
Subject: Re: Object widget?

Posted by [Russell Ryan](#) on Tue, 26 Jun 2012 00:29:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Monday, June 25, 2012 2:42:55 PM UTC-4, Mike Galloy wrote:

> On 6/25/12 11:49 AM, rryan@stsci.edu wrote:

>> I am very familiar with the Fanning's library and website. But I was hoping someone could describe the virtues of the OOP for widgets/GUIs. I'm rewriting the code anyway, and so thought to do it in OOP --- provided the reasons are better than simple intellectual curiosity.

>

> Object-widgets have all the advantages of objects in general. In particular, encapsulation and a documented interface are important features. With a standard widget program, you basically have to give away your tlb widget identifier for another routine to interact with you. At which point, the interacting program can do anything they want to you. But an object-widget can publish an interface of actions it can take, properties that can be examined, etc. This makes working with object-widgets much easier and the code that interacts with them much easier to maintain.

>

> Mike

> --

> Michael Galloy

> www.michaelgalloy.com

> Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

> Research Mathematician

> Tech-X Corporation

Mike, David,

Thank you, that was what I was looking for. In fact, I think you two may have read my mind. The "main" GUI interacts with 4-6 "subGUIs" which do some other processing and manipulations.

And, getting the data to pass back and forth between all the GUIs efficiently was a hassle. Finally, as the code progressed and new bits were added, tweaked, or removed, maintaining the connectivity was becoming a nightmare....

Sounds like the objects are the way to go, but I'm not too comfortable with developing my own. All the graphics handling is done with the object-graphics, so I'm familiar with the basics.

Thanks again fellas!

R
