CASE PROGRAM – USING TUPLES

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

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”)

]

[public void FunWIthTuples()

Tuples are similar to arrays except they are ordered. With a tuple you can return multiple values without specifying multiple return valuefs. They can be used to represent coordinates as well.

<tuple[5] myTuple = (1,2,3,4,5)

>>myTuple[1…3]

(1,2,3)

return myTuple new = (1,2,3,4,5)

<array[5]> newTuple = { a, b, c, d, 1, 3, 2 }

>>newTuple[1...5]

[a,b,c,d,`1,2,3}

**sets**

Sets are like arrays and tuples except they aren’t ordered and there is only one instance of each They are the same as the mathemical set.

<set[5]> newSet = { 1, 2, 3, 4, 5 }

newSet[1…3]

>>1, 2, 3

<set[6]> Set2 = { 1, 1, 1, 2, 3, 4 }

Set2[1…6]

>>1,2,3,4

]

#end class

}