
Subject: Re: LIST "bug": .Remove on an empty list
Posted by [David Fanning](#) on Tue, 14 Dec 2010 16:17:23 GMT
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Paul van Delst writes:

> David Fanning wrote:
>> I can't stop to look into this today (18 pages yesterday!!),
>> but why can't you just write this ISEmpty method for yourself?
>
> I have. But I believe it should be part of the standard library in IDL. A user shouldn't have to extend a class for such
> basic functionality.
>
> Philosophically, I'm a "just because you can extend a class doesn't mean you should" type of guy.
> Pragmatically, I'm a "just extend the damn class!" fellow. :o)

I can tell you haven't been working with IDL very long. :-)

```
>> Function List::IsEmpty
>>   IF N_Elements(self) EQ 0 THEN RETURN, 0 ELSE RETURN, 1
>>   END
>>
>> That would work, que no?
>
> Well, no. I would do something like
>   IF N_Elements(self) EQ 0 THEN RETURN, 1 ELSE RETURN, 0
>
> :o)
```

Uh, right. I don't program well under pressure. :-(

Cheers,

David

P.S. Let's just say if we had to wait for ITTVIS to get it together, we would still be working with the TV and CONTOUR commands. ;-)

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
