
Subject: Re: large info structure?

Posted by [Paul Van Delst\[1\]](#) on Tue, 02 Oct 2007 16:56:13 GMT

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David Fanning wrote:

> markb77@gmail.com writes:

>

>> I'm writing a widget application which will serve as a data analysis
>> platform for scientific image data. The idea is that after loading
>> the image, there are many different types of analysis that the user
>> may wish to run on it, and this application will support them all.
>> There will be an 'Analysis' dropdown menu, for instance, with several
>> options. I also want to make it easy to add new analysis methods to
>> the program.

>>

>> I've finished writing the front end and now I'm in the process of
>> adding some analysis. What I'm noticing is that the info structure
>> that gets passed around between event handlers is getting to be very
>> large. Mine is up to 130 variables, at the moment.

>>

>> Does anyone have a strategy to suggest for dealing with this type of
>> situation?

>

> Ahhmumm, may I suggest writing your widget program as an object? :-)

>

> It doesn't solve the "lots of info" problem, but it
> does mean you don't have to pass anything around anymore.
> It is ALL built right into the fabric of the program.

>

> And the "lots of info" problem eventually gets sorted out
> into a "several objects" solution, which tends to compartmentalize
> the functionality and keep things from breaking when adding new
> functionality.

>

> There is a danger to this kind of programming, however. It is
> easy (WAY too easy!) to make your objects "clever". Which is
> good, don't get me wrong. But clever objects make it almost
> impossible to follow the programming flow.

Huh. I read something similar about ruby code the other day also. The real cleverly written ruby codes tends to have many methods that don't seem to actually *do* anything - they just call other methods, which call others, etc..

Of course, I'm mostly still in the monolithic block-o-code stage wrt ruby. :o(

cheers,

paulv
