Subject: Re: AVALANCHE.PRO .... games in IDL FTW
Posted by munka on Mon, 21 Dec 2009 22:42:46 GMT
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On Dec 15, 7:46 am, David Fanning <n...@dfanning.com> wrote:
> Reimar Bauer writes:
>> you should kill that chapter where you explain "goto"
>
> You know, it's kinda like when you are trying to get
> your teenagers to pick up a book now and then. You
> can't be too fussy about what gets them excited.
> It's the passion that pushes them along.
>
> I predict we will see more programs by this young
> man with fewer GoTos, and maybe even some instructions,
> soon. :-)
>
> 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.")

Well then whats the best way to kill the program when you get hit? I use the 'goto, theend' line of code in almost all of my programs

My classmate sent me this. He added the option to remove stars, which is good, but he used a goto loops instead of a while loop.....

```
choice2=0
print,'Enter 1 to remove data points or 2 to skip:'
read,choice2
if choice2 eq 1 then goto,datarm
if choice2 eq 2 then goto,plot
if choice2 ne 1 && choice2 ne 2 then goto,theend

datarm:
removestars,dataR,dataV,dataB,6 ;LAST NUMBER IS raduis SIZE

choice3=0
print,'Enter 1 to remove more points or 2 to plot:'
```

```
read,choice3
if choice3 eq 1 then goto,datarm
if choice3 eq 2 then goto,plot
if choice3 ne 1 && choice3 ne 2 then goto,theend

plot:
plot,dataR
```

And so i fixed it and sent it back...

```
ans = 'str'
print, "Remove Stars? y/n (default is n)"
read, ans
while ans eq 'y' do begin
 device, decomposed=0
 removestars,dataR,dataV,dataB,6 ;LAST NUMBER IS raduis SIZE
 print , "Remove Stars? y/n (deafult is n)"
 read , ans
endwhile
```

see? I'm not that bad... Also, is there a better way to make the program bomb (in case of some error) without making it 'go to' the end?

~Bill
PS. I actually didn't read the chapter on goto.
PPS. https://tigerbytes2.lsu.edu:443/users/wfreem2/web/test5.pro if you already haven't... just mouse over the colored circles and avoid the neutrinos.
