
Subject: Re: Need advice about inheritance
Posted by [wcramer](#) on Mon, 23 May 2005 15:13:58 GMT
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>> Only for curiosity. ADD returns a new instance or the same instance with the addition?

>> Yes, don't write an "ADD" method for TIMEDATA and use the inherited from DATA.

ADD returns a new instance. I use OBJ_NEW("data",...) to create the new instance. How do I get the ADD method of the DATA class to return a TIMEDATA without copying the code to the TIMEDATA class and changing the OBJ_NEW call? Is it proper to get the current class type string (OBJ_CLASS(self)) and use that in the OBJ_NEW call, or is there a better way?

>> Perhaps you can use keyword parameters in addition to some kind of "template pattern". That is, you need your DATA::Init and TIMEDATA::Init has the same positional parameters in addition to their respective keyword parameters. Now, you can call OBJ_NEW('DATA', d1) or OBJ_NEW('TIMEDATA', d1, XX=d2) because they have the same parameters.

Although this would work, I was hoping that I could set up the TIMEDATA class such that a user wouldn't have to know anything about "X" and "Y" and would only deal with "TIME" and "VALUE" (even though the data is stored the same). I suppose that I'm looking for a perfect solution that doesn't exist.

Thanks,
Doug
