
Subject: Important object lesson

Posted by [Phillip & Suzanne](#) on Tue, 23 Jun 1998 07:00:00 GMT

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I've been doing some more playing around with objects, and learned that there is a HUGE difference between creating an object with a null constructor and destructor and creating an object with no constructor or destructor. I'll show a sample snippet of each, then explain.

```
---- file test1__define.pro ----
```

```
pro test1::cleanup  
end
```

```
function test1::init  
    return, 1 ; success  
end
```

```
pro test1__define{  
    struct = {TEST1, NULL:0b}  
}
```

```
---- end test1__define.pro ----
```

```
---- file test2__define.pro ----
```

```
pro test2__define{  
    struct = {TEST2, NULL:0b}  
}
```

```
---- end test1__define.pro ----
```

When I perform `obj1 = Obj_New('test1')`, it takes virtually no time. `obj2 = Obj_New('test2')` takes about 3 1/2 seconds (on a Pentium Pro 200 running Windows NT 4.0 and IDL 5.1). Similarly, calling `Obj_Destroy, obj1` takes virtually no time, but `Obj_Destroy, obj2` takes about 3 1/2 seconds as well. When I actually timed these two methods, I found that there was a factor of about 200,000 times between the two. WOW! I had time to create and destroy 200,000 test1 objects for every test2 object I created.

The moral of this story is: ALWAYS define your constructors and destructors when defining IDL objects.

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