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

Posted by [David Fanning](#) on Tue, 06 May 2003 20:38:38 GMT

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

- > Not to someone who's used to C++. In that language you can have several
- > versions of the same function, differing only in the number (and/or type?)
- > of their arguments. The compiler examines the argument list at each place in
- > the code where the function is called and dispatches the call to the
- > appropriate version. Because the decision is made at compile time (C++ being
- > a statically typed language) it is more efficient than doing run-time checks
- > inside the function in the IDL manner. But less flexible.

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! :-(

Cheers,

David

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