Base Language - Bug #2139

Frames scoped to a subroutine is reused for subsequent calls

04/30/2013 06:11 AM - Ovidiu Maxiniuc

Status:	New	**Start date:**	04/30/2013
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
billable:	No	**case_num:**	
vendor_id:	GCD	**version:**	

Description

History

#1 - 04/30/2013 06:27 AM - Ovidiu Maxiniuc

- Subject changed from Frame is destroyed when subroutine ends to Frames scoped to a subroutine is reused for subsequent calls

In 4GL, a scoped frame to a function / procedure is kept on screen even after the subroutine returns and a new frame is created each time the subroutine is called.

```
function f returns logical (p as int):
   define variable xx as char.

   xx = string(p).
   display xx SKIP WITH NO-LABEL NO-BOX.
end.

f(1).
f(2).
f(3).
```

Here is the output on 4GL:

```
1
2
3
```

In P2J, the output frame is reused on and on, and because the height of the frame is 1, only the output of the last run is visible:

```
3
```

Altering the code this way:

```
def var h as handle.

function f returns logical (p as int):
   define variable xx as char.
   xx = string(p).
   display xx SKIP with no-box no-label.
   h = xx:handle.
   h = h:frame.
   message h.
end.
```

in 4GL you will get a new frame handle for each invocation while in P2J you will always get the same frame handle.