
Subject: Re: 'object' in IDL terminology

Posted by [David Fanning](#) on Sun, 23 Sep 2007 20:18:00 GMT

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kerber_80@yahoo.com writes:

- > i'm little confused by IDL terminology. objects are created by OBJ_NEW
- > function
- >
- > myObject = OBJ_NEW('ClassName')
- >
- > Does ClassName - object or class ???
- > myObject is reference to ...what ???

OBJ_NEW creates a specific "instance" of an object of a particular class. An object class or classname refers to a general class of things (e.g., dogs). The specific instance of the object class is something particular (e.g., Echo or Prairie, both Golden Retrievers who study IDL at the foot of David).

- > And question without object programming
- > i have two variables
- >
- > A = 10
- > B = PTR_NEW(10)
- >
- > where are A and B stored ?

A and B are both local variables, stored at the level of the program modules where they are defined.

- > value '10' for B variable in heap (heap PC
- > or heap IDL VM ???) how about A variable ?

The variable B, however, points to a global memory location where the number 10 is stored, as opposed to A, which points to a local memory location where a different number 10 is stored. If you delete the variables A and B, perhaps by exiting the program module where they are created, IDL can reuse the location where A stored its data, but the location where B stored its data is now full and inaccessible to you. This is called "leaking memory".

You might be interested in the Pointer Tutorial:

http://www.dfanning.com/misc_tips/pointers.html

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
