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”)

//rename

//Able to rename one class to something else dynamically

rename <BobsClass> => <TedsClass>

]