CASE PROGRAM – KEYWORDS2

package caseprogram

import case.lang.System

namespace Keywords {

enum { “Orange”, “Yellow”, “Blue”, “Green” }

//extended enum

enum { Orange = 1, Yellow = 3, Blue = 4, Green = 45 }

String->Object->Main

#public class Program

final String timeZone = “EST” //a constant you can initialiez

String StringOne = “Hello World”

String StringTwo = “Welcome”

Double DoubleOne = 35d

Integer IntegerOne = 1i

extern ExternalVariableName = 10f

[public Program(String [] args)

[EntityPool Pool = EntityPool.getEntityPool]

assert(Pool) //asserts that Pool exists and has a value

//<ListDemo> below is type name

//ListDemo below is class name

<ListDemo> ListDemo AdvancedList = new <>() //implicit instantiate

<Shannon> ShannonsList myList //another way to insantiate

MyList = new <Shannon>

//Suppose System.out.println(myList)*before* new Shannon, myList //will just return a blank line.

//If a null-like situation arises. The compiler instead of leaving a //vague //error, will locate the exact position of the null value and/ //why it is //null.

stream (v) ListDemo

AdvancedList (v) ListDemo

stream (v) Shannons

myList (v) Shannons

//if (myList) tests for nulls. ?? operator is a boolean op for nulls

if (myList??) { myList.add(AdvancedList.get(0) ) }

]

[public void manipulateConcetanation()

stream ( j ) String

streamone ( j ) String

streamtwo ( j ) String

streamone = “Hello there”

streamtwo = “Hello there”

streamtwo = streamone ( m ) “there”

Print streamtwo = // returns streammone with the word there removed

]

[public void useAStruct()

stream ( x ) Data

NewStructure (x) Data

Print NewStructur.HelloPhrase

NewStructure.ByPhrase = “Hiya”

Print NewStructure.ByPhrase

]

#end class

//Everything is an object of some sort in CASE

//a struct is a grouping of types

//a class is a singular object

String->Object->Struct->Data

#public struct Data

stream ( pool.struct ) String

HelloPhrase ( pool.struct) String = “Hello World”

ByPhrase (pool.struct) String

[public void Bootup()

//must use entitypool to declare the objects of the struct

[EntityPool Pool = EntityPool.getEntityPool]

assert(Pool) //asserts that Pool exists and has a value

Print HelloPhrase

Print ByPhrase

]

]

#end struct