03:56]<l-----d>ricky_clarkson: how many language can you speak?

[03:56]<zdzdd_zfzzzsja>1

[03:56]<l-----d>Nookster: lol

[03:57]<l-----d>ricky_clarkson: so, that's Java?

[03:57]<l-----d>;P

[03:58]<ffd>ricky_clarkson: some of the files give me errors when decompiling, errors like: "couldnt fully decompile method b" etc etc

[03:58]<zdzdd_zfzzzsja>llm: Then they were probably compiled without debugging info.

[03:59]<zdzdd_zfzzzsja>Or obfuscated.

[03:59]<ffd>ricky_clarkson: so .class files can be completely decompiled, nothing is 'secret' ?

[03:59]<zdzdd_zfzzzsja>llm: Right.

[04:10]<ffd>ricky_clarkson: <http://papernapkin.org/pastebin/app/view/687>

[04:11]<zdzdd_zfzzzsja>I'm not interested.

[04:11]<ffd>ricky_clarkson: do any of those errors mean that the files could not be decompressed correctly?

[04:11]<ffd>oh

[04:14]<zdzdd_zfzzzsja>Sounds too much like warez for me.

[04:15]<ffd>infact, very far off.

[04:16]<l-----d>that's depends on how you use the tech

[04:18]<zdzdd_zfzzzsja>Yes, I've used it for legal purposes before.

[04:19]<zdzdd_zfzzzsja>The terminology used by llm suggests newbie, or scriptkiddie.

[04:19]<zdzdd_zfzzzsja>.class files aren't compressed, for example.

[04:23]<ffd>ricky_clarkson: sue me for using the incorrect terminology, damn...

[04:28]<njjcsvnz>~.~

[04:28]<rrvr2jv>Nookster, I have no idea what .~ is.

[04:28]<l-----d>lol

[04:28]<njjcsvnz>its half a tired smiley

[04:28]<zdzdd_zfzzzsja>llm: It's my right to ignore you, based on any reasoning. I have no objection to other people helping you.

[04:30]<njjcsvnz>;o

[04:33]<njjcsvnz>woot my assignment is complete with 10 hours to spare

[04:33]<njjcsvnz>who the man

[04:33]<njjcsvnz>lol

[04:34]<l-----d>Nookster: noe me ;D

[04:34]<l-----d>*not

[04:34]<njjcsvnz>hehe

[04:45]<m012jd>what is the proper class to be used for rounding deecimals?

[04:45]<m012jd>the values will be used for calculators

[04:45]<m012jd>*calculations

[04:46]<zdzdd_zfzzzsja>Well, you only round at the end, but NumberFormat or DecimalFormat. Probably BigDecimal has some stuff too.

[04:47]<m012jd>k

[04:48]<byr_jq>anyone use netbeans on linux?

[04:48]<zdzdd_zfzzzsja>Big_J2: Ask a question.

[04:48]<byr_jq>ricky_clarkson, just need to make sure it is using the right compiler version 1.5 instead of 1.4 how can I be sure?

[04:48]<-- dyrnnpd wrs puyv> i mean the other left <-")

[04:52]<czdjzyacs>Big_J2: javac -version

[04:53]<byr_jq>Kamoricks, ya that tells me I have 1.5 but I had 1.4 before so I just want to make sure netbeans is linking to the right version....

[04:53]<byr_jq>Kamoricks, or will it automatically use the 1.5?

[04:56]<gr2fr>Anybody here with experience with Swing?

[04:56]<m012jd>nabla, ya

[04:56]<m012jd>i dont feel right by saying this.. but get to the point

[04:57]<gr2fr>hey, I'm having a little trouble understanding the need of using SwingUtilities.invokeLater(Runnable r)

[04:57]<gr2fr>I mean whats the point if that just runs a new thread?

[04:57]<gr2fr>No problem, I intend to :)

[04:58]<gr2fr>I mean the thread would started in the EDT, but since that just fires a new Thread I dont see the point ...

[04:59]<frufwn2tw_t_>nabla: no, the EDT runs the Runnable

[04:59]<gr2fr>Doesn't the EDT just creates a new thread with Runnable?

[05:00]<frufwn2tw_t_>in theory the EDT is processing system events (resize, move, mouse over, etc) but it also has a queue of runnables that it also executes ... it just pops them off the queue and calls obj.run()

[05:00]<gr2fr>Doesnt that mean my code wouldn't be running in the EDt anyways?

[05:01]<frufwn2tw_t_>nabla: SwingUtilities.invokeLater(*) is useful if you 1) need to update a swing component, but you are in a different thread than the EDIT

[05:02]<gr2fr>Wouldnt it be actually running a new thread ...if it just calls obj.run() that would block until it finishes.

[05:02]<frufwn2tw_t_>nabla: and 2), if you want to continue your current processing, and have EDT get to it later

[05:03]<frufwn2tw_t_>nabla: A runnable is just an object ... it's like calling myString.toString()

[05:03]<gr2fr>well isnt everything thats not an eventListener out of the EDT?

[05:03]<frufwn2tw_t_>If EDT calls Runnable#run(), the EDT executes the code

[05:04]<frufwn2tw_t_>nabla: :-)

[05:04]<gr2fr>yeah I know, But my assumption is that invokeLater uses the Runnable object to fire a new thread.

[05:04]<frufwn2tw_t_>nabla: everything that's executed from the EDT thread is in the EDT, and everything that was run from a separate thread is not ...

[05:05]<frufwn2tw_t_>nabla: and as I mentioned, that's not the case ... invokeLater(*) just puts it on a queue for the EDT to run at the EDT's convenience

[05:06]<gr2fr>hmmmm.

[05:07]<gr2fr>ok so I guess my mistake was thinking it was using the Runnable to execute a thread

[05:07]<gr2fr>I think I get it now

[05:07]<frufwn2tw_t_>nabla: yep, that's it

[05:07]<gr2fr>finnaly , you're a life saver ...I've been splitting my head over this for a while :)

[05:07]<frufwn2tw_t_>nabla: also note, unless you've created a Thread Pool somewhere and are starting other threads, your java app is probably all running in the EDT

[05:09]<gr2fr>hmmm really? I got the impression from many tutorials, documentation, etc that the EDT is a separate thread , so I thought you are never running in the EDT unless its a method like actionPerformed() from an ActionListener ..

[05:11]<gr2fr>most places even recommend using invokeLater regardless of using or not using

multithreading, I suppose that if you dont use multiple threads its safe to assume you wont have any sync problems with the GUI

[05:14]<pzyvjf>It's best not to tie up the Listener with anything that takes much time

[05:14]<gr2fr>yeah

[05:15]<gr2fr>I've been using Java for a few years now, but only server side and some AWT a while back , so I'm new to Swing. I'm trying not to be tempted too much to use the Matisse GUI builder in NetBeans which is fantastic.

[05:16]<gr2fr>Oh and thanks a million paul for clearing things up for me.

[05:21]<zdzdd_zfzzzsfg>nabla: Note that the main method starts in the main thread, not the GUI thread.

[05:21]<zdzdd_zfzzzsfg>So at least one invokeLater..

[05:25]<frufwn2tw_t>ah, I didn't know that ...

[05:26]<zdzdd_zfzzzsfg>Don't drink water at jottinger's table.

[05:29]<zdzdd_zfzzzsfg>If cheese gives you nightmares, I'll be enjoying a horror movie shortly.

[05:54]<gr2fr>thanks ricky

[05:59]<zdzdd_zfzzzsfg>No problem.

[05:59]<czdjzyacs>Is JNI C or C++?

[06:02]<zdzdd_zfzzzsfg>Either.

[06:02]<czdjzyacs>Sweet.

[06:06]<xrgrsrcy>anyone have hotmail? try logging in.. i think thye got hacked.. there is a bikini on my menubar from them lol

[06:07]<zdzdd_zfzzzsfg>Worth getting an account for?

[06:07]<xrgrsrcy>eh.. kinda

[06:07]<xrgrsrcy><http://gfx1.hotmail.com/tab.slide.hm.li.gif>

[06:09]<xrgrsrcy>you get a ch8c on that link?

[06:09]<xrgrsrcy>mysquid may be @\$@ed

[06:09]<xrgrsrcy>lol

[06:10]<l-----d>lol

[06:10]<zdzdd_zfzzzsfg>lolleroastpotato

[06:19]<gjj2d>hello, how do I handle reading user input in java?

[06:19]<aasajj2dzs>Google.

[06:19]<gjj2d>ok

[06:19]<xrgrsrcy>read a few sun tutorials

[06:20]<aasajj2dzs>nooby: Not being mean. It seriously is all over google.

[06:20]<xrgrsrcy>anyoen see the google ajax toolkit converter for swing?

[06:20]<aasajj2dzs>No.

[06:20]<aasajj2dzs>Any good?

[06:20]<zdzzd_zfzzzsrg>~gwt

[06:20]<rrvr2jv>ricky_clarkson, gwt is Google Web Toolkit, which converts Java to JavaScript, makes everyone go "Wow", but nobody's actually tried it yet. Ever.

<http://code.google.com/webtoolkit/>

[06:20]<l-----d>for swing?

[06:21]<zdzzd_zfzzzsrg>Not Swing.

[06:21]<xrgsrscy><http://code.google.com/webtoolkit/documentation/examples/>

[06:21]<xrgsrscy>you tel me

[06:21]<xrgsrscy>ricky_clarkson: what? you want it for svt?

[06:21]<zdzzd_zfzzzsrg>Tell you what?

[06:21]<xrgsrscy>i was refering to jcscoobyrs question to me .. sorry

[06:22]<zdzzd_zfzzzsrg>hanasaki: Er, what makes you think that?

[06:22]<zdzzd_zfzzzsrg>Ah.

[06:22]<gudedj>hi

[06:22]<xrgsrscy>it was a questin.

