# Modern Object Pascal Introduction for Programmers

Michalis Kamburelis

## Table of Contents

1. Why ....................................................................................................................... 2
2. Basics .................................................................................................................... 3
   2.1. "Hello world" program ................................................................................. 3
   2.2. Functions, procedures, primitive types ....................................................... 4
   2.3. Testing (if) ................................................................................................... 6
   2.4. Logical, relational and bit-wise operators ................................................... 7
   2.5. Testing single expression for multiple values (case) ................................. 9
   2.6. Enumerated and ordinal types and sets and constant-length arrays .......... 9
   2.7. Loops (for, while, repeat, for .. in) ............................................................ 11
   2.8. Output, logging ......................................................................................... 14
   2.9. Converting to a string ............................................................................... 15
3. Units .................................................................................................................... 16
   3.1. Units using each other .............................................................................. 18
   3.2. Qualifying identifiers with unit name ......................................................... 19
   3.3. Exposing one unit identifiers from another .............................................. 21
4. Classes ............................................................................................................... 23
   4.1. Basics ....................................................................................................... 23
   4.2. Inheritance, is, as ..................................................................................... 23
   4.3. Properties .................................................................................................. 26
   4.4. Exceptions ................................................................................................ 29
   4.5. Visibility specifiers ..................................................................................... 30
   4.6. Default ancestor ........................................................................................ 30
   4.7. Self ............................................................................................................ 31
   4.8. Calling inherited method ........................................................................... 31
   4.9. Virtual methods, override and reintroduce ................................................ 34
5. Freeing classes ................................................................................................... 38
   5.1. Remember to free the class instances ..................................................... 38
   5.2. How to free .................................................................................................. 38
   5.3. Manual and automatic freeing ................................................................. 39
   5.4. The virtual destructor called Destroy ....................................................... 42
5.5. Free notification ........................................................................................ 43

6. Run-time library ................................................................................................... 46
   6.1. Input/output using streams ................................................................. 46
   6.2. Containers (lists, dictionaries) using generics .................................... 47
   6.3. Cloning: TPersistent.Assign ................................................................. 53

7. Various language features .................................................................................. 57
   7.1. Local (nested) routines ............................................................................. 57
   7.2. Callbacks (aka events, aka pointers to functions, aka procedural
        variables) .................................................................................................... 58
   7.3. Generics .................................................................................................... 61
   7.4. Overloading ............................................................................................... 63
   7.5. Preprocessor ............................................................................................. 63
   7.6. Records ..................................................................................................... 66
   7.7. Old-style objects ....................................................................................... 68
   7.8. Pointers ..................................................................................................... 68
   7.9. Operator overloading ................................................................................ 69

8. Advanced classes features ................................................................................. 72
   8.1. Private and strict private ........................................................................... 72
   8.2. More stuff inside classes and nested classes ........................................... 73
   8.3. Class methods .......................................................................................... 74
   8.4. Class references ....................................................................................... 74
   8.5. Static class methods ................................................................................. 77
   8.6. Class properties and variables ................................................................. 79
   8.7. Class helpers ............................................................................................ 80
   8.8. Virtual constructors, destructors ............................................................ 81
   8.9. An exception in constructor .................................................................... 81

9. Interfaces ............................................................................................................ 83
   9.1. Bare (CORBA) interfaces ....................................................................... 83
   9.2. CORBA and COM types of interfaces .................................................... 85
   9.3. Interfaces GUIDs .................................................................................... 87
   9.4. Reference-counted (COM) interfaces ...................................................... 88
   9.5. Using COM interfaces with reference-counting disabled ....................... 90
   9.6. Typecasting interfaces .......................................................................... 92

10. About this document ......................................................................................... 96

1. Why

There are many books and resources about Pascal out there, but too many of them
talk about the old Pascal, without classes, units or generics.
So I wrote this quick introduction to what I call **modern Object Pascal**. Most of the programmers using it don’t really call it "modern Object Pascal", we just call it "our Pascal". But when introducing the language, I feel it’s important to emphasize that it’s a modern, object-oriented language. It evolved a lot since the old (Turbo) Pascal that many people learned in schools long time ago. Feature-wise, it’s quite similar to C++ or Java or C#.

- It has all the modern features you expect — classes, units, interfaces, generics…
- It’s compiled to a fast, native code,
- It’s very type safe,
- High-level but can also be low-level if you need it to be.

It also has excellent, portable and open-source compiler called the Free Pascal Compiler, [http://freepascal.org/](http://freepascal.org/). And an accompanying IDE (editor, debugger, a library of visual components, form designer) called Lazarus [http://lazarus.freepascal.org/](http://lazarus.freepascal.org/). Myself, I’m the creator of Castle Game Engine, [https://castle-engine.io/](https://castle-engine.io/), which is an open-source 3D and 2D game engine using modern Pascal to create games on many platforms (Windows, Linux, macOS, Android, iOS, Nintendo Switch; also WebGL is coming).

This introduction is mostly directed at programmers who already have experience in other languages. We will not cover here the meanings of some universal concepts, like "what is a class", we’ll only show how to do them in Pascal.

### 2. Basics

#### 2.1. "Hello world" program

```pascal
{$mode objfpc}{$SH+}{$J-} // Just use this line in all modern sources

program MyProgram; // Save this file as myprogram.lpr
begin
  WriteLn('Hello world!');
end.
```

This is a complete program that you can **compile** and **run**.

- If you use the command-line FPC, just create a new file `myprogram.lpr` and execute `fpc myprogram.lpr`. 
If you use Lazarus, create a new project (menu Project ↳ New Project ↳ Simple Program). Save it as myprogram and paste this source code as the main file. Compile using the menu item Run # Compile.

This is a command-line program, so in either case—just run the compiled executable from the command-line.

The rest of this article talks about the Object Pascal language, so don’t expect to see anything more fancy than the command-line stuff. If you want to see something cool, just create a new GUI project in Lazarus (Project ↳ New Project ↳ Application). Voila—a working GUI application, cross-platform, with native look everywhere, using a comfortable visual component library. The Lazarus and Free Pascal Compiler come with lots of ready units for networking, GUI, database, file formats (XML, json, images…), threading and everything else you may need. I already mentioned my cool Castle Game Engine earlier:)

2.2. Functions, procedures, primitive types

```pascal
{$mode objfpc}{$H+}{$J-}

program MyProgram;

procedure MyProcedure(const A: Integer);
begin
  WriteLn('A + 10 is: ', A + 10);
end;

function MyFunction(const S: string): string;
begin
  Result := S + 'strings are automatically managed';
end;

var
  X: Single;
begin
  WriteLn(MyFunction('Note: '));
  MyProcedure(5);

  // Division using "/" always makes float result, use "div" for integer division
  X := 15 div 5;
  WriteLn('X is now: ', X); // scientific notation
  WriteLn('X is now: ', X:1:2); // 2 decimal places
```
To return a value from a function, assign something to the magic `Result` variable. You can read and set the `Result` freely, just like a local variable.

```pascal
function MyFunction(const S: string): string;
begin
  Result := S + 'something';
  Result := Result + ' something more!';
  Result := Result + ' and more!';
end;
```

You can also treat the function name (like `MyFunction` in example above) as the variable, to which you can assign. But I would discourage it in new code, as it looks "fishy" when used on the right side of the assignment expression. Just use `Result` always when you want to read or set the function result.

