
Subject: Re: Most Common IDL Programming Errors
Posted by [Vince Hradil](#) on Wed, 09 Apr 2008 00:40:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Apr 8, 7:27 pm, Vince Hradil <hrad...@yahoo.com> wrote:

> On Apr 8, 7:13 pm, David Fanning <n...@dfanning.com> wrote:

>

>> Folks,

>

>> I realize you don't much like to play games (I'm thinking
>> back to the "Yo mama's so ..." thread), but you have no
>> idea how hard it is to come up with new topics for my IDL
>> Tips page every week. (Especially so because I try to
>> understand what I write and make available, which
>> pretty much rules out 4/5 of what I read on this newsgroup.)

>

>> Anyway, I was sitting here wondering why we don't have any
>> beer in the house again, and it occurred to me that I should
>> have a page listing the 10 or 15 most common IDL programming
>> errors with their solutions. But I can only think of three.

>

>> Here are the three errors I most commonly see in IDL programs.

>

>> 1. IDL programs are named incorrectly. The last program
>> module in the file should have the same name as the file.
>> Utility modules in the file should start with the name
>> of the "command" (or last) module to make clear their
>> purpose.

>

>> 2. KEYWORD_SET is used to check whether a keyword is
>> "used" or "defined". This function should only be
>> used with binary keywords. (I plan to avoid all
>> nuance with this list, and just go with black and
>> white pronouncements.)

>

>> 3. People draw graphics willy-nilly in widget programs
>> without having the faintest idea which window their
>> graphics might show up in.

>

>> What would be on your list? Of course, typos are assumed. :-)

>

>> Cheers,

>

>> David

>> --

>> David Fanning, Ph.D.

>> Fanning Software Consulting, Inc.

>> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
> How about:
> -indexing for-loops with (short) integers.
> -using indeces from where without checking count > 0

-not setting /data in call to xyouts
