
Subject: Re: do I really need to use loops on objects?
Posted by [J.D. Smith](#) on Fri, 03 Dec 1999 08:00:00 GMT
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Struan Gray wrote:

>
> Reading this thread has piqued my curiosity as to what people are
> using arrays of objects for. I like to use IDL_containers instead, as
> they simplify adding and removing objects while maintaining a logical
> order that can be related to numerical array elements if you choose.
> As JD points out you can easily subclass the container, modify the add
> method so it gets picky as to what sort of objects it accepts, and
> provide a DoMethod method to call the relevant method for all the
> contained objects. Are there applications where doing it this way is
> a bad idea (or impossible)?
>
> Struan

If you implement your own IDL_Container-like class, it often contains an internal object array, though the one I use most contains merely a pointer array, so the array elements need not be simply objects. Basically, if you have a collection of objects which need not be intimately related (e.g. if you're just going to kill them all), an objarr is fine. It's lighter weight than a container, though less fully featured.

JD

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J.D. Smith |*| WORK: (607) 255-5842
Cornell University Dept. of Astronomy |*| (607) 255-6263
304 Space Sciences Bldg. |*| FAX: (607) 255-5875
Ithaca, NY 14853 |*|