[06:22]<zdzzd_zfzzzsrg>The Kitchen Sink demo is impressive.

[06:22]<aasajj2dzs>hanasaki: I only know of GWT, the thing ricky_clarkson is referring to and I don't think it does Swing conversions.

[06:22]<gudedj>hi

[06:22]<gudedj>already said :)

[06:23]<gudedj>how do I unit test wether an exception is correctly sent or not ?

[06:23]<xrgsrscy>gwt?

[06:23]<xrgsrscy>url pls

[06:23]<gudedj>~google gwt

[06:23]<rrvr2jv>I guess the factoid 'the google principle' might be appropriate:

[06:24]<rrvr2jv>The Google Principle: questions that can easily be answered by googling deserve incorrect and/or misleading answers.

[06:24]<xrgsrscy>Guyzmo: checkout junit.org

[06:24]<gudedj>uhuh :)

[06:24]<aasajj2dzs>Guyzmo: In your test, put your call to the method throwing the exception in a try/catch block and fail if the code doesn't thrown one.

[06:24]<gjj2d>omg reading user input is so hard in java

[06:24]<gudedj>jcscoobyrs - thanks

[06:24]<gjj2d>theres no cin :(

[06:24]<gudedj>hanasaki - well, would I find that kind of answers on junit.org ?

[06:25]<zdzdd_zfzzzsrg>nooby: Why would not having cin make things hard?

[06:25]<gudedj>nooby - well, use a completion enabled editor, that's *very* useful in java :)

[06:25]<zdzdd_zfzzzsrg>Guyzmo: Bad advice.

[06:25]<xrgsrscy>Guyzmo: its about understanding the concept of what/how to test..and learning java

[06:25]<gjj2d>ricky, that means my first lesson is to make a class to handle reading user input since it would be hard not to which is a hard thing to do if you're learning it in the first place

[06:25]<xrgsrscy>if you throw your exception and it doesnt get thrown.. the jvm is @\$@ed

[06:25]<zdzdd_zfzzzsrg>nooby: From the input stream, you could read using a BufferedReader, or a Scanner.

[06:26]<zdzdd_zfzzzsrg>nooby: Just do a GUI.

[06:26]<gudedj>hanasaki - well, I know what/how to test, as I'm doing those unit tests for my school, and it's in the software design course, though, I'm for now just doing it the "roots" way, using only assertions

[06:26]<gjj2d>ricky, i'm not ready to do guis

[06:26]<xrgsrscy>Guyzmo: so whats the question then?

[06:26]<zdzdd_zfzzzsrg>nooby: Then get thee back to C++.

[06:27]<gjj2d>haha

[06:27]<zdzdd_zfzzzsrg>nooby: My students meet a graphical hello world on their first day.

[06:27]<gjj2d>ooooo

[06:27]<gjj2d>they make it or meet it

[06:27]<zdzdd_zfzzzsrg>A bit of each.

[06:27]<gjj2d>using visual java?

[06:27]<gudedj>hanasaki - well, it's half past five here, so don't take account :)

[06:27]<zdzdd_zfzzzsrg>Using Notepad.

[06:28]<gjj2d>lies

[06:28]<xrgsrscy>lol

[06:28]<gjj2d>you probly have the gui part coded for them already and they just fill in the main

[06:28]<gudedj>ricky_clarkson - why are you telling me it's a bad advice to use completion ?

[06:28]<zdzdd_zfzzzsrg>nooby: http://cime.net/~ricky/netsim/pi/hello_world_cmd.html

[06:28]<zdzdd_zfzzzsrg>Guyzmo: Newbies shouldn't use IDEs.

[06:29]<gudedj>ricky_clarkson - wether you have or not completion, if you don't know what you're doing, you'll always end up writing bad code

[06:29]<zdzdd_zfzzzsja>nooby: Initial examples, yes, are pretty mundane, and they are limited to just fixing errors and adding a bit of code in places.

[06:29]<gudedj>ricky_clarkson - well, if he compares java to C++, I assumed he isn't that of a newbie, but assumptions are always bad :)

[06:30]<zdzdd_zfzzzsja>nooby: Java has too much cruft required for a simple application.

[06:30]<zdzdd_zfzzzsja>Guyzmo: One can be a newbie in one technology, and a cluebie in another.

[06:30]<gudedj>ricky_clarkson - well, imho java is a pretty simple language, even more when compared to C++

[06:31]<zdzdd_zfzzzsja>Guyzmo: Yes.

[06:31]<gudedj>and I did learn java after having learned C++, and it took me a couple of days to know what were the differences

[06:31]<zdzdd_zfzzzsja>Yeah, right..

[06:31]<gudedj>(thanks to people here and the FAQ Java for C++ programmers, I admit :)

[06:32]<zdzdd_zfzzzsja>Guyzmo: I expect you know what this will print:
<http://rickyclarkson.pastebin.com/712678>

[06:32]<gudedj>lol

[06:32]<gudedj>you really are a teacher :)

[06:32]<gjj2d>whos the question for?

[06:32]<zdzdd_zfzzzsja>I set up a couple of cases when r0bby was boasting.

[06:32]<gudedj>5,7 ? :)

[06:32]<zdzdd_zfzzzsja><http://rickyclarkson.pastebin.com/712649> is another.

[06:33]<zdzdd_zfzzzsja>Guyzmo: Aye.

[06:33]<gudedj>ricky_clarkson - classical one ;)

[06:33]<zdzdd_zfzzzsja>Guyzmo: He never got onto the tricky stuff.

[06:33]<gudedj>of course

[06:33]<gudedj>int is a primitive type

[06:33]<gudedj>and java only give arguments by value

[06:34]<zdzdd_zfzzzsja>int being primitive is entirely irrelevant.

[06:34]<gudedj>well

[06:34]<gudedj>it's not a reference

[06:34]<gudedj>that's what's relevant

[06:34]<zdzdd_zfzzzsja>So?

[06:34]<gudedj>for the second

[06:34]<zdzdd_zfzzzsja>What would happen if I replaced int with Integer?

[06:34]<gudedj>it prints 5 of course

[06:35]<gjj2d>yeah

[06:35]<gudedj>ricky_clarkson - same thing :)

[06:35]<gudedj>the reference would get killed :)

[06:36]<gudedj>(am)

[06:36]<zdzdd_zfzzzsrg>It's only one hour earlier here.

[06:36]<gudedj>well, I had an IA exam this morning at 9 and made a blank night yesterday :)

[06:36]<gudedj>oh

[06:36]<gudedj>ricky_clarkson - are you familiar with Knuth's DLX algorithm ? :)

[06:37]<zdzdd_zfzzzsrg>No.

[06:37]<gudedj>sad for me

[06:37]<zdzdd_zfzzzsrg>Guyzmo: Try this one (I haven't compiled and run it..)

<http://rickyclarkson.pastebin.com/725933>

[06:38]<l-----d>Guyzmo: DLX? that's that

[06:39]<zdzdd_zfzzzsrg>L-----D: "what's that?" ;)

[06:39]<gudedj>L-----D - dancing links

[06:39]<gudedj><http://www.gatsby.ucl.ac.uk/~turner/sudoku/dancing-color.ps.gz>

[06:39]<gudedj>if you're curious

[06:39]<gjj2d>i know i'm wrong but

[06:39]<gjj2d>5

[06:39]<gjj2d>"hello"

[06:40]<zdzdd_zfzzzsrg>Fakking Landaners.

[06:40]<gjj2d>whats the trick?

[06:40]<l-----d>I find it at wikipedia

[06:40]<zdzdd_zfzzzsrg>nooby: I'd expect 0

[06:40]<zdzdd_zfzzzsrg>null

[06:40]<zdzdd_zfzzzsrg>I might be wrong, feel free to try it.

[06:40]<gudedj>ricky_clarkson - well

[06:40]<gudedj>same as nooby

[06:41]<gudedj>well

[06:41]<gudedj>of course

[06:42]<gudedj>but it won't compile

[06:42]<gudedj>"cannot refer to an instance field while explicitly invoking a constructor"

[06:43]<zdzdd_zfzzzsrg>Hmm.

[06:43]<gudedj>of course

[06:43]<gudedj>the constructor is called before the variables are initiated, isn't it ?

[06:43]<zdzdd_zfzzzsja>Yep.

[06:43]<zdzdd_zfzzzsja>I forgot that the compiler checks that.

[06:44]<zdzdd_zfzzzsja>There is some other way of getting nulls like that though.

[06:44]<zdzdd_zfzzzsja>private int x=y+1,y=x+1; gives x==y==1 ;)

[06:45]<gudedj>well

[06:45]<gudedj>on that one I wouldn't have answered

[06:45]<gudedj>I'd never do a private member that's initiated with a value referring to another

[06:45]<gudedj>I'd do it in the constructor

[06:45]<zdzdd_zfzzzsja>Really?

[06:46]<gudedj>well, that's not a rule :)

[06:46]<gudedj>but I don't see occasions where I'd need to do so

[06:46]<zdzdd_zfzzzsja>Initialising fields inline is exactly the same as doing it in the constructor, in terms of bytecode.

[06:46]<gudedj>I know

[06:46]<zdzdd_zfzzzsja>It's better to initialise stuff as soon as you can.

[06:46]<gudedj>and for reading clarity, I'd prefer to do that in the constructor

[06:47]<gudedj>well

[06:47]<zdzdd_zfzzzsja>Suppose I look at your code after a NullPointerException at a line containing z.doThis(x.get(y));

[06:48]<gudedj>uhuh

[06:48]<gudedj>well

[06:48]<zdzdd_zfzzzsja>I look at your fields to see if z or x are uninitialised. Ah, they are. I move to the constructor, and try to follow the code paths.

[06:48]<gudedj>I never let NullPointerExceptions in my codes :)

[06:48]<zdzdd_zfzzzsja>How do you prevent them?

