

---

Subject: Re: Data Structure in IDL

Posted by [Antonio Santiago](#) on Mon, 02 May 2005 06:15:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

chintanraval@yahoo.com wrote:

> Hello Every body,  
>  
> I am new to this group and also new to IDL.Can any body help me in  
> creating the data structure in idl. (Data structure like  
> Stack,Tree,LinkList.)  
>  
> ???  
>  
> Regards.  
> Chintan Raval  
> (There are 10 kinds of people in this world .... :) those who  
> understand binary and those who don't)  
>

Here

<http://www.rsinc.com/codebank/search.asp?search=category&product=IDL&catid=16>

you can find hashtable and vector structures (implemented as objects).

Also at D.Fanning home page you can find a simple linked list and at

Craig Markwardt page

(<http://cow.physics.wisc.edu/~craigm/idl/arrays.html>) you can find

another implementation of hashtable.

Remember the IDL\_Container object (from IDL libraries) it is a kind of  
list or container :) (only for object references).

I can't find any implementation of tree but with linkedlist/hashtables  
it is easy to implement an N-ary tree.

Bye.

---

---

Subject: Re: Data Structure in IDL

Posted by [chintanraval](#) on Mon, 02 May 2005 06:56:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

First of all Thank You for quick reply

But my question is that suppose i have defined a structure and can i  
take a pointer of that structure in structure's data? if yes then how  
i can alloc the memory to that pointer....

and here one more thing is that i m not using the object oriented  
fundamentals over here...

Regards

Chintan Raval

(There are 10 kinds of people in this world .... :) those who understand binary and those who don't)

---

---

Subject: Re: Data Structure in IDL

Posted by [Antonio Santiago](#) on Mon, 02 May 2005 07:32:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

chintanraval@yahoo.com wrote:

> First of all Thank You for quick reply

>

> But my question is that suppose i have defined a structure and can i

> take a pointer of that structure in structure's data? if yes then how

> i can alloc the memory to that pointer....

>

See PTR\_NEW(), PTRARR.

a = your\_struct

p = PTR\_NEW(a) ;; Creates a copy of your\_struct into heap memory and maintains a reference to it in 'p'.

p = PTR\_NEW(a, /NO\_COPY) ;;Creates a copy of a into heap memory and undefines 'a'.

p = PTR\_NEW(CREATE\_STRUCT(NAME=your\_named\_struct)) ;;Directly reserve heap memory space for your struct and 'p' is a reference to it.

If one field of your structure is a pointer references:

```
s = {name,  
      f1: 'hello', $  
      f2: PTR_NEW() $  
    }
```

you can chain elements.

```
p1 = PTR_NEW( CREATE_STRUCT(NAME=name) )
```

```
p2 = PTR_NEW( CREATE_STRUCT(NAME=name) )
```

```
(*p1).f2 = p2
```

> and here one more thing is that i m not using the object oriented

> fundamentals over here...

>  
OO is very powerfull and (I think) easy to use existing objects like  
lists or hashes than create complex structures. Instead create an  
structure by yourself to mantain a lot of pointer references you can use  
(for example) a simple linkeslist to maintain a list of nodes on wich  
every node has a reference to an structure/object/anything.

> Regards  
> Chintan Raval  
> (There are 10 kinds of people in this world .... :) those who  
> understand binary and those who don't)  
>

Bye,  
Antonio.

---

---

Subject: Re: Data Structure in IDL  
Posted by [chintanraval](#) on Mon, 02 May 2005 07:54:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thank You,,,,,

Antonio,,,,,

---