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Subject: Re: large info structure?

Posted by [David Fanning](#) on Tue, 02 Oct 2007 15:42:15 GMT

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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. (Have you ever tried  
to figure out how something works in the iTool system?) So I would  
resist the clever solution whenever possible and write really, really  
simple solutions. Six months from now, you will be VERY glad you  
did! :-)

Cheers,

David

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David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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