

## Base Language - Feature #4353

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

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

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

#### 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](#).