Subject: Re: do I really need to use loops on objects? Posted by Brad Gom on Wed, 01 Dec 1999 08:00:00 GMT

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philaldis@yahoo.com wrote:

- > I don't think that this isn't particularly consistent with the IDL
- > philsophy. I can see what you're saying but how would go about
- > implementing your suggestion being as in your case the objects may be
- > all of the same type, but in other cases the objects may all be
- > different. What would IDL do then when some of the objects do have the
- > method called and others don't?

_

In the case where an object in an array didn't have the required method, IDL could spit out an error to the effect of:

%Attempt to call undefined method: 'OBJECT::METHOD' when a method was called on a whole array. It would be up to the programmer to make sure the array was filled with the appropriate class of objects.

At any rate, I still have to make sure all the objects in my array have the required method when I use a for loop on an object array!

- > What is more consistent with IDL philosophy is the fact that a
- > procedure like Obj_Destroy() can work on an entire array of object
- > references so you can destroy a whole bunch of them in one go. However
- > IDL does not continue with this fully. What's always riled me is the
- > fact that Obj_Class() does not work on a objArr and you can't get it to
- > return a string array with the object's classes.

I'll agree with that.

- > I'm sure lots of people will disagree but I think on this occaison IDL
- > is correct.

Well, I guess I am a disagree-er. The fact that after learning the basics of IDL I would intuitively try to use object arrays in the same style that I use all the other array types, suggests to me that there is an inconsistency. Of course I have the same gripe about pointer arrays, but then I'm used to programming in C, where I am allowed to crash the computer in all sorts of creative ways by mis-casting variables.

Thanks for the opinion,

Brad Gom

Subject: Re: do I really need to use loops on objects?
Posted by Craig Markwardt on Wed, 01 Dec 1999 08:00:00 GMT

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bjackel@phys.ucalgary.ca writes:

> Brad Gom wrote:

>>

- >> It seems odd to me that I can't treat object arrays with the same
- >> elegance that is possible with all other array types. If I have a large
- >> list of objects of the same type, and I want to call the same method on
- >> each of them, do I really have to use a for loop? Wouldn't it be more
- >> consistent with the IDL philosophy to write: object_array->method()
- >> instead of: for i=0,10 do object_array[i]->method()

>

> I agree completely, but most people on this group don't appear to.

The counter argument seems to be that an object array can contain

- > different kinds of objects, so you can't be sure that any particular
- > method will work for every element of the array. While true, this
- > seems (to me) to be a reason why object arrays should contain only
- > similar elements *JUST LIKE EVERY OTHER IDL ARRAY TYPE*. If you
- > want different kinds of objects wrapped up together then use an
- > array of pointers, or a structure with different object members.

One of the points of object oriented programming is *polymorphism*. Which means, in short, that the same function can be applied to different object types (possibly with differing implementations for each). That's the great idea of keeping a array of heterogeneous objects around.

So, object_array->method() *should* call "method" for each object in object_array, irregardless of the type of the object. If one of the objects doesn't define "method" then an exception should be raised. [Following Smalltalk or Objective C there should be some way to query an object to see if it responds to a particular method].

Not that I use objects much, but this is my sense of rightness.

Craig	
,	craigmnet@cow.physics.wisc.edu Remove "net" for better response

Subject: Re: do I really need to use loops on objects? Posted by bjackel on Wed, 01 Dec 1999 08:00:00 GMT

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Brad Gom wrote:

>

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However, it is unlikely that RSI will make any significant change to object arrays, so we might as well get used to more loops. Ugh.

Brian

Subject: Re: do I really need to use loops on objects? Posted by philaldis on Wed, 01 Dec 1999 08:00:00 GMT View Forum Message <> Reply to Message

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Cheers,
Phil
Phil Aldis.

Phil Aldis, Gonville and Caius College, Cambridge University, CB2 1TA. E-Mail: philaldis@yahoo.com

In article <38447341.28FBAACB@hotmail.com>, Brad Gom <b_gom@hotmail.com> wrote:

- > It seems odd to me that I can't treat object arrays with the same
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>

- > I'm just getting back into IDL after a short hiatus, and back to object
- > programming in particular.. is there something I've missed?

>

> Brad

>

>

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