

Base Language - Bug #4227

FWD refuses to compile the access to the 'colon' widget attribute

08/13/2019 12:45 PM - Vladimir Tsichevski

| | | | |
|------------------------|-----|------------------------|-----------|
| Status: | New | Start date: | |
| Priority: | Low | Due date: | |
| Assignee: | | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | case_num: | |
| billable: | No | version: | |
| vendor_id: | GCD | | |
| Description | | | |

History

#1 - 08/13/2019 12:49 PM - Vladimir Tsichevski

The following code will not compile in FWD:

```
define variable num as integer.  
display num with frame f0.  
num = num:colon.
```

With this output:

```
[java] ./abl/hello.p:4:11: unexpected token: colon  
[java] at com.goldencode.p2j.uast.ProgressParser.attribute_or_method(ProgressParser.java:51829)  
[java] at com.goldencode.p2j.uast.ProgressParser.chained_object_members(ProgressParser.java:21350)  
[java] at com.goldencode.p2j.uast.ProgressParser.un_type(ProgressParser.java:56622)  
[java] at com.goldencode.p2j.uast.ProgressParser.prod_expr(ProgressParser.java:56489)  
...
```

In Progress the colon attribute cannot be read or write in **runtime**, but the code is **compilable**. In FWD it won't compile.

Comment by GES:

As far as I know, there is no such attribute. The colon keyword is only used in certain static phrases but is not a handle-based attribute. In the 4GL, perhaps they treat it differently from random text but it won't work at runtime as you note. Perhaps they allow any non-reserved keyword to be matched there as an invalid attribute.

In FWD, this would be handled the same way that any attribute that we don't support at parsing time. In this case, we would have to implement a not-an-attribute behavior that allows conversion but fails at runtime.