Posted by Michael Galloy on Mon, 25 Jun 2012 18:42:55 GMT
View Forum Message <> Reply to Message

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