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Subject: Re: Tip: how to mix object gui with command line  
Posted by [Mirko Vukovic](#) on Thu, 23 Dec 1999 08:00:00 GMT  
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In article <MPG.12c81f5e6aecc9239899c7@news.frii.com>, davidf@dfanning.com (David Fanning) wrote:

> Karri Kaksonen (karri.kaksonen@picker.fi) writes:  
>  
>> I just thought of dropping a line about a discovery I made.  
>> This may be old news for all old timers but as it was new for  
>> me I thought of sharing this idea.  
>>  
>> When you build an application as an object like:  
>> o=obj\_new('MyApplication')  
>>  
>> and you start up the graphical user interface with buttons etc.  
>> o->draw  
>>  
>> then I suddenly notice that there is something weird going on  
>> and want to have a look at my data from the command line.  
>>  
>> In a widget-program I would have to quit the program and start  
>> debugging. But in an object program I can leave the program  
>> running and just fetch the data.  
>>  
>> The key is in coding in methods for accessing private stuff like:  
>>  
>> function MyApplication::getdata  
>> return \*self->data  
>> end  
>>  
>> then I can just click on the IDL> command line and write:  
>> a=o->getdata()  
>> and continue to work on it on the command line.  
>  
> I think you meant "RETURN, \*self.data".  
>  
> But in any case, this is certainly possible to do. I would  
> be just a bit careful with it, however, since it is quite easy  
> to completely defeat the whole purpose of objects, which  
> is to encapsulate the data and the methods that work on  
> the data inside the object, out of the view of the rest  
> of the world.  
>  
> For example, you can easily write a GetDataPointer method:  
>  
> FUNCTION JUNKER::GetDataPointer  
> RETURN, self.data

> END  
>  
> Now the outside world can muck around with the data \*inside\*  
> the object. Oh, dear! Keep in mind that just because something  
> is \*possible\* doesn't mean it's always a good idea. :-)  
>  
> Cheers,  
>  
> David  
>  
> --

I have an obj object that is inherited by pretty much any object that is not meant to be inherited. This object has the Debug method that consists of a single ``stop" statement. Calling it stops the execution with self ready to be examined.

Mirko

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