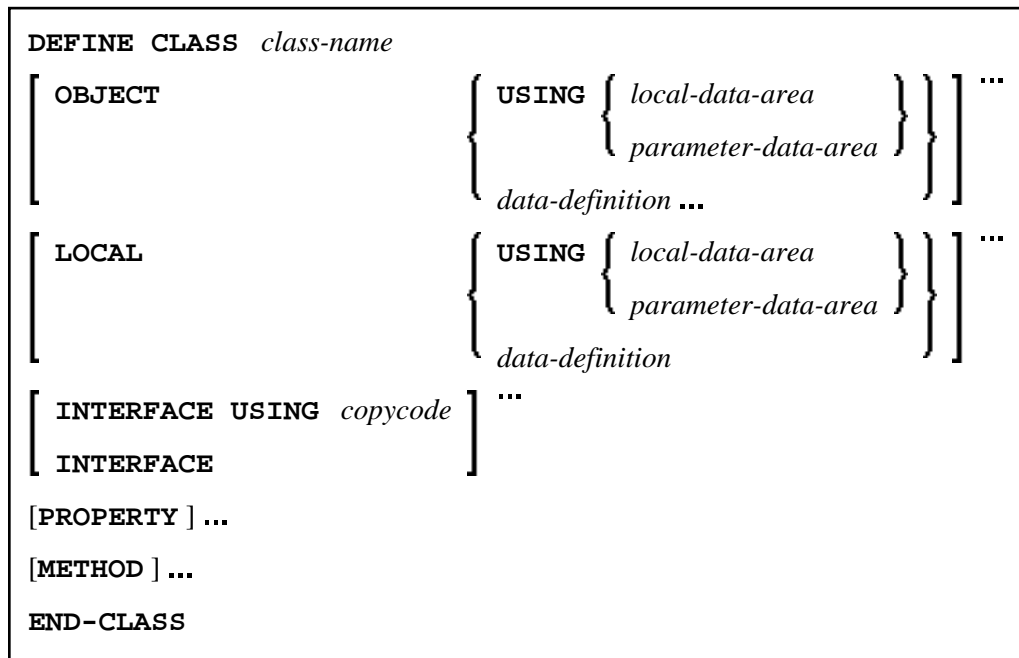


DEFINE CLASS



This chapter covers the following topics:

- Function
- Syntax Description

For an explanation of the symbols used in the syntax diagram, see *Syntax Symbols*.

Related Statements: CREATE OBJECT | INTERFACE | METHOD | PROPERTY | SEND METHOD

Belongs to Function Group: *Component Based Programming*

Function

The `DEFINE CLASS` statement is used to specify a class from within a Natural class module. A Natural class module consists of one `DEFINE CLASS` statement followed by an `END` statement.

Syntax Description

Syntax Element	Description
<i>class-name</i>	<p>Class Name:</p> <p>This is the name that is used by clients to create objects of this class. The name can be up to a maximum of 32 characters long. The name may contain periods: this can be used to construct class names such as</p> <p><i>company-name.application-name.class-name</i></p> <p>Each part between the periods (...) must conform to the <i>Naming Conventions for User-Defined Variables</i>.</p> <p>If the class is planned to be used by clients written in different programming languages, the class name should be chosen in a way that it does not conflict with the naming conventions that apply in these languages.</p>
OBJECT	<p>OBJECT Clause:</p> <p>This clause is used to define the object data. The syntax of the OBJECT clause is the same as for the LOCAL clause of the DEFINE DATA statement.</p> <p>For further information, see the description of the LOCAL clause of the DEFINE DATA statement.</p>
LOCAL	<p>LOCAL Clause:</p> <p>This clause is only used to include globally unique IDs (GUIDs) in the class definition. GUIDs need only be defined if a class is to be registered with DCOM. GUIDs are mostly defined in a local data area.</p> <p>The syntax of the LOCAL clause is the same as for the LOCAL clause of the DEFINE DATA statement.</p> <p>For further information, see the description of the LOCAL clause of the DEFINE DATA statement.</p>
ID	<p>ID Clause:</p> <p>This clause is used to assign a globally unique ID to the class. The class GUID is the name of a GUID defined in the data area that is included by the LOCAL clause. The class GUID is a (named) alphanumeric constant. A GUID must be assigned to a class if it is to be registered with DCOM.</p>
INTERFACE USING	<p>INTERFACE Clause:</p> <p>This clause is used to include copycode that contains INTERFACE statements.</p>
<i>copycode</i>	<p>Copycode:</p> <p>The copycode used by the INTERFACE USING clause may contain one or more INTERFACE statements.</p>

Syntax Element	Description
PROPERTY	PROPERTY Statement: The PROPERTY statement is used to assign an object data variable operand as the implementation to a property, outside an interface definition.
METHOD	METHOD Statement: The METHOD statement is used to assign a subprogram as the implementation to a method, outside an interface definition.
END-CLASS	End of DEFINE CLASS Statement: The Natural reserved word END-CLASS must be used to end the DEFINE CLASS statement.