
Subject: Re: Object programming with data...

Posted by [Jaco van Gorkom](#) on Wed, 22 May 2002 15:39:12 GMT

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"Randall Skelton" <rskelto@atm.ox.ac.uk> wrote in message
news:Pine.LNX.4.33.0205192219030.712-100000@moriarty.atm.ox.ac.uk...
> In response to some of my own questions I found a post from Ken Knighton
> in 1996 that demonstrates one way of emulating operator overloading using
> IDL functions... I'm open to other suggestions.

I have used CASE statements in the past, but also occasionally made use of
recursion, something like:

```
function Add, p1, p2, p3, p4, p5, p6  
  if n_elements(p3) eq 0 then $  
    return, p1+p2 $  
  else $  
    return, Add(p1+p2, p3, p4, p5, p6)  
end
```

There is a variant which can be very quick (and sort of ugly) to add to the
start of an existing function:

```
function Add, p1, p2, p3, p4, p5, p6  
  ; Add this statement for recursive parameter handling  
  if n_elements(p3) ne 0 then $  
    return, Add( Add(p1,p2), p3, p4, p5, p6)  
  ; Original two-parameter function code follows:  
  return, p1+p2  
end
```

Cheers,
Jaco
