CASE PROGRAM – EXTENSION METHODS

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package myentitites

import case.lang.System

import case.lang.Image

namespace EntitiesNameSpace {

String->Object->Main

#public class Program

[public Program(String [] args)

[EntityPool Pool = EntityPool.getEntityPool]

assert(Pool) //asserts that Pool exists and has a value

Stream (n) String

Int MyInt = EntityPool.getStreamMemory() //retrieve mem from pool

Int GetInt = EntityPool.get(“MyInt”) //pointer to MyInt using pool get

//get pointer to CurrentLocationInList from the pool

Int ListStatus = n.get(“CurrentLocationInList”)

]

#end of class

String->Object->Drawing

#public class Drawing

[ init()

drawCircle() ~> Main //now drawCircle has access to all of Main

Main.drawCircle()

]

#end class