
Subject: Re: Objects with Widgets, Save/Restore
Posted by [david\[2\]](#) on Fri, 03 Aug 2001 23:38:08 GMT
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Pavel A. Romashkin writes:

- > By now I'd bet all David's object widgets have the same superclass, so
- > all you basically need is a method for the superclass to prune and
- > reattach, and the superclass probably could have the same basic widget
- > id storage facility.

Actually, this is the problem. My objects are not superclassed. My object application contains other objects which (occasionally) contain other objects. As you know (and anyone who reads this newsgroup knows) one of the great attractions of objects is that the data can be encapsulated inside them, making them exceedingly self-contained. Or, as I like to call them, smart.

This is good ... most of the time.

But, occasionally, and always at the worst possible moment, you wish they were a little more leaky (I'm making up these technical terms as I go). That is to say, you find yourself sitting in some object method scratching your head and thinking to yourself that you sure wish you could have a peek at that object over **there**, because then life would be a whole lot easier.

But, alas, that peek requires a new method and after you have added three or four of these you begin to suspect there is a better way here, if only you had been smart enough to see it three weeks ago. :-(

But, too late, and on you go. And before you know if you find yourself in the mornings drinking an extra cup of coffee and lingering over The Onion on the web, avoiding the inevitable trip into that morass that used to be a pretty neat program.

It all turns out in the end, of course, because you are a decent programmer and you know (sorta) what you are doing. But for the life of you, you can't tell whether object programming is more efficient, or just more fun. All you really know

is that there are a few more gray hairs every
morning when you look in the mirror. :-(

Cheers,

David

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