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Subject: Re: When should objects be used?  
Posted by [davidf](#) on Tue, 29 Jun 1999 07:00:00 GMT  
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J.D. Smith ([jdsmith@astrosun.tn.cornell.edu](mailto:jdsmith@astrosun.tn.cornell.edu)) writes:

> Now David, I cannot sit idly by while you indict me on charges of  
> misleading the uninitiated populace ;).

No, no. I think I accused you (falsely, I admit) of misleading \*me\*! :-)

> So my advice is: use whatever style of programming produces a program  
> you can explain in 1 paragraph. Object oriented programming \*is\* easy.  
> Especially in IDL. 10 minutes will suffice to learn the mechanics of  
> it.

I couldn't agree with this more. The kinds of things I have been talking about lately \*are\* ridiculously easy. What is difficult for many people is the vocabulary of OOP. (I agree that calling something a "thingy" is not likely to help.) But there are only a handful of words you \*really\* have to know. And if these can't be learned in 10 minutes someone is not explaining them very well.

> However, in the great space of designs, that region labelled  
> Object-Oriented contains vastly more bad designs than good ones, compared  
> to the more familiar regions.

Yes. This is a concern of mine too. As Struan was mentioning yesterday, it \*is\* possible to develop great heaps of spaghetti code if you are not careful. And I've found that people who inherit some of my object code find it slow going to digest it occasionally, although it seems extremely straightforward to me. I can't tell yet if this is because it is a new way of thinking for them or because these things are inherently more difficult to learn to use. I suspect the former, but I don't have enough experience using them to know for sure.

I also haven't completely solved the problem of debugging the darn things. If I put error handlers into the code too soon, the darn things don't break when they should and an error can be difficult to track down.

But I think most of these problems are problems that come with anything new. It just takes some time and some experience to learn how to use it properly.

> So, by all means, give it a try. You'll like it. Just  
> be somewhat cautious before throwing all you eggs in that basket.

Good advice, there. :-)

Cheers,

David

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