

# PROPERTY

```
PROPERTY property-name
  OF [INTERFACE] interface-name
  IS operand
END-PROPERTY
```

This chapter covers the following topics:

- Function
- Syntax Description
- Example

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

Related Statements: CREATE OBJECT | DEFINE CLASS | INTERFACE | METHOD | SEND METHOD

Belongs to Function Group: *Component Based Programming*

---

## Function

The PROPERTY statement assigns an object data variable operand as the implementation to a property, outside an interface definition.

It is used if the interface definition in question is included from a copycode and is to be implemented in a class-specific way.

It may only be used within the DEFINE CLASS statement and after the interface definitions.

The interface and property names specified must be defined in the INTERFACE clause of the DEFINE CLASS statement.

## Syntax Description

Syntax Element	Description
<i>property-name</i>	<b>Property Name:</b> This is the name assigned to the property.
OF <i>interface-name</i>	<b>Interface Name:</b> This is the name assigned to the interface.
IS <i>operand</i>	<b>IS Clause:</b> The <i>operand</i> in the IS clause assigns an object data variable as the place to store the property value.
END-PROPERTY	<b>End of PROPERTY Statement:</b> The Natural reserved word END-PROPERTY must be used to end the PROPERTY statement.

## Example

The example contained in the documentation of the METHOD statement shows how the same interface is implemented differently in two classes, and how the PROPERTY statement and the METHOD statement are used to achieve this.