
Subject: Re: Destroying objects

Posted by [Andrew Meigs](#) on Mon, 16 Feb 2004 17:13:11 GMT

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Starting to work on objects as well using Martin Schlutz's mgs_objects base class system-- mighty frustrating when 'errors' (probably not of Martin's, but of my ignorance in how to use his code) occur several superclasses from the class you have written.

Andy

"Michael Wallace" <mwallace.removethismunge@swri.edu.invalid> wrote in message news:102lt20ir8t7v5e@corp.supernews.com...

>> 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
