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(/AII, /Deref)
mylist->Replace_Item, 1, 'Bob'
mylist->Help
mylist->Delete
mylist->Help, /Print
```

end

## Cheers