[06:48]<gudedj>checking all my variables as much as possible

[06:49]<gudedj>and throw an error as soon as something is getting wrong

[06:49]<zdzdd_zfzzzsja>throw new Error()?

[06:49]<gudedj>depends on the context

[06:49]<zdzdd_zfzzzsja>Would you ever throw new Error()?

[06:49]<cjgzm``>can I somehow compute a hash of an object, or use an object as a key for a hashtable?

[06:50]<gudedj>anyway, everything depends on the analysis and the conception

[06:50]<gudedj>no, I throw new Exception(), or my own subclassed Exception()

[06:50]<gudedj>(that may be what you meant by Error() :)

[06:51]<zdzdd_zfzzzsjs>Guyzmo: Throwing Exception directly is poor.

[06:51]<2fzfdnz>konrad``: have you looked at Object.hashCode() ?

[06:51]<2fzfdnz>and one implementation of Map is a Hashmap ...

[06:51]<gudedj>ricky_clarkson - I agree

[06:52]<gudedj>I also use assertions to test preconditions in methos

[06:52]<gudedj>+d

[06:52]<cjgzm``>bpalmer: is there any sort of documentation that comes with java?

[06:53]<gjj2d>ricky, guyzmo, what application do you use when you need to create guis for your java programs?

[06:53]<gudedj>konrad`` - sun.java.com

[06:53]<czdjzyacs>~tell konrad`` about javadoc

[06:53]<rrvr2jv>konrad``, To use my javadoc feature, use 'javadoc ClassName', e.g., 'javadoc Object'

[06:53]<zdzdd_zfzzzsjs>nooby: I write Java code.

[06:53]<czdjzyacs>It's only every class in the entire API.

[06:53]<gudedj>nooby - I try to avoid doing UIs, I hate that

[06:53]<czdjzyacs>Including the ones used by the VM itself.

[06:53]<gudedj>though when doing it, I write it

[06:54]<gudedj>ricky_clarkson - do you know if there is any xml based UI definitions that can be parsed in order to define UIs using swing or swt ?

[06:54]<czdjzyacs>konrad``: For hashes, see Object.hashCode()

[06:54]<gudedj>I looked for that some time ago

[06:54]<zdzdd_zfzzzsjs>Guyzmo: There are plenty, afaik.

[06:54]<gudedj>oh really ?

[06:54]<zdzdd_zfzzzsjs>Guyzmo: I wrote one myself, but I don't use it anymore.

[06:54]<gudedj>and one of them being better than the others ? :)

[06:54]<zdzdd_zfzzzsjs>Actually I wrote two and still use one, but if I had time I'd remove it.

[06:55]<gudedj>that's one thing I liked with GTK in C and python

[06:55]<gudedj>is being able to load an XML file, and use get_widget() whenever needed

[06:55]<zdzdd_zfzzzsjs>The reason I don't use it is that I don't have adequate automated tests for user interfaces, so I cannot verify that refactors don't break GUI code.

[06:56]<gudedj>no more mass of codes that stays in the way

[06:56]<gudedj>oh ok :/

[06:56]<zdzdd_zfzzzsjs>Guyzmo: The masses of code don't have to be in the way.

[06:56]<czdjzyacs>Guyzmo: There's still a mass of code. Just someone else wrote it.

[06:56]<gudedj>Kamoricks - yep, and that's fine with me :)

[06:56]<gudedj>ricky_clarkson - well all the UI definition code has to lay somewhere

[06:57]<gudedj>(lie?)

[06:57]<zdzdd_zfzzzsjs>Guyzmo: If you don't use GridBagLayabout then there isn't so much code.

[06:57]<gudedj>sure, but still too much for me... I just don't like writing GUIs :)

[06:57]<czdjzyacs>Ummagosh, you may have to use something that's less powerful and pedantic, but more mind-reading!

[06:58]<zdzdd_zfzzzsjs>Guyzmo: If you write enough you get the hang of it. They really don't have to be crap code.

[06:58]<gudedj>and by the way

[06:59]<gudedj>ricky_clarkson - you wanna see something awfully horrible ? :)

[06:59]<gudedj><http://paste.lisp.org/display/19990> / <http://paste.lisp.org/display/19991>

[06:59]<zdzdd_zfzzzsjs>Ugh, those URLs!!

[06:59]<gudedj>that's what one of my coworkers on my uni project made

[06:59]<gudedj>you've seen them ? :)

[07:00]<zdzdd_zfzzzsjs>Guyzmo: That looks like Netbeans-generated code, cleaned up slightly.

[07:00]<gudedj>ricky_clarkson - indeed

[07:00]<zdzdd_zfzzzsjs>The second one looks like a www.thedailywtf.com candidate.

[07:00]<z022d>Guyzmo, learn to code Swing GUIs by hand

[07:00]<gudedj>r0bby - I do know

[07:01]<z022d>and don't become dependent on netbeans

[07:01]<gudedj>I already tried AWT and Swing

[07:01]<z022d>:P

[07:01]<azdjzyaas>Hmm. I remember seeing half this convo.

[07:01]<gudedj>and I wanted to try SWT

[07:01]<gudedj>for this project

[07:01]<gudedj>but the guy who did that crap made me accept swing again

[07:01]<zdzdd_zfzzzsjs>I think it's a shame that SWT exists.

[07:02]<gudedj>(he thought he was doing SWT...)

[07:02]<gudedj>ricky_clarkson - I never tried

[07:02]<gudedj>I don't have an opinion

[07:02]<zdzdd_zfzzzsjs>It could have just been a Swing look and feel that used native components.

[07:02]<azdjzyaas>SmartSWT.

[07:02]<azdjzyaas>Someone should do that.

[07:03]<zdzdd_zfzzzsfg>kamoricks: swingwt.sf.net

[07:03]<azdjzyaas>And make it smaller, faster, lighter, and infinitely more pleasurable to use...

[07:03]<azdjzyaas>Oh. Cool. Someone did.

[07:03]<azdjzyaas>All hail java, where every good project idea is already completed.

[07:03]<zdzdd_zfzzzsfg>Chuck Norris knocked that up in his lunch hour.

[07:03]<azdjzyaas>Chuck norris built the house he was born in.

[07:04]<gjj2d>omg ppl mention chuck norris on every channel

[07:04]<gjj2d>i don't get it

[07:04]<gjj2d>why

[07:04]<gudedj>well

[07:04]<gudedj>it could be worst

[07:04]<azdjzyaas>nooby: <http://www.google.com/search?q=chuck+norris>

[07:04]<gudedj>Van Damme could be mentioned on every channel :)

[07:05]<zdzdd_zfzzzsfg>Or Vin Diesel.

[07:05]<gjj2d>Guns don't kill people, chuck norris kills people....fact 1

[07:05]<gudedj>well

[07:05]<gudedj>Van Damme is really really stupid

[07:07]<gudedj>' There are 10 types of people in the world, those who understand binary and Vin Diesel. '

[07:07]<gudedj>lol :)

[07:08]<gjj2d>?

[07:08]<gudedj>nooby - why '?' ? :)

[07:08]<zdzdd_zfzzzsfg>??

[07:09]<gudedj>from <http://4q.cc/index.php?pid=top100&person=vin>

[07:09]<gjj2d>omg took me a min to get it

[07:09]<gudedj>(first link on google)

[07:09]<gjj2d>i read 10 as ten and not 2

[07:09]<gudedj>nooby - so you were vin diesel for a min ? :)

[07:09]<zdzdd_zfzzzsfg>nooby: omgwtfbqq

[07:09]<puzj>does anyone know if its possible to use struts tiles and have a different set of tiles of many different clients that would be used based on a param in the URL or something?

[07:11]<zdzdd_zfzzzsfg>Guyzmo: I forgot how our conversation started. :)

[07:12]<gudedj>ricky_clarkson - talking about noob being a noob :)

[07:13]<zdzdd_zfzzzsfg>Guyzmo: Was it you who suggested code completion would help?

[07:13]<gudedj>indeed :)

[07:13]<zdzdd_zfzzzsjg>~tell Guyzmo about newbie ide

[07:13]<rrvr2jv>Guyzmo, newbies shouldn't use IDEs. read:
<http://jqa.tmorris.net/GetQAndA.action?qids=52&showAnswers=true>

[07:13]<gudedj>well

[07:13]<zdzdd_zfzzzsjg>It's on a website, so you have to believe it.

[07:13]<gudedj>I know the common arguments

[07:14]<gudedj>lol :)

[07:14]<zdzdd_zfzzzsjg>lollercoaster!

[07:14]<gjj2d>ides rock

[07:14]<gudedj>but my opinion is that Sys[completion] is handy

[07:14]<zdzdd_zfzzzsjg>nooby: You mean they're unstable?

[07:15]<zdzdd_zfzzzsjg>Guyzmo: vim-style completion that doesn't know about your programming language, yes.

[07:15]<gudedj>and also it saves time switching from/back javadoc to get right the 1000 letters method names

[07:15]<gjj2d>that link isn't working for me

[07:15]<zdzdd_zfzzzsjg>Ctrl-P in vim, btw, worth looking at.

[07:15]<gudedj>ricky_clarkson - omnicompletion :p

[07:15]<gudedj>neither it does here

[07:15]<gjj2d>oooo omnicompletion

[07:16]<zdzdd_zfzzzsjg>Guyzmo: The attention to detail and reading APIs is good for beginners, imo.

[07:16]<gudedj>that's true

[07:16]<gudedj>and I think a good IDE should tighten completion and javadoc more efficiently

[07:16]<gudedj>moreover on the standard api

[07:16]<zdzdd_zfzzzsjg>nooby: I'm checking with the author, he's online.

[07:17]<zdzdd_zfzzzsjg>Guyzmo: The way people use completion is as a substitute for reading the docs.

