Rocket Uniface Library 10.4

Example: Identical Member Names

This example demonstrates that a Struct may contain multiple members with the same name.

This makes it possible for it to reflect XML documents, which allow multiple elements with the same name.

```
function IDENTICAL_MEMBER_NAMES
variables
  struct vStruct
  numeric I
endvariables

  call printHeader("IDENTICAL_MEMBER_NAMES") ; display entry header in the message frame

  ; Build a Struct with 3 members named 'a'
  vStruct->a = "A1"
  vStruct->a{2} = "A2"     [1]
  vStruct->a{-1} = "A3"    [2]

  ; vStruct->a returns a collection of 3 references:
  putmess "$collSize of vStruct->a is %%(vStruct->a->$collSize)%%%" [3]
  putmess vStruct->$dbgstring
end ;- function IDENTICAL_MEMBER_NAMES
```

1. When assigning a value to a Struct member, specifying an index number adds or updates the member at that position in the Struct.
2. Specifying an index number of -1 adds a member to the end of the Struct.
3. The `$collsize` Struct function returns the number of members in the Struct, or in this case, the collection of Struct members named a.

```
==============================
 IDENTICAL_MEMBER_NAMES
==============================
$collSize of vStruct->a is 3
[]
 [a] = "A1"
 [a] = "A2"
 [a] = "A3"
```

For more information on dealing with collections, see *the example STRUCT_COLLECTIONS()*.

Related concepts

[$collSize](#)