CASE PROGRAM – USING ENTITITES

package myentitites

import case.lang.System

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

Stream (a) Integer

MyInteger (a) Integer

Stream (b) Float

MyFloat (b) Float = 5.0f

MyInteger = MyFloat

]

[friendfunction(()]

#end class

String->Object->Main

//friend function is of another class but is allowed to be

//in this class with all its privelages since

//it has a friend demarcation

#public class SubProgram

[somefunction()]

[friend Program.friendFunction()]

#endclass

String->Object->Main

#public class SubProgram

[somefunction()]

#endclass

}