[07:17]<gudedj>and that's stupid

[07:17]<zdzdd_zfzzzsjg>So they don't see the class docs, only method docs.

[07:18]<zdzdd_zfzzzsjg>It's ignorant, not stupid. That's why it's better that newbies learn to get by without code completion first.

[07:18]<gudedj>well, that's right

[07:18]<gudedj>but if someone is litterate in one language

[07:18]<gjj2d>ricky, your argument is against code completion, not ides

[07:19]<gudedj>he should know how important are docs

[07:19]<zdzdd_zfzzzsjsjg>nooby: This is just one argument.

[07:19]<gudedj>and never let that away

[07:19]<zdzdd_zfzzzsjsjg>Guyzmo: An expert in one language will not be a newbie (in attitude) in another.

[07:20]<gudedj>ricky_clarkson - what I like with IDEs is all the syntax tree browsing abilities

[07:20]<zdzdd_zfzzzsjsjg>But somebody who knows some C++ will probably be crap in Java at first.

[07:20]<gudedj>browsing and refactoring

[07:20]<zdzdd_zfzzzsjsjg>Emphasis on 'some'.

[07:20]<gudedj>:)

[07:20]<gjj2d>ricky, thankyou for the vote of confidence :)

[07:21]<zdzdd_zfzzzsjsjg>Guyzmo: Yes, but refactoring isn't that useful for newbies really.

[07:21]<gudedj>well, I admit that reading Stroustrup's book on C++ helped me understand what to expect from a language

[07:21]<gudedj>ricky_clarkson - well, it is for people working with newbies :p

[07:21]<gjj2d>i have stroustrup's book

[07:21]<zdzdd_zfzzzsjsjg>I read that too. It still influences the way I write comments.

[07:21]<gudedj>I'm french, and I use refactoring a lot to remove all the crappy frenchy names in my coworkers codes...

[07:22]<zdzdd_zfzzzsjsjg>nooby: I have lots of books I'll probably never read. ;)

[07:22]<zdzdd_zfzzzsjsjg>Guyzmo: int branleur=moi; ?

[07:22]<gjj2d>i read about half of it

[07:22]<gudedj>ricky_clarkson - kind of

[07:22]<gjj2d>he goes into alot more detail than my deitel & deitel book

[07:22]<gudedj>ricky_clarkson - but something like that is nothing

[07:23]<zdzdd_zfzzzsjsjg>Yeah, I know.

[07:23]<zdzdd_zfzzzsjsjg>In most student projects, refactoring manually is fine.

[07:23]<gudedj>int jAdoreFaireChierAvecDesNomsDeVariableARalongeEtPlainDeFotes = new Integer(42); is more something I may encounter --

[07:23]<zdzdd_zfzzzsjsjg>.. for the first year or two.

[07:24]<gjj2d>ahhhhhhhhh

[07:24]<zdzdd_zfzzzsjsjg>Guyzmo: Yeah, get rid of new Integer there.

[07:24]<gudedj>I'm restraining myself to kill them all.

[07:24]<gudedj>ricky_clarkson - indeed

[07:24]<gudedj>(emphasis on the new Integer())

[07:24]<gudedj>:]

[07:24]<zdzdd_zfzzzsjsjg>Which bit of France?

[07:24]<gjj2d>completion would be handy for that

[07:24]<gudedj>Orsay

[07:24]<gudedj>nooby - no

[07:24]<zdzdd_zfzzzsjsjg>nooby: Changing it would be better.

[07:24]<gudedj>nooby - not completion

[07:25]<gudedj>nooby - not suppression

[07:25]<gjj2d>heh

[07:25]<gudedj>and not of the variable

[07:25]<gudedj>of the guy who wrote something like that :]

[07:25]<zdzdd_zfzzzsjsjg>Guyzmo: I've only been to Lyon and Montpellier.

[07:25]<zdzdd_zfzzzsjsjg>Montpellier was cool, Lyon was just big and dull.

[07:25]<gudedj>it's 30 kilometers south of Paris

[07:26]<gudedj>and I'm at Paris XI university

[07:26]<gjj2d>some guy asked me for my program once in a class i was taking and i said ok sure, i changed all the variables and class names to some variation of fubar, fuuuubar, fuuuubbbbuuuuuaarr.... and so on

[07:26]<gudedj>(if you know about the LRI, the LIMSI...)

[07:26]<zdzdd_zfzzzsjsjg>nooby: idiot

[07:26]<gjj2d>he was like oh shit :O

[07:26]<gjj2d>and still got a 0 for it

[07:27]<gudedj>nooby - well, you should'nt have done something like that

[07:27]<gjj2d>i konw

[07:27]<gjj2d>know

[07:27]<gudedj>adding really well placed bugs is a good thing

[07:27]<zdzdd_zfzzzsjsjg>Or just not giving the code.

[07:27]<gudedj>just to force him to read and understand the code thouroughly

[07:28]<zdzdd_zfzzzsjsjg>nooby: That FAQ entry won't be available tonight.

[07:28]<gudedj>haha :)

[07:29]<gjj2d>from what i've seen students share code all the time in school and they are smart enough to know to make theres different from the person they are copying from

[07:29]<zdzdd_zfzzzsjsjg>Australian guy, moving house or something.

[07:29]<gjj2d>they never get caught

[07:29]<zdzdd_zfzzzsjsjg>nooby: From what I've seen you're wrong.

[07:29]<gudedj>nooby - well

[07:29]<gudedj>don't assume all students are competent

[07:29]<gudedj>that's far from true

[07:29]<gudedj>I always admired programming teachers for their patience

[07:29]<gudedj>:)

[07:29]<zdzdd_zfzzzsrg>nooby: I found 6 plagiarisms in 60 assignments last year.

[07:30]<zdzdd_zfzzzsrg>nooby: pmd.sf.net is great.

[07:30]<zdzdd_zfzzzsrg>nooby: Others that I found I let go, because they were smaller snippets.

[07:30]<gjj2d>cheaters are like roaches, if you find one there are a dozen more

[07:31]<zdzdd_zfzzzsrg>I think pmd even doesn't care if you change some names.

[07:31]<zdzdd_zfzzzsrg>I thought it'd take ages to run, it did all 60 assignments in a couple of seconds.

[07:31]<gudedj>well, I did copy a lot from other students in the past, mostly for stupid already-made-100-times works

[07:32]<zdzdd_zfzzzsrg>Guyzmo: Better to copy from your own previous work.

[07:32]<gzgydzyf>ricky_clarkson: "same" is a nice program for finding copy/pasted-code

[07:32]<gudedj>but usually I ended up rewriting their code, because it was too lame :)

[07:32]<gudedj>and buggy

[07:32]<zdzdd_zfzzzsrg>ernimril: What would be the advantage over pmd?

[07:33]<zdzdd_zfzzzsrg>One guy had his Indian friend have a go at doing his assignment.

[07:33]<gzgydzyf>ricky_clarkson: I have not compared them in some time, same is fast and nice, it only finds copy paste

[07:33]<zdzdd_zfzzzsrg>He didn't hand this in, but showed it me anyway, it was pretty damn impressive.

[07:34]<gudedj>ricky_clarkson - hey, thank you for pmd

[07:34]<gudedj>nice thing :)

[07:34]<zdzdd_zfzzzsrg>ernimril: I've still got my scripts around from last year for using pmd.

[07:34]<zdzdd_zfzzzsrg>Which was also fast. I think it claims to check the entire JDK in a few seconds too.

[07:36]<gudedj>ricky_clarkson - where do you live ? :)

[07:36]<zdzdd_zfzzzsrg>Manchester, England.

[07:36]<gzgydzyf>ricky_clarkson: we have been using same at work for the last 5 years... I do not think that pmd found copy/paste then... that is the reason we use it...

[07:37]<gudedj>and where do you teach ?

[07:38]<zdzdd_zfzzzsrg>Guyzmo: Salford University.

[07:38]<zdzdd_zfzzzsjs>Guyzmo: I was gonna give you the URL, but their network is down overnight.

[07:38]<zdzdd_zfzzzsjs>And no, that's not where that FAQ is. ;)

[07:38]<gudedj>hehe :)

[07:39]<gudedj>www.u-psud.fr for my uni

[07:39]<zdzdd_zfzzzsjs>Interesting - <http://www.htdp.org/2003-09-26/Book/curriculum-Z-H-2.html>

[07:39]<gudedj>(www.lri.fr and www.limsi.fr for research laboratories)

[07:40]<gudedj>ricky_clarkson - I 100% agree with that

[07:41]<mrvn006>Hi, I'm trying to write a simple swing app and when compiling I get the following error: Config is not abstract and does not override abstract method actionPerformed(java.awt.event.ActionEvent) in java.awt.event.ActionListener what am I doing wrong?

[07:41]<zdzdd_zfzzzsjs>dave007: <http://cime.net/~ricky/netsim/pi/actions.html>

[07:41]<mrvn006>the line is public class Config implements ActionListener {

[07:43]<gudedj>ricky_clarkson - I think that in France we are currently having a total failure of the educational system

[07:43]<mrvn006>ricky_clarkson, this still doesn't tell me what I'm doing wrong, I'm following the sun tutorial step by step

[07:44]<gjj2d>I liked this line, They can practice their trade because they have honed their basic skills for a long time and can use them on an instinctive level.

[07:44]<zdzdd_zfzzzsjs>dave007: Post your file to the pastebin.

[07:44]<gjj2d>I want programming to be instinctive

[07:44]<gudedj>when I see that many people of my age aren't able to make an analytic thinking, or make choices doing synthesis

[07:45]<zdzdd_zfzzzsjs>nooby: Programming is easy.

