
Subject: Re: LIST "bug": .Remove on an empty list
Posted by [Paul Van Delst\[1\]](#) on Tue, 14 Dec 2010 16:06:55 GMT
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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)

> 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)

Or, more likely:

```
Function List::IsEmpty  
  @boolean_codes  
  IF N_Elements(self) EQ 0 THEN RETURN, TRUE ELSE RETURN, FALSE  
END
```

where "TRUE" and "FALSE" are defined (correctly :o) in the boolean_codes.pro include file.

cheers,

paulv