If you want to call the function itself recursively, you can of course do it. If you’re calling a parameter-less function recursively, be sure to specify the parenthesis `()` (even though in Pascal you can usually omit the parentheses for a parameter-less function), this makes a recursive call to a parameter-less function different from accessing this function’s current result. Like this:

```pascal
function SumIntegersUntilZero: Integer;
var
  I: Integer;
begin
  Readln(I);
  Result := I;
  if I <> 0 then
    Result := Result + SumIntegersUntilZero();
end;
```

You can call `Exit` to end the execution of the procedure or function before it reaches the final `end;`. If you call parameter-less `Exit` in a function, it will return the last thing you set as `Result`. You can also use `Exit(X)` construct, to set the function result and exit `now` — this is just like `return X` construct in C-like languages.

```pascal
function AddName(const ExistingNames, NewName: string): string;
begin
  if ExistingNames = '' then
```
Exit(NewName);
Result := ExistingNames + ', ' + NewName;
end;

Note that the function result can be discarded. Any function may be used just like a procedure. This makes sense if the function has some side effect (e.g. it modifies a global variable) besides calculating the result. For example:

```pascal
var
  Count: Integer;
  MyCount: Integer;

function CountMe: Integer;
begin
  Inc(Count);
  Result := Count;
end;

begin
  Count := 10;
  CountMe; // the function result is discarded, but the function is executed, Count is now 11
  MyCount := CountMe; // use the result of the function, MyCount equals to Count which is now 12
end.
```

### 2.3. Testing (if)

Use if .. then or if .. then .. else to run some code when some condition is satisfied. Unlike in the C-like languages, in Pascal you don’t have to wrap the condition in parenthesis.

```pascal
var
  A: Integer;
  B: boolean;
begin
  if A > 0 then
    DoSomething;

  if A > 0 then
    begin
      DoSomething;
      AndDoSomethingMore;
    end.
```
end;

if A > 10 then
  DoSomething
else
  DoSomethingElse;

// equivalent to above
B := A > 10;
if B then
  DoSomething
else
  DoSomethingElse;
end;

The `else` is paired with the last `if`. So this works as you expect:

if A <> 0 then
  begin
    if B <> 0 then
      AIsNonzeroAndBToo
    else
      AIsNonzeroButBIsZero;
  end;

While the example with nested `if` above is correct, it is often better to place the nested `if` inside a `begin ... end` block in such cases. This makes the code more obvious to the reader, and it will remain obvious even if you mess up the indentation. The improved version of the example is below. When you add or remove some `else` clause in the code below, it's obvious to which condition it will apply (to the A test or the B test), so it's less error-prone.

if A <> 0 then
begin
  if B <> 0 then
    AIsNonzeroAndBToo
  else
    AIsNonzeroButBIsZero;
end;

2.4. Logical, relational and bit-wise operators

The **logical operators** are called `and`, `or`, `not`, `xor`. Their meaning is probably obvious (search for "exclusive or" if you’re unsure what `xor` does:)). They take `boolean`
arguments, and return a boolean. They can also act as bit-wise operators when both arguments are integer values, in which case they return an integer.

The relational (comparison) operators are =, <>, >, <, <=, >=. If you’re accustomed to C-like languages, note that in Pascal you compare two values (check are they equal) using a single equality character \texttt{A = B} (unlike in C where you use \texttt{A == B}). The special assignment operator in Pascal is :=.

The logical (or bit-wise) operators have a higher precedence than relational operators. You may need to use parenthesis around some expressions to have the desired order of the calculations.

For example this is a compilation error:

```pascal
var
  A, B: Integer;
begin
  if A = 0 and B <> 0 then ... // INCORRECT example
```

The above fails to compile, because the compiler first wants to perform a bit-wise and in the middle of the expression: \((0 \text{ and } B)\). This is a bit-wise operation which returns an integer value. Then the compiler applies = operator which yields a boolean value \(A = (0 \text{ and } B)\). And finally the “type mismatch” error is risen after trying to compare the boolean value \(A = (0 \text{ and } B)\) and integer value \(0\).

This is correct:

```pascal
var
  A, B: Integer;
begin
  if (A = 0) and (B <> 0) then ...
```

The short-circuit evaluation is used. Consider this expression:

```pascal
if MyFunction(X) and MyOtherFunction(Y) then...
```

- It’s guaranteed that \texttt{MyFunction(X)} will be evaluated first.
- And if \texttt{MyFunction(X)} returns \texttt{false}, then the value of expression is known (the value of \texttt{false and whatever} is always \texttt{false}), and \texttt{MyOtherFunction(Y)} will not be executed at all.
• Analogous rule is for or expression. There, if the expression is known to be true (because the 1st operand is true), the 2nd operand is not evaluated.

• This is particularly useful when writing expressions like

```pascal
if (A <> nil) and A.IsValid then...
```

This will work OK, even when A is nil. The keyword nil is a pointer equal to zero (when represented as a number). It is called a null pointer in many other programming languages.

### 2.5. Testing single expression for multiple values (case)

If a different action should be executed depending on the value of some expression, then the case .. of .. end statement is useful.

```pascal
case SomeValue of
  0: DoSomething;
  1: DoSomethingElse;
  2: begin
    IfItsTwoThenDoThis;
    AlsoDoThis;
  end;
  3..10: DoSomethingInCaseItsInRange;
  11, 21, 31: AndDoSomethingForTheseSpecialValues;
  else DoSomethingInCaseOfUnexpectedValue;
end;
```

The else clause is optional (and corresponds to default in C-like languages). When no condition matches, and there’s no else, then nothing happens.

In you come from C-like languages, and compare this with switch statement in these languages, you will notice that there is no automatic fall-through. This is a deliberate blessing in Pascal. You don’t have to remember to place break instructions. In every execution, at most one branch of the case is executed, that’s it.

### 2.6. Enumerated and ordinal types and sets and constant-length arrays

Enumerated type in Pascal is a very nice, opaque type. You will probably use it much more often than enums in other languages:)
type
  TAnimalKind = (akDuck, akCat, akDog);

The convention is to prefix the enum names with a two-letter shortcut of type name, hence `ak` = shortcut for "Animal Kind". This is a useful convention, since the enum names are in the unit (global) namespace. So by prefixing them with `ak` prefix, you minimize the chances of collisions with other identifiers.

The collisions in names are not a show-stopper. It’s Ok for different units to define the same identifier. But it’s a good idea to try to avoid the collisions anyway, to keep code simple to understand and grep.

You can avoid placing enum names in the global namespace by compiler directive `{s$scopedenums on}`. This means you will have to access them qualified by a type name, like `TAnimalKind.akDuck`. The need for `ak` prefix disappears in this situation, and you will probably just call the enums `Duck`, `Cat`, `Dog`. This is similar to C# enums.

The fact that enumerated type is opaque means that it cannot be just assigned to and from an integer. However, for special use, you can use `Ord(MyAnimalKind)` to forcefully convert enum to int, or typecast `TAnimalKind(MyInteger)` to forcefully convert int to enum. In the latter case, make sure to check first whether `MyInteger` is in good range (0 to `Ord(High(TAnimalKind))`).

