CASE PROGRAM – AUTOPROPERTIES

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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”)

//INDEXERS ALLOW ONE TO INDEX A CLASS

///WHEN CALLING THAT CLASS ONE PASSES  
 ///AN INDEX. ONE CAN USE A “SHELL”

///AS AN INDEXER TO CALL MULTIPLE VERIONS  
 //OF SUBCLASSES OF THE OVERARCHING SUPERCLASS

FruitClass fruit

Fruit[0] = Apple

Fruit[1] = Pear

Fruit[2] = Orange

Write Fruit[1]

Wrote Fruit[2]

Wrote Fruit[3]

]

#end of class

String->Object->Fruit->Apple

#public class Apple

[ Write “I’m an Apple ]

#end class

String->Object->Fruit->Pear

#public class Pear

[Write “I’m a Pear”]

#end class

String->Object->Orange->Fruit

#public class Orange

[Write “I’m an Orange”]

#end class