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

]

#end class

String->Object->Main

//give friendship to specific classes

SubProgram shall Program, SecondProgram

#public class SubProgram

[somefunction()]

#endclass

String->Object->Main

#public class SubProgram

[somefunction()]

#endclass

}