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Subject: object programming question

Posted by [markb77](#) on Tue, 04 Dec 2007 20:54:49 GMT

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Hi,

I've got a question about object programming technique in IDL. I've started writing objects that extend the functionality of object graphics.. for instance objects that are subclasses of IDLgrImage. These work well.

Now, I'm tempted to start organizing my data into objects as well. This is a widget program with a large amount of different types of data, and rather than keep everything in the info structure I could imagine organizing most of it into several objects that I could keep in the info structure.

Is this normal object programming technique? Do people do this?

thanks

Mark

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