Rocket Uniface Library 10.4

Access Operators

Access operators refer to members of a Struct or operations of an object. They enable to you to query and assign values to Struct members and activate operations using object handles.

Access operations have the highest priority and take precedence over all other operators.

Table: Access Operators

Operator	Symbol	Description
Struct index	`{N}`	Returns a reference to a single member of a Struct based on its index position in the collection of references. Can be used with the member list or dereference operators.
Struct member list	`->*`	Returns a collection of references to all members of a Struct.
Struct dereference	`->`	Returns a collection of references to all Struct members with the specified name.
Operation activation	`->`	Activates an operation via a handle

Example: Accessing Struct Members

Assign the value of the `account_id` member of the data referenced by **struct** *vStruct*:

```
vAccount = vStruct->account_id
```

Extract the value of the second occurrence of the member with name `phone_number`, where multiple members have the same name :

```
vMobile = vStruct->phone_number[2]
```

Example: Activating Component Operations

Create an instance of component and assign it to a handle, then call the `setDisplay` operation, passing it the value of the SIZE field as parameter.

```
variables
 handle vHandle
endvariables
newinstance "DETAILFRM1", vHandle
vHandle->setDisplay("SIZE")
```

Related concepts

> **Struct Access Operators**
> **Handles**
> **struct**

Related reference

> **Structs**