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Subject: Re: Need advice about inheritance

Posted by [Michael Wallace](#) on Fri, 10 Jun 2005 18:46:35 GMT

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wcramer wrote:

> I DON'T want to copy the code verbatim.

>

> For the "data" class, all parameters have names that include "X" and

> "Y" (like "MAXX", "XVALUES", etc.). For the "timedata" class, I

> overwrite many functions to modify the parameter names to include

> "TIME" and "VALUE" (like "MAXTIME", "TIMES", etc.). That's why the init

> parameters are different. Is there a better way to handle this?

>

I don't know that I really understand what you're trying to do. If I happen to be really off base, just ignore me. Everyone else does. ;-)

Why go to the trouble of overwriting your parameter names? One of the nice things about OO programming is that you can use the same interface among many classes in a class hierarchy. This allows easy switching between data, timedata, foodata and bardata without the need of changing substantial areas of code or at least not needing to code special cases all the time. Also, there is only one core interface to learn. While the subclasses may and probably will have their own implementations of methods and attach their own meanings to certain properties, the core interface of the classes is the same.

It seems that instead of extending the data interface, you're trying to redefine the interface. If the interface of data and timedata is the same, you should be able to do what you want to do (dynamically determine the class and return a new object of that class). By redefining the interface, you're just causing more problems for yourself. It seems that the only reason you're doing this is to give more precise names to the inputs and keywords. By doing that, you're uncoupling interfaces that should be related and consequently running into problems because the interfaces don't match.

Is there anything else preventing you from having timedata and data use the same interface?

-Mike

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