
-

#####

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<style> body { font-family: "Open Sans", "DejaVu Sans", sans-serif; } </style>

1.

#####, ## # ##### ## ## ##### ## ##
#####, #####¹ ## #####².

#####, ##### ## ##### #####
#####. ##### ## #####, ##### ## ##
#. ##### ## ##### "#####". ## #####, ## #####
#####, ## # #####, #####-#####
#####. ## # # ##### (Turbo) #####, #####
#####. ##### # ##### ##
C++, Java ## C#.

- ### ## #####, ##### ## ##### - #####,
#####³, ##### ...
- ### ## ##### ## ##### ##,
- ### # #####,
- ### # ##### ##, ## ##### ## # # ## #####.

Free
Pascal Compiler, <http://freepascal.org/> . ## # ##### IDE (#####,
Debugger, ##### ## #####, ##### ## ##), #####
Lazarus <http://lazarus.freepascal.org/> . ##### ## ## ## Castle Game Engine,
<https://castle-engine.io/> , ##### # 3D # 2D ##### # ##, #####
(Windows, Linux, macOS,
Android, iOS, Nintendo Switch; ##### ## # WebGL).

##-##### ## ## ## ##
##. ## ## ## ##

¹ ##### = Unit

² ##### = Generics

³ ##### = Interface

2.2. #####, #####,

```

program MyProgram;

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

procedure MyProcedure(const A: Integer);
begin
    WriteLn('A + 10 e: ', A + 10);
end;

function MyFunction(const S: string): string;
begin
    Result := S + 'низове се управляват автоматично';
end;

var
    X: Single;
begin
    WriteLn(MyFunction('Забележка: '));
    MyProcedure(5);

    // Делението с "/" винаги дава резултат float,
    // използвайте "div" за целочислено делене
    X := 15 / 5;
    WriteLn('X сега е: ', X); // научна нотация
    WriteLn('X сега е: ', X:1:2); // 2 десетични знака
end.

```

```

## ## ##### ## ##, ##### ## #####
##### Result. ##### ## ##### Result, #####
##### # ##### #####.

```

```

function MyFunction(const S: string): string;
begin
    Result := S + 'нещо';
    Result := Result + ' още нещо!';
    Result := Result + ' и още!';
end;

```

```

##### ## ## (MyFunction # #####
#####) #####, ## ##. ## ## ##

```

##, ### #### "#####", ##### ## #####
 # ##### ##### ## #####. ##### Result
 #####, ##### ##### ## ##### ## #####.

 #####. ### ##### ##### ## #####, ##### ##, ##
 ### ##### () ##### (##### ## # #####
 ## ## ##### # #####). ##### ## #####
 ##### ## ##### ## ##### ## #####
 #####. ##### ##:

```
function SumIntegersUntilZero: Integer;
var
  I: Integer;
begin
  Readln(I);
  Result := I;
  if I <> 0 then
    Result := Result + SumIntegersUntilZero();
end;
```

Exit ## ## ##### ##
 ##### ## ## # ##### ## end;. ## Exit
 ## #####, ##### ## ## #####
 ## Result. ## ## ## Exit(X), ## ## ##
 ##### ## ## ## ## — ##### return X # C-
 #####.

```
function AddName(const ExistingNames, NewName: string): string;
begin
  if ExistingNames = '' then
    Exit(NewName);
  Result := ExistingNames + ', ' + NewName;
end;
```

 ##### ## ## ##### # #####. #####
 ##### ## ##### (#####. #####)
 ##### ## #####. #####:

var

```

Count: Integer;
MyCount: Integer;

function CountMe: Integer;
begin
    Inc(Count);
    Result := Count;
end;

begin
    Count := 10;
    CountMe; // функцията се изпълнява но резултата ѝ се игнорира, Count
сега е 11
    MyCount := CountMe; // резултата от функцията се използва, MyCount става
равно на Count, което сега е 12
end.

```

2.3. ##### (if)

if .. then ### if .. then .. else ## ## #####
 ###, ##### # #####. ## C-#####
 #####, # ##### ## # ##### # #####.

```

var
    A: Integer;
    B: boolean;
begin
    if A > 0 then
        DoSomething;

    if A > 0 then
        begin
            DoSomething;
            AndDoSomethingMore;
        end;

    if A > 10 then
        DoSomething
    else
        DoSomethingElse;

    // еквивалентно на горното
    B := A > 10;
    if B then

```


A = B (##### **C**, ##### **A == B**). ##### **assignment** # ##### **:=**.

(#####) ##### ~~#####~~ #####
#####. ##### ~~#####~~ #####
#####, ##### ~~#####~~.

#####:

```
var
  A, B: Integer;
begin
  if A = 0 and B <> 0 then ... // НЕКОРЕКТЕН пример
```

#, #####, #####
and # #####: (**0 and B**). #####
#####, #####. #####
=, ##### **A = (0 and B)**. #####
"type mismatch" #####
A = (0 and B) # ##### **0**.

#####:

```
var
  A, B: Integer;
begin
  if (A = 0) and (B <> 0) then ...
```

#. ##### (short-circuit evaluation). #####:

```
if MyFunction(X) and MyOtherFunction(Y) then...
```

- ##### **MyFunction(X)**.
- ##### **MyFunction(X)** **false**, ##### **false** and **каквото_и_да_е** **false**,
MyOtherFunction(Y) #####.
- ##### **or** #####. #####, #####, ##### **true**
(##### **true**), #####.
- #####, #####

```
if (A <> nil) and A.IsValid then...
```

```
#### ## #####, #### A # nil. ##### nil # ##
#####, ##### ## #### (##### # #####). ##### ## null
pointer # ##### ##### ## #####.
```

2.5. ##### (case)

```
### ##### ## ## ##### # ##### ## ##### ##
##### ##, ##### # ##### case .. of .. end.
```

```
case SomeValue of
  0: DoSomething;
  1: DoSomethingElse;
  2: begin
    IfItsTwoThenDoThis;
    AndAlsoDoThis;
  end;
  3..10: DoSomethingInCaseItsInThisRange;
  11, 21, 31: AndDoSomethingForTheseSpecialValues;
  else DoSomethingInCaseOfUnexpectedValue;
end;
```

```
##### else # ##### (# ##### ## default # C-#####
#####). ##### ##### ##### ## ##### # ## # ##### else #####,
##### ## ## #####.
```

```
### ##### C-##### # ##### # ##### switch, ##
#####, ## ##### (fall-through) ## #####.
#### # ##### # #####. ## # ##### # ## #####
##### break. ### #####, ## ##### -#####
## case, #####.
```

2.6.

```
##### ## # ##### # #####, #####. ##### ## ##
##### ##-##### ## enums # #####:)
```


(#####):

```

type
  TAnimalKind = (akDuck, akCat, akDog);
  TAnimals = set of TAnimalKind;
var
  A: TAnimals;
begin
  A := [];
  A := [akDuck, akCat];
  A := A + [akDog];
  A := A * [akCat, akDog];
  Include(A, akDuck);
  Exclude(A, akDuck);
end;
```

2.7. ##### (for, while, repeat, for .. in)

```

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
{$R+} // включена проверка на диапазона - подходящо за дебъг

var
  MyArray: array [0..9] of Integer;
  I: Integer;
begin
  // инициализация
  for I := 0 to 9 do
    MyArray[I] := I * I;

  // показване
  for I := 0 to 9 do
    WriteLn('Квадрата е ', MyArray[I]);

  // прави същото като горното
  for I := Low(MyArray) to High(MyArray) do
    WriteLn('Квадрата е ', MyArray[I]);

  // прави същото като горното
  I := 0;
  while I < 10 do
  begin
    WriteLn('Квадрата е ', MyArray[I]);
    I := I + 1; // или "I += 1", или "Inc(I)"
```



```
List: TMyClassList;
C: TMyClass;
I: Integer;
begin
List := TMyClassList.Create(true); // true = притежава елементите си
try
for I := 0 to 9 do
begin
C := TMyClass.Create;
C.I := I;
C.Square := I * I;
List.Add(C);
end;

for C in List do
WriteLn('Квадрата на ', C.I, ' е ', C.Square);
finally
FreeAndNil(List);
end;
end.
```


#####)

2.8. #####,

Write
WriteLn. #####

#####

```
WriteLn('Hello world!');
WriteLn('Може да отпечатате цяло число: ', 3 * 4);
WriteLn('Може да разширите полето на цяло число: ', 666:10);
WriteLn('Може да отпечатате число с плаваща запетая: ', Pi:1:4);
```

LineEnding
(## FPC RTL). (Castle Game Engine #####

-

```
NL.) ##### ## ##### ##### ##### ##### # #####, #### ##
##### ##
```

```
WriteLn('One line.\nSecond line.');
```

// НЕКОРЕКТЕН пример

##, ##### ## ## ##. ## ##### ##:

```
WriteLn('Първи ред.' + LineEnding + 'Втори ред.');
```

####:

```
WriteLn('Първи ред.');
```

```
WriteLn('Втори ред.');
```

```
##### , ## ## ##### # #####. ##### ##,
## ##### { $apptype CONSOLE } # ## { $apptype GUI } # #####
##### ## #####. # ##### ##### # #####
## ##### (Unix), ## ## ##### (Windows) ##### ## ##### # Write ##
WriteLn # GUI ##### ## #####.
```

```
# Castle Game Engine: ##### WriteLnLog ### WriteLnWarning
##### WriteLn ## ##### ## #####. ## ##### ## #####
##### ### ##### ##### ##### ### ####. # Unix #### ## ####
##### #####. # Windows GUI ##### ## #####-####. # Android ##
##### Android logging facility (#### ## ## ##### # adb logcat ). #####
## WriteLn ##### ## ## ##### ## #####, # ##### ## #####
##### (##### 3D ##### ##### / #####) # #####, ##
##### ##### #####.
```

2.9. ##### #

```
## ##### ## ##### ## ## (##### ##### #####
## ## #####) ##### #####.
```

- ##### ## ##### ##### # ### #####
IntToStr # FloatToStr. ##### ##,
(#####) ##### #####
#####. ## ##### ##### ## #####
#####: 'Моето цяло число е ' + IntToStr(MyInt) + '
и стойността на Pi е ' + FloatToStr(Pi).


```
# #####. #####. #####. #####. #####
##### XxxToStr # ##### ## (##### FormatFloat),
##### #####. ##### ## # ##### SysUtils.

# #####. ##### # #####. ##
##### ## (###. ##### ##) ##### ##
##### ## # ##### # #####, ##### ## ##### StrToInt,
StrToFloat # ##### ## (##### StrToIntDef).

# #####. ##### ## ##### ## XxxToStr #
##### ## #####.

• ##### Format, ##### ## #: Format('%d %f %s',
[MyInt, MyFloat, MyString]).## # ##### sprintf # C-
#####. ## ##### ## # #####
#####. ##### ##### ## # #####
##### ## # #####, #####. %.4f ##### # # # 4
##### #####.

# #####. ##### ## ##### ## ##### #-
##### # #####. ### ##### ## ##### ## #
##### (###. ### #####), ##### ## #
#####.

# #####. ##### # #####. ##### #
##### ## # ##### #
### # ##### (##### array
of const). ##### # #
Format, ## # # # # #
##### # #.

# #####. ##### ## ##### #
# # # # #. ##### #
##### # # # # #
## # (EConvertError # # # # #
#####).
```

- WriteStr(TargetString, ...) ##### # # # #
Write(...), # # # #, # # # #
TargetString ##### # # # #.

```
# #####. ##### # # # # # Write, #####
##### # # # # # # # # # #
#####, #####. Pi:1:4.
```

```
# #####. ##### # ##### # #### "#####",
##### # ##### # #####. #### #
#####, ##### # ##### # #####
MyStringFormatter(...), ##### # #####
##### # Pi:1:4.##### (# ##### #)
##### # ##### ######), ##### #
#####.
```

3. ##### (Unit-#)

Unit-## ##### # ##### (#####, ##### # #
#####), # ##### # unit-# # #####. # #
#####. ##### interface,
unit-
implementation ##### # #####
#####. ##### unit-# MyUnit ### myunit.pas (#####
.pas).

```
unit MyUnit;
```

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
```

```
interface
```

```
procedure MyProcedure(const A: Integer);
function MyFunction(const S: string): string;
```

```
implementation
```

```
procedure MyProcedure(const A: Integer);
begin
  WriteLn('A + 10 е равно на: ', A + 10);
end;

function MyFunction(const S: string): string;
begin
  Result := S + 'низовете се управляват автоматично';
end;

end.
```

```
##### myprogram.lpr (lpr
= Lazarus program file; # Delphi ##### .dpr). #####
##### #
##### #
.pas # # # # # .pp # unit-# # # # #. #
##### # # # # # .pas # unit-# # # # #.lpr # FPC/Lazarus #####.
```

