

## CoCoALib - Design #824

**Fn names: LexMat or MatLex; StdDegRevLexMat or MatStdDegRevLex etc**

26 Nov 2015 14:18 - John Abbott

<b>Status:</b>	Closed	<b>Start date:</b>	26 Nov 2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	John Abbott	<b>% Done:</b>	100%
<b>Category:</b>	Renaming	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	CoCoALib-0.99540 Feb 2016	<b>Spent time:</b>	0.85 hour
<b>Description</b> There is an incompatibility between the names in CoCoALib and in CoCoA-5 for the pseudo-ctors for matrices for ordering. In CoCoALib the names begin with the prefix Mat whereas in CoCoA-5 they end with the suffix Mat.  Should we resolve this incompatibility? How?			
<b>Related issues:</b> Related to CoCoALib - Design #311: XelMat, StdDegRevLexMat, ... should be Mat... <div>Closed14 Feb 2013</div>			

### History

#### #1 - 26 Nov 2015 14:21 - John Abbott

- Status changed from New to In Progress
- % Done changed from 0 to 10

JAA thinks that names such as StdDegRevLexMat read more easily than MatStdDegRevLex, but the names MatXYZ all appear near to each other in alphabetical ordering.

JAA also observes that the fn ElimMat is called this way in both CoCoALib and CoCoA-5 (and hopefully it does the same thing in both contexts).

Comments? Opinions? Ideas?

#### #2 - 01 Dec 2015 10:41 - John Abbott

Here are some other names.

With **SUFFIX** Mat:

ZeroMat, IdentityMat, BlockMat, DiagMat, ColMat, RowMat,  
NewDenseMat, NewSparseMat (NYI),  
OrdMat

With **PREFIX** Mat:

MatByRows, MatByCols

#### #3 - 04 Dec 2015 15:18 - John Abbott

After skype with Anna: we prefer the nicer sounding names.  
So I'll change the names in CoCoALib so that **Mat** is a suffix.

#### #4 - 08 Dec 2015 14:01 - John Abbott

- *Assignee set to John Abbott*
- *% Done changed from 10 to 50*

I have renamed the fns and changed all calls -- well, everything compiles.  
Will check doc, then check-in.

**#5 - 24 Mar 2016 18:01 - Anna Maria Bigatti**

- *Status changed from In Progress to Closed*
- *% Done changed from 50 to 100*