
Subject: How far is OO implemented in IDL?

Posted by [Olaf Stetzer](#) on Wed, 05 Sep 2001 07:19:50 GMT

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Hello,

I know that Object Oriented Programming is supported in IDL but I wonder how far this concept is supported?

I am thinking of operator overloading in special. My Idea is the following:

There exists a struct called something like SQL-Timestamp. This struct holds int's/longint's for year, month, day, hour, minute, second, fraction, to hold a complete date/time.

If I make an object out of this struct and define the operators + and - it should be possible to add or subtract seconds or days to/from a date stored in this struct. The functions are then hidden inside the object, I simply use the operators + and - for the operations. In C++ this would be possible, even for different kinds of variables but I don't know if this is possible in IDL too!

My second thought would be the following: If I access a database with dataminer, fields of type DATETIME or TIMESTAMP are returned as the mentioned struct SQL-Timestamp which is defined by the system. Would it be possible to replace this struct by the aforementioned object? The datastructure would be exactly the same, just the functions for the operators + and - would be added.

So, this would be the most elegant way to provide more functionality to date/time-handling for database access. In practise however I think that using the existing functions for date/time-conversion (I mean the functions in the JHU/APL/S1R IDL libraries) added by some functions for converting sqltimestamp to/from Julian Seconds (which I am currently writing) is the easier and faster approach...

What do you think?

CU,

Olaf

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