
Subject: Re: overload init function in class/object ?
Posted by [Mark Hadfield](#) on Tue, 06 May 2003 20:55:02 GMT
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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1921cb3ca539d5c989b89@news.frii.com...

> Mark Hadfield (m.hadfield@niwa.co.nz) writes:

>> [Description of function overloading in C++ omitted.]

>

> OK, I had "learn C++" on my to-do list, but I've
> taken it off. I'm joining up with the object Luddites
> if that's the kind of nonsense I have to learn! :-(

That's not the half of it. Wait till you get to virtual base classes!

But you might want to add "fool around with Python" to your to-do list.
Python is a dynamically typed language, much more similar in spirit to IDL
but with a more (shall we say) *coherent* design. And the entry barrier is
low: installing the Python interpreter and writing a little script to
process some text should take only an hour or two.

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Mark Hadfield "Ka puwaha te tai nei, Hoea tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)