```
##### unit # # # # # uses :
```

```
program MyProgram;

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

uses MyUnit;

begin
  WriteLn(MyFunction('Забележка: '));
  MyProcedure(5);
end.
```

```
Unit-# # # # # initialization # finalization.
# # # # # # # # # # # # # # # # # # # # # # # #
##### — #####.
```

```
unit initialization_finalization;

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}

interface

implementation

initialization
  WriteLn('Hello world!');
finalization
  WriteLn('Goodbye world!');
end.
```

3.1. Unit-#,

```
#### unit # # # # # unit. ##### unit # # # # # #
##### interface # # # # # implementation. #####
```

(#####,...) #####
 ##### unit. ##### # -#####, #.#. #####
 unit ##### implementation, #####

unit AnotherUnit;

{\$ifdef FPC} {\$mode objfpc}{\$H+}{\$J-} {\$endif}

interface

uses Classes;

{ Типът (клас) "TComponent" е дефиниран в unit Classes.

Поради тази причина трябва да използваме uses Classes; по-горе. }

procedure DoSomethingWithComponent(**var** C: TComponent);

implementation

uses SysUtils;

procedure DoSomethingWithComponent(**var** C: TComponent);

begin

{ Процедурата FreeAndNil е дефинирана в unit SysUtils.

Тъй като го използваме само в реализацията а не в интерфейсната част,
 достатъчно е да използваме uses SysUtils; в секция "implementation". }

FreeAndNil(C);

end;

end.

unit-# # #####
 #####, ## ## unit-# ## #
 interface. ##### #, ## ## "#####"
 unit, ##### "#####"
 ##### unit-#, #####. #####
 ##### # ##### #
 ##### # #####. #####
 ##### Makefile #####
 ##### #
 #####

unit-# ### #####, ## ####
implementation. ##### unit A ####
B # ##### ## interface # ## ##### unit B #### ## #####
unit A # ##### ## implementation.

3.2. ##### ## ##### # ##### ## unit-#

unit-# #### ## ##### ##### # ##### #####. ## ## ####
#####, ##### ## ##### ## ## ##### ## ## #####
#####. # ##### ##### "#####" ##### unit #
uses, ##### ##### ##### #####
unit-#.

unit-# ## ##### #####
unit-# #### ##### # ##### MyUnit.MyIdentifier. ####
#####, # ##### #####
MyUnit # ##### ## unit. ##### ## #####
unit-### # ##### uses, ## ## ## # #####
#####.

program showcolor;

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}  
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
// И двата unit-а Graphics и GoogleMapsEngine дефинират тип TColor.  
uses Graphics, GoogleMapsEngine;
```

var

```
{ Това не работи както ни се иска, оказва се, че TColor е  
  дефиниран от GoogleMapsEngine. }  
// Color: TColor;  
{ Това работи. }  
Color: Graphics.TColor;
```

begin

```
Color := clYellow;  
WriteLn(Red(Color), ' ', Green(Color), ' ', Blue(Color));
```

end.

unit-### ##### ## ## #####, ## ##### uses #####: ##### # ####
interface # ##### # ##### implementation. ##### unit-# #####
#####, ##### #

unit-### ##### # ### implementation ##### ## ##### #####
unit-# ##### # ##### interface. ## ##### ## ##
interface ##### unit-### ##### # interface, ##### ##
##, # ##### ##### ##### ##
#####:

unit UnitUsingColors;

{\$ifdef FPC**}** **{**\$mode objfpc**}****{**\$H**}****{**\$J**-}** **{**\$endif**}**

// НЕКОРЕКТЕН пример

interface

uses Graphics;

procedure ShowColor(**const** Color: TColor);

implementation

uses GoogleMapsEngine;

procedure ShowColor(**const** Color: TColor);

begin

 // WriteLn(ColorToString(Color));

end;

end.

unit Graphics (## Lazarus LCL) ## ##### TColor.
unit, ##
ShowColor, ##### # interface.
unit GoogleMapsEngine ##### TColor.
implementation,
TColor ##### # implementation.
unit, ##### # ##, ##:

unit UnitUsingColors;

{\$ifdef FPC**}** **{**\$mode objfpc**}****{**\$H**}****{**\$J**-}** **{**\$endif**}**

// НЕКОРЕКТЕН пример

// Ето какво "вижда" компилатора когато се опитва да компилира предишното

interface

uses Graphics;

procedure ShowColor(**const** Color: Graphics.TColor);

implementation

uses GoogleMapsEngine;

procedure ShowColor(**const** Color: GoogleMapsEngine.TColor);

begin

 // WriteLn(ColorToString(Color));

end;

end.

— ##### # implementaton
TColor ## unit Graphics. #### # ## ## #####
GoogleMapsEngine # ##### interface ##### Graphics. ####
unit-# UnitUsingColors ##### ## ##
#####.

unit UnitUsingColors;

{\$ifdef FPC} {\$mode objfpc}{\$H+}{\$J-} {\$endif}

interface

uses Graphics;

procedure ShowColor(**const** Color: TColor);

implementation

uses GoogleMapsEngine;

procedure ShowColor(**const** Color: Graphics.TColor);

begin

 // WriteLn(ColorToString(Color));

end;

8.2, „Callbacks (#####, #####, #####, #####, #####)“, ## ##### “#####”.

“#####”⁴, #####
unit, #####
#####.

#####, #####
(unit-level properties), ## ##### 4.3, „#####“.

4.

4.1.

(classes). ## #####
#####:

- ##### (fields) (##### “#####”),
- ##### (methods) (##### “#####”),
- # ##### (properties) (#####, ##### # #####, ## ##### # ##### (get) # ##### (set) ## #####; ##### # ##### # ##### 4.3, „#####“).
- #####, # ##### # ##### # ##### # ##### # ##### # ##### # ##### # ##### 9.2, „#####”.

type

```
TMyClass = class
  MyInt: Integer; // това е поле
  property MyIntProperty: Integer read MyInt write MyInt; // това е
  СВОЙСТВО
  procedure MyMethod; // това е метод
end;
```

```
procedure TMyClass.MyMethod;
begin
  WriteLn(MyInt + 10);
end;
```

⁴“#####” ##### = wrappers

4.2. #####, ##### (is), ##### ## #### (as)

#####.

```
program MyProgram;

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

uses
  SysUtils;

type
  TMyClass = class
    MyInt: Integer;
    procedure MyVirtualMethod; virtual;
  end;

  TMyClassDescendant = class(TMyClass)
    procedure MyVirtualMethod; override;
  end;

procedure TMyClass.MyVirtualMethod;
begin
  WriteLn('TMyClass shows MyInt + 10: ', MyInt + 10);
end;

procedure TMyClassDescendant.MyVirtualMethod;
begin
  WriteLn('TMyClassDescendant shows MyInt + 20: ', MyInt + 20);
end;

var
  C: TMyClass;
begin
  C := TMyClass.Create;
  try
    C.MyVirtualMethod;
  finally
    FreeAndNil(C);
  end;

  C := TMyClassDescendant.Create;
  try
    C.MyVirtualMethod;
```

```

finally
  FreeAndNil(C);
end;
end.

```

```

## #####, ## ##
## ## virtual. #####
##### override, # #####
#####. ## ## #####
##### reintroduce (#####
#####).

```

```

## ## ## ##### # #####
## ##### is. ## ## #####, #. ##
##### ## ##, ## ##### as.

```

```

program is_as;

```

```

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

```

```

uses SysUtils;

```

```

type
  TMyClass = class
    procedure MyMethod;
  end;

```

```

  TMyClassDescendant = class(TMyClass)
    procedure MyMethodInDescendant;
  end;

```

```

procedure TMyClass.MyMethod;
begin
  WriteLn('MyMethod');
end;

```

```

procedure TMyClassDescendant.MyMethodInDescendant;
begin
  WriteLn('MyMethodInDescendant');
end;

```

```

var
  Descendant: TMyClassDescendant;

```


(#####) #####
#####;

2. #####, ## # #####. # #####
#####.

type

TWebPage = **class**

private

FURL: **string**;

FColor: TColor;

function SetColor(**const** Value: TColor);

public

{ Няма начин да се запише директно.

Извикайте метода Load, например Load('http://www.freepascal.org/'),

за да заредите страницата и да установите свойството. }

property URL: **string** **read** FURL;

procedure Load(**const** AnURL: **string**);

property Color: TColor **read** FColor **write** SetColor;

end;

procedure TWebPage.Load(**const** AnURL: **string**);

begin

FURL := AnURL;

NetworkingComponent.LoadWebPage(AnURL);

end;

function TWebPage.SetColor(**const** Value: TColor);

begin

if FColor <> Value **then**

begin

FColor := Value;

// за пример: предизвиква обновяване всеки път при промяна на

стойността

Repaint;

// пак за пример: осигурява, че някаква друга вътрешна инстанция,

// като "RenderingComponent" (каквато и да е тя),

// съдържа същата стойност за Color.

RenderingComponent.Color := Value;

end;

end;

#####

#####, ##### Color ##### (setter SetColor. ## ##
Color #####
FColor. ##### ## ## -#####
"#####" ##### ## #####. ##-##### # #####, ##### # ##
#####.

##:

1. ##### ## ## ## (# ##### ## ## ##
getter);
2. # ##### — ##### ## ## (# ##### ## ##
setter).

#####. #####, ## ## Integer
#####, ##### ## ##### ## ## Integer ## ## ##
#####, ##### Integer.

#####, ## ##### "getter" # "setter" ## #####
(#####
#####). ## # ##### ## ## ##, ##
##-#####

- ##### getter ## ## ##### ## ## ##### (####.
##). #####
(### #####-##### :).

#####

getter## ## #####

#####. ##### # ## ##
"getter".

- ##### setter ##### ## ##### ## ##
#####, ## ##### ## getter ## # #####. ## ##
"setter", # ##### #
(exception). ## # ##### ##
#####. ##### #, ## ## MyClass.MyProperty :=
123; ##### ## ##, ## MyClass.MyProperty = 123.

- #####, *read-only properties*, #####
- #####, ##### *private* #####
- #####, *set-only property*, ##### :)



unit. ##### — #####

getter # *setter*.

#####

(### *streaming components*)

(stream, #####), #####
#####.

Lazarus ##### (### #####)
`xxx.lfm`. (# Delphi #####)
`.dfm`). #####
`ReadComponentFromTextStream` ## unit
`LResources`. #####
unit `FpJsonRtti` (##### # JSON #####).

Castle Game Engine: ##### unit `CastleComponentSerialize`
(##### # `FpJsonRtti`) ## ##
interface # transformation component hierarchies.

#####:

- ##### (#####
`default`).

```
##### ## ## ##### ##### # ##### #####
## #####. #### ## ## #####. ##### default #
#### ##### ## #####: "##### ##
#####, ##### ##### #####".
```

- ##### (##### stored).

4.4. ##### -

```
# ##### ## ## ##### # #####. #####  
##### try ... except ... end, ##### try  
... finally ... end.
```

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

program MyProgram;

uses
    SysUtils;

type
    TMyClass = class
        procedure MyMethod;
    end;

procedure TMyClass.MyMethod;
begin
    if Random > 0.5 then
        raise Exception.Create('Raising an exception!');
end;

var
    C: TMyClass;
begin
    Randomize;
    C := TMyClass.Create;
    try
        C.MyMethod;
    finally
        FreeAndNil(C);
    end;
end.
```


 #####, ## finally ##
 ##### Exit (## / /) ## Break ##
 Continue (## ##).

6, „#####“ ## -##### ## .

4.5.

#####-#####
 ##### / / .

##:

public

unit-#.

private

#####.

protected

#####.

private # protected ##
 ##### unit ##
 ##### private ## protected. #####
 ##### strict
 private ## strict protected ##
 ##### 9.1, „#####“.

public. #####
 ## {M+}, ##
 ## {M+}, ##
 TPersistent, ## TComponent
 (TComponent # TPersistent). ##
 # published, ## public, ##
 #####.

published (##
 ##
 public, ##
 ##.

4.6.

#####, ## ## #####, ## ##
TObject.

4.7. Self

Self (##) ##### # #####
#####, ## ##### #####. ##### #
this ## C++, Java # #####.

4.8.

#####, ### #####, ##### ##
#####. # #####
#-####, TMyClass2.MyOtherMethod ##### MyMethod, ##### # #####
TMyClass2.MyMethod.

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}  
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
uses SysUtils;
```

```
type
```

```
  TMyClass1 = class  
    procedure MyMethod;  
  end;
```

```
  TMyClass2 = class(TMyClass1)  
    procedure MyMethod;  
    procedure MyOtherMethod;  
  end;
```

```
procedure TMyClass1.MyMethod;  
begin  
  Writeln('TMyClass1.MyMethod');  
end;
```

```
procedure TMyClass2.MyMethod;  
begin  
  Writeln('TMyClass2.MyMethod');  
end;
```




```
##### TMyClass2.MyOtherMethod ####, ## ## #####
inherited MyMethod # ##### ## # ##### #
#####.
```

```
###-##### ## ##### ## ##### ## #####
### # #####. ## ##### ##### ## ##### # #####
##### ##### ##### ##### ## # #####
#####. ##### # ##-####.
```

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
uses SysUtils;
```

```
type
```

```
  TMyClass1 = class
    constructor Create;
    procedure MyMethod(const A: Integer);
  end;
```

```
  TMyClass2 = class(TMyClass1)
    constructor Create;
    procedure MyMethod(const A: Integer);
  end;
```

```
constructor TMyClass1.Create;
begin
  inherited Create; // this calls TObject.Create
  Writeln('TMyClass1.Create');
end;
```

```
procedure TMyClass1.MyMethod(const A: Integer);
begin
  Writeln('TMyClass1.MyMethod ', A);
end;
```

```
constructor TMyClass2.Create;
begin
  inherited Create; // this calls TMyClass1.Create
  Writeln('TMyClass2.Create');
end;
```

```
procedure TMyClass2.MyMethod(const A: Integer);
begin
```

```

inherited MyMethod(A); // this calls TMyClass1.MyMethod
Writeln('TMyClass2.MyMethod ', A);
end;

var
  C: TMyClass2;
begin
  C := TMyClass2.Create;
  try
    C.MyMethod(123);
  finally FreeAndNil(C) end;
end.

```

```

##### inherited #####
#####
##### inherited; (##### inherited, #####
#####
#####
"#####
#####
#####

```



```

# ##### inherited ...; #####
## ## inherited;

```

```

##### 1: ##### inherited; # #####
#####
##### (##### # ##### # const), #####
#####
#####
#####

```

```

procedure TMyClass2.MyMethod(A: Integer);
begin
  Writeln('TMyClass2.MyMethod начално ', A);
  A := 456;
  { Това извиква TMyClass1.MyMethod with A = 456,
    независимо от стойността на A подадена на този метод
    (TMyClass2.MyMethod). }
  inherited;
  Writeln('TMyClass2.MyMethod крайно ', A);
end;

```

```

##### 2: ##### MyMethod (## "#####
#####

```



```
#####, ##### ## #### #####, ## ##### ## ##### ## #####.
### ##### Fruit ##### ##### ## ##### TApple (#### ##
##### # ##### TFruit), ##### Eat ## ##
##### # TApple.
```

```
# #####, ## ## #####, ##### #:
```

- ##### (# -#####) #
virtual.
- ##### (#) #
override. ##### ## ##
(# ## ##, # ##).

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
uses SysUtils;
```

```
type
```

```
TFruit = class
    procedure Eat; virtual;
end;

TApple = class(TFruit)
    procedure Eat; override;
end;
```

```
procedure TFruit.Eat;
begin
    Writeln('Изядохме плод');
end;
```

```
procedure TApple.Eat;
begin
    Writeln('Изядохме ябълка');
end;
```

```
procedure DoSomethingWithAFruit(const Fruit: TFruit);
begin
    Writeln('Имаме плод от клас ', Fruit.ClassName);
    Writeln('Ядем го:');
    Fruit.Eat;
end;
```



```
var
  Apple: TApple; // Забележка: тук също така може да декларирате "Apple:
  TFruit"
begin
  Apple := TApple.Create;
  try
    DoSomethingWithAFruit(Apple);
  finally FreeAndNil(Apple) end;
end.
```

####

Имаме плод от клас TApple
 Ядем го:
 Изядохме ябълка

 ##### (VMT), #####
 #####
 ##### Eat, #####
 ##### Fruit, #####
 Eat #####

override, #####
 #####
 ##### reintroduce. ##### e #####
 ##### override, #####
 #####

5.

5.1.

 #####
 -gl -gh ## FPC ## ##### (https://castle-engine.io/manual_optimization.php#section_memory).

 ##### (#

 #####),
 #####.

5.2.

 FreeAndNil(A) unit SysUtils
 A # nil, — (destructor) #
 nil. #####.

#####:

```
if A <> nil then
begin
  A.Destroy;
  A := nil;
end;
```

FreeAndNil
 nil A
 — #, "#####"
 #####.

A.Free, #####:

```
if A <> nil then
  A.Destroy;
```

A (#####),
 nil.

 nil. A.Free
 Free
 "#####"
 Self <> nil. ##### (#####
 #####).

FreeAndNil(A),
 Free Destroy. Castle

(#### ##
#####, #### ## #####
##-####). ##### ## #####:

uses SysUtils, Classes;

type

TGun = **class**(TComponent)
end;

TPlayer = **class**(TComponent)
Gun1, Gun2: TGun;
constructor Create(AOwner: TComponent); **override**;
end;

constructor TPlayer.Create(AOwner: TComponent);
begin
inherited;
Gun1 := TGun.Create(Self);
Gun2 := TGun.Create(Self);
end;

TComponent. ##### ## ## #####
(##### — ##### # reintroduce.##
#####, ## ## #####, ##### ##
#####, ## ##
#####.)

nil. ##
"#####"
#####. ##### ##
TComponent, ## #####
####, ##### ManualGun :=
TGun.Create(nil);.

OwnsObjects (## ## true!) ##
TFPGObjectList ## TObjectList. #####:

uses SysUtils, Classes, FGL;

type

TGun = class

end;

 TGunList = **{ \$ifdef FPC }**specialize**{ \$endif }** TFPGObjectList<TGun>;

TPlayer = class

 Guns: TGunList;

 Gun1, Gun2: TGun;

constructor Create;

destructor Destroy; **override;**

end;

constructor TPlayer.Create;

begin

inherited;

// Всъщност, стойността true (за OwnsObjects) е зададена по подразбиране

 Guns := TGunList.Create(true);

 Gun1 := TGun.Create;

 Guns.Add(Gun1);

 Gun2 := TGun.Create;

 Guns.Add(Gun2);

end;

destructor TPlayer.Destroy;

begin

{ Трябва да се погрижим за освобождаването на списъка.

Той ще освободи елементите си автоматично. }

 FreeAndNil(Guns);

{ Вече няма нужда да освобождаваме ръчно Gun1, Gun2. Хубав навик е да установим на "nil"

техните препратки, тъй като знаем, че са освободени. В този прост клас и с

този прост деструктор, очевидно е, че те няма да бъдат достъпвани повече --

но правейки така ще ни помогне в случая на по-големи и по-сложни деструктори.

Алтернативно, можем да си спестим декларирането на Gun1 и Gun2,

и вместо това да използваме Guns[0] и Guns[1] в нашия код.

Или да създадем метод Gun1, който връща Guns[0]. }

 Gun1 := **nil**;

 Gun2 := **nil**;

inherited;

end;

```
##### , ## "#####" # ##### # #####
##### # ## ##### , ## #####
## ## #####. ##### Extract ## #####
##### ## ## # ##### # ## #####
##### ## ##### #.
```

```
# Castle Game Engine: ##### TX3DNode #####
##### ## ##### children ##
TX3DNode. ##### X3D #####, TX3DRootNode, ## #####
## ##### TCastleSceneCore. #####
##### - ##### , #####
OwnsXxx.
```

5.4. ##### Destroy

```
##### -#####, ##### , ##
##### деструктор, ##### Destroy.
```

```
## ##### , ## ##
## # #####. ##### # ## ##### , #####
Destroy, ##### ## ##### Free, ## ##
##### FreeAndNil.
```

```
##### Destroy # TObject # ##### , ##
## ##### # ##### override ##
##### (## ##### TObject). ##
##### ## Free. #####
##### ## ##### 4.9, „#####“.
```



```
##### ##
#####.
```

```
##### # #####.
##### Create # #####
##### , ## # #####
#####.
```

```
##### Create # TObject ## #
##### , ##### # override #
#####.
```

```
#####  
#####. #####  
#####.  
  
#####  
##### TComponent. TComponent  
##### Create(AOwner: TComponent)  
#####  
##### TComponent, #####  
##### (#####  
##### override) #####  
#####  
#####  
#####  
#####  
Create(AOwner: TComponent), #####  
#####  
#####  
#####  
##### Lazarus.
```

5.5.

#####, ### ## ## ##### ### ##### ##
 ##### # #####, # ##### ##### ## ## ## — ##### ##
 ##### ## "#####". ## ## ##### ## ## #####, ### ##### ##
 #####, ##### ## # #####. ##### ## ## ##### ## ##### ##
 ##### ## ##### ## ##### "#####" (### #####
 ##### ## ## ##### ##### ## ##### ##).

```
##### ## FreeAndNil ### #### ## #####. FreeAndNil
##### nil #### # #####, #### # ##### — #### ##### ## #####
##### ##### #####. ##### ##:
```

```
var
  Obj1, Obj2: TObject;
begin
  Obj1 := TObject.Create;
  Obj2 := Obj1;
  FreeAndNil(Obj1);
```

// какво ще се случи ако достъпим тук Obj1 или Obj2?
end;

1. # ##### Obj1 # nil. ### ##### if Obj1 <> nil then ..., ##
#####

if Obj1 <> nil then
WriteLn(Obj1.ClassName);

Obj1 <> nil # ##### Obj1, ##
#####.

nil #####.

2. # Obj2, ##### nil, ##
(exception), #
#####.

#####:

- #####

TCar #####
wheel # #####
car ##### wheels #

#####
- # ##### Obj1,
nil ## Obj2. ####
#####
- ###-##### TComponent ##
"#####". ####

nil.


```
## ##### ##### ##### ##### ##### #####. ## ## ##
## ##### # ##### #####, ##### ##### ## ##### ##
##### ## ##### #####, # ##### ## ## ##
##### ## #####.
```

```
#### ##### # ##### ##### ## ## ##### ## TComponent.
##### ## ##### ## ##### ## ##### ## FreeNotification,
RemoveFreeNotification # ##### ## Notification.
```

```
### #####, ##### ## ## #####, #####
# #####/##### # ##### ## ##### ## setter. #####
#### ## ## ##### # #-#####, ## ## # #####, ##### #
##### :)
```

type

```
TControl = class(TComponent)
end;
```

```
TContainer = class(TComponent)
```

private

```
FSomeSpecialControl: TControl;
```

```
procedure SetSomeSpecialControl(const Value: TControl);
```

protected

```
procedure Notification(AComponent: TComponent; Operation:
TOperation); override;
```

public

```
destructor Destroy; override;
```

```
property SomeSpecialControl: TControl
```

```
read FSomeSpecialControl write SetSomeSpecialControl;
```

```
end;
```

implementation

```
procedure TContainer.Notification(AComponent: TComponent; Operation:
TOperation);
```

begin

```
inherited;
```

```
if (Operation = opRemove) and (AComponent = FSomeSpecialControl) then
```

```
{ set to nil by SetSomeSpecialControl to clean nicely }
```

```
SomeSpecialControl := nil;
```

```
end;
```

```

procedure TContainer.SetSomeSpecialControl(const Value: TControl);
begin
  if FSomeSpecialControl <> Value then
    begin
      if FSomeSpecialControl <> nil then
        FSomeSpecialControl.RemoveFreeNotification(Self);
      FSomeSpecialControl := Value;
      if FSomeSpecialControl <> nil then
        FSomeSpecialControl.FreeNotification(Self);
    end;
end;

destructor TContainer.Destroy;
begin
  { set to nil by SetSomeSpecialControl, to detach free notification }
  SomeSpecialControl := nil;
  inherited;
end;

```

5.6. ##### (Castle Game Engine)

```

#   Castle   Game   Engine   #####   ##   #####
TFreeNotificationObserver ## ##### CastleClassUtils #####
##### ##### ## FreeNotification, RemoveFreeNotification #
##### ## Notification.

#### ##### ##### ## TFreeNotificationObserver ##### ##-
##### ## ##### ## ##### FreeNotification ##### (#####
## #####, ## # ##### ## #####). ## ##-#####, ##### ## # #####
##### ## ##### ## ## ##### ##### ##### #####
TFreeNotificationObserver # ##### ##-##### ## ##### (#####
##### ## FreeNotification # ##### ##### ## ##### #####,
### ##### ## ##### ## ## ##### ##### #####).

#### # ##### ##, ##### TFreeNotificationObserver, ##
##### ## ##### ##### ##### # #####:

```

```

type
  TControl = class(TComponent)
end;

```

```

TContainer = class(TComponent)
private
    FSomeSpecialControlObserver: TFreeNotificationObserver;
    FSomeSpecialControl: TControl;
    procedure SetSomeSpecialControl(const Value: TControl);
    procedure SomeSpecialControlFreeNotification(const Sender:
TFreeNotificationObserver);
public
    constructor Create(AOwner: TComponent); override;
    property SomeSpecialControl: TControl
        read FSomeSpecialControl write SetSomeSpecialControl;
end;

implementation

uses CastleComponentSerialize;

constructor TContainer.Create(AOwner: TComponent);
begin
    inherited;
    FSomeSpecialControlObserver := TFreeNotificationObserver.Create(Self);
    FSomeSpecialControlObserver.OnFreeNotification := {$ifdef FPC}@{$endif}
SomeSpecialControlFreeNotification;
end;

procedure TContainer.SetSomeSpecialControl(const Value: TControl);
begin
    if FSomeSpecialControl <> Value then
    begin
        FSomeSpecialControl := Value;
        FSomeSpecialControlObserver.Observed := Value;
    end;
end;

procedure TContainer.SomeSpecialControlFreeNotification(const Sender:
TFreeNotificationObserver);
begin
    // set property to nil when the referenced component is freed
    SomeSpecialControl := nil;
end;

```

https://castle-engine.io/custom_components .

