Subject: IDL objected oriented question
Posted by pashas77 on Tue, 08 Apr 2003 15:56:29 GMT
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Hi all,

I'm a relative newbie to IDL. I'm working on with classes right now. I have a class which has objects as member variables. At runtime via the famous Info structure, I find that I need to use the objects member functions. But lo and behold, encapsulation is implemented in IDL 5.6(I don't believe that it was implemented in 5.5...correct me if I'm wrong).

Basically

```
define = { ClassA,  $

  ObjectB:  Obj_New()}

END
```

the object gets defined in
ObjectB = Obj_New("ClassB")

And somewhere we define ObjectA

ObjectA = Object_New("ClassA)

and now in an event handler far far away

Sinfo.objectA.objectB->member function

doesnt' work because we cannot access Objects A's member variables only member functions.

I have to add a great number objects to this class. Now, there are tons of workarounds. We can create, member functions in Class A to access all of class B functions, but this solution is creates a great deal of redundancy, and will make the class rather unmanageable. Common blocks??, possible but dirty solution(i couldn't look myself in the mirror). Is there a equivalent to the "public" keyword in C++.

So I wanted to ask the IDL gurus out there, how you overcome these problems in very large IDL programs. I've seen lots of examples of classes, however not one example where many are linked together and classes are using other classes. I'm figuring there is something simple that I am missing. Pardon the verbosity of my post, but I kept

rereading what I wrote and I couldn't understand what I was saying...:)

Thanks a lot for the help

Sabir Pasha
