
Subject: Re: What about real polymorphism ??

Posted by [Michael Wallace](#) on Fri, 10 Dec 2004 00:49:33 GMT

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> I hope nobody who knows anything about C++ and/or Java is reading this!

Hmmm... should I mention that I'm primarily a Java programmer and use IDL only on the side to do plotting and data analysis? Probably not. Don't want to upset anything on the IDL newsgroup. Hey, did I think that or type that? D'oh!

> Me too, but the strictly-typed people find it all a bit vague & scary.

IDL is vague! IDL is scary! While I love the loose typing for procedural programs, I can't stand it for objects. I must admit that even though I haven't programmed with objects in IDL, I have written several object graphics programs, and each time I write one I cringe a little because of what IDL calls an "object." Using them is so backwards in some respects. Maybe this is a wrong impression, but the more I learn, the more so-called IDL "objects" appear like "glorified structs" or maybe just "some stuff thrown together."

The OO programmer in me really wants to argue the comment of IDL having "perfect polymorphism," but I'll remain civil. Gotta remember I'm on different turf than normal in this newsgroup. ;-)

-Mike
