Subject: Re: hashmap in idl Posted by David Fanning on Thu, 23 Jul 2009 02:10:00 GMT View Forum Message <> Reply to Message

b.a writes:

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> Sorry for being so confusing :( here is what happens to my program:
>
> I want to have a linkedlist that has several pairs of "key" (LONG) and
> "data"(a 2D array). each time I want to add something to the
> linkedlist, I will specify the key(which would be an id of one of the
> new created widgets in my program), and the data which is read from a
> file and be kept as 2D array. number of elements added to or deleted
> from the linkedlist is not fixed.
> I used to think that if I just write for example:
>
    key1 = 197
>
    data1 = data
>
    mylist = Obj_New("LINKEDLIST")
    mylist->Add, key1, data1
>
>
> it is enough and it should work. But it seems that first I have to
> define several methods or functions - such as defining the linkedlist
> structure, pro add-after, pro add-before, delete, ...- and then the
> compiler would recognize what "mylist->Add, key1, data1" means and so
 on. I mean before my main program I have to implement at least these:
>
> PRO LINKEDLIST DEFINE
> PRO LINKEDLIST::ADD, item, index, Before=before, After=after
> PRO LINKEDLIST::ADD AFTER, item, index
> PRO LINKEDLIST::ADD BEFORE, item, index
> PRO LINKEDLIST::ADD_TO_END, item
> PRO LINKEDLIST::DELETE_NODE, index, DESTROY=destroy
> FUNCTION LINKEDLIST::GET_NODE, index
> FUNCTION LINKEDLIST::GET_ITEM, index, Dereference=dereference, ALL=all
> here my key is actually the index, but I define it myself. I allocate
> a number to each data. Is it true?
No, it is not true. In fact, it is so far from being true
it isn't even wrong. It's...I don't know. Nonsense, probably. :-)
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But, clearly, you must have some reason for believing this. What I have been trying to understand, so I can help you, is what this reason is. Do you have some *evidence* you would like to present that supports your idea?

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.")