

Naming Conventions

There are certain naming conventions used within the framework. You should be aware of them, since they actually denote a certain behavioral semantics.

Those are usually featured across both C++ and BP workflows.

Terms

Get – acquire some property value (or an item) in a direct manner, without performing any sophisticated time-consuming searches or calculations.

Find – performs a certain (possibly time-consuming) search procedure of any indirection in order to get the necessary entity. The resulting status (or a referral type) would usually explicitly denote the search failure, i.e. the absence of the needed element.

Obtain – tries to get an existing item (possibly for some state, specified by the arguments), and if it's missing creates a new one and returns it.

Calc – performs a certain (possibly time-consuming) calculation in order to provide the needed result.

At – get an element at a certain indexed position. A corresponding method thereby would usually accept an integral argument.

Make – construct a certain entity in a useful (utility) fashion, returning it as a result. The resulting object is usually allocated in an automatic (scope) memory.

Collect – add up to the existing elements within the container, instead of emptying it beforehand.

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