Subject: Object Oriented programming question Posted by Jean-Francois Lavoie on Thu, 22 Apr 1999 07:00:00 GMT View Forum Message <> Reply to Message

Hi, I'm new to IDL and I'm looking forward using Object Oriented programming under IDL. As far as I can see, IDL doesn't support internal method calling inside a class, am I right? I mean, within class A, suppose we have method A::Init and then A::SetValue, how can (or is it simply possible) to call the A::SetValue method from A::Init? I didn't find any way to do this yet.. Can someone help? Thanks,

Jean-Francois Lavoie

Trainee - Industrial Vision and 3D Sensors INO - National Optics Institute 369 Franquet Street Sainte-Foy, Quebec CANADA G1P 4N8

Phone: (418) 657-7006 Fax: (418) 657-7009

Subject: Re: Object Oriented programming question Posted by mallors on Fri, 23 Apr 1999 07:00:00 GMT View Forum Message <> Reply to Message

In article <372074A1.3FD713D7@astro.estec.esa.nl>,

>

- > Oh that's pretty simple (sorry I shouldn't say this ;-) a good
- > way to see how is the file lib/trackball__define.pro

>

- > at definition of an object like trackball, the ::init method
- > is called which may be defined in such a way that you can specify
- > required and optional parameters remember that you set the
- > object using self.(whatever...)

>

- > it is a very good (and probably the only) way to have all object
- > related methods in one file like the above examples trackball_define.pro
- > follow stricktly the order:
- > a) first arbitrary methods specialized for this object only
- > b) typical, more general methods (SetProperty, GetPro....
- > c) the init method
- > d) finally, the define method

>

- > IDL does then the rest if you need another example like
- > creating a complete atom by a set of objects starting from

> simple spheres, mail me (only an example, not fully done)

There is no problem defining object methods each in their own files. For larger objects with many methods, I prefer to put each method in its own file, and let IDL's automatic compilation do the rest. Objects can be defined in the file "obj__define.pro", and methods in "obj__method1.pro", "obj__method2.pro", etc.

The only thing to watch our for is under case-sensitive operating systems, you must name your files in all lower case, although within IDL you can use case. For example, I might have the object method called "plotData", which would be placed in the file "obj__plotdata.pro". But for the implementation, I would typically write

PRO obj::plotData
.
.
.
END

Robert S. Mallozzi

256-544-0887

Mail Code ES 84

Work: http://www.batse.msfc.nasa.gov/ Marshall Space Flight Center Play: http://cspar.uah.edu/~mallozzir/ Huntsville, AL 35812

Subject: Re: Object Oriented programming question Posted by Michael Werger on Fri, 23 Apr 1999 07:00:00 GMT

View Forum Message <> Reply to Message

Jean-Francois Lavoie wrote:

>

- > Hi, I'm new to IDL and I'm looking forward using Object Oriented programming
- > under IDL. As far as I can see, IDL doesn't support internal method calling
- > inside a class, am I right? I mean, within class A, suppose we have method
- > A::Init and then A::SetValue, how can (or is it simply possible) to call the
- > A::SetValue method from A::Init? I didn't find any way to do this yet...
- > Can someone help? Thanks,

>

> Jean-Francois Lavoie

>

- > Trainee Industrial Vision and 3D Sensors
- > INO National Optics Institute
- > 369 Franquet Street
- > Sainte-Foy, Quebec
- > CANADA G1P 4N8

>

Oh that's pretty simple (sorry I shouldn't say this ;-) - a good way to see how is the file lib/trackball__define.pro

at definition of an object like trackball, the ::init method is called which may be defined in such a way that you can specify required and optional parameters - remember that you set the object using self.(whatever...)

it is a very good (and probably the only) way to have all object related methods in one file like the above examples trackball_define.pro follow stricktly the order:

- a) first arbitrary methods specialized for this object only
- b) typical, more general methods (SetProperty, GetPro....
- c) the init method
- d) finally, the define method

IDL does then the rest - if you need another example like creating a complete atom by a set of objects starting from simple spheres, mail me (only an example, not fully done)

Cheers,

Michael Werger

ESA ESTEC & Praesepe B.V.

Subject: Re: Object Oriented programming question
Posted by Jean-Francois Lavoie on Mon, 26 Apr 1999 07:00:00 GMT
View Forum Message <> Reply to Message

Thanks to everybody, that helped a lot!:) I am a C++ programmer and programming with IDL is like not knowing where to go because the IDL programmer has so much liberty.. I feel like programming in Basic. But it is a very powerful language and saves a lot of time. Thanks again!

Jean-Francois

Page 4 of 4 ---- Generated from comp.lang.idl-pvwave archive