[07:45]<gudedj>and in the end programming, understanding logics really help for that :)

[07:45]<gudedj>nooby - indeed it is :)

[07:45]<gjj2d>the grammar is after you know it, yes, making great programs isn't

[07:45]<gudedj>nooby - well, once you know how to program

[07:45]<zdzdd_zfzzzsjs>Guyzmo: Most people can think analytically, they're just not used to doing so. They'll think analytically about planning their nightlife, then the next day struggle to read a rail timetable.

[07:45]<gudedj>you have to learn how to design :)

[07:46]<gudedj>ricky_clarkson - you're right

[07:46]<gjj2d>people think analytically about their money

[07:46]<gudedj>hehe :)

[07:46]<mrvn006><http://papernapkin.org/pastebin/app/view/689>

[07:46]<zdzdd_zfzzzsjs>Guyzmo: I'm getting surprisingly good results from the girls who I teach this year - and girls are probably those who you might expect to think least logically.

[07:47]<pzyvjf>?!

[07:47]<zdzdd_zfzzzsjs>dave007: That's a load of crap.

[07:48]<mrvn006>ricky_clarkson, sorry for not being a super java programmer like yourself on my 2nd day

[07:48]<zdzdd_zfzzzsjs>dave007: The error message told you the problem.

[07:48]<gudedj>dave007 - don't be sorry

[07:48]<gudedj>dave007 - but go on learning :)

[07:48]<zdzdd_zfzzzsjs>dave007: Compare your code to the code in my tutorial, or Sun's.

[07:48]<zdzdd_zfzzzsjs>You missed something out.

[07:48]<zdzdd_zfzzzsjs>dave007: Look at SimpleActionListener in mine.

[07:49]<zdzdd_zfzzzsjs>~tell dave007 about conventions

[07:49]<rrvr2jv>dave007, conventions is

<http://java.sun.com/docs/codeconv/html/CodeConvTOC.doc.html> , or "ThisIsAClassName, thisIsAVariableOrMethodName, THIS_IS_A_CONSTANT_NAME"

[07:51]<zdzdd_zfzzzsjs>Guyzmo: See you in 'normal time'.

[07:51]<gudedj>hehe :)

[07:51]<gudedj>cya

[07:51]<gudedj>nice talkin' with you

[07:51]<gudedj>:)

[07:52]<-- wgrvwsygc wrs puy>3) bad = 1;")

[08:21]<2uppnz>how do I redo a statement in java? for instance, a value is entered, if it's not in the right range re-ask the question and get a new value

[08:22]<pxyfk>A while loop?

[08:23]<2uppnz>well the while loop starts off by checking to see if a sentinel value was entered(-1)

[08:23]<2uppnz>but the number entered initially cannot be less than zero excluding the sentinel value

[08:23]<2uppnz>that is

[08:24]<2uppnz>while(value != -1) { if(value < 0 || value > 5000000) { print error... }

[08:24]<2uppnz>etc

[08:26]<azdjzyaas>.Why can't you have a number less than 0?

[08:26]<azdjzyaas>Negative numbers have feelings to.

[08:26]<azdjzyaas>*too.

[08:26]<2uppnz>It's a financial program..

[08:26]<azdjzyaas>String str = "";

[08:26]<2uppnz>the number entered is an amount of cash

[08:26]<azdjzyaas>You can have negative cash.

[08:27]<2uppnz>not if you want a loan

[08:28]<azdjzyaas>Scanner scr = new Scanner(System.in); String str = "";

```
while(!Pattern.matches(str, "\\d")) { System.out.println("Enter a value."); str = scr.nextLine(); }
```

[08:28]<azdjzyaas>That should work nicely.

[08:28]<azdjzyaas>Now all you have to figure out is how to add in the .

[08:48]<-- wgrvwsygc wrs puy>3) bad = 1;")

[09:44]<mggvrfmrgr>hi

[09:48]<mggvrfmrgr>I have two variables

[09:48]<mggvrfmrgr>String Variable1= "value1";

[09:48]<mggvrfmrgr>String Variable2= "value2";

[09:48]<mggvrfmrgr>so how do i assign

[09:48]<mggvrfmrgr>String value1 = "value2" ?

[09:48]<mggvrfmrgr> any help please.....

[09:50]<ef_crlyvrg>not quite sure what are you trying to do

[09:50]<uppmje>Do you want to have the Variable1 the same value as Variable2?

[09:50]<mggvrfmrgr>no

[09:50]<uppmje>Ok, I'm unsure, too.

[09:50]<mggvrfmrgr>i want value of variable1 as a new variable

[09:51]<l-----d>var1 = null ?

[09:51]<uppmje>String value1 = Variable1;

[09:52]<uppmje>But for every non-primitive type, it is actually the same value (i.e. a pointer to the same memory-address).

[09:52]<gr2fr>MentalManja: There is no need to create a "new" string with the same value because strings are immutable.

[09:53]<mggvrfmrgr>if i have string var1="hello";

[09:53]<mggvrfmrgr>and var2="friend";

[09:53]<mggvrfmrgr>i need to get String hello = "friend"

[09:53]<mggvrfmrgr>how do i do that

[09:53]<mggvrfmrgr>?

[09:53]<ef_crlyvrg>you can't

[09:54]<mggvrfmrgrr>can't?

[09:54]<gr2fr>the best you can do is var1 = var2 , and them point to the same string.

[09:54]<zzzzdyffj>lol, welcome to java ;-)

[09:55]<mggvrfmrgrr>hmm no

[09:55]<l-----d>you changed it's reference, not the value

[09:55]<gr2fr>well you can and you can't, you need to understand how strings are implemented and managed in Java. Specifically check out the string pool that Java manages.

[09:56]<l-----d>but this won't be a matter

[09:56]<gr2fr>Basically you get the same result , what you can't do is change the "value" of a string.

[09:56]<gr2fr>But its the same result because strings are immutable.

[09:56]<l-----d>you can ignore this most of time

[09:57]<xra>You can, but not without using something like reflection.

[09:57]<zzzzdyffj>you can do some kind of interpreter

[09:57]<zzzzdyffj>:)

[09:57]<xra>immutable via the normal API. but there are ways around that.

[09:58]<gr2fr>I dont know about that, but still there is no need to do that.

[09:59]<xra>Correct. You really wouldn't want to violate the published API.

[09:59]<gr2fr>MentalManja: If you need to change the internal value of strings you must use a StringBuffer

[10:00]<zzzzdyffj>he wants to get a new var named as the content of another string (as far as i understand)

[10:01]<gr2fr>No

[10:02]<xra>He did seem to ask such a question.

[10:02]<zzzzdyffj>;-)

[10:03]<xra>MentalManja: Reflection is one way. But you might want to rethink your requirements.

[10:03]<l-----d>that's bad design, ah ha

[10:03]<gr2fr>XGC : He's obviously very new at this and doesn't understand what a string is in java and probably what variables are in java.

[10:03]<mggvrfmrgrr>no not the internal values

[10:04]<gr2fr>He wants to assign the value of one string to another , just have them point to the same string.

[10:04]<xra>nabla: I know. But he did seem to ask a question like: Given String x = "Name1"; How can I access a variable with a name held by x?

[10:05]<gr2fr>I dont think thats it, he just messed up trying to re-explain himself.

[10:05]<xra>It's something that isn't all that uncommon (indirection).

[10:06]<xra>Could be.

[10:06]<xra>MentalManja: Try asking again. Provide a short example in pseudo code.

[10:09]<2cw>Are there any method to get the median vaule from a Arrays array, can't find any similar method in the API.. but there must be a median() somewhere

[10:10]<ef_crlyvrg>I don't think there is

[10:11]<xra>Hmmm.. Arrays has references to the term median.

[10:11]<xra>But you can't access those private methods.

[10:12]<xra>private static int med3(int x[], int a, int b, int c) {...}

[10:13]<2cw>My problem is that I would like to return the median element in a BST

[10:13]<mggvrfmrgr>if i have string var1="hello";

[10:13]<mggvrfmrgr>and var2="friend";

[10:13]<mggvrfmrgr>i need to get new String hello ="friend"

[10:13]<mggvrfmrgr>how do i do that?

[10:14]<mggvrfmrgr>any help?

[10:14]<xra>MentalManja: Use a map.

[10:15]<xra>MentalManja: There are several types of maps that allow you to store objects by keys. In this case your key is the value of var1.

[10:15]<mggvrfmrgr>yes

[10:15]<xra>MentalManja: Basically, you would store a key/value pair of [contentd of var1, contents of var2]

[10:15]<l-----d>infact i still don't very understand what does he mean

[10:16]<zzzzdyffj>;-)

[10:16]<mggvrfmrgr>I tried new String requestMap.get("var1") = var2;

[10:16]<xra>L-----D: He wants to store a value "friends" accessible via key/name "hello".

[10:17]<mggvrfmrgr>but was not able

[10:17]<xra>MentalManja: Lookup java.util.HashMap.

[10:17]<zzzzdyffj>well, you want to do some kind of interpreter ;-)

[10:18]<2cw>Xgc: if I sort() the Arrays, how do I get the reference to the median. by divide by two?

[10:18]<xra>MentalManja: You can't do what you tried above.

[10:18]<xra>bkw: Sure. Just grab the middle element.

[10:18]<l-----d>ok, I used to do this kind thing to find some controls on the UI

[10:19]<l-----d>pain

[10:19]<xra>bkw: You know the size/length.

[10:19]<ef_crlyvrg>MentalManja, why do you need that ?

[10:19]<frganf00v>hi i'm a newb and i'm sure you'll tell me to go away. how do i work with multiple class files that are of the same program?

[10:20]<xra>He wants a simple mapping, but doesn't know it already exists.

[10:20]<frganf00v>ie. i want the program to execute...

[10:20]<fygv>Anyone in here use Eclipse? I'm trying to figure out how to set the maximum width of a line of code to a value of say 80

[10:20]<xra>lint: Find the editor settings.

