

VisualAPL script which illustrates three ways to return an Int64 result from a VisualAPL calculation.

- Explicit Convert.ToInt64(Num)
- Explicit cast (System.Int64)Num
- Pre-defining an Int64 and assigning it value

```
1 // Script: McScript1 created on 8/15/2011 9:37:46 PM by Joe
2
3
4
5
6 data1~7 10c"172896-210942" '172896-753510' '172896-889152' '172897-974288' '172898-652498' '172898-923782' '172899-195066'
7 data1~data1,c"Data 1" 'Data 2' 'Data 3' 'Data 4' 'Data 5' 'Data 6' 'Data 7'
8 data1~data1,1 2 3 4 5 6 7
9 Pointer1~2
10 KeyString~(KeyString#'-')/KeyString~data1[Pointer1;1]
11 Num~KeyString
12 using System
13 Num64~Convert.ToInt64(Num)
14 Num64_2~(System.Int64)Num
15 System.Int64 Num64_3
16 Num64_3~Num
```

The screenshot shows the Visual Studio interface with the file 'McScript1.apl' open. The script contains 16 lines of VisualAPL code. Lines 6-8 define a data array and a pointer. Line 10 constructs a key string. Line 11 assigns the key string to a variable 'Num'. Line 12 imports the 'System' namespace. Lines 13-16 demonstrate three different ways to convert 'Num' to an Int64: using 'Convert.ToInt64', casting to 'System.Int64', and pre-defining a variable 'Num64_3' of type 'System.Int64' before assigning the value of 'Num' to it. The status bar at the bottom indicates 'Ready', 'Ln 16', 'Col 13', 'Ch 12', and 'INS'.

After ending the editing of the script (Ctrl+E+E) it is run in the Cielo Explorer session and the results checked:

