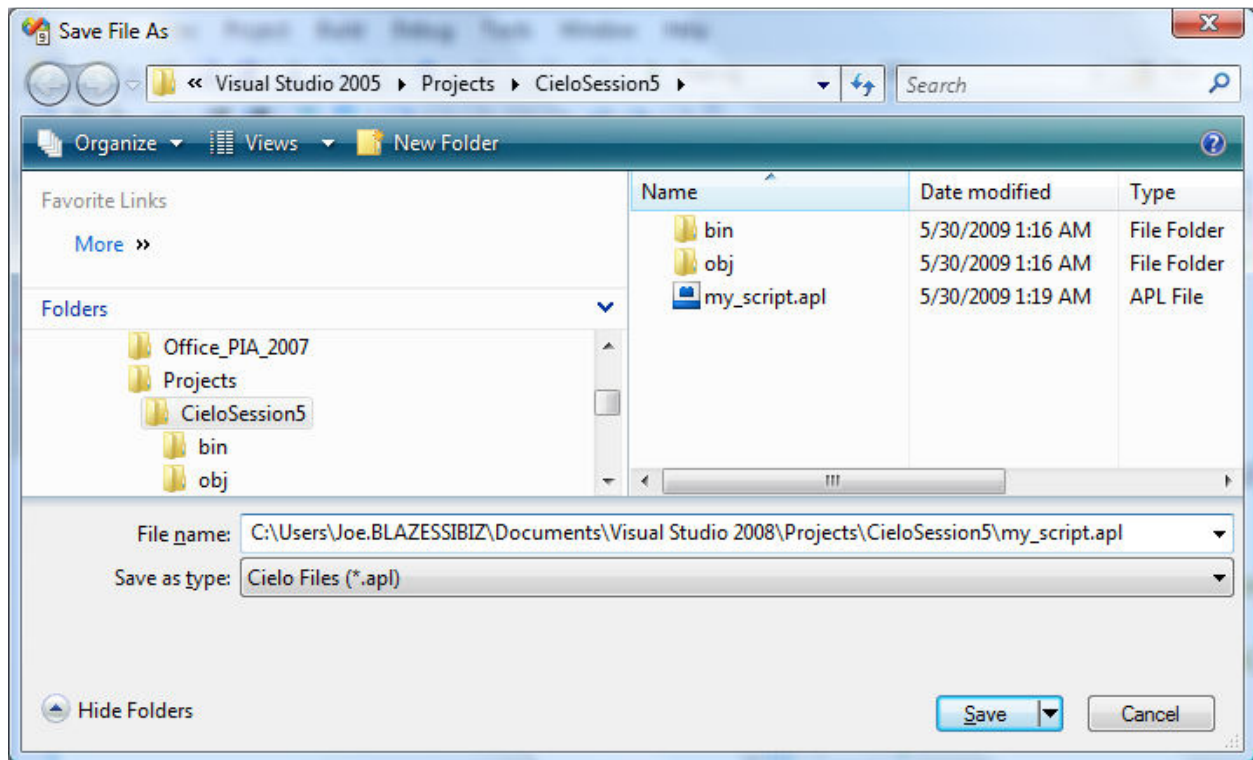
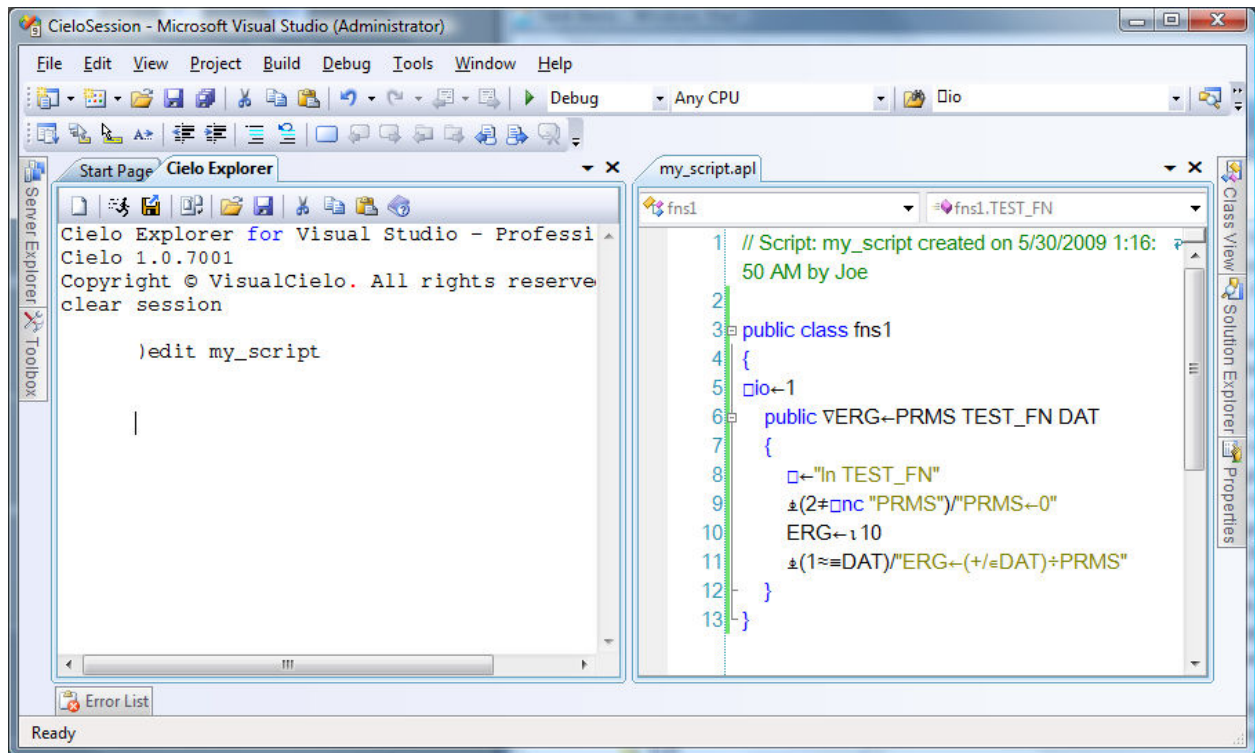


