Rocket software

Rocket Uniface Library 10.4

Example: Name Inheritance When Copying

This example demonstrates that when copying a Struct member, the name of the target member is determined by the name specified on the left side, if available, and otherwise by the name of the right-hand side.

```
function NAME_INHERITANCE
variables
  struct vStruct1, vStruct2
endvariables

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

; Inheritance of member names when left side of assignment has name
  vStruct1 = $newstruct
  vStruct2 = $newstruct
  vStruct1->R = "AAA"
  ; Copy one Struct to the other:
  vStruct2->L = vStruct1->R  [1]
  putmess "Left side of assignment has name, so it is used."
  putmess "Name of copied member is 'L':"
  putmess vStruct2->$dbgstring

; Inheritance of member names when left side of assignment has NO name
  vStruct1 = $newstruct
  vStruct2 = $newstruct
  vStruct1->R = "AAA"
  ; Copy one Struct to the other:
  vStruct2->*{-1} = vStruct1->R [2]
  putmess "Left side of assignment has no name, so name of copied Struct it is used."
  putmess "Name of member is 'R':"
  putmess vStruct2->$dbgstring

; Inheritance of member names neither side of assignment specifies a name
  vStruct1 = $newstruct
  vStruct2 = $newstruct
  vStruct1->R = "AAA"
  vStruct2->L = "BBB"
  vStruct2->*{1} = vStruct1->*{1} ;- overwrites member L [3]
  putmess "Neither side of assignment specifies a name, so name of right-hand Struct is used."
  putmess "Name of copied member is 'R':"
  putmess vStruct2->$dbgstring

end ; function NAME_INHERITANCE
```

When copying a Struct:

1. The left side of the assignment specifies a member name, so this name is inherited when another Struct is copied to this one.

   ```
   Left side of assignment has name, so it is used.
   Name of copied member is 'L':
   []
    [L] = "AAA"
   ```

2. The left side of the assignment does not specify a name, but the right-hand side of the assignment does, so the name on the right is also copied to the Struct.

```
Left side of assignment has no name, so name of copied Struct it is used.
Name of member is 'R':
[]
 [R] = "AAA"
```

3. The assignment that copies on Struct to another does not specify a name on either side. In this case, the name of the Struct referred to on the right-hand side is used.

```
Neither side of assignment specifies a name, so name of right-hand Struct is used.
Name of copied member is 'R':
[]
 [R] = "AAA"
```

Related concepts

[Adding, Copying, Moving, and Replacing Struct Members]