
Subject: Re: Why Object Widgets

Posted by [Struan Gray](#) on Fri, 03 Dec 1999 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

J.D. Smith, jdsmith@astro.cornell.edu writes:

- > Since object heap data is persistent and doesn't rely on pointer
- > manipulation, when an object widget (objet anyone?) program crashes,
- > simply fix, recompile, and continue working without restarting the
- > application! Freed from the tyranny of the STATE variable.

Speaking as a confirmed code-bodger I have to admit this is a major advantage of object widgets. The only thing that speeds up debugging more is posting code to the newsgroup.

Struan
