

Re: Method Design Help – delegates dont help

Source:

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Different services. We did try reflection but didnt gain much benefit.

We did take a step back and looked at the overall design and realized that the resource aquisition and usage could drop to a lower layer as so many methods only used the resource once.

thanks

timasmith@hotmail.com (Tim Smith) wrote in message news:<a7234bb1.0408251716.45057f15@posting.google.com>...
> *I have 20–50 methods (C# or Java) with the following identical content*
> *which I wish to write only once!*
>
> *public SomeObjOrVoid MethodDiffSigEachTime(SomeParams p) {*
> *ResourceObj resObj = null;*
> *ResourceTrans resTran = null;*
> *SomeObjOrVoid returnVal = null;*
> *try {*
> *resObj = GetResource();*
> *resTran = resObj.StartTrans();*
> *// METHOD SPECIFIC CODE GOES HERE*
> *} catch (Exception e) {*
> *LogError(e);*
> *} finally {*
> *resObj.Close();*
> *resTran.Close();*
> *}*
> *return returnVal;*
> *}*
>
> *I tried to use reflection but I cant pass in the method name since it*
> *is a helper method and if I use a hard coded string (risking runtime*
> *types), it loses on performance and exceptions lose a lot of*
> *information.*
>
> *There must some way to design around duplicating so much code for this*

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> *service orientated architecture...*