CASE PROGRAMS – Various Types of Classes

package InstantiationClasses

namespace Instantiation

{

String->Object->Main

#public class Program

[public Program(String [] args)

[EntityPool Pool = EntityPool.getEntityPool]

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

//classes are for instantiating types

//CASE contains built in types like Int

//to use a non-built in type declare it as a a type

///then use it like Int for example

//**<**TypeName> ClassName myClass = new <>()

<ListDemo> AdvancedList = new <>()

stream (v) AdvancedList

MyList (v) AdvancedList

]

//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

[ public void ebms()

while(true)

{

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

}

]

[public void useEBMS()

function a = pool.get(simple\_print\_hello) //runs thde ebms

//or simple enough

pool.run(simple\_print\_hello)

]