

## Base Language - Feature #4351

### instance vs static dual behavior for class-defined resources

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

<b>Status:</b> New	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	<b>vendor_id:</b> GCD
<b>billable:</b> No	
<b>Description</b>	
<b>Related issues:</b>	
Related to Base Language - Feature #3751: implement support for OO 4GL and st...	<b>Closed</b>
Related to Base Language - Feature #4373: finish core OO 4GL support	<b>New</b>

#### 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