CASE PROGRAM – CONTROL STRUCTURES

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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”)

]

String->Object->Main

#public class TImePiece

**//Expression Body Methods**

//Instead of writing an entire function for one or two lines of code, especially when //that code is very simplistic you can use expression body methods:

//Syntax:

//Identifier => { body of code }

//Identifier is the lookup value in the entity pool for example:

while (true)

{

pool => simple\_print\_hello => { Input hello, Print hello}

}

public void

{

function a = pool.get(simple\_print\_hello)

or simple enough

pool.run(simple\_print\_hello)

}

#end of class