Using a class defined in a Cielo script in the Cielo Explorer

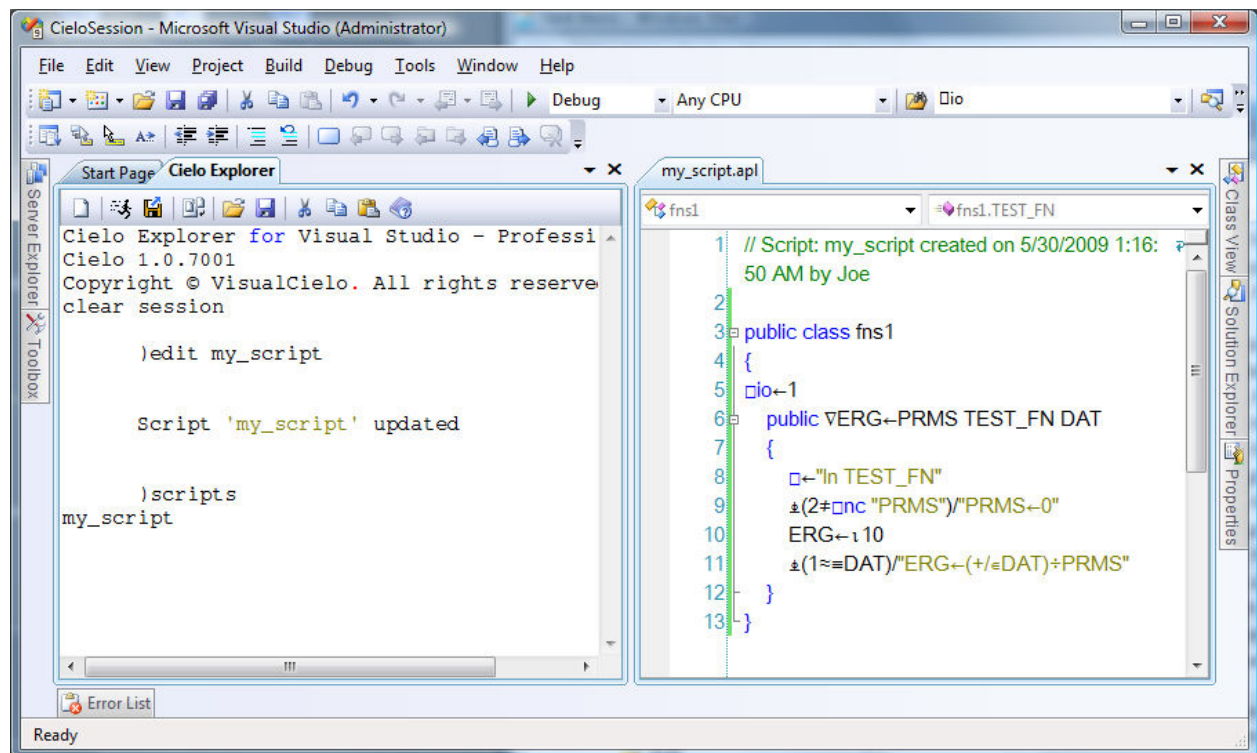
First we create the script containing the fns1 class by using the)edit ... command in Cielo Explorer. This will present a File Save As dialog, where the programmer can indicate where the script (.apl) file is to be saved.



