
Subject: Re: Object widget?

Posted by [ben.bighair](#) on Sat, 23 Jun 2012 12:11:56 GMT

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On Friday, June 22, 2012 6:38:08 PM UTC-4, (unknown) wrote:

> Hi gang, I have a conceptual question. I've been developing a GUI to do some processing and modeling of astronomical images for a while now, which has gotten too "spaghettified" for my taste and so it's time for an overhaul. Since I'm about to rewrite ~10,000 lines of code to clean up all sorts of "features", I wanted to know what the virtues of writing this code as an object?

>

> Thanks!

> Russell

Hi,

There are a number of great resources on this topic listed here <http://www.idlcoyote.com/> including endless articles, references to books and examples.

You can't go wrong spending some time there, and the virtues are too numerous to list. How about an analogy? Oop is to widget programming as novocaine is to dentistry.

I'm surprised that you got 10K lines of a GUI system without having bumped into the site before.

Cheers,
Ben

Subject: Re: Object widget?

Posted by [Russell Ryan](#) on Mon, 25 Jun 2012 17:49:56 GMT

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On Saturday, June 23, 2012 8:11:56 AM UTC-4, ben.bighair wrote:

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> Ben

Hi Ben,

I am very familiar with the Fanning's library and website. But I was hoping someone could describe the virtues of the OOP for widgets/GUIs. I'm rewriting the code anyway, and so thought to do it in OOP --- provided the reasons are better than simple intellectual curiosity.

russell