6.

6.1.

#####

- ##### `raise`. ##### `raise ...`.

- ##### `try ... except ... end`. ##### `"` #####.

#####: #####, #####, #####.

LCL ##### (events) ##### (# ##### LCL #####), #####.

Castle Game Engine ##### `CastleWindow`, ##### (# #####).

(# ##### LCL ###, # CGE ###...).

- ##### `try ... finally ... end`, #####, #####.

`try ... finally ... end` ##### `Break` `Continue` `Exit`. ##### `finally` #####.

"#####" #####.

- ##### `raise XXX`, ##### `XXX` ##### (`#####`, ##### `TObject` #####).

- #####
Exception. ##### Tobject,
Message # #####
#####. #####, #####
Exception. #####
#####.
 - ##### (#####) #####, ##### # E, ##
T. ##### ESomethingBadHappened.
 - #####-##### , #####
#####. #####.
- # #####
raise, ##### raise
ESomethingBadHappened.Create('Описание на случилото се лошо
нещо.').

6.2.

raise ..., #####:

type

EInvalidParameter = class(Exception);

function ReadParameter: String;

begin

Result := Readln;

if Pos(' ', Result) <> 0 then

raise EInvalidParameter.Create('Invalid parameter, space is not
allowed');

end;

raise #####

#####.

CreateFmt, #####
Create(Format(MessageFormat, MessageArguments)).

#####.

```

type
    EInvalidParameter = class(Exception);

function ReadParameter: String;
begin
    Result := Readln;
    if Pos(' ', Result) <> 0 then
        raise EInvalidParameter.CreateFmt('Невалиден параметър %s, не са
        позволени интервали.', [Result]);
end;

```

6.3.

#####

```

var
    Parameter1, Parameter2, Parameter3: String;
begin
    try
        Writeln('Въведете 1-ви параметър:');
        Parameter1 := ReadParameter;
        Writeln('Въведете 2-ри параметър:');
        Parameter2 := ReadParameter;
        Writeln('Въведете 3-ти параметър:');
        Parameter3 := ReadParameter;
    except
        // прихващане на EInvalidParameter предизвикан от някое от
        извикванията на ReadParameter
        on EInvalidParameter do
            Writeln('Възникна изключение EInvalidParameter');
    end;
end;

```

#####, ##### ## ##### ## ##
 ##### (## ##### E # #####). ## ##### ## ##
 #####

```

try
    ...
except
    on E: EInvalidParameter do
        Writeln('Възникна изключение EInvalidParameter със съобщение: ' +
        E.Message);

```


#####

```
try
...
except
  on E: TObject do
    Writeln('Предупреждение: Възникна изключение');
end;
// ПРЕДУПРЕЖДЕНИЕ: НЕ СЛЕДВАЙТЕ ПРИМЕРА БЕЗ ДА СТЕ ПРОЧЕЛИ ЗАБЕЛЕЖКАТА ПО-
ГОРЕ
// ОТНОСНО "ПРИХВАЩАНЕ НА ВСИЧКИ ИЗКЛЮЧЕНИЯ"
```

Exception:

```
try
...
except
  on E: Exception do
    Writeln('Предупреждение: Възникна изключение: ' + E.ClassName + ',
    съобщение: ' + E.Message);
end;
// ПРЕДУПРЕЖДЕНИЕ: НЕ СЛЕДВАЙТЕ ПРИМЕРА БЕЗ ДА СТЕ ПРОЧЕЛИ ЗАБЕЛЕЖКАТА ПО-
ГОРЕ
// ОТНОСНО "ПРИХВАЩАНЕ НА ВСИЧКИ ИЗКЛЮЧЕНИЯ"
```

except ... end,### #
raise E; ,### # E,#####
raise ########:

```
try
...
except
  on E: EInvalidSoundFile do
    begin
      if E.InvalidUrl = 'http://example.com/blablah.wav' then
        Writeln('Предупреждение: зареждането на http://example.com/
        blablah.wav се провали, игнорирайте го')
      else
        raise;
      end;
    end;
end;
```


 #####, ##
 #####
 #####. #####
 #####

6.4. Finally (#####)

try .. finally .. end, ##
 #####
 #####

```

procedure MyProcedure;
var
  MyInstance: TMyClass;
begin
  MyInstance := TMyClass.Create;
  try
    MyInstance.DoSomething;
    MyInstance.DoSomethingElse;
  finally
    FreeAndNil(MyInstance);
  end;
end;
  
```


 ##### MyInstance.DoSomething
 ##### MyInstance.DoSomethingElse
 #####

 #####
 #####
 #####
 #####

```

// НЕКОРЕКТЕН ПРИМЕР:
procedure MyProcedure;
var
  MyInstance: TMyClass;
begin
  try
    CallSomeOtherProcedure;
    MyInstance := TMyClass.Create;
    MyInstance.DoSomething;
  
```

```

    MyInstance.DoSomethingElse;
finally
    FreeAndNil(MyInstance);
end;
end;

```

```

#####: ### ##### # TMyClass.Create
(#####) ### # #####
## CallSomeOtherProcedure, ##### MyInstance ## ##
#####. ##### FreeAndNil(MyInstance) ## ## #####
##### MyInstance, #####-##### ## ## ##### # Access
Violation (Segmentation Fault). ##### ## #####
#####, ##### ## #####: ##### ##
#####.

```

```

##### # ##### ## ##### ##, ##### #####
##### ## nil (##### FreeAndNil #
#####). ##### ##, ##### #####.
##### ##-#####:

```

```

procedure MyProcedure;
var
    MyInstance1: TMyClass1;
    MyInstance2: TMyClass2;
    MyInstance3: TMyClass3;
begin
    MyInstance1 := TMyClass1.Create;
    try
        MyInstance1.DoSomething;

        MyInstance2 := TMyClass2.Create;
        try
            MyInstance2.DoSomethingElse;

            MyInstance3 := TMyClass3.Create;
            try
                MyInstance3.DoYetAnotherThing;
            finally
                FreeAndNil(MyInstance3);
            end;
        finally
            FreeAndNil(MyInstance2);
        end;
    end;

```

```
finally
  FreeAndNil(MyInstance1);
end;
end;
```

##-##### ##-#####:

```
procedure MyProcedure;
var
  MyInstance1: TMyClass1;
  MyInstance2: TMyClass2;
  MyInstance3: TMyClass3;
begin
  MyInstance1 := nil;
  MyInstance2 := nil;
  MyInstance3 := nil;
  try
    MyInstance1 := TMyClass1.Create;
    MyInstance1.DoSomething;

    MyInstance2 := TMyClass2.Create;
    MyInstance2.DoSomethingElse;

    MyInstance3 := TMyClass3.Create;
    MyInstance3.DoYetAnotherThing;
  finally
    FreeAndNil(MyInstance3);
    FreeAndNil(MyInstance2);
    FreeAndNil(MyInstance1);
  end;
end;
```



```
# ##### ##### ## #####, ##
##### ## ##### ## 3 #####, ####
##### ##### ## #####.
```

6.5. ##### ##

- # ##### ## Lazarus LCL, #####, ##### ## #####
(##### #####, *callbacks*, ##### ## #####
OnXxx # LCL #####) ## ##### ## #####
#####, ##### ## ##### ## ##
#####. #####, ## ##### "#####"

```
## Application.ProcessMessages, #### ## ## ## #####
#####. ##### ## #####
## TApplicationProperties.OnException.
```

- ## #####, # Castle Game Engine # CastleWindow: #####
#####. ####
"#####" ## Application.ProcessMessages. #####

Application.OnException.
- ##### GUI ##### ## ##### ## #####.
- # ##### ## #####, ##### ## ##### ## ## #####
#####, #### ##### callback ## OnHaltProgram.

7. Run-time

7.1. #####/##### # ##### ##

```
##### ## ##### ## ##### ## ##### TStream #
##### ## #####/#####. #####
##### TStream, #####: TFileStream, TMemoryStream,
TStringStream.
```

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

uses

```
SysUtils, Classes;
```

var

```
S: TStream;
InputInt, OutputInt: Integer;
```

begin

```
InputInt := 666;
```

```
S := TFileStream.Create('my_binary_file.data', fmCreate);
```

try

```
S.WriteBuffer(InputInt, SizeOf(InputInt));
```

finally

```
FreeAndNil(S);
```

end;

```
S := TFileStream.Create('my_binary_file.data', fmOpenRead);
```

```

try
  S.ReadBuffer(OutputInt, SizeOf(OutputInt));
finally
  FreeAndNil(S);
end;

WriteLn('Read from file got integer: ', OutputInt);
end.

```

Castle Game Engine: ##### ## ##### Download ##
 ##### ## ##, ##### ##### URL #####. ## ##
 ##### ## #####, HTTP # HTTPS #####, Android assets
 # #####. ##### ## ## ##### ## ## ## ## ## ##
 ##### data), ##### URL ##### castle-data:/
 xxx. #####:

```

EnableNetwork := true;
S := Download('https://castle-engine.io/latest.zip');

```

```

S := Download('file:///home/michalis/my_binary_file.data');

```

```

S := Download('castle-data:/gui/my_image.png');

```

#####, ##### ##
 TTextReader. ### ##### API # ##### # ## TStream.
 ##### TTextReader ##### ## ## URL #####
 ## ##### TStream.

```

Text := TTextReader.Create('castle-data:/my_data.txt');
try
  while not Text.Eof do
    WriteLnLog('NextLine', Text.ReadLn);
  finally
    FreeAndNil(Text);
  end;

```

7.2. ##### (#####, #####),

run-time #####
 ### ##### "#####" ##### (#### TList # TObjectList ## #####

Contrs), ## # ##### (array of TMyType). ## ## #####
 ###-##### # #####, ##### ## ##### ## #####
 ## ##### #####.

#####,
 #####, #####, #####, #####... ##### ## ## ## (#
 #####), ## ##### ##### ##### ## ##### ##.

#####, ##### ##### # FPC:

- ##### Generics.Collections (## FPC >= 3.2.0)
- ##### FGL
- ##### GVector (##### # fcl-stl)

Generics.Collections. #####
 ##### ## ##:

- ##### # #####,
- ##### (##### ## ## #####⁵ # ##### ##
 #####),
- ##### FPC # Delphi,
- ##### # # ##### ## #####
 (##### Contrs).

Castle Game Engine: ## ##### Generics.Collections #
 ##### ## ##### Generics.Collections # ## #####!

###-##### ## Generics.Collections ##:

TList

#####.

TObjectList

#####. ##### ## "#####"
 #####, ##### ## ## ## #####
 ##### ## #####.

⁵ ##### = Dictionary, a.k.a. Associative array

TDictionary

#####⁵.

TObjectDictionary

#####, ##### "#####" ##### #/### #####.