After selecting the location where the script file will be saved, the text of the script is entered by the programmer. Note that the use of a class is optional, but it is used here to illustrate the concept. Within the class, the VisualAPL state variable `io` is set to 1 and the public (traditional APL signature) function, `TEST_FN` is defined. The actual operation of this function is not significant for this example. When the entry of the script text is completed by the programmer, use the `Ctrl+E+E` keyboard shortcut to end the script editing session and return to the Cielo Explorer session.

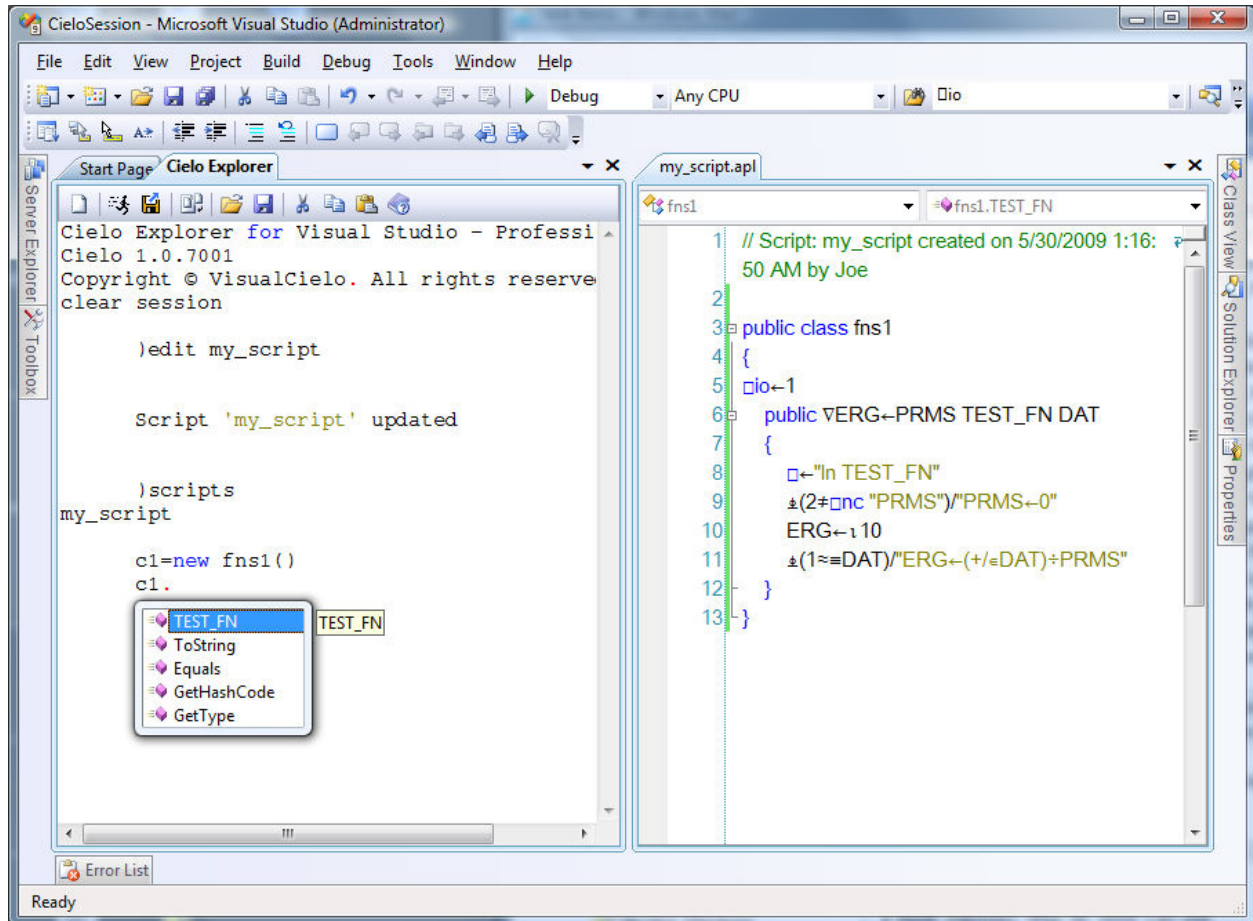


Back in the Cielo Explorer, the)scripts command will list the available scripts currently loaded in to the Cielo Explorer session:

