
Subject: Re: hashmap in idl

Posted by [b.a](#) on Tue, 21 Jul 2009 06:18:09 GMT

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On Jul 20, 10:21 pm, David Fanning <n...@dfanning.com> wrote:

> b.a writes:

>> I have some 2D arrays that I want to give each of them, kind of index
>> so I can call them in my program by their indexes. Maybe something
>> like Hashmap in java and the number of arrays is not constant. I mean
>> in the middle of the program, new 2D arrays are created or eliminated
>> and I want to keep track of them.

>

> You could use Craig Markwardt's HashTable, or even my LinkedList
> object. Or, even a simple pointer array, for that matter.

>

> <http://cow.physics.wisc.edu/~craigm/idl/arrays.html>

> http://www.dfanning.com/programs/linkedlist__define.pro

>

>> I am also thinking of associating each 2D array to its relevant
>> widget_base which makes my program more efficient. But I don't know
>> how!!!

>

> I typically make an image object in these cases, with which window
> to draw into part of the "state" of an image, along with which color
> table to use to display it, how to scale it, etc.

>

> 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.")

Hi David,

Thanks. HashTable is exactly what I want and I gone through the relevant page for that. But still I can't write even a simple code to actually use hashTable. I mean I am confused about the syntax. Is it like I have to define each method in a separate program and then call them from main?

I also tried the following which is the example provided, but no progress.

pro test

```
mylist = Obj_New("LINKEDLIST", 5)
mylist->Add, 10
mylist->Add, 7, 1, /Before
mylist->Add, 12
print, mylist->Get_Item(/All, /Deref)
mylist->Replace_Item, 1, 'Bob'
mylist->Help
mylist->Delete
mylist->Help, /Print
```

end

Cheers
