Subject: Re: What about real polymorphism ??
Posted by Antonio Santiago on Fri, 10 Dec 2004 07:09:14 GMT

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Ok boys.
All you are invited to take a beer in Spanish (i will need to break my
moneybox :))

I supose my problem is I'm customary to more typefied languages (i dont
know if this is the right sentence in english) like Java, C, ... and i
wanted to apply the same philosofy with IDL.

Really, in my actual job the applications are grown very fast (and big)
then i think is more usefull and powerfull to use an OO programing than
the traditional procedural method, with the corresponding lost of speed
and (perhaps) eficience.
In my short experience with IDL I only have programming with Object
Graphics, I'm a completly newbie with Direct Graphics (well, a couple of
sentence :) with it).
I supose that certain algorithms, image manipulation and some other data
process (more oriented to science like hydrology, astronomy, ... than
the computer science) are right resolve with procedural programing. But
when all this algorithms are all put together in a big application
that's the moment of the computer science and, personaly, i think is
more powerfull an OO programing.

Well, bye and remember all you (and me) are invited to take a beer :)
and typical spanish "TORTILLA DE PATATAS", mmm... :)