

Re: Computer programmers' habits in electronics

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2005-12/msg03559.html>

- *From:* "Rich Grise, but drunk" <yahright@xxxxxxxxxxxx>
 - *Date:* Tue, 20 Dec 2005 19:29:21 GMT
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On Tue, 20 Dec 2005 18:08:59 +0000, Ignoramus10397 wrote:

> On 20 Dec 2005 10:04:34 -0800, onehappymadman@xxxxxxxxxx <onehappymadman@xxxxxxxxxx> wrote:
>>
>> Ignoramus10397 wrote:
>>> A newbie question...
>>>
>>> As a computer programmer, I am used to programming without drawing
>>> "design diagrams", "flow charts" and other bullshit. I just start
>>> coding and try to make sure that I have some working prototype most of
>>> the time, and that I do things nicely. Usually things work out okay
>>> and programs do their job quietly, as intended.
>>>
>>> Not doing too much "design" also helps when the purpose of the program
>>> is not quite known from the beginning, as it usually happens.
>>>
>>> I find it very difficult to change this mindset and do any sort of
>>> diagram drawings or some such when it comes to electrics or
>>> electronics. For example, I put together a pretty intricate phase
>>> converter in the last month, for instance, with two motors, some turn
>>> on logic, blah blah. That seemed to work.
>>>
>>> What I am worried about is that if I try to do something involving more
>>> than say 20 wires, I would run into a wall and that electronics is not
>>> the same as computer programming.
>>>
>>> So, I am curious if anyone can relate and tell me either just how
>>> mandatory drawing is, and how to get accustomed to it, or how they
>>> make things without detailed plans.
>>>
>>> i
>>
>>
>> Are you employed, or still a student?
>
> I am employed, I have been programming for money for 13 years or
> so. (not counting the gigs I had as a student).
>
>> This might work if you're still a student, and your projects aren't too

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>> complex. The story might be different if you're a contractor hired by
>> a client to design a complex piece of software...
>
> Yes, if I am hired to design stuff, I better produce design, sure.
>
> i

Got any overflow work?

Thanks,

Rich

• **References:**

- ◆ **[Re: Computer programmers' habits in electronics](#)**
 - ◇ *From:* onehappymadman
- Prev by Date: **[Re: Computer programmers' habits in electronics](#)**
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