
Subject: Re: Compiling IDL code with a C compiler
Posted by [cedric](#) on Sun, 18 Jul 2004 15:16:22 GMT
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David Fanning <davidf@dfanning.com> wrote
> Has anyone pointed out to you that IDL is a weakly typed
> language?

Frankly, I've always had trouble distinguishing between strong/weak/static/dynamic typing. Looking on the Internet, they say that C++ is weakly typed, too. How does it create a problem? If you look at my example, I have type declarations as ""preprocessor directives"" at the top:

```
; Type Declarations  
;#field = fltarr(101, 101)  
;#area = fltarr(101, 101)  
;#sum = float(0.)
```

(I'm thinking of replacing those with ASSERT_TYPE, field, fltarr(101, 101) in the IDL version)

Besides, if I restrict my support of IDL syntax to a bare minimum (so much that the user is essentially writing C with IDL syntax, but without having to care about the interfacing), then there really doesn't seem to be that much to the "translation" phase.

Another advantage of this approach is that the IDL code would still be compilable directly with .compile, since the preprocessor directives are commented. So it would be good for testing the correctness of the code.

> Well, best of luck to you! :-)

Thank you!

Cedric
