CASE – CONSTRUCTORS

package myentitites

import case.lang.System

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”)

//output

]

//secondary constructor

//also an alternative way to define a constructor

//this way you can have a return value

[constructor Integer Program(String Name, Integer NumberOfArgs)

//just return what was passed in

return NumberOfArgs

]

//primary constructor

//class definition takes constructor arguments

//scope of the arguments is class level

#public class <Basket>(String Item, Integer Price)

// Using primary constructor parameter values

// to do auto property initialization.

public string Item { get; } = item;

public int Price { get; } = price;

#endclass