We can store reference of all the tables in a class called common. Common is the parent class of all the table.

**public** **void** Common\_Class(Common C)

{

Art\_Artist Artist;

Art\_Group Group1;

Art\_SoloPerformer Solo;

**container** param;

*//C=Artist;*

**if**(C.TableId==**tableNum**(Art\_Artist))

{

C=Artist;

**while** **select** C

{

param += C.(**fieldnum**(Art\_Artist, Actor\_Name));

}

info(con2Str(Param));

}

**else** **if**(C.TableId==**tableNum**(Art\_Group))

{

C=Group1;

**while** **select** C

{

param += C.(**fieldnum**(Art\_Group, GroupName));

}

info(con2Str(Param));

}

**else**

{

C=Solo;

**while** **select** C

{

param += C.(**fieldnum**(Art\_SoloPerformer, SoloPerformerNumber));

}

info(con2Str(Param));

}

}

**static** **void** Testing\_Common(Args \_args)

{

Sohiab\_Common Sohaib=**new** Sohiab\_Common();

Art\_Artist art;

Art\_Group groupl;

Common C;

C=groupl;

Sohaib.Common\_Class(C);

}

We can store all aot object reference. Dict, Tables, jobs reference in a class called tree node.

static void Test\_nranj(Args \_args)

{

   TreeNode                        aa;

   ;

   aa = treeNode::findNode(@"\Jobs\test");

   aa.AOTrun();

   winapi::shellExecute("notepad");

}

<https://technet.microsoft.com/en-us/systemcenter/gg958198(v=ax.50)>