Subject: Destroying objects

Posted by Michael Wallace on Wed, 11 Feb 2004 22:26:44 GMT

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I have just started working with the IDL-Java Bridge and object
programming in general and have a very basic question. Is there a way
to destroy objects that get created which you haven't explicitly created
yourself? Here's a simple example of the problem:


```
; Method 1
; Get the number of columns of a Java ResultSet

cols = (result_set -> getMetaData()) -> getColumnCount()
obj_destroy, result_set

help, /heap  ; shows an object associated with ResultSetMetaData
             ; but how do you destroy it??


; Method 2
; Get the number of columns of a Java ResultSet

meta_data = result_set -> getMetaData()
cols = meta_data -> getColumnCount()
obj_destroy, meta_data
obj_destroy, result_set

help, /heap  ; doesn't show any extra objects
```


So, is there a way to use Method 1, but still have a way to destroy the
extra object that gets created? There's no variable name associated
with it, so how can I use obj_destroy, if at all? Will I be forced to
go by Method 2 and use only one '->' per line? I was so hopeful I could
be lazy and use multiple '->' per line.... *sigh*

Mike