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

Posted by [Mark Hadfield](#) on Tue, 06 May 2003 20:34:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1921c851ec23ee94989b86@news.frii.com...

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

>

>> (So technically speaking you cannot overload functions in

>> IDL? You just use optional parameters to get the same effect?)

>

> Isn't that a distinction without a difference?

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.

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"

m.hadfield@niwa.co.nz

National Institute for Water and Atmospheric Research (NIWA)
