

11.3 INSTANCE VARIABLES

An anonymous array or anonymous hash can be used to hold instance variables. Named parameters are also demonstrated.

```
package Foo;

sub new {
    my $type = shift;
    my %params = @_;
    my $self = {};
    $self->{'High'} = $params{'High'};
    $self->{'Low'} = $params{'Low'};
    bless $self, $type;
}

package Bar;

sub new {
    my $type = shift;
    my %params = @_;
    my $self = [];
    $self->[0] = $params{'Left'};
    $self->[1] = $params{'Right'};
    bless $self, $type;
}

package main;

$a = Foo->new( 'High' => 42, 'Low' => 11 );
print "High=$a->{'High'}\n";
print "Low=$a->{'Low'}\n";

$b = Bar->new( 'Left' => 78, 'Right' => 40 );
print "Left=$b->[0]\n";
print "Right=$b->[1]\n";
```

11.4 SCALAR INSTANCE VARIABLES

An anonymous scalar can be used when only one instance variable is needed.

```
package Foo;

sub new {
    my $type = shift;
    my $self;
    $self = shift;
    bless \$self, $type;
}

package main;

$a = Foo->new( 42 );
print "a=$$a\n";
```