
Subject: Re: Call a method from a class

Posted by [David Fanning](#) on Wed, 15 Feb 2006 19:41:49 GMT

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vcarlos writes:

> In some languages is possible to call methods from a Class, instead of
> a object. For instance, the class Messenger could call a method
> reportError, message. This is useful when I just need a "instance" of
> that object and everybody takes advantage of that (I think that is
> similar to Singleton design pattern). Is there any way to the same in
> IDL? Or I should set up some kind of library procedures/functions and
> use through my program?

IDL's object programming abilities are not want you might call "state of the art." "Middling" might be a better word. In any case, there is no good way to create a singleton object, although you will find many fascinating discussions of how you might fake a singleton object if you search the archives of this newsgroup with the term "singleton object".

Most of them boil down to either (1) saving an object in a system variable you create for this purpose, or (2) tricking up some kind of fancy common block name that only you are ever likely to think of. I have used both successfully, although I usually go for the common block method, since it is so much fun to think up those names!

A third approach is to include messaging functionality in a low-level object that is inherited by every other object that needs this functionality. This is a little more work, but also works well.

Cheers,

David

--

David Fanning, Ph.D.

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

Subject: Re: Call a method from a class

Posted by [Antonio Santiago](#) on Thu, 16 Feb 2006 12:43:54 GMT

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vcarlos wrote:

```
> Hi all,  
>  
> In some languages is possible to call methods from a Class, instead of  
> a object. For instance, the class Messenger could call a method  
> reportError, message. This is useful when I just need a "instance" of  
> that object and everybody takes advantage of that (I think that is  
> similar to Singleton design pattern). Is there any way to the same in  
> IDL? Or I should set up some kind of library procedures/functions and  
> use through my program?  
>  
> Thanks a lot  
>  
> Vinicius  
>
```

Take care between "call methods from a Class" and a "Singleton".

The Singleton is a design pattern and it means that only exists one instance of an object in the whole application.

```
a= OBJ_NEW('Some_thing')
```

```
b= OBJ_NEW('Some_thing')
```

'a' and 'b' are the same reference.

"Call methods of a class" is known in other languages as "static methods" or "class methods" and it means you don't need to create an instance to invoke a methods, only put the name of the class and the method.

```
d = Image.getData()
```

I hope this will be usefull for you,
bye :)

--

```
-----  
Antonio Santiago Piñerez  
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-----
```

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Subject: Re: Call a method from a class
Posted by [vcarlos](#) on Thu, 16 Feb 2006 18:06:01 GMT
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Antonio: Thanks for the explanation. I was asking about "static methods", although I think a singleton could also help me. Maybe my question was a little bit confusing :)

David: thanks for the tips :)

Vinicius
