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Subject: Re: Object widget?

Posted by [David Fanning](#) on Mon, 25 Jun 2012 17:58:41 GMT

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rryan@stsci.edu writes:

- > 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.

In a word, objects are clever and widgets are dumb. Widgets have an extremely basic interface (SET\_VALUE and GET\_VALUE). Object widgets can be interacted with in any number of clever and creative ways. Plus, an added bonus, since they are so clever, they become idea-generating machines. The biggest problem you have with object-widgets is resisting the temptation to make them TOO clever! You can do too many things with them and you will find that you have to resist tinkering with them and just get the basic job done and move on. Otherwise, you will end up a geek instead of a scientist.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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