
Subject: Re: How to make an attribute of the object visible outside of the class

Posted by [Jean H.](#) on Fri, 12 Oct 2007 23:54:02 GMT

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natha wrote:

```
> Hi people,
> If I have an object like this:
> PRO objectA__define
>   struct = { objectA, $
>             a:0L $
>             }
> END
> and another object like this:
> PRO objectB__define
>   struct = {objectB, $
>             A:OBJ_NEW(objectA) $
>             }
> END
>
> How can I do for in a method in the class objectB treat with
> self.A.a ??? Is it possible?
> My code is more complex than this example and for the moment I resolve
> this problem using pointers..
>
> I'm grateful for any suggestions
>
> bye
>
```

You have 2 options...

1) object B inherits from object A, so all attributes and methods of A are available for B

```
struct = {objectB, $
          A:OBJ_NEW(objectA) $
INHERITS A
}
```

2) create a method in object A that returns the variable you want, then call

print, self.A -> return_a()

and if needed, another one to write the value a

self.A -> write_a, newValue

Jean
