
Subject: Re: base widgets growing uncontrollably.... ?
Posted by [Jim Pendleton](#) on Sat, 28 Jul 2001 02:57:25 GMT
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"JD Smith" <jdsmith@astro.cornell.edu> wrote in message
news:3B61FE09.765EE529@astro.cornell.edu...

[...stuff]

> Paul van Delst wrote:

[...more stuff]

>>

>> JD Smith wrote:

>>>

>>> And to point out the obvious, there's no reason you can't make
compound

>>> widgets also objects, rather than having an all-in-one object widget

>>> design. You might then have a larger object interface which
"composits"

>>> (i.e. includes) the sub-objects directly, perhaps creating them
itself.

>>>

>

>

> Just think how little restful break-time you'd get in a day if not for
> overly compact programmatic mechanisms.

>

> Objectingly(ively?) yours,

>

> JD

>

> P.S. My one line object tutorial:

>

> objects->DoThings, withstuff, LIKE_STRUCTURES=only_smarter

If you're writing applications of more than a couple hundred lines and
you're not using an object-based event handler described by JD earlier,
you're missing the revolution.

And if you're writing class functionality that *relies on* the
IDL widget system, you're missing the next revolution. A GUI is no
more than an accessor to class data and methods. With sufficient
forethought in design, IDL classes should be able to interact with Ion, VB,
C++, perl, python or any other front-end.

Think outside the widgets.

Jim P.
