Subject: Re: Abstract Objects and Methods Posted by J.D. Smith on Tue, 23 Jun 1998 07:00:00 GMT

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Phillip David wrote:
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> While looking into using IDL's OO-based technologies, I came up with another
> interesting question. Is there any way in IDL to create an abstract method?
> An abstract method is a method common to all objects of a particular class
> whose implementation is not defined in the parent class. For example, if I
> had a class "Shape", and wanted it to have a method "Area", I would like to
> declare the method Area as abstract because no particular method makes sense.
> For a circle, area = pi * r^2; for a square, area = side^2; for a rectangle,
> area=l*w; .... An abstract method requires subclasses to define the method,
> but doesn't specify the implementation (other than perhaps the calling sequence).
>
  Any class that contains an abstract method must also be abstract. That's an
  easier problem to solve. Here's a basic abstract class:
>
  ---- Sample code -----
>
  function abstract::init
>
    ok = Widget_Message(/Error, $
>
         [ 'Class ABSTRACT cannot be instantiated.', $
>
          'It is an abstract class.', $
>
          'You must create a subclass of it.'])
>
    return, 0
>
  end
>
>
  pro abstract__define
    struct = {ABSTRACT, NULL:0b}
> end
>
  ---- End sample code -----
>
 When you create a concrete subclass, the init method doesn't call its parent's
  init method (or else it fails), but it returns success when it succeeds.
>
 Does anyone know of any way to make sure a method has been overriden by a
 child class? The only thought I have is to make the class return a
> {structure/object/status} that contains a status code, with one specifying
> that the abstract routine was invoked rather than the concrete subclass of the
> abstract routine. Any better ideas?
> Phillip
```

How about just:

```
pro Abstract::aMethod, arg1, arg2
message, 'This is an abstract method and must be overridden in class
'+obj_class(self)
end
with the understanding that aMethod not be chained to in the overridding
method of a subclass? Or am I missing something?
JD
                                 WORK: (607) 255-5842
J.D. Smith
Cornell University Dept. of Astronomy |*|
                                               (607) 255-4083
206 Space Sciences Bldg.
                                   |*|
                                         FAX: (607) 255-5875
Ithaca, NY 14853
                               |*|
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