
Subject: Re: Passing info and destroying widgets...
Posted by [davidf](#) on Mon, 21 Jun 1999 07:00:00 GMT
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Liam Gumley (Liam.Gumley@ssec.wisc.edu) gives us an example of a program that can record the last instance of a button push in a non-blocking, non-modal widget when he writes:

> "Robert S. Mallozzi" wrote:
>> I believe you must use XMANAGER in blocking mode for
>> this technique to work.
>
> Here's an example which works in non-blocking mode:

No question it works. But I would argue that it works for all the wrong reasons and is a *terrible* programming practice in almost every instance. I mean, you can write an object method that returns a data pointer too, but by doing so you violate every tenet of good object programming practice, in which the data should be encapsulated and unseen by the outside world. Sucking the pointer out of a widget program, except perhaps in the hands of just the best programmers, is a practice that is guaranteed, it seems to me, to get most of the rest of us in a hell of a lot of trouble.

If you are going to recommend this, at the very least teach people how to use HEAP_GC at the same time because I'll bet a ton of money there will be leaking memory right and left!

As for me, I'm sticking to widget programs that clean themselves up and don't leave the user holding the bag, er, pointer. :-)

Cheers,

David

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