Enumerated and ordinal types can be used as array indexes:

type
  TArrayOfTenStrings = array [0..9] of string;
  TArrayOfTenStrings1Based = array [1..10] of string;
  TMyNumber = 0..9;
  TAlsoArrayOfTenStrings = array [TMyNumber] of string;
  TAnimalKind = (akDuck, akCat, akDog);
  TAnimalNames = array [TAnimalKind] of string;

They can also be used to create sets (a bit-fields internally):

type
  TAnimalKind = (akDuck, akCat, akDog);
TAnimals = set of TAnimalKind;

var
  A: TAnimals;
begin
  A := [];
  A := [akDuck, akCat];
  A := A + [akDog];
  A := A * [akCat, akDog];
  Include(A, akDuck);
  Exclude(A, akDuck);
end;

2.7. Loops (for, while, repeat, for .. in)

{$mode objfpc}{$H+}{$J-}
{$R+}
// range checking on - nice for debugging
var
  MyArray: array [0..9] of Integer;
  I: Integer;
begin
  // initialize
  for I := 0 to 9 do
    MyArray[I] := I * I;

  // show
  for I := 0 to 9 do
    WriteLn('Square is ', MyArray[I]);

  // does the same as above
  for I := Low(MyArray) to High(MyArray) do
    WriteLn('Square is ', MyArray[I]);

  // does the same as above
  I := 0;
  while I < 10 do
  begin
    WriteLn('Square is ', MyArray[I]);
    I := I + 1; // or "I += 1", or "Inc(I)"
  end;

  // does the same as above
  I := 0;
  repeat
    WriteLn('Square is ', MyArray[I]);
  until
Inc(I);
until I = 10;

// does the same as above
// note: here I enumerates MyArray values, not indexes
for I in MyArray do
  WriteLn('Square is ', I);
end.

About the repeat and while loops:

There are two differences between these loop types:

1. The loop condition has an opposite meaning. In while .. do you tell it when to continue, but in repeat .. until you tell it when to stop.
2. In case of repeat, the condition is not checked at the beginning. So the repeat loop always runs at least once.

About the for I := .. loops:

The for I := .. to .. do .. construction is similar to the C-like for loop. However, it’s more constrained, as you cannot specify arbitrary actions/tests to control the loop iteration. This is strictly for iterating over a consecutive numbers (or other ordinal types). The only flexibility you have is that you can use downto instead of to, to make numbers go downward.

In exchange, it looks clean, and is very optimized in execution. In particular, the expressions for the lower and higher bound are only calculated once, before the loop starts.

Note that the value of the loop counter variable (I in this example) should be considered undefined after the loop has finished, due to possible optimizations. Accessing the value of I after the loop may cause a compiler warning. Unless you exit the loop prematurely by Break or Exit: in such case, the counter variable is guaranteed to retain the last value.

About the for I in .. loops:

The for I in .. do .. is similar to foreach construct in many modern languages. It works intelligently on many built-in types:

• It can iterate over all values in the array (example above).
• It can iterate over all possible values of an enumerated type:
var
  AK: TAnimalKind;
begin
  for AK in TAnimalKind do...

• It can iterate over all items included in the set:

var
  Animals: TAnimals;
  AK: TAnimalKind;
begin
  Animals := [akDog, akCat];
  for AK in Animals do ...

• And it works on custom list types, generic or not, like TObjectList or TFPGObjectList.

{$mode objfpc}{$H+}{$J-}
uses
  SysUtils, FGL;

type
  TMyClass = class
    I, Square: Integer;
  end;
  TMyClassList = specialize TFPGObjectList<TMyClass>;

var
  List: TMyClassList;
  C: TMyClass;
  I: Integer;
begin
  List := TMyClassList.Create(true); // true = owns children
  try
    for I := 0 to 9 do
      begin
        C := TMyClass.Create;
        C.I := I;
        C.Square := I * I;
        List.Add(C);
      end;
  finally
    for C in List do
We didn’t yet explain the concept of classes, so the last example may not be obvious to you yet — just carry on, it will make sense later:

2.8. Output, logging

To simply output strings in Pascal, use the `Write` or `WriteLn` routine. The latter automatically adds a newline at the end.

This is a "magic" routine in Pascal. It takes a variable number of arguments and they can have any type. They are all converted to strings when displaying, with a special syntax to specify padding and number precision.

```
WriteLn('Hello world!');
WriteLn('You can output an integer: ', 3 * 4);
WriteLn('You can pad an integer: ', 666:10);
WriteLn('You can output a float: ', Pi:1:4);
```

To explicitly use newline in the string, use the `LineEnding` constant (from FPC RTL). (The Castle Game Engine defines also a shorter `NL` constant.) Pascal strings do not interpret any special backslash sequences, so writing

```
WriteLn('One line.\nSecond line.');// INCORRECT example
```

doesn’t work like some of you would think. This will work:

```
WriteLn('One line.' + LineEnding + 'Second line.');
```

or just this:

```
WriteLn('One line.');
WriteLn('Second line.');
```

Note that this will only work in console applications. Make sure you have `{$apptype CONSOLE}` (and not `{$apptype GUI}`) defined in your main program file. On
some operating systems it actually doesn’t matter and will work always (Unix), but on
some operating systems trying to write something from a GUI application is an error
(Windows).

**In the Castle Game Engine:** use `WriteLnLog` or `WriteLnWarning`, never
`WriteLn`, to print debug information. They will be always directed to some useful
output. On Unix, standard output. On Windows GUI application, log file. On Android,
the **Android logging facility** (visible when you use `adb logcat`). The use of `WriteLn`
should be limited to the cases when you write a command-line application (like a 3D
model converter / generator) and you know that the **standard output** is available.

2.9. Converting to a string

To convert an arbitrary number of arguments to a string (instead of just directly
outputting them), you have a couple of options.

- You can convert particular types to strings using specialized functions like
  `IntToStr` and `FloatToStr`. Furthermore, you can concatenate strings in
  Pascal simply by adding them. So you can create a string like this:
  
  `'My int
  number is ' + IntToStr(MyInt) + ',', and the value of Pi is ' + FloatToStr(Pi).

  **Advantage:** Absolutely flexible. There are many `XxxToStr` overloaded
  versions and friends (like `FormatFloat`), covering many types. Most of them
  are in the **SysUtils** unit.

  **Another advantage:** Consistent with the reverse functions. To convert a string
  (for example, user input) back to an integer or float, you use `StrToInt`,
  `StrToFloat` and friends (like `StrToIntDef`).

  **Disadvantage:** A long concatenation of many `XxxToStr` calls and strings
  doesn’t look nice.

- The `Format` function, used like `Format('%d %f %s', [MyInt, MyFloat, MyString])`. This is like `sprintf` function in the C-like languages. It inserts
  the arguments into the placeholders in the pattern. The placeholders may use special
  syntax to influence formatting, e.g. `%.4f` results in a floating-point format with 4
digits after the decimal point.

  **Advantage:** The separation of pattern string from arguments looks clean. If you
  need to change the pattern string without touching the arguments (e.g. when
  translating), you can do it easily.
Another advantage: No compiler magic. You can use the same syntax to pass any number of arguments of an arbitrary type in your own routines (declare parameter as an array of const). You can then pass these arguments downward to Format, or deconstruct the list of parameters and do anything you like with them.

