ColdFusion is a scripting language for web development. Read more here.

#### **CFML**

## ColdFusion Markup Language

ColdFusion started as a tag-based language. Almost all functionality is available using tags.

```
<em>HTML tags have been provided for output readability</em>
```

```
<!--- Comments start with "<!---" and end with "--->" --->
        Comments can
        also
        span
        multiple lines
<!--- CFML tags have a similar format to HTML tags. --->
<h1>Simple Variables</h1>
<!--- Variable Declaration: Variables are loosely typed, similar to javascript --->
Set <b>myVariable</b> to "myValue"
<cfset myVariable = "myValue" />
Set <b>myNumber</b> to 3.14
<cfset myNumber = 3.14 />
<!--- Displaying simple data --->
<!--- Use <cfoutput> for simple values such as strings, numbers, and expressions --->
Variable : <cfoutput>#myVariable#</cfoutput><!--- myValue --->
Very continuous con
<hr />
<h1>Complex Variables</h1>
<!--- Declaring complex variables --->
<!--- Declaring an array of 1 dimension: literal or bracket notation --->
Set <b>myArray1</b> to an array of 1 dimension using literal or bracket notation
<cfset myArray1 = [] />
<!--- Declaring an array of 1 dimension: function notation --->
Set <b>myArray2</b> to an array of 1 dimension using function notation
<cfset myArray2 = ArrayNew(1) />
<!--- Outputting complex variables --->
Contents of <b>myArray1</b>
<cfdump var="#myArray1#" /> <!--- An empty array object --->
Contents of <b>myArray2</b>
<cfdump var="#myArray2#" /> <!--- An empty array object --->
<!--- Operators --->
<!--- Arithmetic --->
<h1>Operators</h1>
<h2>Arithmetic</h2>
1 + 1 = <cfoutput>#1 + 1#</cfoutput>
10 - 7 = <cfoutput>#10 - 7#<br /></cfoutput>
```

```
p>15 * 10 = \left(\frac{10}{10} * 10 = \frac{10}{10} * 10 = \frac{10}{1
100 / 5 = <cfoutput>#100 / 5#<br /></cfoutput>
120 % 5 = <cfoutput>#120 % 5#<br /></cfoutput>
p>120 \mod 5 = \left(\frac{1}{p}\right) \mod 5 = \left(\frac{1}{p}\right)
<hr />
<!--- Comparison --->
<h2>Comparison</h2>
<h3>Standard Notation</h3>
Is 1 eq 1? <cfoutput>#1 eq 1#</cfoutput>
Is 15 neq 1? <cfoutput>#15 neq 1#</cfoutput>
Is 10 gt 8? <cfoutput>#10 gt 8#</cfoutput>
Is 1 lt 2? <cfoutput>#1 lt 2#</cfoutput>
Is 10 gte 5? <cfoutput>#10 gte 5#</cfoutput>
Is 1 lte 5? <cfoutput>#1 lte 5#</cfoutput>
<h3>Alternative Notation</h3>
p>Is 1 == 1? < cfoutput>#1 eq 1#</cfoutput>
Is 15 != 1? <cfoutput>#15 neg 1#</cfoutput>
Is 10 > 8? <cfoutput>#10 gt 8#</cfoutput>
Is 1 < 2? <cfoutput>#1 lt 2#</cfoutput>
Is 10 >= 5? <cfoutput>#10 gte 5#</cfoutput>
Is 1 <= 5? <cfoutput>#1 lte 5#</cfoutput>
<hr />
<!--- Control Structures --->
<h1>Control Structures</h1>
<cfset myCondition = "Test" />
Condition to test for: "<cfoutput>#myCondition#</cfoutput>"
<cfif myCondition eq "Test">
          <cfoutput>#myCondition#. We're testing.</cfoutput>
<cfelseif myCondition eq "Production">
          <cfoutput>#myCondition#. Proceed Carefully!!!</cfoutput>
<cfelse>
         myCondition is unknown
</cfif>
<hr />
<!--- Loops --->
<h1>Loops</h1>
<h2>For Loop</h2>
<cfloop from="0" to="10" index="i">
          Index equals <cfoutput>#i#</cfoutput>
</cfloop>
<h2>For Each Loop (Complex Variables)</h2>
Set <b>myArray3</b> to [5, 15, 99, 45, 100]
```

```
<cfset myArray3 = [5, 15, 99, 45, 100] />
<cfloop array="#myArray3#" index="i">
   Index equals <cfoutput>#i#</cfoutput>
</cfloop>
Set <b>myArray4</b> to ["Alpha", "Bravo", "Charlie", "Delta", "Echo"]
<cfset myArray4 = ["Alpha", "Bravo", "Charlie", "Delta", "Echo"] />
<cfloop array="#myArray4#" index="s">
   Index equals <cfoutput>#s#</cfoutput>
</cfloop>
<h2>Switch Statement</h2>
Set <b>myArray5</b> to [5, 15, 99, 45, 100]
<cfset myArray5 = [5, 15, 99, 45, 100] />
<cfloop array="#myArray5#" index="i">
   <cfswitch expression="#i#">
       <cfcase value="5,15,45" delimiters=",">
           <cfoutput>#i#</cfoutput> is a multiple of 5.
       </cfcase>
       <cfcase value="99">
           <cfoutput>#i#</cfoutput> is ninety-nine.
       </cfcase>
       <cfdefaultcase>
           <cfoutput>#i#</cfoutput> is not 5, 15, 45, or 99.
