



Rocket Uniface Library 10.4

Example: Tags Inheritance

This example demonstrates that annotations (tags) are also copied when copying a Struct. However, when assigning a scalar value to a Struct, source tags are not affected.

```
function TAGS_INHERITANCE
variables
  struct vStruct1
endvariables

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

; Tags inheritance when copying a Struct:
; Build a Struct and assign annotations (tags) tag (annotation):
vStruct1->member1 = "value A"
vStruct1->member1->$tags->someTags = "tag value A" [1]
vStruct1->member2 = "value B"
vStruct1->member2->$tags->someTags = "tag value B"
putmess "Struct with annotations: "
putmess vStruct1->$dbgstring

; Overwrite member2 with a copy of member1;
vStruct1->member2 = vStruct1->member1 [2]
putmess "The original tags are replaced when a new Struct is assigned:"
putmess vStruct1->member2->$dbgstring

; Tags inheritance when assigning a scalar value
; Assign a new value to member2:
vStruct1->member2 = "updated value" [3]
putmess "The tags are not affected when a scalar value is assigned:"
putmess vStruct1->member2->$dbgstring
end ; - function TAGS_INHERITANCE
```

1. Use the **\$tags** Struct function to assign an annotation to a Struct.

```
=====
TAGS_INHERITANCE
=====
Struct with annotations:
[]
[member1] = "value A"
[$tags]
[someTags] = "tag value A"
[member2] = "value B"
[$tags]
[someTags] = "tag value B"
```

2. Copy the Struct member1 to member2. This copies the Struct by value, replacing the original member2. In this case the tags are also copied.

```
The original tags are replaced when a new Struct is assigned:
[member2] = "value A"
[$tags]
```

```
[someTags] = "tag value A"
```

3. When a scalar value is assigned to member2, only the value changes; the tags are unaffected.

The tags are not affected when a scalar value is assigned:

```
[member2] = "updated value"  
[$tags]  
[someTags] = "tag value A"
```

Related concepts

[Struct Annotations](#)

[\\$tags](#)