Disadvantage: Compiler does not check whether the pattern matches the arguments. Using a wrong placeholder type will result in an exception at runtime (EConvertError exception, not anything nasty like a segmentation fault).

- WriteStr(TargetString, ...) routine behaves much like Write(...), except that the result is saved to the TargetString.

Advantage: It supports all the features of Write, including the special syntax for formatting like Pi:1:4.

Disadvantage: The special syntax for formatting is a "compiler magic", implemented specifically for routines like this. This is sometimes troublesome, e.g. you cannot create your own routine MyStringFormatter(...) that would also allow the special syntax like Pi:1:4. For this reason (and also because it wasn't implemented for a long time in major Pascal compilers), this construction is not very popular.

3. Units

Units allow you to group common stuff (anything that can be declared), for usage by other units and programs. They are equivalent to modules and packages in other languages. They have an interface section, where you declare what is available for other units and programs, and then the implementation. Save unit MyUnit as myunit.pas (lowercase with .pas extension).

```pascal
{$mode objfpc}{$H+}{$J-}
unit MyUnit;
interface

procedure MyProcedure(const A: Integer);
function MyFunction(const S: string): string;

implementation

procedure MyProcedure(const A: Integer);
begin

end
```
WriteLn('A + 10 is: ', A + 10);
end;

function MyFunction(const S: string): string;
begin
  Result := S + 'strings are automatically managed';
end;
end.

Final programs are saved as myprogram.lpr files (lpr = Lazarus program file; in Delphi you would use .dpr). Note that other conventions are possible here, e.g. some projects just use .pas for main program file, some use .pp for units or programs. I advise using .pas for units and .lpr for FPC/Lazarus programs.

A program can use a unit by a uses keyword:

{$mode objfpc}{$H+}{$J-}
program MyProgram;

uses
  MyUnit;

begin
  WriteLn(MyFunction('Note: '));
  MyProcedure(5);
end.

A unit may also contain initialization and finalization sections. This is the code executed when the program starts and ends.

{$mode objfpc}{$H+}{$J-}
unit initialization_finalization;
interface

implementation

initialization
  WriteLn('Hello world!');
finalization
  WriteLn('Goodbye world!');
end.
3.1. Units using each other

One unit can also use another unit. Another unit can be used in the interface section, or only in the implementation section. The former allows to define new public stuff (procedures, types...) on top of another unit’s stuff. The latter is more limited (if you use a unit only in the implementation section, you can use its identifiers only in your implementation).

```pascal
{$mode objfpc}{$H+}{$J-}
unit AnotherUnit;
interface
uses Classes;

{ The "TComponent" type (class) is defined in the Classes unit. That's why we had to use the Classes unit above. }
procedure DoSomethingWithComponent(var C: TComponent);

implementation
uses SysUtils;

procedure DoSomethingWithComponent(var C: TComponent);
begin
{ The FreeAndNil procedure is defined in the SysUtils unit. Since we only refer to its name in the implementation, it was OK to use the SysUtils unit in the "implementation" section. }
FreeAndNil(C);
end;
end.
```

It is not allowed to have circular unit dependencies in the interface. That is, two units cannot use each other in the interface section. The reason is that in order to "understand" the interface section of a unit, the compiler must first "understand" all the units it uses in the interface section. Pascal language follows this rule strictly, and it allows a fast compilation and fully automatic detection on the compiler side what units need to be recompiled. There is no need to use complicated Makefile files for a simple task of compilation in Pascal, and there is no need to recompile everything just to make sure that all dependencies are updated correctly.
It is OK to make a circular dependency between units when at least one "usage" is only in the implementation. So it’s OK for unit \texttt{A} to use unit \texttt{B} in the interface, and then unit \texttt{B} to use unit \texttt{A} in the implementation.

### 3.2. Qualifying identifiers with unit name

Different units may define the same identifier. To keep the code simple to read and search, you should usually avoid it, but it’s not always possible. In such cases, the last unit on the \texttt{uses} clause "wins", which means that the identifiers it introduces hide the same identifiers introduced by earlier units.

You can always explicitly define a unit of a given identifier, by using it like \texttt{MyUnit.MyIdentifier}. This is the usual solution when the identifier you want to use from \texttt{MyUnit} is hidden by another unit. Of course you can also rearrange the order of units on your \texttt{uses} clause, although this can affect other declarations than the one you’re trying to fix.

```pascal
{$mode objfpc}{$H+}{$J-}
program showcolor;

// Both Graphics and GoogleMapsEngine units define TColor type.
uses Graphics, GoogleMapsEngine;

var
  // This doesn't work like we want, as TColor ends up being defined by GoogleMapsEngine. }
  Color: TColor;
  // This works Ok. }
  Color: Graphics.TColor;
begin
  Color := clYellow;
  WriteLn(Red(Color), ' ', Green(Color), ' ', Blue(Color));
end.
```

In case of units, remember that they have two \texttt{uses} clauses: one in the interface, and another one in the implementation. The rule \textit{later units hide the stuff from earlier units} is applied here consistently, which means that \textit{units used in the implementation section} can hide identifiers from units \textit{used in the interface section}. However, remember that when reading the \texttt{interface} section, only the units used in the interface matter. This may create a confusing situation, where two seemingly-equal declarations are considered different by the compiler:
unit UnitUsingColors;

// INCORRECT example

interface

uses Graphics;

procedure ShowColor(const Color: TColor);

implementation

uses GoogleMapsEngine;

procedure ShowColor(const Color: TColor);
begin
  // WriteLn(ColorToString(Color));
end;

end.

The unit Graphics (from Lazarus LCL) defines the TColor type. But the compiler will fail to compile the above unit, claiming that you don't implement a procedure ShowColor that matches the interface declaration. The problem is that unit GoogleMapsEngine also defines a TColor type. And it is used only in the implementation section, therefore it shadows the TColor definition only in the implementation. The equivalent version of the above unit, where the error is obvious, looks like this:

unit UnitUsingColors;

// INCORRECT example.
// This is what the compiler "sees" when trying to compile previous example

interface

uses Graphics;

procedure ShowColor(const Color: Graphics.TColor);
implementation

uses GoogleMapsEngine;

procedure ShowColor(const Color: GoogleMapsEngine.TColor);
begin
    // WriteLn(ColorToString(Color));
end;
end.

The solution is trivial in this case, just change the implementation to explicitly use \texttt{TColor} from \texttt{Graphics} unit. You could fix it also by moving the \texttt{GoogleMapsEngine} usage, to the interface section and earlier than \texttt{Graphics}, although this could result in other consequences in real-world cases, when \texttt{UnitUsingColors} would define more things.

\{$\text{mode objfpc}\}{$H+}{$J-$}
unit UnitUsingColors;

interface

uses Graphics;

procedure ShowColor(const Color: TColor);

implementation

uses GoogleMapsEngine;

procedure ShowColor(const Color: Graphics.TColor);
begin
    // WriteLn(ColorToString(Color));
end;
end.

3.3. Exposing one unit identifiers from another

Sometimes you want to take an identifier from one unit, and \textit{expose} it in a new unit. The end result should be that using the new unit will make the identifier available in the namespace.
Sometimes this is necessary to preserve backward compatibility with previous unit versions. Sometimes it’s nice to “hide” an internal unit this way.

