

## Re: what's a callback?

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**From:** Frank Bemelman ([f.bemelmanq\\_at\\_xs4all.invalid.nl](mailto:f.bemelmanq_at_xs4all.invalid.nl))

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"Everett M. Greene" <[mojaveg@mojaveg.iwvisp.com](mailto:mojaveg@mojaveg.iwvisp.com)> schreef in bericht  
news:20041222.79D0450.92C6@mojaveg.iwvisp.com...

> "Frank Bemelman" <[f.bemelmanq@xs4all.invalid.nl](mailto:f.bemelmanq@xs4all.invalid.nl)> writes:

> > "Mike Monett" <[no@spam.com](mailto:no@spam.com)> schreef

>

> > > *I think part of the reason for code bloat is programmers have no*

> > > *restrictions on their code size or performance requirements. They*

> > > *should be given 200MHz Pentium computers with an 8 gig hard drive*

> > > *and 64 megs of ram. That would fix slow, bloated code real fast.*

> >

> > *Windows isn't bloated at all. There's just a lot of things to be dealt*

> > *with, but that happens so incredibly transparent to the casual observer,*

> > *that we take it all for granted and assume the code is bloated or*

> > *something.*

>

> *There's a difference between doing something because it can*

> *be done and doing something because it's needed. Microsoft*

> *can throw the problem of hardware resources over the wall*

> *to the users at no cost to themselves.*

Nobody forces you to use the latest windows software. If DOS3.22 works for you, why upgrade?

> > > *For example, my editor uses Borland SPRINT, which was last released*

> > > *in 1988 and was designed to run on an 8080 with 640k of ram. It*

> > > *handles 11 different types of files, including html, plain ascii,*

> > > *pascal, c, assembly, email, newsgroup postings, google groups, etc.*

> >

> > *[snip]*

> >

> > > *Of course, this style of thinking would probably put a lot of*

> > > *programmers and maybe some companies out of business. For some*

> > > *strange reason, making things overly complex is good for business.*

> >

> > *This style of thinking would probably kept us all back in 1988, the*

> > *release date of your editor ;)*

>

sci.electronics.design: Re: what's a callback?

- > *This is precisely the thinking that's needed and necessary*
- > *for /embedded/ computing. Reliability and hardware resources*
- > *are directly impacted by keeping things as simple as possible.*

For simple middle-of-the-road embedded computing, yes.

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Thanks, Frank.

(remove 'q' and 'invalid' when replying by email)