

Base Language - Feature #4353

finish issues in progress.lang classes related to 4GL reflection

10/15/2019 09:42 AM - Constantin Asofiei

Status:	Rejected	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		vendor_id:	GCD
billable:	No		
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
Related to Base Language - Feature #4374: parameter validation for Progress.L...			New

History

#1 - 10/15/2019 09:42 AM - Constantin Asofiei

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

#2 - 10/15/2019 09:43 AM - Constantin Asofiei

There are some leftover TODOs related to 4GL reflection (aka dynamic invocation). This is mainly related to parameter validation for Progress.Lang.Class:invoke and new, plus Progress.Lang.ParameterList:setParameter. Here we may have problems as we had with CALL invocations (i.e. argument conversion from a BDT to another).

Also, add support for Progress.Lang.Class:hasWidgetPool.

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

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

#4 - 06/02/2022 03:33 PM - Greg Shah

- Related to Feature #4374: parameter validation for Progress.Lang.Class:invoke and new added

#5 - 06/02/2022 03:33 PM - Greg Shah

- % Done changed from 0 to 100

- Status changed from New to Rejected

The work for this is included in [#4374](#).