This can be done by redefining the identifier in your new unit.

```pascal
{$mode objfpc}{$H+}{$J-}
unit MyUnit;

interface

uses Graphics;

type
    { Expose TColor from Graphics unit as TMyColor. }
    TMyColor = TColor;

    { Alternatively, expose it under the same name.
      Qualify with unit name in this case, otherwise
      we would refer to ourselves with "TColor = TColor" definition. }
    TColor = Graphics.TColor;

const
    { This works with constants too. }
    clYellow = Graphics.clYellow;
    clBlue = Graphics.clBlue;

implementation

end.
```

Note that this trick cannot be done as easily with global procedures, functions and variables. With procedures and functions, you could expose a constant pointer to a procedure in another unit (see Section 7.2, “Callbacks (aka events, aka pointers to functions, aka procedural variables)”), but that looks quite dirty.

The usual solution is then to create a trivial “wrapper” functions that underneath simply call the functions from the internal unit, passing the parameters and return values around.

To make this work with global variables, one can use global (unit-level) properties, see Section 4.3, “Properties”.

22
4. Classes

4.1. Basics

We have classes. At the basic level, a class is just a container for

- **fields** (which is fancy name for "a variable inside a class"),
- **methods** (which is fancy name for "a procedure or function inside a class"),
- and **properties** (which is a fancy syntax for something that looks like a field, but is in fact a pair of methods to get and set something; more in Section 4.3, "Properties").

- Actually, there are more possibilities, described in Section 8.2, "More stuff inside classes and nested classes".

```pascal
type
  TMyClass = class
    MyInt: Integer; // this is a field
    property MyIntProperty: Integer read MyInt write MyInt; // this is a property
      procedure MyMethod; // this is a method
  end;

procedure TMyClass.MyMethod;
begin
  WriteLn(MyInt + 10);
end;
```

4.2. Inheritance, is, as

We have inheritance and virtual methods.

```
{$mode objfpc}${SH+}${J-}
program MyProgram;

uses
  SysUtils;

type
  TMyClass = class
    MyInt: Integer;
    procedure MyVirtualMethod; virtual;
  end;
```
TMyClassDescendant = class(TMyClass)
    procedure MyVirtualMethod; override;
end;

procedure TMyClass.MyVirtualMethod;
begin
    WriteLn('TMyClass shows MyInt + 10: ', MyInt + 10);
end;

procedure TMyClassDescendant.MyVirtualMethod;
begin
    WriteLn('TMyClassDescendant shows MyInt + 20: ', MyInt + 20);
end;

var
    C: TMyClass;
begin
    C := TMyClass.Create;
    try
        C.MyVirtualMethod;
    finally
        FreeAndNil(C);
    end;
    C := TMyClassDescendant.Create;
    try
        C.MyVirtualMethod;
    finally
        FreeAndNil(C);
    end;
end.

By default methods are not virtual, declare them with \texttt{virtual} to make them. Overrides must be marked with \texttt{override}, otherwise you will get a warning. To hide a method without overriding (usually you don't want to do this, unless you now what you're doing) use \texttt{reintroduce}.

To test the class of an instance at runtime, use the \texttt{is} operator. To typecast the instance to a specific class, use the \texttt{as} operator.

{$mode objfpc}{$H+}{$J-}
program is_as;
uses
  SysUtils;

type
  TMyClass = class
    procedure MyMethod;
  end;

  TMyClassDescendant = class(TMyClass)
    procedure MyMethodInDescendant;
  end;

procedure TMyClass.MyMethod;
begin
  WriteLn('MyMethod');
end;

procedure TMyClassDescendant.MyMethodInDescendant;
begin
  WriteLn('MyMethodInDescendant');
end;

var
  Descendant: TMyClassDescendant;
  C: TMyClass;
begin
  Descendant := TMyClassDescendant.Create;
  try
    Descendant.MyMethod;
    Descendant.MyMethodInDescendant;

    { Descendant has all functionality expected of
      the TMyClass, so this assignment is OK } 
    C := Descendant;
    C.MyMethod;

    { this cannot work, since TMyClass doesn't define this method } 
    //C.MyMethodInDescendant;
    if C is TMyClassDescendant then
      (C as TMyClassDescendant).MyMethodInDescendant;

  finally
    FreeAndNil(Descendant);
  end;
end.
Instead of casting using \texttt{X as TMyClass}, you can also use the \textit{unchecked} typecast \texttt{TMyClass(X)}. This is faster, but results in an undefined behavior if the \texttt{X} is not, in fact, a \texttt{TMyClass} descendant. So don't use the \texttt{TMyClass(X)} typecast, or use it only in a code where it's blindingly obvious that it's correct, for example right after testing with \texttt{is}:

\begin{verbatim}
if A is TMyClass then
  (A as TMyClass).CallSomeMethodOfMyClass;
// below is marginally faster
if A is TMyClass then
  TMyClass(A).CallSomeMethodOfMyClass;
\end{verbatim}

4.3. Properties

Properties are a very nice \textit{"syntax sugar"} to

1. Make something that looks like a field (can be read and set) but underneath is realized by calling a \textit{getter} and \textit{setter} methods. The typical usage is to perform some side-effect (e.g. redraw the screen) each time some value changes.

2. Make something that looks like a field, but is read-only. In effect, it's like a constant or a parameter-less function.

\begin{verbatim}
type
  TWebPage = class
  private
    FURL: string;
    FColor: TColor;
    function SetColor(const Value: TColor);
  public
    { No way to set it directly.
      Call the Load method, like Load('http://www.freepascal.org/'), to load a page and set this property. }
    property URL: string read FURL;
    procedure Load(const AnURL: string);
    property Color: TColor read FColor write SetColor;
  end;

  procedure TWebPage.Load(const AnURL: string);
  begin
    FURL := AnURL;
    NetworkingComponent.LoadWebPage(AnURL);
  end;
\end{verbatim}
function TWebPage.SetColor(const Value: TColor);
begin
  if FColor <> Value then
  begin
    FColor := Value;
    // for example, cause some update each time value changes
    Repaint;
    // as another example, make sure that some underlying instance,
    // like a "RenderingComponent" (whatever that is),
    // has a synchronized value of Color.
    RenderingComponent.Color := Value;
  end;
end;

Note that instead of specifying a method, you can also specify a field (typically a private
field) to directly get or set. In the example above, the Color property uses a setter
method SetColor. But for getting the value, the Color property refers directly to
the private field FColor. Directly referring to a field is faster than implementing trivial
getter or setter methods (faster for you, and faster at execution).

When declaring a property you specify:

1. Whether it can be read, and how (by directly reading a field, or by using a "getter"
   method).
2. And, in a similar manner, whether it can be set, and how (by directly writing to a
designated field, or by calling a "setter" method).

The compiler checks that the types and parameters of indicated fields and methods
match with the property type. For example, to read an Integer property you have
to either provide an Integer field, or a parameter-less method that returns an
Integer.

