Base Language - Feature #4351

instance vs static dual behavior for class-defined resources

10/15/2019 09:37 AM - Constantin Asofiei

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

Description

Related issues:

Related to Base Language - Feature #3751: implement support for OO 4GL and st...	**Closed**
Related to Base Language - Feature #4373: finish core OO 4GL support	**New**

History

#1 - 10/15/2019 09:37 AM - Constantin Asofiei

- Related to Feature #3751: implement support for OO 4GL and structured error handling added

#2 - 10/15/2019 09:38 AM - Constantin Asofiei

In 4GL, a DEFINE STREAM appearing as a class member, will allow that stream name to be accessed from both static and instance contexts, but as different resources. This support is already added (by emitting a Static suffixed stream during conversion).

We need to determine any other resource which exhibits this behavior and add support for it.

#3 - 10/30/2019 09:56 AM - Greg Shah

- Related to Feature #4373: finish core OO 4GL support added