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Subject: Why Object Widgets

Posted by [J.D. Smith](#) on Thu, 02 Dec 1999 08:00:00 GMT

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Recalling the discussion on why object-oriented widget programming was useful, I just came upon a most critical reason while delving into some old non-OO widget code: the dreaded "% Expression must be a structure in this context: STATE." statement!

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.

JD

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