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Subject: Re: large info structure?

Posted by [Mike\[2\]](#) on Fri, 05 Oct 2007 15:01:29 GMT

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On Oct 2, 5:35 pm, David Fanning <n...@dfanning.com> wrote:

> mark...@gmail.com writes:

>> David - thanks for the advice, btw, but I'm just getting my head

>> around widget programming.. not quite ready for full on OO programming

>> yet

>

> Well, I can tell you are headed in that direction. :-)

Yes - it is inevitable that all will be assimilated!

Mark - A suggestion for those who are interested, but are hesitating to go down the object path:

Pick a project that you are in the process of implementing, or even better, something that you wrote a while back and have to update. Make sure that it is relevant - not just a toy code, but something that you will actually use - some library of non-trivial calculations for example. If you are passing around lots of variables and/or large structures and finding adding new variables to be a real pain, that would be perfect.

Do some reading and studying up on objects (not about IDL objects, but object orientation in general - objects are not about implementation details and syntax, but about design). I got a lot out of reading "Object Oriented Software Construction" by Meyer, but I'm sure there are other things available as well. I think it is key to learn the background without getting locked into some particular language's implementation and syntax.

Then learn the IDL details and syntax for objects and rewrite or extend your code using them (or whatever language you are using - originally I did this with python).

I'll bet you'll get hooked and learn enough to be fully ready for it.

Mike

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