Subject: object methods as friends
Posted by Zorch Tierod on Sun, 18 Apr 2004 00:29:56 GMT
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Hey there,
I've got an application that uses two types of objects, each with
several different method procedures.

What I'm trying to do is to calculate some stuff based on the
interaction of one of the objects with an array of the other type of
objects. Illustrative example (but not the REAL application!):

```
sb = {bullet, param1:.....}     ;protoype for bullet object
st = {target, param1:......}    ;prototype for target object

target_array = obj_arr('target',10)      ;make a bunch of targets
projectile = obj_new('bullet')                    ;make a bullet

jtarget = which_hit(target_array, projectile)  ;return which target is
hit
```

My problem seems to be that the function 'which_hit' has no access to
the data of either the 'bullet' or the 'target' objects, because it is
not a method of either - and I can't make it a method of both...

If I were doing this in C++, I would declare 'which_hit' as a friend of
both classes, and this would give me access to the data. Or, living
dangerously, I could just declare all data fields as public accessible.

Anyone have advice on this problem? Maybe I'm overlooking something
basic (it wouldn't be the first time....). I really hate to drop back
to just using structures (equiv of all-public data), because the
encapsulation really works well for my particular problem.

Thanks!

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