TObjectList:

```
{ $ifdef FPC } { $mode objfpc } { $H+ } { $J- } { $endif }
{ $ifdef MSWINDOWS } { $apptype CONSOLE } { $endif }
```

```
uses SysUtils, Generics.Collections;
```

type

```
TApple = class
    Name: string;
end;
```

```
TAppleList = { $ifdef FPC } specialize { $endif } TObjectList<TApple>;
```

var

```
A: TApple;
Apples: TAppleList;
```

begin

```
Apples := TAppleList.Create(true);
```

try

```
A := TApple.Create;
A.Name := 'my apple';
Apples.Add(A);
```

```
A := TApple.Create;
A.Name := 'another apple';
Apples.Add(A);
```

```
Writeln('Count: ', Apples.Count);
Writeln(Apples[0].Name);
Writeln(Apples[1].Name);
```

```
finally FreeAndNil(Apples) end;
```

end.

```
#####, ## #####
##### # ##### (####. ##### Sort # IndexOf).
##### # Generics.Collections #####
##### ## #####
##### # #####, ##### (#
```

, ##### #
 ##### IndexOf).

, ##### #
 ##### IComparer .
 ##### callback #
 TComparer<T>.Construct , ##### callback #
 IComparer . #####

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
{ If GENERICS_CONSTREF is defined, then various routines used with
Generics.Collections
(like callbacks we pass to TComparer, or OnNotify callback or Notify
virtual method)
```

```
should have "constref" parameter, not "const".
This was the case of FPC<= 3.2.0, FPC changed it in
https://gitlab.com/freepascal.org/fpc/source/-/commit/693491048bf2c6f9122a0d8b044ad0e55382354d .
```

```
It is also applied to FPC fixes branch 3.2.3. }
{$ifdef VER3_0} {$define GENERICS_CONSTREF} {$endif}
{$ifdef VER3_2_0} {$define GENERICS_CONSTREF} {$endif}
{$ifdef VER3_2_2} {$define GENERICS_CONSTREF} {$endif}
```

```
uses SysUtils, Generics.Defaults, Generics.Collections;
```

```
type
```

```
  TApple = class
    Name: string;
  end;
```

```
  TAppleList = {$ifdef FPC}specialize{$endif} TObjectList<TApple>;
```

```
function CompareApples(
```

```
  {$ifdef GENERICS_CONSTREF}constref{$else}const{$endif}
  Left, Right: TApple): Integer;
```

```
begin
```

```
  Result := AnsiCompareStr(Left.Name, Right.Name);
end;
```

```
type
```

```
  TAppleComparer = {$ifdef FPC}specialize{$endif} TComparer<TApple>;
var
```



```

A: TApple;
L: TAppleList;
begin
  L := TAppleList.Create(true);
  try
    A := TApple.Create;
    A.Name := '11';
    L.Add(A);

    A := TApple.Create;
    A.Name := '33';
    L.Add(A);

    A := TApple.Create;
    A.Name := '22';
    L.Add(A);

    L.Sort(TAppleComparer.Construct({$ifdef FPC}@{$endif} CompareApples));

    Writeln('Count: ', L.Count);
    Writeln(L[0].Name);
    Writeln(L[1].Name);
    Writeln(L[2].Name);
  finally FreeAndNil(L) end;
end.

```

TDictionary #####, ##### map (key → value), #####
 ##### associative array. ##### API # ##### TDictionary # C#.
 #####, ##### →#####.

#####, #####:

```

{$mode objfpc}{$H+}{$J-}
uses SysUtils, Generics.Collections;

type
  TApple = class
    Name: string;
  end;

  TAppleDictionary = {$ifdef FPC}specialize{$endif} TDictionary<String,
  TApple>;

var
  Apples: TAppleDictionary;

```

```

A, FoundA: TApple;
ApplePair: {$ifdef FPC} TAppleDictionary.TDictionaryPair {$else}
TPair<String, TApple> {$endif};
AppleKey: string;
begin
Apples := TAppleDictionary.Create;
try
  A := TApple.Create;
  A.Name := 'моята ябълка';
  Apples.AddOrSetValue('ключ за ябълка 1', A);

  if Apples.TryGetValue('ключ за ябълка 1', FoundA) then
    Writeln('Намерена ябълка с ключ "ключ за ябълка 1" с име: ' +
      FoundA.Name);

  for AppleKey in Apples.Keys do
    Writeln('Намерен ключ за ябълка: ' + AppleKey);
  for A in Apples.Values do
    Writeln('Намерена ябълка с име: ' + A.Name);
  for ApplePair in Apples do
    Writeln('Намерен ключ за ябълка->име на ябълка: ' +
      ApplePair.Key + '->' + ApplePair.Value.Name);

  { Долният ред също работи, но може да се използва само да
    зададе стойност на *съществуващ* ключ в речника.
    Вместо това обикновено се използва AddOrSetValue
    за да се зададе или добави нов ключ ако е необходимо. }
  // Apples['ключ за ябълка 1'] := ... ;

  Apples.Remove('ключ за ябълка 1');

  { Забележете, че TDictionary не притежава елементите си
    и трябва да ги освобожавате ръчно.
    Може да използвате TObjectDictionary за да имате автоматичен
    режим за притежание. }
  A.Free;
finally FreeAndNil(Apples) end;
end.

```

```

TObjectDictionary ##### #/### #####, #####
##### # # #. ##### # # #
##### # # #. # # #, #
# # #, ##### Integer (#.#. # # #

```

```
## Integer, # ##### doOwnsKeys), ## ##### #####
#####
```

```
##### ## ##### TObjectDictionary # ##### #-####.
##### # memory leak detection, #####. ##### fpc -gl -gh
generics_object_dictionary.dpr, ## ## ##, ## #####
### #####
```

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
uses SysUtils, Generics.Collections;
```

```
type
```

```
  TApple = class
    Name: string;
  end;
```

```
  TAppleDictionary = {$ifdef FPC} specialize{$endif}
  TObjectDictionary<String, TApple>;
```

```
var
```

```
  Apples: TAppleDictionary;
  A: TApple;
  ApplePair: {$ifdef FPC} TAppleDictionary.TDictionaryPair {$else}
  TPair<String, TApple> {$endif};
```

```
begin
```

```
  Apples := TAppleDictionary.Create([doOwnsValues]);
  try
    A := TApple.Create;
    A.Name := 'my apple';
    Apples.AddOrSetValue('apple key 1', A);
```

```
    for ApplePair in Apples do
      Writeln('Found apple key->value: ' +
        ApplePair.Key + '->' + ApplePair.Value.Name);
```

```
    Apples.Remove('apple key 1');
  finally FreeAndNil(Apples) end;
end.
```

```
### ##### ## ##### FGL #####
Generics.Collections, ###-##### ## FGL ##:
```

TFPGList

#####.

TFPGObjectList

#####. ##### "#####"
#####.

TFPGMap

#####⁵.

FGL, TFPGList ##### # #####, #####
(=). ### TFPGMap #####
"##-#####" (>) # "##-#####" (<). ###
#####, #####
(#####), ## #####
8.9, „#####“.

Castle Game Engine ##### CastleGenericLists, #####
TGenericStructList # TGenericStructMap. ##
TFPGList # TFPGMap, ## #####
(##### # #####
#####). ##
6.3 ##### CastleGenericLists # ##### (deprecated) #
Generics.Collections #####.

8.3, „#####“.

7.3. #####: TPersistent.Assign

:=
#####.

var

X, Y: TMyObject;

begin

X := TMyObject.Create;

Y := X;

// X и Y сега са два указателя към една и съща инстанция

Y.MyField := 123; // ще се промени също и X.MyField

FreeAndNil(X);

end;

```
## ## ##### ##### ## ##### ## ##### ##, #####  
##### # ## ##### ##### ## TPersistent, # ## ##### #####  
Assign. ##### ## ##### ##### ## TMyObject, ## ## ##  
##### ## #####:
```

```
var  
  X, Y: TMyObject;  
begin  
  X := TMyObject.Create;  
  Y := TMyObject.Create;  
  Y.Assign(X);  
  Y.MyField := 123; // това не променя X.MyField  
  FreeAndNil(X);  
  FreeAndNil(Y);  
end;
```

```
## ## #####, ##### # ##### ## ##### Assign ##### ##  
##### ##### ## #####. ##### ##  
Assign, ## ## #####, ##### ## ## ##### ##  
####.
```

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}  
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
uses  
  SysUtils, Classes;
```

```
type  
  TMyClass = class(TPersistent)  
  public  
    MyInt: Integer;  
    procedure Assign(Source: TPersistent); override;  
  end;
```

```
  TMyClassDescendant = class(TMyClass)  
  public  
    MyString: string;  
    procedure Assign(Source: TPersistent); override;  
  end;
```

```
procedure TMyClass.Assign(Source: TPersistent);  
var  
  SourceMyClass: TMyClass;
```

```

begin
  if Source is TMyClass then
    begin
      SourceMyClass := TMyClass(Source);
      MyInt := SourceMyClass.MyInt;
      // Xxx := SourceMyClass.Xxx; // копирайте още полета ако е
      необходимо ...
    end else
      { Поради това, че TMyClass е директен наследник на TPersistent,
        той извиква inherited САМО когато не знае как да обработи Source.
        Виж коментарите по-долу. }
      inherited Assign(Source);
end;

procedure TMyClassDescendant.Assign(Source: TPersistent);
var
  SourceMyClassDescendant: TMyClassDescendant;
begin
  if Source is TMyClassDescendant then
    begin
      SourceMyClassDescendant := TMyClassDescendant(Source);
      MyString := SourceMyClassDescendant.MyString;
      // Xxx := SourceMyClassDescendant.Xxx; // копирайте още полета ако е
      необходимо ...
    end;

    { Поради това, че TMyClassDescendant има предшественик, който вече е
      заменил Assign (in TMyClass.Assign), той извиква inherited ВНАГИ,
      за да позволи TMyClass.Assign да копира останалите полета.
      Виж коментарите по-долу за детайлно обяснение. }
    inherited Assign(Source);
end;

var
  C1, C2: TMyClass;
  CD1, CD2: TMyClassDescendant;
begin
  // тест TMyClass.Assign
  C1 := TMyClass.Create;
  C2 := TMyClass.Create;
  try
    C1.MyInt := 666;
    C2.Assign(C1);
    WriteLn('C2 state: ', C2.MyInt);
  finally

```

```

    FreeAndNil(C1);
    FreeAndNil(C2);
end;

// test TMyClassDescendant.Assign
CD1 := TMyClassDescendant.Create;
CD2 := TMyClassDescendant.Create;
try
    CD1.MyInt := 44;
    CD1.MyString := 'blah';
    CD2.Assign(CD1);
    WriteLn('CD2 state: ', CD2.MyInt, ' ', CD2.MyString);
finally
    FreeAndNil(CD1);
    FreeAndNil(CD2);
end;
end.

```

##-##### ## ##### AssignTo # #####a #####, #####
 ## ##### Assign # #####a, ## ##### ## #####.

#####, ##### inherited # ##### Assign.###
 ### #####:

TPersistent.(### ## # #####
 ## TPersistent, ## ##### Assign.)
 # ##### inherited
 (## TPersistent.Assign) ##### ##
 # #####.

Assign.
 # ##### inherited (## ##### Assign). #####
 inherited # #####.

(##### # ## ##
 ##### inherited ## Assign) # ## ##
 ##### AssignTo, ## TPersistent.Assign #
 TPersistent.AssignTo #####:

```

procedure TPersistent.Assign(Source: TPersistent);
begin
    if Source <> nil then
        Source.AssignTo(Self)
    end;
end;

```

```

else
    raise EConvertError...
end;

procedure TPersistent.AssignTo(Destination: TPersistent);
begin
    raise EConvertError...
end;

```



```

##### TPersistent.#####
##### FPC #####, #####,
#####
#####.

```

#####, ##### ##

- ##### Assign, ##### AssignTo ## ## #####
- ##### #####, ## ##### TPersistent, ##### (#####) ## #####. ##### Assign ## ##### RTTI (#####) ## ##, #####

```

##### TApple, ##### TApple.Assign
##### # #####, #####
##### TApple (## ## TApple, ##### TFruit). # ##,
##### TApple.Assign ##### Source is
TApple # #####, #####, #####. #####
##### inherited, ## ## TFruit ##
#####.

```

```

### #####, ## ## TFruit.Assign # TApple.Assign ##
#####, ##### ##

```

- ##### TApple ## TApple.Assign, ## ##
- ##### TOrange ## TApple.Assign, ## ## TOrange # TApple. # - ## TFruit.

- ##### Twerewolf ## TApple.Assign, ##
(##### TApple.Assign ## ##
TFruit.Assign, ##### TPersistent.Assign, ##### ##
#####).



