
Subject: Re: Need advice about inheritance
Posted by [Antonio Santiago](#) on Mon, 23 May 2005 06:28:08 GMT
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Before programming you need to stop and think about your classes, inheritance and relations.

- > Methods such as "add" should return another object instance of the
- > same class as "self".

Only for curiosity. ADD returns a new instance or the same instance with the addition?

- > Is there a way to get "add" to return a "timedata"
- > object without having to copy the method verbatim from the "data"
- > class to the "timedata" class?

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

- > The functionality is exactly the same, so I really don't want to do
- > that.

what? Perhaps it hasn't got the same functionality. (Perhaps here, my poor english doesn't bring me to use the correct words). That is, maybe the concept is the same (the addition) but it is not the same integer addition than "house" (objects) addition.

- > Also, I can't dynamically define the class name for my call to obj_new
- > because the init parameters are different.

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.

I don't know if this can be hopeful for you.
Bye.

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Antonio Santiago Píez
(email: santiago@grahi.upc.edu)
(www: <http://www.grahi.upc.edu/santiago>)
(www: <http://asantiago.blogspot.org>)

