
Subject: Re: Important object lesson

Posted by [mirko_vukovic](#) on Thu, 02 Jul 1998 07:00:00 GMT

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In article <6nabkb\$5j\$1@clam.niwa.cri.nz>,

"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote:

>
> much deleted
>>> It also suggests a solution (though not a very elegant one): make all
> your
>>> objects subclasses of something, if only a dummy class, and make sure one
> of
>>> the superclasses has explicit Init and Cleanup methods.

I would vote against it. This may only confuse your code and invite errors further down the line. Faster CPU's are allways around the corner.

>
> Are you suggesting that I am a software fiddler? I'm afraid it's true. I did
> think a while back about having a general class called Object with genreally
> useful behaviours that all my other classes could descend from, as in Java.
> Trouble is, I couldn't think of anything very useful for Object to do and it
> still wouldn't be available for IDL built-in classes. Re the present
Actually I do have a class OBJ which almost any object inherits. It has three main methods:

pro obj::debug -- just stops and allows the user to examine the object
pro obj::property -- sets a property (but must be completely typed)
function obj::property -- retrieves a property (same restriction as above)

It in addition has a usefull field like self.version, and I hope to add in a generic ::read and ::write methods for file access (but I have not thought that one through completely).

oh, and btw, I've generated up to 0.5MO (mega objects) and IDL was performing fine. These were instances of incorrect cleanups, but I was still glad nothing got corrupted.

Mirko

-----== Posted via Deja News, The Leader in Internet Discussion ==-----

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