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Subject: Re: overload init function in class/object ?

Posted by [James Kuyper](#) on Tue, 06 May 2003 21:29:24 GMT

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paul wisehart wrote:

>

> On Tue, 6 May 2003 13:48:22 -0600, David Fanning <david@dfanning.com> wrote:

>> paul wisehart (wisehart@runbox.com) writes:

>> I think it is your definition of "overload" that

>> is probably doing you in. :-)

>>

>> I'm not sure what you mean by it, but it sure doesn't

>> mean "define the same thing twice, in two different ways".

> In C++ thats exectly what it means :)

Well, not precisely. In C++, overloading means defining two different things with the same exact name, in possibly different ways, and letting the compiler decide which one to use, based upon the number and types of the arguments. Given the different way that IDL handles data types, and the different way it handles default arguments, it's neither feasible nor necessary to use C++ type overloading in IDL.

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