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

] //For purposes of clarity and compiler optimization, you can mark in //the functions definitiion line what calls may and do call it the //method.

//Define and declare a funcction within another function. It can be empty but it //doesn’t need to be.

String->Object->

#Public void <Volleyball> Class

playVolleyball

[ Serve [ Hit Volleyball; Bump VolleyballBack ]

for (Integer int: VolleyCounter;i++)  
 { Serve[]; }

]

#end class

}