```
#####, ## ##### TPersistent, ##
##### published,## ##
## ##### TPersistent.
## ##### # ##### # #####
published.### ##### # ## # # #####
## #####, ##### ## public.
##### 4.5, „#####“.
```

8.

8.1.

```
##### # #-##### (#####, #####, #####) ##### ## ##
#####, #####.
```

```
##### (#### # #####) #####
#####, ##### # #####.
#### # #####, ##### ## ## #####
##### # ##### #-##### ## # ##### (###
#### # # ##### # ##### # #####).
##### ## # ##### — ### ##### (
#### #####) #### # #####, #####
## #####.
```

```
##### ## #####:
```

```
function SumOfSquares(const N: Integer): Integer;
```

```
function Square(const Value: Integer): Integer;
```

```
begin
```

```
Result := Value * Value;
```

```
end;
```

```
var
```

```
I: Integer;
```

```
begin
```

```
Result := 0;
```

```
for I := 0 to N do
  Result := Result + Square(I);
end;
```

#####, # ##### Square #####
I:

```
function SumOfSquares(const N: Integer): Integer;
var
  I: Integer;

function Square: Integer;
begin
  Result := I * I;
end;

begin
  Result := 0;
  for I := 0 to N do
    Result := Result + Square;
  end;
```

— #####
#####, ## ##### # #####
#####. ##### (## ##, ## #####
####, ### #####:).

8.2. Callbacks (#####, ##### #####)

#####.#####
#####, ## ##
#####.

Callback-## ## ##:

- #####, #####, ## ## ##
(### #####).

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```

function Add(const A, B: Integer): Integer;
begin
    Result := A + B;
end;

function Multiply(const A, B: Integer): Integer;
begin
    Result := A * B;
end;

type
    TMyFunction = function (const A, B: Integer): Integer;

function ProcessTheList(const F: TMyFunction): Integer;
var
    I: Integer;
begin
    Result := 1;
    for I := 2 to 10 do
        Result := F(Result, I);
    end;

var
    SomeFunction: TMyFunction;
begin
    SomeFunction := @Add;
    WriteLn('1 + 2 + 3 ... + 10 = ', ProcessTheList(SomeFunction));

    SomeFunction := @Multiply;
    WriteLn('1 * 2 * 3 ... * 10 = ', ProcessTheList(SomeFunction));
end.

```

- #####: ##### ## # of object #####.

```

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

```

```

uses
    SysUtils;

type
    TMyMethod = procedure (const A: Integer) of object;

    TMyClass = class
        CurrentValue: Integer;

```


type

TMyMethod = **function** (const A, B: Integer): Integer of object;

TMyClass = **class**

class function Add(const A, B: Integer): Integer;

class function Multiply(const A, B: Integer): Integer;

end;

var

M: TMyMethod;

begin

M := @TMyClass(nil).Add;

M := @TMyClass(nil).Multiply;

end;

@TMyClass(nil).Add
@TMyClass.Add.

- (#####) #####: ##### # is nested # #### #
#####, ## ##### { \$modeswitch nestedprocvars }.
8.1, „#####“.

8.3.

#####. #####
(#####) ##### # #####. ##-#####
#, ##### (#####, #####, #####,
####...): ##### # ##### # T, # ##### #

#####, ##### # # TMyRecord # #.

Pascal ##### # C++. #####,
"#####" ## # # # # # # # #
(## # ##-##### # # #; ##### # # # # # # # #

"#####) # # # # # # # # # # # # # #

#####, ##### # # # # # # # # # # # # # # # # #.

```

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

{$ifndef FPC}
    {$message warn 'Delphi does not allow addition on types that are generic
    parameters'}
    begin end.
{$endif}

uses SysUtils;

type
    generic TMyCalculator<T> = class
        Value: T;
        procedure Add(const A: T);
    end;

procedure TMyCalculator.Add(const A: T);
begin
    Value := Value + A;
end;

type
    TMyFloatCalculator = {$ifdef FPC}specialize{$endif}
    TMyCalculator<Single>;
    TMyStringCalculator = {$ifdef FPC}specialize{$endif}
    TMyCalculator<string>;

var
    FloatCalc: TMyFloatCalculator;
    StringCalc: TMyStringCalculator;
begin
    FloatCalc := TMyFloatCalculator.Create;
    try
        FloatCalc.Add(3.14);
        FloatCalc.Add(1);
        WriteLn('FloatCalc: ', FloatCalc.Value:1:2);
    finally
        FreeAndNil(FloatCalc);
    end;

    StringCalc := TMyStringCalculator.Create;
    try
        StringCalc.Add('something');
        StringCalc.Add(' more');
    end;
end;

```

```

    WriteLn('StringCalc: ', StringCalc.Value);
finally
    FreeAndNil(StringCalc);
end;
end.

```

#####, ##### ## #####
#####:

```

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

{$ifndef FPC}
    {$message warn 'Delphi does not support global generic functions'}
    begin end.
{$endif}

```

```

uses SysUtils;

```

```

{ Note: this example requires FPC 3.1.1 (will not compile with FPC 3.0.0
  or older). }

```

```

generic function Min<T>(const A, B: T): T;
begin
    if A < B then
        Result := A else
        Result := B;
end;

begin
    WriteLn('Min (1, 0): ', specialize Min<Integer>(1, 0));
    WriteLn('Min (3.14, 5): ', specialize Min<Single>(3.14, 5):1:2);
    WriteLn('Min (''a'', ''b''): ', specialize Min<string>('a', 'b'));
end.

```

7.2, „##### (#####), #####“
#####, #####.

8.4. Overloading

(##### # #####) # #####
###, ##### ## #####. ## #####

се "чупи" с препроцесорните директиви. Когато компилирате за Unix (вкл. Linux, Android, Mac OS X), компилатора вижда това:

```
const NewLine = #10;
```

Когато компилирате за Windows, компилатора вижда това:

```
const NewLine = #13#10;
```

За други операционни системи, кодът няма да се компилира, защото компилатора вижда това:

```
const NewLine = ;
```

Хубаво е, че компилирането се проваля в този случай -- така ако трябва да пригледите програмата към ОС, която не е Unix или Windows, компилатора ще ви припомни да изберете конвенция за нов ред (newline) за тази система. }

const

```
  NewLine =  
    {$ifdef UNIX} #10 {$endif}  
    {$ifdef MSWINDOWS} #13#10 {$endif} ;
```

```
{$define MY_SYMBOL}
```

```
{$ifdef MY_SYMBOL}
```

```
procedure Bar;  
{$endif}
```

```
{$define CallingConventionMacro := unknown}
```

```
{$ifdef UNIX}  
  {$define CallingConventionMacro := cdecl}  
{$endif}
```

```
{$ifdef MSWINDOWS}  
  {$define CallingConventionMacro := stdcall}  
{$endif}
```

```
procedure RealProcedureName;
```

```
  CallingConventionMacro; external 'some_external_library';
```

implementation

```
{$include some_file.inc}
```

```
// $I е съкращение за $include
```

```
{ $I some_other_file.inc }
```

end.

```
##### .inc # ##  
####:
```

- #####, ##### "#####" #####. ##### myconfig.inc ###:

```
{ $ifdef FPC }  
  { $mode objfpc }  
  { $H+ }  
  { $J- }  
  { $modeswitch advancedrecords }  
  { $ifdef VER2 }  
    { $message fatal 'This code can only be compiled using FPC version  
    >= 3.0.' }  
  { $endif }  
{ $endif }
```

```
#### { $I myconfig.inc } ##  
#####.
```

- ##### unit ##, #####
unit #####. ##
- ##### ##
unit-#, ##
"#####"
unit-###, #####
###. ##### unit # "#####
UI #####" ## unit ## UI
uses #####
(### ##### UI ## ##### UI #####). ##
UI ##### myunit.pas ##

#####.

1. ##### unit #
#####.

```
{$ifdef UNIX} {$I my_unix_implementation.inc} {$endif}
{$ifdef MSWINDOWS} {$I my_windows_implementation.inc} {$endif}
```

```
##### # # # - ##### # ##### # # # # #
{$ifdef UNIX}, {$ifdef MSWINDOWS}, ##### # #####
### (##### # #####, ### # #####). # # # # #
##### # # - #####. ##### # # ##### # # #
# - #####, ### ##### # # ##### # -Fi #
FPC, # # # ##### # # ##### # # #
#####. ##### # # # # # # # # #
{$I my_platform_specific_implementation.inc} # ##### # #
#####, ##### # # ##### # # #.
```

8.6.

Record # ##### # # # # #. # # # # #, # # #
class: # # # # #. # # # # # struct # C-
#.

```
### ##### {$modeswitch advancedrecords}, #####
##### # # # # # # # # #. # # #, # # # # #
##### # # # # #, # # # # # # # # #
##### # # # # #.
```

```
{$ifdef FPC}
  {$mode objfpc}{$H+}{$J-}
  {$modeswitch advancedrecords}
{$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

type

```
TMyRecord = record
  public
    I, Square: Integer;
    procedure WriteLnDescription;
end;
```

procedure TMyRecord.WriteLnDescription;

begin

```
  WriteLn('Square of ', I, ' is ', Square);
```

end;

var

A: array [0..9] of TMyRecord;

R: TMyRecord;

I: Integer;

begin

for I := 0 to 9 do

begin

A[I].I := I;

A[I].Square := I * I;

end;

for R in A do

R.WriteLineDescription;

end.

"####", # ## "####" — #####
#####.

#####:

- #####. ##
(#####)

#####
- #####
##
- #####
C layout
packed record.

API,
#####

(#####
##, ##### ##
#####).

- ##### case #####, ##### unions# C-
#####. ## ##### ## ## ## ## ##
##, # #####. ##### #-#####
#####. # #####, #####
#####.)

8.7.

Turbo Pascal ##### #####, #####
##, ##### object. #####
"#####" # "#####".

- ##### / ##### # ## ##
/ #####.
- ## ## ## ## ## ## ##, #####
"#####" ## "#####"
(#####) ## ##, ## ##. ## ##
##, ##### #
#####.
- ##### ##, ##### #
— #####
##, ## ## ## ##
#####.

##, #####
(###. #####). ##### #-#####
#####.

8.8.

TMyRecord ## ^TMyRecord # ##
PMyRecord. #-#####
#####:

type

```

PMyRecord = ^TMyRecord;
TMyRecord = record
  Value: Integer;
  Next: PMyRecord;
end;

```

, ## ##### (### PMyRecord ##
 # ##### TMyRecord , ##### TMyRecord ##
 ## PMyRecord). ##### # ##
 ##### , ##### ##
 type .

 ##### New # Dispose ### (## #-##### , #####)
 ##### GetMem # FreeMem. ## ##
 ##### , ##### ^ (например `MyInteger :=
 MyPointerToInteger^). ## ##
 #####
 #####-##### @ (##### MyPointerToInteger := @MyInteger).

Pointer , ##### void* # C-##### .###
 # #####
 ### #####.

, ## ##### class ##### , #####
 ##### ^ ### @ , ## ##
 ##### , ##### , ## ## :

type

```

TMyClass = class
  Value: Integer;
  Next: TMyClass;
end;

```

8.9.

 #####
 #####:

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

{$ifndef FPC}
  {$message warn 'Delphi does not support global operator overloading'}
  begin end.
{$endif}
```

```
uses
  StrUtils;

operator* (const S: string; const A: Integer): string;
begin
  Result := DupeString(S, A);
end;

begin
  WriteLn('bla' * 10);
end.
```

```
#####
# #####-#####
#####, # #####
## #####.
```

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

{$ifndef FPC}
  {$message warn 'Delphi does not support global operator overloading'}
  begin end.
{$endif}
```

```
uses
  SysUtils;

type
  TMyClass = class
    MyInt: Integer;
  end;

operator* (const C1, C2: TMyClass): TMyClass;
begin
```

```

    Result := TMyClass.Create;
    Result.MyInt := C1.MyInt * C2.MyInt;
end;

```

```

var
    C1, C2: TMyClass;
begin
    C1 := TMyClass.Create;
    try
        C1.MyInt := 12;
        C2 := C1 * C1;
        try
            WriteLn('12 * 12 = ', C2.MyInt);
        finally
            FreeAndNil(C2);
        end;
    finally
        FreeAndNil(C1);
    end;
end.

```

```

##### # ## ##### - #####
##### ## ## #####, ##### ## ## ##
##### ## #####.

```

```

{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

{$ifndef FPC}
    {$message warn 'Delphi does not support global operator overloading'}
    begin end.
{$endif}

```

