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Subject: Re: Object widget?

Posted by [Russell Ryan](#) on Mon, 25 Jun 2012 17:49:56 GMT

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On Saturday, June 23, 2012 8:11:56 AM UTC-4, ben.bighair wrote:

> On Friday, June 22, 2012 6:38:08 PM UTC-4, (unknown) wrote:

>> Hi gang, I have a conceptual question. I've been developing a GUI to do some processing and modeling of astronomical images for a while now, which has gotten too "spaghettified" for my taste and so it's time for an overhaul. Since I'm about to rewrite ~10,000 lines of code to clean up all sorts of "features", I wanted to know what the virtues of writing this code as an object?

>>

>> Thanks!

>> Russell

>

> Hi,

>

> There are a number of great resources on this topic listed here <http://www.idlcoyote.com/> including endless articles, references to books and examples.

>

> You can't go wrong spending some time there, and the virtues are too numerous to list. How about an analogy? Oop is to widget programming as novocaine is to dentistry.

>

> I'm surprised that you got 10K lines of a GUI system without having bumped into the site before.

>

> Cheers,

> Ben

Hi Ben,

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.

russell

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