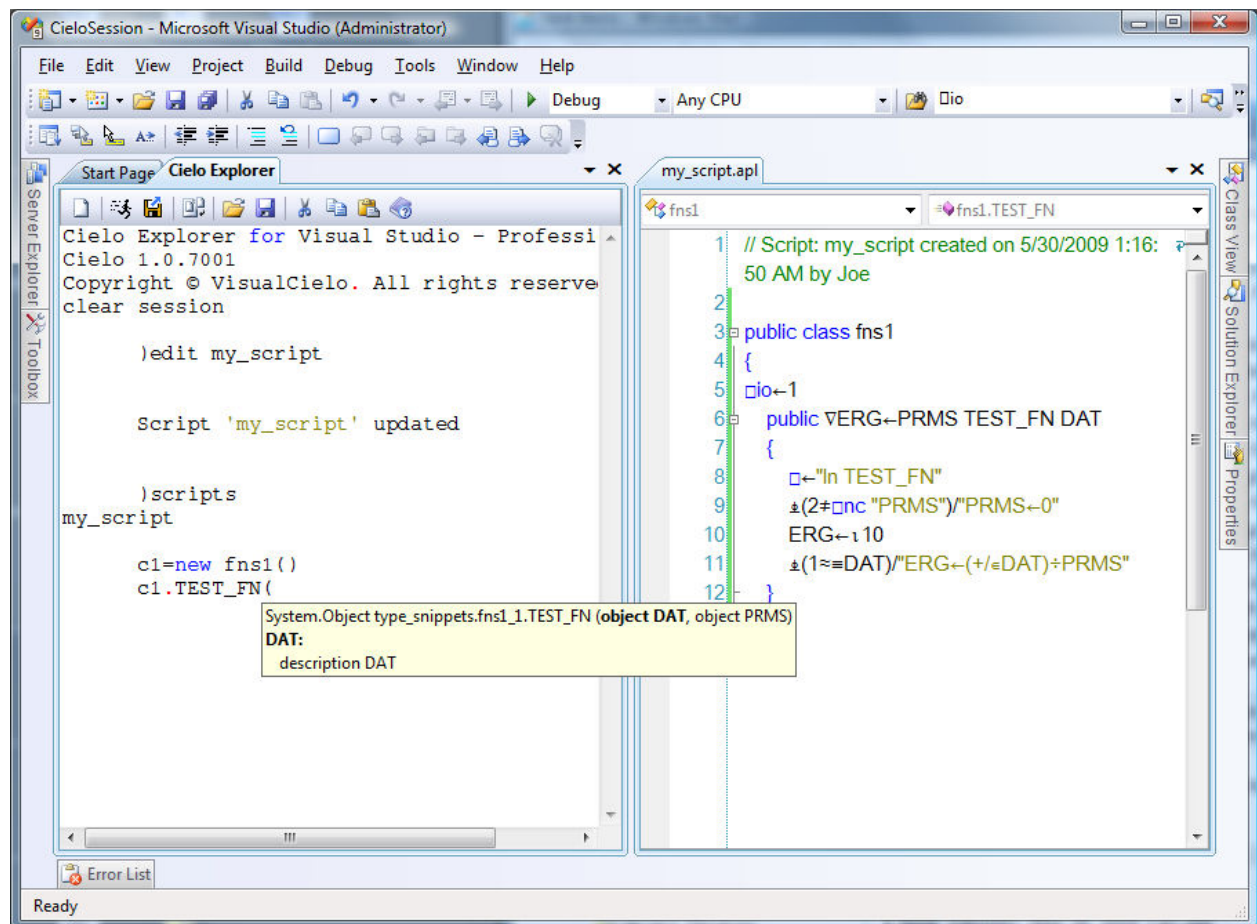


Next, back in the Cielo Explorer, we create an instance of the fns1 class and call that instance c1. This step cannot be skipped, because without an instance of the class, the public members of that class cannot be used.

Then we use Intellisense to investigate the methods of the fns1 class and select the TEST_FN() method:



Next we use Intellisense to investigate the signature of the TEST_FN, i.e. its argument and return structure:



We add the arguments to the method, use the Enter keystroke and observe the desired result of calling the TEST_FN method of the fns1 class in the “my_script” Cielo script:

