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	
operand1		S													0	no	no
operand2	C	S				A										yes	no
operand4		S			N				I							yes	no

Syntax Element Description:

Syntax Element	Description								
operand1	Object Handle:								
	<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.								
OF CLASS operand2	Class-Name:								
	<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.								
GIVING operand4	GIVING Clause:								
	If this clause is specified, <i>operand4</i> contains either the Natural message number if an error occurred, or zero on success. If this clause is not specified, Natural run time error processing is triggered if								
	an error occurs.								