

Base Language - Feature #1984

make methods to act as "read-only" attributes

02/01/2013 08:01 AM - Constantin Asofiei

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		version:	
billable:	No		
vendor_id:	GCD		
Description			
Related issues:			
Related to Base Language - Feature #1920: implement persistent procedures			Closed

History

#1 - 02/01/2013 08:02 AM - Constantin Asofiei

In 4GL, a code which has a method name as a l-value compiles correctly:

```
h:get-signature("f0") = "bogus".
```

and on runtime gets the message:

```
**GET-SIGNATURE is not a setable attribute for PROCEDURE widget. (4052)
```

Looks like 4GL treats methods as read-only attributes.

#2 - 04/12/2013 06:02 AM - Constantin Asofiei

From #1920 (note 76):

GES

1. The read_only_attribute function in common-progress.rules seems like it will be painful to maintain over time, since every time we add support for a new writable attribute, we have to add something there. I'd prefer something more complete. A better approach might be to add a boolean flag into the progress.g sym.addAttributeOrMethod() method call. Then we can use that database to add an annotation at parse time. Whatever we decide, I will have someone else fill out the changes to make things complete (it involves going through every attribute in the 4GL reference and I need you to work on other things). But I want to come up with the best approach as part of your work on this task.

We should add this part of this task.

The estimate is:

- for note 1, 10 hours
- for the progress.g changes regarding sym.addAttributeOrMethod() ~20 hours

- for the implementation of the `sym.addAttributeOrMethod()` related changes: 8 hours