

CREATE OBJECT

```
CREATE OBJECT operand1 OF [CLASS] operand2
  [GIVING operand4]
```

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: DEFINE CLASS | INTERFACE | METHOD | PROPERTY | SEND METHOD

Belongs to Function Group: *Component Based Programming*

Function

The CREATE OBJECT statement is used to create an instance of a class.

Syntax Description

Operand Definition Table:

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition				
<i>operand1</i>		S																O	no	no
<i>operand2</i>	C	S				A													yes	no
<i>operand4</i>		S			N								I						yes	no

Syntax Element Description:

<i>operand1</i>	<p>Object Handle:</p> <p><i>operand1</i> must be defined as an object handle (HANDLE OF OBJECT). The object handle is filled when the object is successfully created. When not successfully returned, <i>operand1</i> contains the value NULL-HANDLE.</p>
OF CLASS <i>operand2</i>	<p>Class-Name:</p> <p><i>operand2</i> is the name of the class of which the object is to be created. For classes that are not registered as DCOM classes, it must contain the class name defined in the DEFINE CLASS statement. For classes that are registered as DCOM classes, it must contain either the ProgID of the class or the class GUID. For Natural classes that are registered as DCOM classes, the ProgID corresponds to the class name specified in the DEFINE CLASS statement. .</p> <p>CREATE OBJECT #01 OF CLASS "Employee" or CREATE OBJECT #01 OF CLASS "653BCFE0-84DA-11D0-BEB3-10005A66D231"</p>
GIVING <i>operand4</i>	<p>GIVING Clause:</p> <p>If this clause is specified, <i>operand4</i> contains either the Natural message number if an error occurred, or zero on success.</p> <p>If this clause is not specified, Natural run time error processing is triggered if an error occurs.</p>