Technically, for the compiler, the "getter" and "setter" methods are just normal methods
and they can do absolutely anything (including side-effects or randomization). But it's
a good convention to design properties to behave more-or-less like fields:

- The getter function should have no visible side-effects (e.g. it should not read some
  input from file / keyboard). It should be deterministic (no randomization, not even
  pseudo-randomization :). Reading a property many times should be valid, and return
  the same value, if nothing changed in-between.
Note that it's OK for *getter* to have some *invisible* side-effect, for example to cache a value of some calculation (known to produce the same results for given instance), to return it faster next time. This is in fact one of the cool possibilities of a "getter" function.

- The *setter* function should always set the requested value, such that calling the *getter* yields it back. Do not reject invalid values silently in the "setter" (raise an exception if you must). Do not convert or scale the requested value. The idea is that after `MyClass.MyProperty := 123;` the programmer can expect that `MyClass.MyProperty = 123`.

- The *read-only properties* are often used to make some field read-only from the outside. Again, the good convention is to make it behave like a constant, at least constant for this object instance with this state. The value of the property should not change unexpectedly. *Make it a function, not a property, if using it has a side effect or returns something random.*

- The "backing" field of a property is almost always private, since the idea of a property is to encapsulate all outside access to it.

- It's technically possible to make *set-only properties*, but I have not yet seen a good example of such thing:)

Properties can also be defined outside of class, at a unit level. They serve an analogous purpose then: look like a global variable, but are backed by a *getter* and *setter* routines.

### Serialization of properties

*Published properties* are the basis of a *serialization* (also known as *streaming components*) in Pascal. *Serialization* means that the instance data is recorded into a stream (like a file), from which it can be later restored.

Serialization is what happens when Lazarus reads (or writes) the component state from an `xxx.lfm` file. (In Delphi, the equivalent file has `.dfm` extension.) You can also use this mechanism explicitly, using routines like `ReadComponentFromTextStream` from the `LResources` unit. You can also use other serialization algorithms, e.g. `FpJsonRtti` unit (serializing to JSON).

**In the Castle Game Engine:** Use the `CastleComponentSerialize` unit (based on `FpJsonRtti`) to serialize our user-interface and transformation component hierarchies.
At each property, you can declare some additional things that will be helpful for any serialization algorithm:

- You can specify the property default value (using the `default` keyword). Note that you are still required to initialize the property in the constructor to this exact default value (it is not done automatically). The `default` declaration is merely an information to the serialization algorithm: "when the constructor finishes, the given property has the given value".

- Whether the property should be stored at all (using the `stored` keyword).

### 4.4. Exceptions

We have exceptions. They can be caught with `try ... except ... end` clauses, and we have finally sections like `try ... finally ... end`.

```pascal
{$mode objfpc}{$H+}{$J-}

program MyProgram;

uses
  SysUtils;

type
  TMyClass = class
    procedure MyMethod;
  end;

procedure TMyClass.MyMethod;
begin
  if Random > 0.5 then
    raise Exception.Create('Raising an exception!');
end;

var
  C: TMyClass;
begin
  Randomize;
  C := TMyClass.Create;
  try
    C.MyMethod;
  finally
    FreeAndNil(C);
  end;
```
end.

Note that the `finally` clause is executed even if you exit the block using the `Exit` (from function / procedure / method) or `Break` or `Continue` (from loop body).

4.5. Visibility specifiers

As in most object-oriented languages, we have visibility specifiers to hide fields / methods / properties.

The basic visibility levels are:

- **public**: everyone can access it, including the code in other units.
- **private**: only accessible in this class.
- **protected**: only accessible in this class and descendants.

The explanation of `private` and `protected` visibility above is not precisely true. The code in the same unit can overcome their limits, and access the `private` and `protected` stuff freely. Sometimes this is a nice feature, allows you to implement tightly-connected classes. Use `strict private` or `strict protected` to secure your classes more tightly. See the Section 8.1, “Private and strict private”.

By default, if you don’t specify the visibility, then the visibility of declared stuff is `public`. The exception is for classes compiled with `{$M+}`, or descendants of classes compiled with `{$M+}`, which includes all descendants of `TPersistent`, which also includes all descendants of `TComponent` (since `TComponent` descends from `TPersistent`). For them, the default visibility specifier is `published`, which is like `public`, but in addition the streaming system knows to handle this.

Not every field and property type is allowed in the `published` section (not every type can be streamed, and only classes can be streamed from simple fields). Just use `public` if you don’t care about streaming but want something available to all users.

4.6. Default ancestor

If you don’t declare the ancestor type, every `class` inherits from `TObject`. 
4.7. Self

The special keyword `Self` can be used within the class implementation to explicitly refer to your own instance. It is equivalent to `this` from C++, Java and similar languages.

4.8. Calling inherited method

Within a method implementation, if you call another method, then by default you call the method of your own class. In the example code below, `TMyClass2.MyOtherMethod` calls `MyMethod`, which ends up calling `TMyClass2.MyMethod`.

```pascal
{$mode objfpc}{$H+}{$J-}
uses SysUtils;

type
  TMyClass1 = class
    procedure MyMethod;
  end;

  TMyClass2 = class (TMyClass1)
    procedure MyMethod;
    procedure MyOtherMethod;
  end;

procedure TMyClass1.MyMethod;
begin
  Writeln('TMyClass1.MyMethod');
end;

procedure TMyClass2.MyMethod;
begin
  Writeln('TMyClass2.MyMethod');
end;

procedure TMyClass2.MyOtherMethod;
begin
  MyMethod; // this calls TMyClass2.MyMethod
end;

var
  C: TMyClass2;
begin
  C := TMyClass2.Create;
```
try
  C.MyOtherMethod;
finally
  FreeAndNil(C)
end;
end.

If the method is not defined in a given class, then it calls the method of an ancestor class. In effect, when you call `MyMethod` on an instance of `TMyClass2`, then

- The compiler looks for `TMyClass2.MyMethod`.
- If not found, it looks for `TMyClass1.MyMethod`.
- If not found, it looks for `TObject.MyMethod`.
- If not found, then the compilation fails.

You can test it by commenting out the `TMyClass2.MyMethod` definition in the example above. In effect, `TMyClass1.MyMethod` will be called by `TMyClass2.MyOtherMethod`.

Sometimes, you don't want to call the method of your own class. You want to call the method of an ancestor (or ancestor's ancestor, and so on). To do this, add the keyword `inherited` before the call to `MyMethod`, like this:

```
inherited MyMethod;
```

This way you force the compiler to start searching from an ancestor class. In our example, it means that compiler is searching for `MyMethod` inside `TMyClass1.MyMethod`, then `TObject.MyMethod`, and then gives up. It does not even consider using the implementation of `TMyClass2.MyMethod`.

Go ahead, change the implementation of `TMyClass2.MyOtherMethod` above to use `inherited MyMethod`, and see the difference in the output.

The `inherited` call is often used to call the ancestor method of the same name. This way the descendants can enhance the ancestors (keeping the ancestor functionality, instead of replacing the ancestor functionality). Like in the example below.

```pascal
{$mode objfpc}{$H+}{$J-}
uses SysUtils;

type
```
TM MyClass1 = class
  constructor Create;
  procedure MyMethod(const A: Integer);
end;

TM MyClass2 = class(TMyClass1)
  constructor Create;
  procedure MyMethod(const A: Integer);
end;

class TMyClass1.Create
begin
  inherited Create; // this calls TObject.Create
  Writeln('TMyClass1.Create');
end;

procedure TMyClass1.MyMethod(const A: Integer);
begin
  Writeln('TMyClass1.MyMethod ', A);
end;

class TMyClass2.Create;
begin
  inherited Create; // this calls TMyClass1.Create
  Writeln('TMyClass2.Create');
end;

procedure TMyClass2.MyMethod(const A: Integer);
begin
  inherited MyMethod(A); // this calls TMyClass1.MyMethod
  Writeln('TMyClass2.MyMethod ', A);
end;

var
  C: TMyClass2;
begin
  C := TMyClass2.Create;
  try
    C.MyMethod(123);
  finally
    FreeAndNil(C)
  end;
end.

Since using inherited to call a method with the same name, with the same arguments, is a very often case, there is a special shortcut for it: you can just write inherited; (inherited keyword followed immediately by a semicolon, instead
of a method name). This means "call an inherited method with the same name, passing it the same arguments as the current method".

In the above example, all the `inherited ...;` calls could be replaced by a simple `inherited;`.

Note 1: The `inherited;` is really just a shortcut for calling the ancestor's method with the same variables passed in. If you have modified your own parameter (which is possible, if the parameter is not `const`), then the ancestor's method can receive different input values from your descendant. Consider this:

```pascal
procedure TMyClass2.MyMethod(A: Integer);
begin
  Writeln('TMyClass2.MyMethod beginning ', A);
  A := 456;
  { This calls TMyClass1.MyMethod with A = 456, regardless of the A value passed to this method (TMyClass2.MyMethod). }
  inherited;
  Writeln('TMyClass2.MyMethod ending ', A);
end;
```

Note 2: You usually want to make the `MyMethod` virtual when many classes (along the "inheritance chain") define it. More about the virtual methods in the section below. But the `inherited` keyword works regardless if the method is virtual or not. The `inherited` always means that the compiler starts searching for the method in an ancestor, and it makes sense for both virtual and not virtual methods.

4.9. Virtual methods, override and reintroduce

By default, the methods are not virtual. This is similar to C++, and unlike Java.

When a method is not virtual, the compiler determines which method to call based on the currently declared class type, not based on the actually created class type. The difference seems subtle, but it's important when your variable is declared to have a class like `TFruit`, but it may be in fact a descendant class like `TApple`.

The idea of the object-oriented programming is that the descendant class is always as good as the ancestor, so the compiler allows to use a descendant class always when the ancestor is expected. When your method is not virtual, this can have undesired consequences. Consider the example below:
uses SysUtils;

type
  TFruit = class
    procedure Eat;
  end;

  TApple = class(TFruit)
    procedure Eat;
  end;

procedure TFruit.Eat;
begin
  Writeln('Eating a fruit');
end;

procedure TApple.Eat;
begin
  Writeln('Eating an apple');
end;

procedure DoSomethingWithAFruit(const Fruit: TFruit);
begin
  Writeln('We have a fruit with class ', Fruit.ClassName);
  Writeln('We eat it:');
  Fruit.Eat;
end;

var
  Apple: TApple; // Note: you could as well declare "Apple: TFruit" here
begin
  Apple := TApple.Create;
  try
    DoSomethingWithAFruit(Apple);
  finally
    FreeAndNil(Apple)
  end;
end.

This example will print

We have a fruit with class TApple
We eat it:
Eating a fruit
In effect, the call `Fruit.Eat` called the `TFruit.Eat` implementation, and nothing calls the `TApple.Eat` implementation.

If you think about how the compiler works, this is natural: when you wrote the `Fruit.Eat`, the `Fruit` variable was declared to hold a class `TFruit`. So the compiler was searching for the method called `Eat` within the `TFruit` class. If the `TFruit` class would not contain such method, the compiler would search within an ancestor (`TObject` in this case). But the compiler cannot search within descendants (like `TApple`) as it doesn’t know whether the actual class of `Fruit` is `TApple`, `TFruit`, or some other `TFruit` descendant (like a `TOrange`, not shown in the example above).

In other words, the method to be called is determined at compile-time.

Using the virtual methods changes this behavior. If the `Eat` method would be virtual (an example of it is shown below), then the actual implementation to be called is determined at runtime. If the `Fruit` variable will hold an instance of the class `TApple` (even if it’s declared as `TFruit`), then the `Eat` method will be searched within the `TApple` class first.

In Object Pascal, to define a method as virtual, you need to

- Mark its first definition (in the top-most ancestor) with the `virtual` keyword.
- Mark all the other definitions (in the descendants) with the `override` keyword.
  All the overridden versions must have exactly the same parameters (and return the same types, in case of functions).

```pascal
{$mode objfpc}{$H+}{$J-}
uses SysUtils;

type
  TFruit = class
    procedure Eat; virtual;
  end;

  TApple = class(TFruit)
    procedure Eat; override;
  end;

procedure TFruit.Eat;
begin
```
Writeln('Eating a fruit');
end;

procedure TApple.Eat;
begin
  Writeln('Eating an apple');
end;

procedure DoSomethingWithAFruit(const Fruit: TFruit);
begin
  Writeln('We have a fruit with class ', Fruit.ClassName);
  Writeln('We eat it:');
  Fruit.Eat;
end;

var
  Apple: TApple; // Note: you could as well declare "Apple: TFruit" here
begin
  Apple := TApple.Create;
  try
    DoSomethingWithAFruit(Apple);
  finally
    FreeAndNil(Apple)
  end;
end.

This example will print

We have a fruit with class TApple
We eat it:
Eating an apple

Internally, virtual methods work by having so-called virtual method table associated with each class. This table is a list of pointers to the implementations of virtual methods for this class. When calling the Eat method, the compiler looks into a virtual method table associated with the actual class of Fruit, and uses a pointer to the Eat implementation stored there.

If you don’t use the override keyword, the compiler will warn you that you’re hiding (obscuring) the virtual method of an ancestor with a non-virtual definition. If you’re sure that this is what you want, you can add a reintroduce keyword. But in most cases, you will rather want to keep the method virtual, and add the override keyword, thus making sure that it’s always invoked correctly.
5. Freeing classes

5.1. Remember to free the class instances

The class instances have to be manually freed, otherwise you get memory leaks. I advise using FPC `-gl -gh` options to detect memory leaks (see https://castle-engine.io/manual_optimization.php#section_memory).

Note that this doesn't concern raised exceptions. Although you do create a class when raising an exception (and it's a perfectly normal class, and you can create your own classes for this purpose too). But this class instance is freed automatically.

5.2. How to free

To free the class instance, it's best to call `FreeAndNil(A)` from `SysUtils` unit on your class instance. It checks whether `A` is `nil`, if not — calls its destructor, and sets `A` to `nil`. So calling it many times in a row is not an error.

It is more-or-less a shortcut for

```pascal
if A <> nil then
  begin
    A.Destroy;
    A := nil;
  end;
```

Actually, that's an oversimplification, as `FreeAndNil` does a useful trick and sets the variable `A` to `nil` before calling the destructor on a suitable reference. This helps to prevent a certain class of bugs — the idea is that the "outside" code should never access a half-destructed instance of the class.