       </cfdefaultcase>
   </cfswitch>
</cfloop>
<hr />
<h1>Converting types</h1>
<style>
   table.table th, table.table td {
       border: 1px solid #000000;
       padding: 2px;
   }
   table.table th {
       background-color: #CCCCCC;
   }
</style>
<thead>
       Value
```

```
As Boolean
                   As number
                   As date-time
                   As string
         </thead>
"Yes"
                   TRUE
                   1
                   Error
                   "Yes"
         "No"
                   FALSE
                   0
                   Error
                   "No"
         TRUE
                   TRUE
                   1
                   Error
                   "Yes"
         FALSE
                   FALSE
                   0
                   Error
                   "No"
         Number
                   True if Number is not 0; False otherwise.
                   Number
                   See " Date-time values" earlier in this chapter.
                   String representation of the number (for example, "8").
         String
                   If "Yes", True <br>If "No", False <br>If it can be converted to 0, False <br>If it can be converted to 0, False <br/>If it
                   If it represents a number (for example, "1,000" or "12.36E-12"), it is
                   If it represents a date-time (see next column), it is converted to the numeric value of
                   String
         Date
                   Error
                   The numeric value of the date-time object.
                   Date
```

```
An ODBC timestamp.
       <hr />
<h1>Components</h1>
<em>Code for reference (Functions must return something to support IE)
<cfcomponent>
    <cfset this.hello = "Hello" />
   <cfset this.world = "world" />
   <cffunction name="sayHello">
       <cfreturn this.hello & ", " & this.world & "!" />
   </cffunction>
    <cffunction name="setHello">
       <cfargument name="newHello" type="string" required="true" />
       <cfset this.hello = arguments.newHello />
       <cfreturn true />
   </cffunction>
   <cffunction name="setWorld">
       <cfargument name="newWorld" type="string" required="true" />
       <cfset this.world = arguments.newWorld />
       <cfreturn true />
   </cffunction>
   <cffunction name="getHello">
       <cfreturn this.hello />
   </cffunction>
   <cffunction name="getWorld">
       <cfreturn this.world />
   </cffunction>
</cfcomponent>
<cfset this.hello = "Hello" />
<cfset this.world = "world" />
<cffunction name="sayHello">
    <cfreturn this.hello & ", " & this.world & "!" />
</cffunction>
<cffunction name="setHello">
   <cfargument name="newHello" type="string" required="true" />
```

```
<cfset this.hello = arguments.newHello />
   <cfreturn true />
</cffunction>
<cffunction name="setWorld">
   <cfargument name="newWorld" type="string" required="true" />
   <cfset this.world = arguments.newWorld />
   <cfreturn true />
</cffunction>
<cffunction name="getHello">
   <cfreturn this.hello />
</cffunction>
<cffunction name="getWorld">
   <cfreturn this.world />
</cffunction>
<b>sayHello()</b>
<cfoutput>#sayHello()#</cfoutput>
<b>getHello()</b>
<cfoutput>#getHello()#</cfoutput>
<b>getWorld()</b>
<cfoutput>#getWorld()#</cfoutput>
<b>setHello("Hola")</b>
<cfoutput>#setHello("Hola")#</cfoutput>
<b>setWorld("mundo")</b>
<cfoutput>#setWorld("mundo")#</cfoutput>
<b>sayHello()</b>
<cfoutput>#sayHello()#</cfoutput>
<br/><b>getHello()</b>
<cfoutput>#getHello()#</cfoutput>
<b>getWorld()</b>
<cfoutput>#getWorld()#</cfoutput>
```

### **CFScript**

#### ColdFusion Script

In recent years, the ColdFusion language has added script syntax to mirror tag functionality. When using an up-to-date CF server, almost all functionality is available using scrypt syntax.

# **Further Reading**

The links provided here below are just to get an understanding of the topic, feel free to Google and find specific examples.

- 1. Coldfusion Reference From Adobe
- 2. Open Source Documentation