Subject: Re: IDL objects (not object graphics) tutorial?
Posted by dzarro on Wed, 30 Nov 2005 04:20:46 GMT
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Hi,

I have a tutorial at http://orpheus.nascom.nasa.gov/~zarro/idl/objects
that I developed at NASA/GSFC.

Dominic

Richard G. French wrote:
> I'd like to learn how to make use of IDL objects. I'm not ready for object
> graphics yet, because I'd like to understand INITS and SELF and classes and
> methods before worrying about viewports and plots disappearing because I am
> not using the correct projection scheme. I've scoured the web in vain
> looking for a simple tutorial on how and when to use objects in IDL. I've
> found a few generic tutorials praising the virtues of object-oriented
> programming, but almost none of the examples give me any sense of why one
> would go to the trouble. For example, one tutorial describes an object that
> can return constants such as the speed of light or Planck's constant, but it
> isn't obvious to me why this is superior to a simple function that returns
> clight() or PlancksConst().
>
> What I am looking for is something with a simple application or two in which
> it is both clear why using objects is superior AND which explains what is
> meant by self and methods and classes. Without some specific examples to
> look at, I am having a hard time making sense of the nomenclature or of the
> value of the approach.
>
> This is prompted in part by David's nifty little pixmap object that I've
> already made use of in a new program - thanks, David.
>
> Someone must be out there just waiting to get rich writing a book on this
> topic. The second volume can be about object graphics - I'd settle for the
> first volume for now - a gentle introduction to objects in IDL. Any
> suggestions? Thanks!
>
> Dick French