CASE PROGRAM – ENUM

import case.lang.System

namespace HelloWorld {

//String->Object->Main is a type constructor

String->Object->Main

#public class Program

//during compilation this function is included in the

//codebase whether it is used or not

[@required [public Program(String [] args)

System.out.println(@texts:“Hello World”)

Print sizeOf(“Size of args structure” + sizeof(args))

listClasses = cons ClassA Class B

listClasses2 = cons ClassA ClassB Class C

pairClasses = pair ClassA ClassB //Class, ClassB

ClassA = car listClasses

ClassesEnd = cdr listClasses

]

**Prototype –** Specify the kinds of objects to create using a prototypical instance and create new objects by copying this prototype.

String->Object->Client

#Class Tool

[manipulate()]

#endclass Toool

String->Object->Client ->Tool->RotateTool

#Class RotateTool

[manipulate()]

#endlcass RotateTool

String->Objecft->Client->Tool->GraphicTool

#Class GraphicTool

[manipulate()]

#endclass GraphicTool

//(Prototype) graphic provides an *interface* for cloning itself

String->Object->Client->Graphic

#Class Graphic

[drawPosition]

[clone]

#end Graphic

String->Object->Client->Graphic->Staff

#Class Staff

[drawPosition]

[clone]

#endclass Staff

//concrete prototype implements an *operation* for cloning itself

String->Object->Client->Graphic->MusicalNote

#Class MusicalNote

[ DrawPosition]

[ Clone]

#endclass MusicalNote

String->Object->Client

#Class Client

//a client creates a new object by asking a prototype to clone itself

[prototype.clone()]

#endclass Client