Subject: Re: Posix Time Functions Posted by Ben Tupper on Sat, 13 Nov 1999 08:00:00 GMT

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In article <MPG.1296941365eaab3b989965@news.frii.com>, davidf@dfanning.com says...

- > In an attempt to throw off the ol' codger label that
- > somehow got attached to me in the past couple of weeks
- > I've been working through some object examples, using
- > the ideas JD and Struan and some of the other young
- > bucks have been thrashing around.

> > All I can say is, Wow!

>

>

- > I've got that improved XWindow thing working like
- > a champ--well, as long as you don't make any typos--
- > error checking and documentation will be added this
- > weekend if the weather would just turn bad. (We're
- > still playing tennis with no shirts--in November--in
- > Colorado. Scheesh. The snow birds are going nuts.)
- > I mostly make singleton objects since I'm a scientist,
- > rather than a computer programmer, and I don't know any
- > better. I thought they were powerful. But some of
- > this inheritance stuff is *wonderful*! I've got about
- > 3-4 objects now that I can basically construct *any* kind
- > of modal dialog out of. I have 4-5 compound widget
- > objects that can put up and send you the answer for
- > almost any kind of question (check box, radio button,
- > essay, etc.). I mean, once you start down this path,
- > you just feel younger and younger. :-)

>

> Cheers,

>

For those of us who are scientists and wear IDL diapers... how about getting that book on objects going?

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