```

uses SysUtils;

```

```

type
    TMyRecord = record
        MyInt: Integer;
    end;

```

```

operator* (const C1, C2: TMyRecord): TMyRecord;
begin
    Result.MyInt := C1.MyInt * C2.MyInt;
end;

```



```
var
  R1, R2: TMyRecord;
begin
  R1.MyInt := 12;
  R2 := R1 * R1;
  WriteLn('12 * 12 = ', R2.MyInt);
end.
```

```
## ##### ## ##### ## ##### ## ##### {$modeswitch
advancedrecords} # ## ##### ##### class operator #####
# #####. ##### ## ## ##### #####, #####
##### ## ##### ## ##### (#### TFPGList, #####
##### ## ##### ## #####) # #####. # #####
##### "#####" ##### ## ##### (#### # # #####) #####
##### (##### # # ##### # ####, ##### ##### TFPGList) # #####
##### ## ##### ##### ## specialize TFPGList<TMyRecord>.
```

```
{$ifdef FPC}
  {$mode objfpc}{$H+}{$J-}
  {$modeswitch advancedrecords}
{$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

{$ifndef FPC}
  {$message warn 'Delphi does not have FGL unit'}
  begin end.
{$endif}
```

```
uses
  SysUtils, FGL;
```

```
type
  TMyRecord = record
    MyInt: Integer;
    class operator+ (const C1, C2: TMyRecord): TMyRecord;
    class operator= (const C1, C2: TMyRecord): boolean;
  end;

class operator TMyRecord.+ (const C1, C2: TMyRecord): TMyRecord;
begin
  Result.MyInt := C1.MyInt + C2.MyInt;
end;
```

```

class operator TMyRecord.= (const C1, C2: TMyRecord): boolean;
begin
    Result := C1.MyInt = C2.MyInt;
end;

type
    TMyRecordList = {$ifdef FPC}specialize{$endif} TFPGList<TMyRecord>;

var
    R, ListItem: TMyRecord;
    L: TMyRecordList;
begin
    L := TMyRecordList.Create;
    try
        R.MyInt := 1;    L.Add(R);
        R.MyInt := 10;   L.Add(R);
        R.MyInt := 100;  L.Add(R);

        R.MyInt := 0;
        for ListItem in L do
            R := ListItem + R;

        WriteLn('1 + 10 + 100 = ', R.MyInt);
    finally
        FreeAndNil(L);
    end;
end.

```

9.

9.1.

private #####, ## ##### (### #####) ## # ##### #####
 #####, # ##### # #####. ##### ##### #####: #####
 # ##### ##### ## ##### # ##### # #####. ##### ##### ##
 C++ ## ##### ## ####, ## ##### ##### # ##### ## "#####"⁶. ####
 ##### # ##### # ## ##### ##### # #####
 ##### # # ##### ## #### #####.

⁶ ##### = friends

#####, ##### # #####, ##### #
#, # -##### # ##### **strict**
private. ##### # ##### (#####) ##### #
#####. #####.

— ##### **protected** #####, #####
"#####" # #####, ##### **strict**
protected, ##### # #####.

9.2. ##### #

(const) ###
(type). ##### #
#, # #####
private (##### #), ##### #
#####.

#####, ##### #
var.

```
type
  TMyClass = class
  private
    type
      TInternalClass = class
        Velocity: Single;
        procedure DoSomething;
      end;
  var
    FInternalClass: TInternalClass;
  public
    const
      DefaultVelocity = 100.0;
    constructor Create;
    destructor Destroy; override;
  end;

constructor TMyClass.Create;
begin
  inherited;
  FInternalClass := TInternalClass.Create;
  FInternalClass.Velocity := DefaultVelocity;
  FInternalClass.DoSomething;
```

```
end;

destructor TMyClass.Destroy;
begin
    FreeAndNil(FInternalClass);
    inherited;
end;

{ забележете, че дефиницията на метода долу има префикс
  "TMyClass.TInternalClass". }
procedure TMyClass.TInternalClass.DoSomething;
begin
end;
```

9.3.

####, ##### - ##### (TMyClass),
#####.

```
type
    TEnemy = class
        procedure Kill;
        class procedure KillAll;
    end;

var
    E: TEnemy;
begin
    E := TEnemy.Create;
    try
        E.Kill;
    finally FreeAndNil(E) end;
    TEnemy.KillAll;
end;
```

- #####
9.4, „#####“.

4.5, „#####
#####“ ##### private or protected #####.

MyInstance := TMyClass.Create(...);.

```
#####, ## # ##### ##### ## ## ##### ##### # ##### ## #####
## ##### ##### # ##### ## ##### ##### #####. ##### # #####
##### ## "#####" #####, ##### ##### (####. #####
## ## ##### #####) ##### ## # ##### #####
##### (####. ### #####).
```

9.4.

```
##### ### ##### ## ##### ## ##### ##### ## ##### ##
#####, ##### ## ##### ##### ## ##### ## #####, ## ##
##### ##### ##### ## ##### ## #####. ##### # ##, ##### ##### class
of TMyClass.
```

type

```
TMyClass = class(TComponent)
end;
```

```
TMyClass1 = class(TMyClass)
end;
```

```
TMyClass2 = class(TMyClass)
end;
```

```
TMClassRef = class of TMClass;
```

var

```
C: TMyClass;  
ClassRef: TMyClassRef;
```

begin

```
// Obviously you can do this:
```

```
C := TMyClass.Create(nil); FreeAndNil(C);
C := TMyClass1.Create(nil); FreeAndNil(C);
C := TMyClass2.Create(nil); FreeAndNil(C);
```

// В допълнение, използвайки препратки към клас, може да направите и следното:

```
ClassRef := TMyClass;  
C := ClassRef.Create(nil); FreeAndNil(C);
```

```
ClassRef := TMyClass1;  
C := ClassRef.Create(nil); FreeAndNil(C);
```

```
ClassRef := TMyClass2;
C := ClassRef.Create(nil); FreeAndNil(C);
end;
```

```
##### -#####.
##### -
#####.
#####.
```

```
type
  TMyClass = class(TComponent)
    class procedure DoSomething; virtual; abstract;
  end;

  TMyClass1 = class(TMyClass)
    class procedure DoSomething; override;
  end;

  TMyClass2 = class(TMyClass)
    class procedure DoSomething; override;
  end;

  TMyClassRef = class of TMyClass;
```

```
var
  C: TMyClass;
  ClassRef: TMyClassRef;
begin
  ClassRef := TMyClass1;
  ClassRef.DoSomething;

  ClassRef := TMyClass2;
  ClassRef.DoSomething;

  { Това ще предизвика изключение по време на изпълнение
    защото DoSomething е абстрактен в TMyClass. }
  ClassRef := TMyClass;
  ClassRef.DoSomething;
end;
```

```
##### (##
#####),
##### ClassType.#### ClassType # TClass,
```

class of TObject. #####

TObject.

ClassType #####

Clone, #####
7.3, „#####: TPersistent.Assign“
"#####"

TComponent, #####
TComponent.Create(AOwner: TComponent).

type

```
TMyClass = class(TComponent)
    procedure Assign(Source: TPersistent); override;
    function Clone(AOwner: TComponent): TMyClass;
end;
```

```
TMyClassRef = class of TMyClass;
```

```
function TMyClass.Clone(AOwner: TComponent): TMyClass;
```

begin

```
// Това трябва винаги да създаде инстанция точно от клас TMyClass:
//Result := TMyClass.Create(AOwner);
// Това може потенциално да създаде инстанция от наследник на TMyClass:
Result := TMyClassRef(ClassType).Create(AOwner);
Result.Assign(Self);
```

end;

9.5.

(#####)
(##

Self #
#####: #####
(#####
#####).

#####, #####
#####. ##### ## ## ## ##:

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
```

type

```
TMyCallback = procedure (A: Integer);
```

```
TMyClass = class
```

```
class procedure Foo(A: Integer);
```

```
end;
```

```
class procedure TMyClass.Foo(A: Integer);
```

```
begin
```

```
end;
```

var

```
Callback: TMyCallback;
```

begin

```
// Грешка: TMyClass.Foo не е съвместим с TMyCallback
```

```
Callback := {$ifdef FPC} @TMyClass(nil).Foo {$else}
```

```
TMyClass.Foo {$endif};
```

end.



```
### ## # ##### Delphi ##### ## #####  
TMyClass.Foo ##### TMyClass(nil).Foo #####  
# # #####. ##### ## ## ##, ## TMyClass.Foo  
##### ##-##### # ##### ##-  
##### ##. ##### ## TMyClass(nil).Foo  
# ##... ## ##### (#####) # ##### ObjFpc,  
##### # #####.
```

```
### #####, ##### TMyClass.Foo ##  
Callback ##-##### # ##### Delphi, #####  
#####.
```

```
##### ## ## ##, ##### ## Callback ## ##  
# ##### Foo. ##### ##, ##### Foo ### ##  
##### implicit ##### ## ##.
```


 TMyCallback = procedure (A: Integer) of
 object; .

static.
 / , , ,
 (##
).
 (#####)
 :.

{\$ifdef FPC} {\$mode objfpc}{\$SH+}{\$J-} {\$endif}
 {\$ifdef MSWINDOWS} {\$apptype CONSOLE} {\$endif}

type
 TMyCallback = procedure (A: Integer);

 TMyClass = class
 class procedure Foo(A: Integer); static;
 end;

 class procedure TMyClass.Foo(A: Integer);
 begin
 end;

 var
 Callback: TMyCallback;
 begin
 Callback := @TMyClass.Foo;
 end.

9.6.

class var
 ##
 ##
 ##

 #####
 class property ##### property # getter

/ ### setter, ##### 9.5, „#####“.

(##### 4.3, „#####“), #####

#####

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

type

```
TMyClass = class
strict private
    // Alternative:
    // FMyProperty: Integer; static;
    class var
        FMyProperty: Integer;
    class procedure SetMyProperty(const Value: Integer); static;
public
    class property MyProperty: Integer
        read FMyProperty write SetMyProperty;
end;
```

```
class procedure TMyClass.SetMyProperty(const Value: Integer);
begin
    Writeln('MyProperty changes!');
    FMyProperty := Value;
end;
```

```
begin
    TMyClass.MyProperty := 123;
    Writeln('TMyClass.MyProperty is now ', TMyClass.MyProperty);
end.
```

9.7.

a. #####
MyInstance.MyMethod(...). #####

Action # ##### X, ##### `X.Action(...)`.

TMyClass, ##### TMyClass.


```
##### # Object Pascal #, ## # #####, ## ##### ##### # ##### ##
##### #, ##### ## ##### #####. #### # #####, ##### #####
##### ##### ##### ## # #####, #.#. ##### ## ##### ## #####
##### #, ##### ## ##### ##### ##### ## #####. ##### ##### #
#####, ## ##### ##### #####, ##### ##### ##### FreeAndNil.
```

```
## # ## # ##### # ##### #, ## ##### ## ##### #
##### ##### ##### ##### ## ##### # #####.
#####, ## # ##### ##### ##### ## ## # nil, ##### # ## #
0 # #####.
```

```
#### ## ##### ## ##### ## #####:
.....
```

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

uses

SysUtils;

type

TGun = **class**

end;

TPlayer = **class**

Gun1, Gun2: TGun;

constructor Create;

destructor Destroy; **override**;

end;

constructor TPlayer.Create;

begin

inherited;

Gun1 := TGun.Create;

raise Exception.Create('Предизвикано изключение от конструктор!');

Gun2 := TGun.Create;

end;

destructor TPlayer.Destroy;

begin

{ в случай, че конструктора крашне, бихме могли

да имаме ситуация с Gun1 <> nil и Gun2 = nil. Справете се с това.

... Всъщност в случая FreeAndNil ще се справи без

допълнителни усилия от наша страна, защото FreeAndNil проверява

дали инстанцията е nil преди да извика деструктора. }

```

FreeAndNil(Gun1);
FreeAndNil(Gun2);
inherited;
end;

begin
  try
    TPlayer.Create;
  except
    on E: Exception do
      WriteLn('Уловено ' + E.ClassName + ': ' + E.Message);
    end;
  end.

```

10.

10.1. ##### (CORBA)

(API⁷), ## ##, ## ##
 #####. ##### ## ##
 ##, ## ## ## ##.

##, #####
 ##### # ##### ## ##. ####
 ##### ## ## ##, #####
 ## ##, ## ## ## ##. #####
 ##### # C++.