[10:20]<l-----d>lihnuz: code styleĩ¼ÿ

[10:20]<fygv>I'm in the editor settings, don't see a reference to it anywhere ;/

[10:21]<2cw>yea, that's true. so I first have to move all values from my BST to a Arrays, then sort() it. and then get int iArrays.size()/2 return Arrays[i] something like that anyway

[10:21]<xra>bkw: Something like that.

[10:21]<l-----d>lancel00t: what do you mean

[10:22]<xra>lancel00t: You may need to understand CLASSPATH and possibly packages.

[10:22]<frganf00v>L-----D: I have written a program that defines multiple classes and apparently java 1.5 upon compilation is creating multiple classfiles. i dont know what to do with multi classfiles

[10:23]<frganf00v>L-----D: netbeans 5.5beta is hinting at ant?

[10:23]<xra>lancel00t: As long as your classpath is correct, you won't have to worry. Just keep the generated classfiles in the same relative location.

[10:24]<l-----d>lancel00t: yes, better idea is to name a package

[10:24]<xra>lancel00t: There are several reasons multiple classes would be generated from a single source/java file.

[10:24]<frganf00v>mmm, so this is probably an unrelated matter (i still havent figured out how to multithread)

[10:25]<l-----d>multithreadĩ¼ÿ

[10:25]<xra>lancel00t: new Thread() { public void run() { doThat(); } }.start();

[10:26]<frganf00v>yeah, it's the nature of this project and apparently i still havent got it worked out because none of my applets will init so on...

[10:26]<xra>lancel00t: Often that's just a classpath issue. Look for exceptions on startup.

[10:28]<frganf00v>you know, im totally in the dark on class path

[10:28]<frganf00v>heh

[10:28]<l-----d>try not to use IDE, maybe you will know better

[10:29]<20z1m>anyone knows the blockworld problem?

[10:29]<bnfve>Hey guys, I'm a complete Java newbie (Just started a class). Once I know the syntax, will it be relatively easy to access and manipulate data from a mySQL database? I'm making a game in php5, and I'd like to use Java or C++ to eventually do some statistical analysis of my mySQL db

[10:30]<xra>Beltz: Relatively easy, when compared to the same effort in C or C++.

[10:31]<l-----d>~tell Beltz about jdbc

[10:31]<rrvr2jv>Beltz, jdbc is Java DataBase Connection, the standard java API for communicating with databases using embedded SQL commands. See <http://java.sun.com/tutorial/jdbc>

[10:31]<bnfve>Xgc: That's what I'm looking for. I gave up when I studied C++ because it was too damn hard to do anything out of a simple dos console (for me anyway)

[10:31]<bnfve>Thank you

[10:32]<bnfve>Would you guys recommend that I use an IDE like Eclipse or Netbean right off the bat, or should I just edit files with Notepad++ or something? I'm wondering because as far as php goes, people always recommended that I stuck to notepad....

[10:33]<bnfve>(keep in mind I just began learning)

[10:34]<zjjvs->Beltz: gosh, use an IDE

[10:34]<zjjvs->this is 2006, not 1976

[10:34]<bnfve>My teacher really likes Eclipse. Is it generally considered as pretty good? I also got Netbeans installed right now (windows xp)

[10:35]<zjjvs->eclipse is the mainstream

[10:35]<zjjvs->just use it, it will help you learn faster

[10:35]<bnfve>It takes so much computer resources though, it seems bloated

[10:36]<zjjvs->an important part to learning is to read other people's sourcecodes

[10:36]<zjjvs->yes that is the sad part

[10:36]<zjjvs->its fine with a pentium 800mhz or faster and 256 mb of ram

[10:36]<l-----d>Beltz: beat your computer and it will work faster

[10:36]<bnfve>Do you know of a faster one that is also considered good?

[10:36]<fygv>So, yeah, anyone mind pointing me specifically to where I can set editor widths (only allow 80 chars per line of code)

[10:36]<bnfve>I have a fast enough computer. I just detest bloatware of any sort...

[10:36]<fygv>In Eclipse

[10:36]<zjjvs->lint: you can set an indicator

[10:37]<zjjvs->and formatter preferred width

[10:37]<fygv>where would I go about doing this?

[10:37]<bnfve>Netbeans came with my java sdk. Isn't it good?

[10:37]<zjjvs->its ok

[10:37]<vrnfn>I recommend emacs

[10:37]<fygv>I've used Eclipse for one day and I love it over Netbeans

[10:37]<bnfve>So I should stick with Eclipse uh?

[10:37]<zjjvs->emacs with xref is good too

[10:37]<bnfve>emacs doesnt sound like a pc program

[10:37]<zjjvs->xref definately is nicer than jde

[10:38]<zjjvs->Beltz: emacs runs natively on windows, if you mean that

[10:38]<bnfve>Okay, it sounded like an Apple compiler

[10:38]<l-----d>lol

[10:38]<zjjvs->you dont know what emacs is ?

[10:39]<bnfve>I recall hearing of it only

[10:39]<fygv>vim > emacs

[10:39]<bnfve>it's some sort of notepad++

[10:39]<bnfve>Right?

[10:39]<l-----d>err yes

[10:40]<bnfve>You don't like my terminology uh?

[10:40]<bnfve>Hey, I don't even know yet if Java programs run on Apple computers... can someone tell me hehehe

[10:40]<bnfve>(so far I am assuming that portable means OS portable)

[10:41]<bnfve>I'm sorry :(

[10:41]<zjjvs->Beltz: <http://www.apple.com/java>

[10:47]<20z1m>hi. anyone knows the BlockWorld problem?

[10:50]<gmzyg>this API will almost certainly be broken (repeatedly) as the API evolves.

[10:51]<gmzyg> wtf: `getSite().registerContextMenu(menuMgr, viewer);` <- this is from an eclipse sample; docu for `getSite()`; <-this API will almost certainly be broken (repeatedly) as the API evolves.

[10:52]<sruvrj>'lo

[10:53]<sruvrj>question: i'm writing a Java server program that uses JDBC to connect to a MySQL server. it has to work with several hundred concurrent users. my plan is to create up to some max number of threads, with one MySQL connection per thread (say...12). redirect users to threads based on the thread's load. good plan, bad plan?

[10:54]<sruvrj>as far as I can tell, this is somewhat like connection pooling as implemented with J2EE. or am I completely wrong? :)

[10:57]<ef_crlyvrg>no, you're not, I think there are already som implementations of connection pooling so you don't need to do that by yourself

[10:58]<sruvrj>as far as I can tell, this'd be a REALLY easy thing to implement though...say..30 minutes. dunno if I want to go out and find a library for it

[10:58]<sruvrj>it just seems so easy; I figured load balancing was a lot harder :/

[10:59]<ef_crlyvrg><http://www.javaworld.com/javaworld/jw-01-2005/jw-0124-pool.html>

[10:59]<sruvrj>thanks :)

[10:59]<ef_crlyvrg>i took 30 sec :)

[10:59]<sruvrj>yaya, smart guy :-P

[10:59]<l-----d>~El_Capitan++

[10:59]<rrvr2jv>el_capitan has a karma level of 2, L-----D

[11:00]<sruvrj>:(

[11:01]<gmzyg>why is there no java language compiler that makes a binary from the code?

[11:02]<ef_crlyvrg>gcj

[11:03]<gmzyg>gcj?

[11:04]<xra>edrin: It happens at runtime.

[11:04]<sruvrj>edrin: GCC's Java compiler

[11:04]<sruvrj>but um...there's lots of binary packagers

[11:04]<gmzyg>i mean the java virtual machines are rather memory eaters... why not compile the code in a "normal" runtime

[11:04]<sruvrj>ohhh you mean completely sidestepping the virtual machine

[11:04]<sruvrj>I don't see that happening anytime soon :-P

[11:05]<ef_crlyvrg>it breaks policy, write once run anywhere

[11:05]<gmzyg>scutato: that means executables may become as small as c++ apps?

[11:05]<sruvrj>if you do that, you lose LOTS of portability

[11:05]<gmzyg>El_Capitan: what policy

[11:05]<xra>edrin: C++ apps are not small. Just lift the covers to find all the shared libraries loaded at runtime.

[11:06]<xra>edrin: The same holds true for C apps.

[11:06]<sruvrj>edrin: one of the goals of Java is portability. you write your code and run it on any platform, as long as there's a JVM

[11:06]<sruvrj>(well, a decent JVM)

[11:07]<gmzyg>yes.. but however, when i was still using windows eclipse was nearly not running as the memory usage of the virtual machine was too high

[11:08]<sruvrj>either your Java program _sucked_, or you have a really crappy computer :)

[11:08]<sruvrj>i'm not a huge supporter of Java, and even I can say it's not that bad

[11:08]<gmzyg>scutato: it 128 mb of ram

[11:09]<sruvrj>you should have been fine with that amount of RAM

[11:09]<gmzyg>it hat 128 mb ram

[11:09]<gmzyg>nooo, it was that slow... especially if there was another app runing at the same time

[11:12]<frganf00v>what is a NoClassDefFoundError?

[11:12]<sfuy>lancel00t.

[11:12]<sfuy>have a look at the api if your IDE is not capable of telling you that

[11:13]<frganf00v>fuck you

[11:15]<sruvrj>seriously...I wouldn't have come back with that kind of response, but squi's answer sucked

[11:15]<sruvrj>I personally don't use an IDE as a matter of chocie

[11:15]<sruvrj>choice*

[11:15]<sruvrj>lancel00t: it means you're trying to use a class that's not previously been defined

[11:15]<sfuy>scutato where did it suck... if your IDE does not tell you that (which imo would be the most convinient way of figuring it out), have a look at the api

[11:15]<xra>lancel00t: or not acccessible via the classpath by your classloaders.

[11:15]<sfuy>scutato you use vi(m)?

