
Subject: Re: what to make of read_interfile.pro ?

Posted by [Paul Van Delst\[1\]](#) on Wed, 29 Oct 2008 14:40:02 GMT

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Mike wrote:

- > In the code, there is a structure that handles image headers. Each
- > header has widget_base associated with it and the uvalue for that that
- > base is used to store the header data value. There is another
- > widget_base uvalue that is used to handle valid choices. This is in
- > an entirely non-gui procedure by the way. At the end of the
- > procedure, there is a loop that "widget_control, /destroy"s the
- > widget_bases.
- >
- > Anyone have an idea of why the author might have made that choice?
- > Were there no pointers in 1993? Maybe the original author
- > (Goldstein) just wanted to toy with us here in the future?

Pointers were introduced in v5 - and back in '93 I think something like v3.6 might have been current. But, didn't v3 and such have those things called "handles" that were sorta like pointers? Anyway....

- > Anyway, out of respect/fear/queasiness, I think I may let this
- > procedure rest in peace and write a header cleaner/fixer to stick in
- > between reading the header and interpreting it.

I think respect is warranted - the author came up with a clever solution when no other methodology was available. But, regardless, read thee some books/articles on unit testing and refactoring techniques and you should be able to fix the code without any vestiges of fear and/or queasiness -- assuming, of course, your boss doesn't mind (or know :o)

cheers,

paulv
