# NAME

ObjectProperty

#### **SYNOPSIS**

use ObjectProperty;

### **DESCRIPTION**

ObjectProperty is an abstract base class which implements methods not explicitly defined in classed derived from this class using Perl's AUTOLOAD functionality. These methods are generated on-the-fly for a specified object property:

```
Set<PropertyName>(<PropertyValue>);
$PropertyValue = Get<PropertyName>();
Delete<PropertyName>();
```

This class uses its parent class hash to set, get, and delete propery names and values.

ObjectProperty module provides the following methods to be used in context of its parent class:

DeleteProperty, GetProperty, HasProperty, SetProperties, SetProperty

### **METHODS**

# DeleteProperty

```
DeleteProperty($Name);
```

Deletes specified property Name

### GetProperty

```
GetProperty($Name);
```

Returns value associated with specified property Name.

# HasProperty

```
HasProperty($Name);
```

Returns 1 or 0 based on whether specified property Name associated with an object.

# SetProperties

```
SetProperties(%NamesAndValues);
```

Using specified property name and value hash *NamesAndValues*, associates each property *Name* and *Values* to an object.

### SetProperty

```
SetProperty($Name, $Value);
```

Associate property Name and Value to an object.

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