CASE PROGRAM – CALLER RESTRICTIONS

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

]

//At root variables exist in streams. First create a variable in the stream. Then //simply assign the address operator & to the variable.

[Public void pointers()

stream n = new TypeName

TypeName (n) variableName

TypeName (n) BobsPointer = &variableName

**//Pointer Dereference Shortcut**

//As borrowed from C,

(\*myClass).pointer // is the same as myClass->pointer

**//Pointer Arithmetic**

//Pointer Arithmetic is simple.

//BobsPointer = BobsPointer + (char) (Bumps up BobsPointer by a char) //(smallest)

//BobsPointer = BobsPointer + (int) (Bumps up BobsPointer by an int) //(second)

**//Dereferencing Pointers**

BobsPointer = \*BobsPointer (yields BobsPointer’s value)

//**Multiple Pointers**

//As you can see, pointers can only live in the same stream. This helps to //keeep from more than one accessing a single memory location.

#end class

}