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Subject: Where do all those heap variables come from?

Posted by [Robbie](#) on Mon, 07 May 2007 05:15:09 GMT

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I've been writing a library which has some common inheritance with iTools, but it has a great deal less functionality. Just like iTools, it will probably take years of some poor persons life to work out what upon earth I have done.

I'm beginning to feel comfortable that 400 heap variables must spring into existence just so I can display a curve. However, this isn't as disconcerting as the 8000 heap variables required for an iPlot.

At what point would the number of heap variables become worrying for such a simple task?

I often ask myself, where do all of these variables come from?

Is it feasible to write a lightweight version of things like Hashtable and IDLitData in C?

Robbie

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