#### NAME

union – union attributes

```
SYNOPSIS
```

### LANGUAGE BINDING

```
struct union_t :
sdl_heap_base {
   union_t();
   union_t(const union_t & arg);
   const union_t & operator = (const union_t & );
   const enum enumx tag ;
   void set_utag( enum enumx _tg_val );
   void set_tag( enum enumx _tg_val );
   enum enumx get_utag() const ;
   enum enumx get_tag();
   long
        &set_u_integer();
   const long & get_u_integer() const ;
   boolean & set_u_boolean();
   const boolean & get_u_boolean() const ;
   Ref < a > &set_u_ref();
   const Ref < a > &get_u_ref() const ;
   sdl_string & set_u_string();
   const sdl_string & get_u_string() const ;
};
```

## DESCRIPTION

Unions declared in SDL result in tagged unions in the C++ language binding: a tag value and a union construct. The language binding for a union attribute contains methods for setting and reading the tag value, and a corresponding pair of methods for each arm of the union.

It is the responsibility of the application program to set the tag properly **before** setting the value of the union:

```
o.update()->set_tag(one);
o.update()->set_u_integer() = 1;
```

If the tag is incorrect, the **set\_xxx()** and **get\_xxx()** methods will fail an assertion, e.g.:

```
o.update()->set_tag(three); // should be "one"
o.update()->set_u_integer() = 1;
```

```
union.h:60: failed assertion '_armi()==0'
```

(The values the the method \_armi() returns are not the tag's enumeration values.)

### VERSION

This manual page applies to Version 1.1 of the Shore software.

# **SPONSORSHIP**

yields

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# SEE ALSO

intro(cxxlb), intro(oc), method(cxxlb), index(cxxlb), ref(cxxlb), set(cxxlb), and the Shore Data Language Reference Manual