CORBA ##### # #####
 ## ##### # Java (<https://docs.oracle.com/javase/tutorial/java/concepts/interface.html>) ## C# (<https://msdn.microsoft.com/en-us/library/ms173156.aspx>).

```

{$ifdef FPC}
  {$mode objfpc}{$H+}{$J-}
  {$interfaces corba} // See below why we recommend CORBA interfaces
{$else}
  {$message warn 'Delphi does not support CORBA interfaces, only COM, that
  change how memory is managed. This example is not valid in Delphi.'}
  begin end.
{$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}

```

⁷ API = Application Program Interface

uses

SysUtils, Classes;

type

IMyInterface = **interface**

['{79352612-668B-4E8C-910A-26975E103CAC}']

procedure Shoot;

end;

TMyClass1 = **class**(IMyInterface)

procedure Shoot;

end;

TMyClass2 = **class**(IMyInterface)

procedure Shoot;

end;

TMyClass3 = **class**

procedure Shoot;

end;

procedure TMyClass1.Shoot;

begin

WriteLn('TMyClass1.Shoot');

end;

procedure TMyClass2.Shoot;

begin

WriteLn('TMyClass2.Shoot');

end;

procedure TMyClass3.Shoot;

begin

WriteLn('TMyClass3.Shoot');

end;

procedure UseThroughInterface(I: IMyInterface);

begin

Write('Shooting... ');

I.Shoot;

end;

var

C1: TMyClass1;

```

C2: TMyClass2;
C3: TMyClass3;
begin
  C1 := TMyClass1.Create;
  C2 := TMyClass2.Create;
  C3 := TMyClass3.Create;
  try
    if C1 is IMyInterface then
      UseThroughInterface(C1 as IMyInterface);
    if C2 is IMyInterface then
      UseThroughInterface(C2 as IMyInterface);
    // The "C3 is IMyInterface" below is false,
    // so "UseThroughInterface(C3 as IMyInterface)" will not execute.
    if C3 is IMyInterface then
      UseThroughInterface(C3 as IMyInterface);
  finally
    FreeAndNil(C1);
    FreeAndNil(C2);
    FreeAndNil(C3);
  end;
end.

```

10.2. ##### CORBA # COM

"CORBA"?

CORBA # #####. ##-##### ## ## ##### #####. #####
 ##### ## "`#####`". ##### ## #####
 ##### ## #####, ## ##### ## ## #####
 ##### API.

#####, ## ##### ##### ## ## #####
 ##### CORBA (Common Object Request Broker Architecture) (see https://en.wikipedia.org/wiki/Common_Object_Request_Broker_Architecture), ## ## ##
 ##### ## ##### # ##.

{\$interfaces corba} ?

#, ##### ## ##### COM #####. ##### ##
 ## ##### # {\$interfaces com}, ## ##### # # #####
 ##### # # #####.

COM #####, ##### ## ## ##
 ##### # #####. CORBA ##### # ##### ## ##
 ##### ## ## ## C# ## Java. COM #####

#####.

interface # interface(ISomeAncestor), #.#. #####

#####.

COM #####?

COM #####
IUnknown _.
IUnknown:

- ##### _AddRef #
_ReleaseRef. #####
(reference-counting).
- ##### QueryInterface.
- ##### COM (Component Object Model).

COM #####?

COM "#####"

#####.

: reference-counting, ##
(# ##), # #####

#####) # #####. #####
#####.

- ##### (#####
#####).
- #####
#####.
- ##### COM.

#####:

- ```
CORBA ##### #
{$interfaces corba} ### #####, #####
#####.
```

```
CORBA?
##. ##### ##### _AddRef / _ReleaseRef. #### ## ##
IUnknown. ##### ## # #####, ###
#####, ##### ## ##### COM
#####.
```

```
GUID ## ### #####, ## ## ##### # #####
COM ### CORBA. ## ## ## ##### ## #####.
#####, ##### ## #####
GUID.
```

Supports(ObjectInstance, IMyInterface) ## #####, ##  
 ##### GUID. #####  
 ##### CORBA, ## COM, ## FPC 3.0.0.

##### GUID ##  
 ##### Lazarus ##### GUID (##### Ctrl  
 + Shift + G # #####).  
<https://www.guidgenerator.com/>.

#####  
 ##### CreateGUID # GUIDToString # RTL. #####:

```
{$ifdef FPC} {$mode objfpc}{$H+}{$J-} {$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
uses
 SysUtils;
var
 MyGuid: TGUID;
begin
 Randomize;
 CreateGUID(MyGuid);
 WriteLn(['' + GUIDToString(MyGuid) + '']);
end.
```

## 10.4. ##### (COM)

COM #####:

1. ##### COM (##### Windows, ##### Unix ##### XPCOM,  
 ##### Mozilla),
2. ##### (#####  
 #####).

##### COM #####  
 ## ##### COM #####.

## #####, ##:

- ##### \_AddRef,  
 \_Release # QueryInterface. ##  
 ## #####.

##### ## ##### ### ##### reference-counting ## COM  
##### (##### ## ##### # # ##### - #####  
#####).

# ##### TInterfacedObject ##### ##  
## #####.

# ##### TComponent #####  
## ## ##### ##. # **Castle  
Game Engine** ## ##  
##### TNonRefCountedInterfacedObject #  
TNonRefCountedInterfacedPersistent ## ##, ##### <https://github.com/castle-engine/castle-engine/blob/0519585abc13e8386cdae5f7dfef6f9659dc9b57/src/base/castleinterfaces.pas>.

- ##### ## ##### ## ## #####, ##### ## ## ##  
##### ## #####. ##### ##  
##### # ##### ## ##### (### ## ## ## reference-  
counted, ##### # ## ##### \_AddRef ## ## ## ##...), ## ##  
## ##### ## ## ## ## ##, ##### ##  
##### ## ## ##. ##### "7.7 #####" #  
## FPC (<http://freepascal.org/docs-html/ref/refse47.html>).

###-##### ## ## COM ##### #:

- ## #####, ## ## reference-counted,
- ## ##### TInterfacedObject ,
- # ## ##### ## #####, #####  
##### ## ## ## ##,#####  
##### ## ## ## ##.

#### # ##### ## #####:

```
{$ifdef FPC}
 {$mode objfpc}{$H+}{$J-}
 {$interfaces com}
{$endif}
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

uses

SysUtils, Classes;

**type**

IMyInterface = **interface**

['{3075FFCD-8EFB-4E98-B157-261448B8D92E}']

**procedure** Shoot;

**end;**

TMyClass1 = **class**(TInterfacedObject, IMyInterface)

**procedure** Shoot;

**end;**

TMyClass2 = **class**(TInterfacedObject, IMyInterface)

**procedure** Shoot;

**end;**

TMyClass3 = **class**(TInterfacedObject)

**procedure** Shoot;

**end;**

**procedure** TMyClass1.Shoot;

**begin**

WriteLn('TMyClass1.Shoot');

**end;**

**procedure** TMyClass2.Shoot;

**begin**

WriteLn('TMyClass2.Shoot');

**end;**

**procedure** TMyClass3.Shoot;

**begin**

WriteLn('TMyClass3.Shoot');

**end;**

**procedure** UseThroughInterface(I: IMyInterface);

**begin**

Write('Shooting... ');

I.Shoot;

**end;**

**var**

C1: IMyInterface; // COM се грижи за унищожаването

C2: IMyInterface; // COM се грижи за унищожаването

C3: TMyClass3; // Вие трябва да се погрижите за унищожаването

**begin**



**uses**

SysUtils, Classes;

**type**

IMyInterface = **interface**

['{3075FFCD-8EFB-4E98-B157-261448B8D92E}']

**procedure** Shoot;

**end;**

TMyClass1 = **class**(TComponent, IMyInterface)

**procedure** Shoot;

**end;**

TMyClass2 = **class**(TComponent, IMyInterface)

**procedure** Shoot;

**end;**

TMyClass3 = **class**(TComponent)

**procedure** Shoot;

**end;**

**procedure** TMyClass1.Shoot;

**begin**

WriteLn('TMyClass1.Shoot');

**end;**

**procedure** TMyClass2.Shoot;

**begin**

WriteLn('TMyClass2.Shoot');

**end;**

**procedure** TMyClass3.Shoot;

**begin**

WriteLn('TMyClass3.Shoot');

**end;**

**procedure** UseThroughInterface(I: IMyInterface);

**begin**

Write('Shooting... ');

I.Shoot;

**end;**

**var**

C1: TMyClass1;





#### ##### ## # ##### ## CORBA #####.

```
#a## ##### # ##### ##### #
#####.##### # ## # ##### ##### ## #### TMyClass,
#####, ##### # #####
TMyClass, ### TMyClass ##### ##### ##### #
#####. ##### ## ##### ##### ## ##### # #####
#####.
```

```
#####: ### Cx # ##### ## (###
TMyClass2), ##### # ##, ##### ## # ##### ##
#####. ##### ## ##### ## ## ##### ## #####
#####, ##### (##### ## #####)
####.
```

---

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```
{$ifdef MSWINDOWS} {$apptype CONSOLE} {$endif}
```

```
// {$interfaces corba} // забележете, че "as" конверсии за CORBA няма да
се компилират
```

```
uses Classes;
```

```
type
```

```
IMyInterface = interface
['{7FC754BC-9CA7-4399-B947-D37DD30BA90A}']
 procedure One;
end;
```

```
IMyInterface2 = interface(IMyInterface)
['{A72B7008-3F90-45C1-8F4C-E77C4302AA3E}']
 procedure Two;
end;
```

```
IMyInterface3 = interface(IMyInterface2)
['{924BFB98-B049-4945-AF17-1DB08DB1C0C5}']
 procedure Three;
end;
```

```
TMyClass = class(TComponent, IMyInterface)
 procedure One;
end;
```

```
TMyClass2 = class(TMyClass, IMyInterface, IMyInterface2)
 procedure One;
 procedure Two;
end;
```

```
procedure TMyClass.One;
begin
 Writeln('TMyClass.One');
end;
```

```
procedure TMyClass2.One;
begin
 Writeln('TMyClass2.One');
end;
```

```
procedure TMyClass2.Two;
begin
 Writeln('TMyClass2.Two');
```

end;

**procedure** UseInterface2(**const** I: IMyInterface2);

**begin**

  I.One;

  I.Two;

**end;**

**procedure** UseInterface3(**const** I: IMyInterface3);

**begin**

  I.One;

  I.Two;

  I.Three;

**end;**

**var**

  My: IMyInterface;

  MyClass: TMyClass;

**begin**

  My := TMyClass2.Create(**nil**);

  MyClass := TMyClass2.Create(**nil**);

  // Това не може да с компилира, не е известно дали My е IMyInterface2.

  // UseInterface2(My);

  // UseInterface2(MyClass);

  // Това се компилира и работи.

  UseInterface2(IMyInterface2(My));

  // Това не може да с компилира. Преобразуването InterfaceType(ClassType)  
се проверява при компилация.

  // UseInterface2(IMyInterface2(MyClass));

  // Това се компилира и работи.

  UseInterface2(My **as** IMyInterface2);

  // Това се компилира и работи.

  UseInterface2(MyClass **as** IMyInterface2);

  // Това се компилира но не работи при изпълнение, с грозно "Access  
violation".

  // UseInterface3(IMyInterface3(My));

  // Това не може да с компилира. Преобразуването InterfaceType(ClassType)  
се проверява при компилация.

  // UseInterface3(IMyInterface3(MyClass));

```
// Това се компилира но не работи при изпълнение, с хубаво
"EInvalidCast: Invalid type cast".
// UseInterface3(My as IMyInterface3);
// Това се компилира но не работи при изпълнение, с хубаво
"EInvalidCast: Invalid type cast".
// UseInterface3(MyClass as IMyInterface3);

writeln('Край');
end.
```

---

## 11. #####

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##### AsciiDoc ## <https://github.com/modern-pascal/modern-pascal-introduction>. ##### #  
##### # ##### # ##### # ##### # ##### # ##### #  
## ## ##### # ## ## GitHub ## ## ##### ## [michalis@castle-engine.io](mailto:michalis@castle-engine.io)<sup>8</sup>. ##### WEB ##### # <https://michalis.xyz/>. ##### # #####  
# ##### Documentation ## Castle Game Engine website <https://castle-engine.io/>.

##### # ##### # ##### # ##### # ##### # ##### #  
##### # ##### # ##### Wikipedia <https://en.wikipedia.org/wiki/Wikipedia:Copyrights> :

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Thank you for reading!

##### # ##### # ##### # ##### # ##### # #####, 2023

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