

---

Subject: Re: Destroying objects

Posted by [Michael Wallace](#) on Thu, 12 Feb 2004 03:33:46 GMT

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

---

- > Talk about the yin and yang. But I think objects
- > tend to be like this. When they are good they are very,
- > very good; but when they are bad, they are horrid.

I can't speak of IDL object programming since my only salvo into the object world is my current IDL-Java project. But, speaking from experience with programming in Java, C++ and Python, this statement is especially true. Often times you have to go through at least one, if not more, major refactorings of code in order to get the object design right where you have a nice, intuitive, smooth interface. However, there are some who will just plod along with the bad design because although it may not be pretty, it "works."

- > Any comments from you object programming gurus? Any words
- > of encouragement? Because if not, you may have heard the
- > last of me. :-(

Except in IDL, I work with objects all day long, so it is possible to remain sane.... um, maybe. ;-)) We'll see how long it takes me to become totally frustrated with IDL objects as you are. There are already some things I don't care for design-wise...

Mike

---