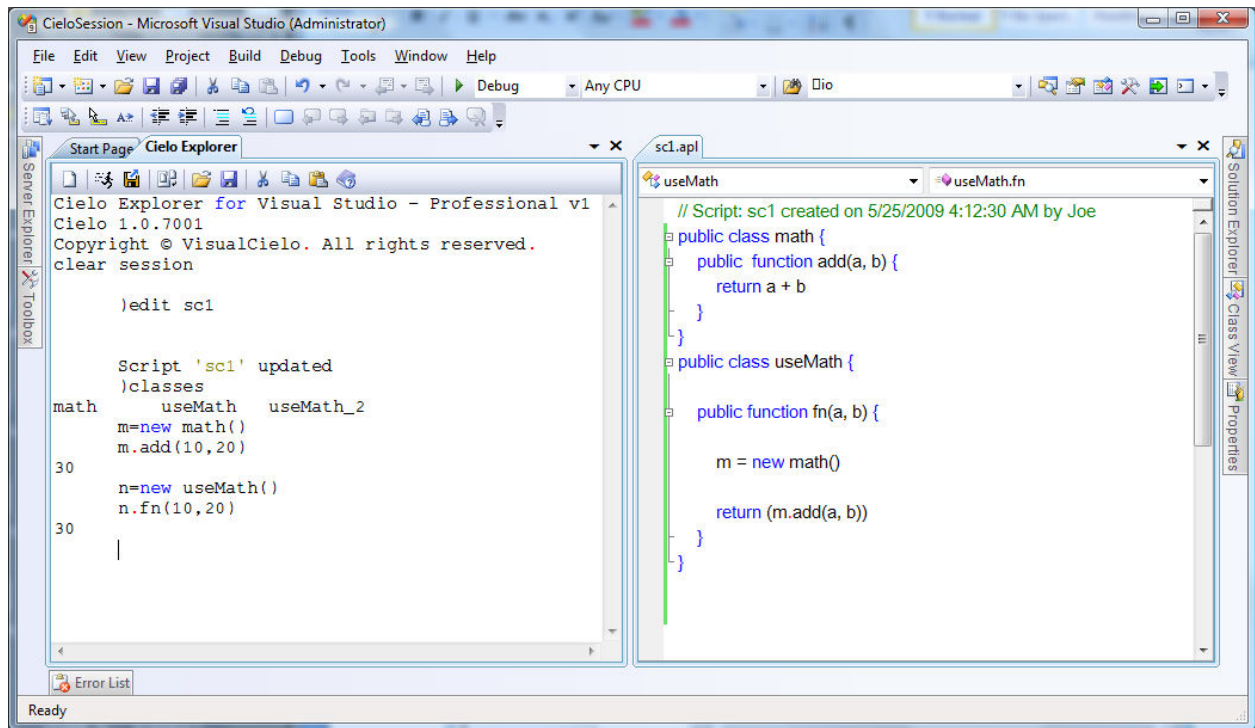


Cielo Explorer Session – Creating Classes in a Script

Use the Cielo Explorer “)edit my_script_name” to create a Cielo Explorer script. Within that script it is possible to create classes each of which can contain functions. Refer to the example provided below:



The documentation installed with VisualAPL includes the ""Language_Interaction.chm" file. The Cielo Explorer commands section about the)classes command contains some typographical errors indicated below. These will be corrected in a future version of that documentation.

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)classes

Shows the current list of classes which have been defined in the session.

Syntax:

```
)classes
```

Remarks:

The `)classes` command shows the list of classes which have been created in the session.

Classes are most commonly created in the session by running a script file.

Example:

Here is an example script which contains the definition of two classes:

```
// Script: sc1

public class math {
  function add(a, b) {
    return a + b
  }

  function subtract(a, b) {
    return a - b
  }
}

public class useMath {
  function fn(a, b) {
    m = math()
    return m.add(a, b)
  }
}
```

Now lets run the script to create the classes in the session:

```
// display the contents of the )classes list
)classes

// the list is empty

// load and run the script 'sc1'
)load sc1

// display )classes again
)classes
math usemath
// the two classes now exist in the session.

// run the useMath class:
um = useMath()
um.fn(10, 20)
```

Should be:
public function add(a, b) {...

Should be:
public function fn(a,b) {...

Should be:
m = new math()

Should be:
um = new useMath()