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Subject: Re: Most Common IDL Programming Errors  
Posted by [Vince Hradil](#) on Wed, 09 Apr 2008 00:27:28 GMT  
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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 indices from where without checking count > 0

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