

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