[11:16]<frganf00v>currently i am not implementing any additionaly classloaders

[11:17]<sfuy>lancel00t if you have problems that are not solvable by reading the api, you might wanna narrow down the problem and change your tone

[11:17]<xra>lancel00t: But as a point of interest, you can look up NoClassDefFoundError in the docs, just like any class / interface / exception.

[11:17]<xra>lancel00t: Right, but the classloader that is being used is telling you it can't locate the class in question.

[11:18]<frganf00v>whatever squi maybe you should try to add more brevety to your already obnoxious tone and just say RTFM

[11:19]<xra>lancel00t: * Thrown if the Java Virtual Machine or a `ClassLoader` instance tries to load in the definition of a class ...

[11:19]<sfuy>yes you figured that out... thats basically what i was trying to say... but unlike others i dont see the need of losing my manners

[11:19]<xra>lancel00t: ... and no definition of the class could be found."

[11:19]<xra>lancel00t: That's what the API docs say.

[11:20]<vrnfn>are there external utilities for detecting deadlocks? ie. ones that you don

[11:20]<xra>There's more. But that's the short story.

[11:20]<vrnfn>don't compile into your program but that work through the debugging interface or something

[11:20]<frganf00v>i loaded the docs into my api so i can browse them locally its quite nice. but i will give you a halving apology being that i did not know that errors were included in the API docs...

[11:21]<xra>lancel00t: Don't worry about it.

[11:21]<frganf00v>rats, ide

[11:21]<frganf00v>not api

[11:35]<dgvrpprg_>re

[11:36]<dgvrpprg_>is it possible to set the space used by the west part of a BorderLayout?

[11:38]<ef_crlyvrg>maybe you can get what you want with EmptyBorder

[11:39]<zjjvs->indeed

[11:39]<zjjvs->the west component will have a width according to the prefsize

[11:39]<zjjvs->and a height of the available space

[11:48]<d0fjvjv>hello again. how do i count selected items in a JList?

[11:48]<d0fjvjv>list.getSelectedIndices().length is good?

[11:49]<ryddrac>getModel().getSize()

[11:51]<bnfve>(newbie question) - In a huge loop, should I use "while(i < myString.Length())", or should I first assign it's length to an integer, and then use: "while(i < iLength)" instead?

[11:51]<ryddrac>m0lotov: Sorry, that should have been: list.getModel().getSize()

[11:51]<ryddrac>Beltz: Assign it.

[11:52]<sxygjyqy><http://www.felixgers.de/teaching/jogl/animatator.html> <-- is this documenation correct? i am trying to use the "setRunAsFastAsPossible(boolean runFast)" method.

[11:52]<ryddrac>Beltz: And it's length() with a lower case "L".

[11:52]<zjjvs->jimmack: he said selected items

[11:52]<ryddrac>roots-: Doh! Sorry m0lotov :-)

[11:52]<bnfve>Okay, so in general I should avoid having a loop call a getter function 20 billion times

[11:53]<ryddrac>list.getSelectedValues().length

[11:53]<sxygjyqy>my code --> <http://papernapkin.org/pastebin/app/view/691>

[11:53]<sxygjyqy>i get a compile error

[11:54]<ryddrac>Beltz: Indeed.

[11:54]<ryddrac>shinobi2: What is the error?

[11:55]<sxygjyqy><http://papernapkin.org/pastebin/app/view/692> that's the error, can't find symbol

[11:55]<d0fjv>jimmack: thanks

[11:56]<ryddrac>:-)

[11:56]<d0fjv>though list.getSelectedIndices().length works too

[11:56]<sxygjyq><http://papernapkin.org/pastebin/app/view/693> documentation links is also there

[11:56]<d0fjv>oh you said that

[11:57]<ryddrac>;-)

[11:57]<d0fjv>in fact i even didn't try

[11:57]<d0fjv>getModel().getSize() ;:-)

[11:57]<ryddrac>shinobi2: The docs you referred to are for com.sun.opengl.util.Animator, your error is for net.java.games.jogl.Animator. You're not using the right class/jar file.

[11:58]<ryddrac>m0lotov: As roots- pointed out, getModel().getSize() is for the list length, getSelectedValues().length is the number of selected items :-)

[12:02]<d0fjv>after spending 2 weeks with jbuilder i now have difficulties to read. thanks guys

[12:20]<nnvzylinz>eclipse all the way :p

[12:22]<fxugrvx>java VM crashes in pthread.so - got a stack dump from it, any way to debug the issue?

[12:22]<fxugrvx>C 0x990d1cf4

[12:22]<fxugrvx>C [libpthread.so.0+0x5612]

[12:23]<l-----d>lol

[12:23]<fxugrvx>;o

[12:26]<srsxfyc>Hello. is anybody know where i can find information about jhub?

[12:26]<ljry>~jhub

[12:26]<rrvr2jv>Logi, I have no idea what jhub is.

[12:26]<srsxfyc>google does not help

[12:26]<ljry>Sashlik: I'd guess google would know

[12:26]<ljry>really? then I'd guess this jhub thing doesn't exist :)

[12:26]<srsxfyc>no.. surprisingly he does not :)

[12:26]<ljry>what is jhub?

[12:28]<ljry>oh well, I guess I'm not helping him to build a better google query

[12:30]<bnfve>How do I modify one letter from a string based on it's index? Like myString[1] = 'a'. Preferably without using array notation since our teacher didn't show us that yet....

[12:30]<bprprsnp>Beltz: Not at all.

[12:30]<bnfve>You cannot?

[12:30]<bprprsnp>Strings don't change. Read about "immutable".

[12:30]<bprprsnp>Correct. You cannot.

[12:30]<bnfve>uh oh

[12:30]<ljry>Beltz: yeah, Strings are immutable (can't be mutated, i.e. changed)

[12:30]<ljry>Beltz: you may want a StringBuffer

[12:31]<bnfve>What would work like C++ strings? (mutable, can modify individual characters)

[12:31]<bprprsnp>Beltz: See Logis answer.

[12:31]<bnfve>Okay

[12:31]<bnfve>Thanks

[12:31]<bprprsnp>~javadoc StringBuffer

[12:31]<rrvr2jv>Blafasel, please see java.lang.StringBuffer:
<http://java.sun.com/j2se/1.5.0/docs/api/java/lang/StringBuffer.html>

[12:31]<bprprsnp>~javadoc StringBuilder

[12:31]<rrvr2jv>Blafasel, please see java.lang.StringBuilder:
<http://java.sun.com/j2se/1.5.0/docs/api/java/lang/StringBuilder.html>

[12:32]<bnfve>What is the builder one for?

[12:32]<ljry>Beltz: it may actually be mentioned in the documentation

[12:33]<bnfve>Of course but I'm not sure I can understand all those terms

[12:33]<bnfve>"threads" "api", etc... Not familiar with all that yet.

[12:33]<d0fjvjv>~[6~/sb end

[12:33]<rrvr2jv>I guess the factoid 'dependency injection' might be appropriate:

[12:33]<rrvr2jv>m0lotov, dependency injection is
http://en.wikipedia.org/wiki/Dependency_injection

[12:35]<bprprsnp>Beltz: Stick with StringBuffer unless you have any requirements.

[12:35]<wzvnzrfzss>hi, i'm trying to set up jikes in a linux environment (kubuntu 5.1) can anyone help me with where to set the classpath and sourcepath?

[12:35]<bnfve>So for this really stupid program the teacher is asking (receive a 4 digit input, make permutations on it's digits), I should use string buffer?

[12:35]<bnfve>But the stringBuilder article implies that I should avoid the buffer one most of the time...

[12:36]<bnfve>"Where possible, it is recommended that this class be used in preference to StringBuffer as it will be faster under most implementations."

[12:36]<bprprsnp>Beltz: You can use a char[4] as well..

[12:36]<ljry>Beltz: yeah, I'd go with the char[4] in that particular case

[12:37]<bnfve>I don't think I should, it's a newbie class and we haven't seen arrays yet.

[12:37]<bprprsnp>Beltz: Yes. The StringBuffer is "older" though and might be even documented in outdated handouts on a university.. *cough*

[12:37]<bnfve>I would too, but I guess I shouldn't use everything I know here.

[12:37]<bnfve>Umm. Okay, I'll go with string buffer.

[12:40]<bnfve>Will I be able to use iNumber.getInteger(myStringBuffer)? The integer.getInteger method seems to be done for strings only. Will a string buffer work anyway?

[12:41]<bnfve>Because that is the next step in my program, I need to change the numeric string into an integer.

[12:42]<bprprsn>~javadoc Integer.parseInt(*)

[12:42]<rrvr2jv>Blafasel, please see java.lang.Integer.parseInt(java.lang.String):
[http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Integer.html#parseInt\(java.lang.String\)](http://java.sun.com/j2se/1.5.0/docs/api/java/lang/Integer.html#parseInt(java.lang.String))

[12:42]<bprprsn>And a StringBuffer has a method to retrieve the contained String. Guess the name

[12:42]<bprprsn>Off to a customer

[12:42]<bnfve>Ok

[12:43]<tjdtjd>hi there! is someone using the commons-launcher project ? its quite "old" right now... is there a successor to this project ?

[12:45]<nnvzyllnz>~tell tomtom about jdesktop

[12:45]<ljry>~launcher

[12:45]<rrvr2jv>tomtom, I have no idea what jdesktop is.

[12:45]<rrvr2jv>Logi, I have no idea what launcher is.

[12:45]<nnvzyllnz>lol

[12:46]<nnvzyllnz>TomTom, jdesktop might be worth checking out

[12:46]<ljry>TomTom: yeah, jdesktop is probably a better bet. Then all of this stuff will be in java 1.6

[12:47]<tjdtjd>hmm a link handy ? google spits out tons of swing stuff...

[12:47]<fxugrvx>jdictray looks dodgy with me, though, flickers and shows up an entry on the taskbar whenever rightclicked to open the menu

[12:48]<tjdtjd>are you talking of this jdesktop/JDNC stuff ?

[12:48]<nnvzyllnz>JDIC

[12:49]<nnvzyllnz>java desktop integration something

[12:49]<nnvzyllnz>~help

[12:49]<rrvr2jv>See 'help about', 'help factoids', 'help javadoc', 'help karma', 'help abuse', 'help literal', 'help magic8', 'help google', 'help rot13', 'help dict', or 'help tell'.

[12:50]<ljry>~jdesktop is The JDesktop Integration Components (JDIC) project. It gives access to the functionality of the native desktop environment such as embedding the native browser, launching the desktop applications, creating tray icons on the desktop, registering file type

associations, creating JNLP installer packages, etc. See <https://jdic.dev.java.net/>

[12:50]<rrvr2jv>Okay, Logi.

[12:51]<nnvzyllnz>~tell Logi about jdic

[12:51]<rrvr2jv>Logi, jdic is The JDesktop Integration Components. It aims to make Java applications properly fit into current desktop platforms without sacrificing platform independence. See <https://jdic.dev.java.net/>

[12:51]<nnvzyllnz>;)

[12:51]<ljry>haha

[12:51]<ljry>oh well

[12:51]<nnvzyllnz>it was already in btw, not added by me ;)

[13:09]<d0fjv>guys, is there a way to limit the number of selected items in a JList ?

[13:09]<zvlug>is it correct that if I want to write `println("some text" + myobject)`; that class `myobject` has to implement a `toString()` method?

[13:13]<tjdtjd>Zvpun: when you dont implement it, `Object.toString()` is called...

[13:14]<zvlug>TomTom: ok, I am new to this and guessed that it might be like this but I couldn't find an official place that states it (it's kinda hard to search for `toString` on google :-()) that is why I asked.

[13:17]<fxugrvx>anything that takes an `Object` and seems to automagically return a string, uses `.toString()`;

[13:18]<fxugrvx>s/^/zvpun: /

[13:22]<sfuy>could it be that weakreferences for caching purposes suck?

[13:22]<vrnfn>I wonder why my `ThreadInfos` aren't giving me any stack traces

[13:22]<sfuy>tazle ask the `Thread/Exception` class instead

[13:22]<vrnfn>squi: how do I get from `ThreadInfo` to `Thread`?

[13:22]<vrnfn>or from `ThreadMXBean` to `Thread`?

[13:24]<sfuy>my application works a lot with images... the images will be garbage collected but the memory won't be freed again so after some time my java application always has its maximum heap space allocated and everything still works... i can still create images and everything but weakreferences will be freed basically the second they are created

[13:24]<sfuy>`ThreadInfo` is not a default class is it?

[13:24]<vrnfn>"default" as in?

[13:24]<sfuy>delivered with the default `jre/jdk`

[13:25]<vrnfn>anyway, apparently I was not requesting the stack frames, and requesting them should work

[13:25]<vrnfn>squi: it should be, it's part of the instrumentation stuff in 1.5

[13:25]<sfuy>oh ok that would explain it... im currently working with 1.4... i hate it

[13:26]<fxugrvx>how far from multiple inheritance is java still? ;p

[13:27]<sfuy>lhunath it wont happen

[13:27]<fxugrvx>what's the reasoning?

[13:27]<zvlug>lhunath there are interfaces

[13:27]<zsxzymzx>preferably, infinitely

[13:29]<sfuy>too many complications

[13:29]<fxugrvx>no reasoning? suppose it wouldn't benefit transparency

[13:29]<zsxzymzx>no valid need

[13:29]<sfuy>starting with a very simple case: what to do when the 2 base classes both declare the same method?

[13:29]<sfuy>lhunath there is

[13:29]<sfuy>dont know where... i read it some time ago though

[13:30]<zvlug>squi: as far as I know the same can happen with interfaces.

[13:30]<fxugrvx>how does C++ deal with that case? they have multiple inheritance, no?

[13:30]<sfuy>Zvpun if both classes implement the same method* sorry

[13:30]<sfuy>lhunath but in c++ not all methods are virtual

[13:31]<fxugrvx>right

[13:34]<sfuy>i would like to have something else: be able to define within an interface that all implementing classes also have to extend a certain class

[13:34]<fxugrvx>could always just be forbidden by the compiler - but heck, I don't need it, as of yet - what's the best use of it in C++?

[13:34]<sfuy>that would have helped me in all cases that i needed anything close to MI

[13:35]<zsxzymzx>lhunath: there isn't one.

[13:35]<fxugrvx>squi: isn't that indirectly the same issue?

[13:36]<sfuy>well the problem is easier to narrow down: only allow to implement interfaces that either expect the same base class or no class at all

[13:36]<fxugrvx>what if a class implements several interfaces that require it to extend a certain class

[13:36]<fxugrvx>yes

[13:36]<sfuy>its not as complex as being able to extend from multiple classes at once

[13:38]<sfuy>the other day i had to do a lot of casting because sometimes i needed the object to be a component and sometimes to be my interface (several views that implement one View interface and all extend from JComponent or one of its subclasses)

[13:39]<irnbznrc>morning all

[13:39]<fxugrvx>mornin

[13:39]<sfuy>i hate casting too... thats why i hate this god damn java 1.4

[13:39]<sfuy>well i hate unnecessary casting ;)

[13:39]<irnbznrc>i've got a multi-thread program which the main finishes, yet the JVM doesnt die, it's stuck on 2 threads, one of Timer-0 and one of DestroyJavaVM, what could it be ?

[13:39]<irnbznrc>(i'm using an executorThread pool, but i shutdown it before ending)

[13:39]<sfuy>i could just as well use a soft typed language

[13:40]<sfuy>the timer-0 is obviously the issue, IceBreak

[13:40]<sfuy>close it

[13:40]<irnbznrc>what is a Timer-0 thread ?

[13:40]<sfuy>i dont know, ask your debugger

[13:40]<fxugrvx>java 5 was a glorious release with it's generics, probably made me love java more than anything has

[13:41]<sfuy>i wonder, why it took them 10 years to get that done though

[13:41]<fxugrvx>icebreak: first timer thread? ;p

[13:41]<irnbznrc>it doesnt give me information besides it being a TimerThread

[13:41]<sfuy>C++ already had it when java was still sucking on mommy's nipples

[13:41]<irnbznrc>why do i have such a thread in my program.. (i dont create / use one)

[13:41]<fxugrvx>squi: reverse compatability issues to work out I recon, such as that erasure

[13:41]<sfuy>well i dont have it in my applications, IceBreak

[13:42]<sfuy>so its obviously something your application or implemented libraries create

[13:42]<irnbznrc>me neither.. blah, i'm using code that i used before, and it didnt cause this issues

[13:42]<fxugrvx>icebreak: use your debugger to see when it pops up?

[13:42]<irnbznrc>i'm using RMI

[13:42]<ljry>is it a thread created by the Timer class?

[13:42]<irnbznrc>how can i set eclipse to show me when a timer thread is created ?

[13:42]<irnbznrc>logi: i'm not using Timer class in my code

[13:42]<sfuy>lhunath it doesnt take 10 years for that

[13:43]<sfuy>and its not really reverse compatible anyway... it still requires the latest runtime

[13:43]<sfuy>however

[13:43]<fxugrvx>they were too busy trying to get rid of applets

[13:43]<ljry>and anyway, I just checked the source and it doesn't specify a name for the thread

[13:43]<sfuy>i need food... i hope, subway still gives the cookies for free with their sandwiches

[13:43]<irnbznrc>i'll post it, sec

[13:44]<irnbznrc>this is what i get when i pause my debugger (after the main has finished and

existed)

[13:44]<fxugrvx>icebreak: doesn't the thread's stack dump lead you to where it was created?

[13:44]<irnbznrc><http://pastebin.com/718923>

[13:44]<irnbznrc>sorry <http://pastebin.com/726301>

[13:44]<fxugrvx>;P

[13:45]<irnbznrc>welp it says it's used by wait in one of my classes, but i dont have wait there

[13:45]<fxugrvx>icebreak: put a breakpoint on TimerThread's run()?

[13:46]<irnbznrc>i dont have the source code of timerthread, to put a bp there

[13:46]<fxugrvx>mm I couldn't work without the jdk source code anymore these days to refer to

[13:46]<irnbznrc>ohh

[13:46]<irnbznrc>blah

[13:47]<irnbznrc>shocks, i have the jdk, the project skeleton is prolly using jre

[13:47]<irnbznrc>sec, i'll fix it

[13:49]<fxugrvx>is there a free software modelling tool out there of comparable quality as borland's?

[13:49]<tzdwsnd>Which layout manager should I use to create my graphic interface?

[13:49]<irnbznrc>hmm, does each java code that run have a Timer-0 thread in it ?

[13:49]<tzdwsnd>You guys got anything to recommend?

[13:49]<fxugrvx>trixsey: gridbaglayout

[13:49]<irnbznrc>gridbaglayout is king :)

[13:50]<tzdwsnd>is it included in the java package?

[13:50]<irnbznrc>yes\

[13:50]<fxugrvx>naturally

[13:50]<tzdwsnd>:D

[13:50]<fxugrvx>~javadoc gridbaglayout

[13:50]<rrvr2jv>lhunath, please see java.awt.GridBagLayout:

<http://java.sun.com/j2se/1.5.0/docs/api/java/awt/GridBagLayout.html>

[13:50]<fxugrvx>fun

[13:50]<irnbznrc>btw, if you are using eclipse, you might want to try Visual Editor

[13:50]<irnbznrc>hmm, does each java code that run have a Timer-0 thread in it ?

[13:50]<fxugrvx>yuk VE, horrid code generator

[13:51]<irnbznrc>i just installed VS2005 last week, it's GUI heaven [...]