DEFINE CLASS

```
DEFINE CLASS class-name
 OBJECT                   USING   local-data-area
                                  parameter-data-area
                          data-definition
 LOCAL                    USING   local-data-area
                                  parameter-data-area
                          data-definition
 INTERFACE USING copycode
 INTERFACE
[PROPERTY ]
[METHOD ]
END-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

class-name	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 *company-name. application-name. class-name* Each part between the periods (...) must conform to the Naming Conventions for User-Defined Variables. 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.
OBJECT	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. For further information, see the description of the LOCAL clause of the DEFINE DATA statement.
LOCAL	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. The syntax of the LOCAL clause is the same as for the LOCAL clause of the DEFINE DATA statement. For further information, see the description of the LOCAL clause of the DEFINE DATA statement.
ID	The ID 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.
INTERFACE USING	This clause is used to include copycode that contains INTERFACE statements.
copycode	The copycode used by the INTERFACE USING clause may contain one or more INTERFACE statements.
PROPERTY	The PROPERTY statement is used to assign an object data variable operand as the implementation to a property, outside an interface definition.
METHOD	The METHOD statement is used to assign a subprogram as the implementation to a method, outside an interface definition.
END-CLASS	The Natural reserved word END-CLASS must be used to end the DEFINE CLASS statement.