
Subject: Re: Call a method from a class

Posted by [Antonio Santiago](#) on Thu, 16 Feb 2006 12:43:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

vcarlos wrote:

> Hi all,

>

> In some languages is possible to call methods from a Class, instead of
> a object. For instance, the class Messenger could call a method
> reportError, message. This is useful when I just need a "instance" of
> that object and everybody takes advantage of that (I think that is
> similar to Singleton design pattern). Is there any way to the same in
> IDL? Or I should set up some kind of library procedures/functions and
> use through my program?

>

> Thanks a lot

>

> Vinicius

>

Take care between "call methods from a Class" and a "Singleton".

The Singleton is a design pattern and it means that only exists one instance of an object in the whole application.

```
a= OBJ_NEW('Some_thing')
```

```
b= OBJ_NEW('Some_thing')
```

'a' and 'b' are the same reference.

"Call methods of a class" is known in other languages as "static methods" or "class methods" and it means you don't need to create an instance to invoke a methods, only put the name of the class and the method.

```
d = Image.getData()
```

I hope this will be usefull for you,
bye :)

--

Antonio Santiago Piñerez
(email: santiago@grahi.upc.edu)

(www: <http://www.grahi.upc.edu/santiago>)

(www: <http://asantiago.blogspot.org>)

Grup de Recerca Aplicada en Hidrometeorologia (GRAHI)

Universitat Politècnica de Catalunya

Barcelona - SPAIN

<http://www.grahi.upc.edu>