Often you will also see people using the `A.Free` method, which is like doing

```pascal
if A <> nil then
  A.Destroy;
```

This frees the `A`, unless it's `nil`.

Note that in normal circumstances, you should never call a method on an instance which may be `nil`. So the call `A.Free` may look suspicious at the first sight, if `A` can be `nil`. However, the `Free` method is an exception to this rule. It does something
dirty in the implementation — namely, checks whether \texttt{Self \texttt{<>} nil}. This dirty trick works only in non-virtual methods (that don’t call any virtual methods and don’t access any fields).

I advise using \texttt{FreeAndNil(A)} always, without exceptions, and never to call directly the \texttt{Free} method or \texttt{Destroy} destructor. The \textit{Castle Game Engine} does it like that. It helps to keep a nice assertion that \textit{all references are either nil, or point to valid instances}.

5.3. Manual and automatic freeing

In many situations, the need to free the instance is not much problem. You just write a destructor, that matches a constructor, and deallocates everything that was allocated in the constructor (or, more completely, in the whole lifetime of the class). Be careful to only free each thing \textbf{once}. Usually it’s a good idea to set the freed reference to \texttt{nil}, usually it’s most comfortable to do it by calling the \texttt{FreeAndNil(A)}.

So, like this:

```pascal
uses SysUtils;

type
  TGun = class
  end;

TPlayer = class
  Gun1, Gun2: TGun;
  constructor Create;
  destructor Destroy; override;
end;

constructor TPlayer.Create;
begin
  inherited;
  Gun1 := TGun.Create;
  Gun2 := TGun.Create;
end;

destructor TPlayer.Destroy;
begin
  FreeAndNil(Gun1);
  FreeAndNil(Gun2);
  inherited;
```
To avoid the need to explicitly free the instance, one can also use the TComponent feature of "ownership". An object that is owned will be automatically freed by the owner. The mechanism is smart and it will never free an already freed instance (so things will also work correctly if you manually free the owned object earlier). We can change the previous example to this:

```pascal
uses SysUtils, Classes;

type
  TGun = class(TComponent)
  end;

TPlayer = class(TComponent)
  Gun1, Gun2: TGun;
  constructor Create(AOwner: TComponent); override;
end;

constructor TPlayer.Create(AOwner: TComponent);
begin
  inherited;
  Gun1 := TGun.Create(Self);
  Gun2 := TGun.Create(Self);
end;
```

Note that we need to override a virtual TComponent constructor here. So we cannot change the constructor parameters. (Actually, you can — declare a new constructor with reintroduce. But be careful, as some functionality, e.g. streaming, will still use the virtual constructor, so make sure it works right in either case.)

Note that you can always use nil value for the owner. This way the "ownership" mechanism will not be used for this component. It makes sense if you need to use the TComponent descendant, but you want to always manually free it. To do this, you would create a component descendant like this: ManualGun := TGun.Create(nil);

Another mechanism for automatic freeing is the OwnsObjects functionality (by default already true!) of list-classes like TFPGObjectList or TObjectList. So we can also write:

```pascal
uses SysUtils, Classes, FGL;
```
type
  TGun = class
  end;

TGunList = specialize TFPGObjectList<TGun>;

TPlayer = class
  Guns: TGunList;
  Gun1, Gun2: TGun;
  constructor Create;
  destructor Destroy; override;
end;

constructor TPlayer.Create;
begin
  inherited;
  // Actually, the parameter true (OwnsObjects) is already the default
  Guns := TGunList.Create(true);
  Gun1 := TGun.Create;
  Guns.Add(Gun1);
  Gun2 := TGun.Create;
  Guns.Add(Gun2);
end;

destructor TPlayer.Destroy;
begin
  { We have to take care to free the list.
    It will automatically free its contents. }
  FreeAndNil(Guns);

  { No need to free the Gun1, Gun2 anymore. It's a nice habit to set to
    "nil"
    their references now, as we know they are freed. In this simple class,
    with so simple destructor, it's obvious that they cannot be accessed
    anymore -- but doing this pays off in case of larger and more
    complicated
    destructors.

    Alternatively, we could avoid declaring Gun1 and Gun2,
    and instead use Guns[0] and Guns[1] in own code.
    Or create a method like Gun1 that returns Guns[0]. }
  Gun1 := nil;
  Gun2 := nil;
  inherited;
Beware that the list classes "ownership" mechanism is simple, and you will get an error if you free the instance using some other means, while it's also contained within a list. Use the Extract method to remove something from a list without freeing it, thus taking the responsibility to free it yourself.

**In the Castle Game Engine:** The descendants of `TX3DNode` have automatic memory management when inserted as children of another `TX3DNode`. The root X3D node, `TX3DRootNode`, is in turn usually owned by `TCastleSceneCore`. Some other things also have a simple ownership mechanism — look for parameters and properties called `OwnsXxx`.

### 5.4. The virtual destructor called Destroy

As you saw in the examples above, when the class is destroyed, its destructor called `Destroy` is called.

In theory, you could have multiple destructors, but in practice it's almost never a good idea. It's much easier to have only one destructor called `Destroy`, which is in turn called by the `Free` method, which is in turn called by the `FreeAndNil` procedure.

The `Destroy` destructor in the `TObject` is defined as a *virtual* method, so you should always mark it with the `override` keyword in all your classes (since all classes descend from `TObject`). This makes the `Free` method work correctly. Recall how the virtual methods work from the Section 4.9, "Virtual methods, override and reintroduce".

This information about *destructors* is, indeed, inconsistent with the *constructors*.

It's normal that a class has multiple constructors. Usually they are all called `Create`, and only have different parameters, but it's also OK to invent other names for constructors.

Also, the `Create` constructor in the `TObject` is *not virtual*, so you do not mark it with `override` in the descendants.

This all gives you a bit of extra flexibility when defining constructors. It is often not necessary to make them virtual, so by default you’re not forced to do it.
Note, however, that this changes for \texttt{TComponent} descendants. The \texttt{TComponent} defines a virtual constructor \texttt{Create(AOwner: TComponent)}. It needs a virtual constructor in order for the streaming system to work. When defining descendants of the \texttt{TComponent}, you should override this constructor (and mark it with the \texttt{override} keyword), and perform all your initialization inside it. It is still OK to define additional constructors, but they should only act as "helpers". The instance should always work when created using the \texttt{Create(AOwner: TComponent)} constructor, otherwise it will not be correctly constructed when streaming. The \textit{streaming} is used e.g. when saving and loading this component on a Lazarus form.

5.5. Free notification

If you copy a reference to the instance, such that you have two references to the same memory, and then one of them is freed — the other one becomes a \textit{"dangling pointer"}. It should not be accessed, as it points to a memory that is no longer allocated. Accessing it may result in a runtime error, or garbage being returned (as the memory may be reused for other stuff in your program).

Using the \texttt{FreeAndNil} to free the instance doesn’t help here. \texttt{FreeAndNil} sets to \texttt{nil} only the reference it got — there’s no way for it to set all other references automatically. Consider this code:

```pascal
var
  Obj1, Obj2: TObject;
begin
  Obj1 := TObject.Create;
  Obj2 := Obj1;
  FreeAndNil(Obj1);

  // what happens if we access Obj1 or Obj2 here?
end;
```

1. At the end of this block, the \texttt{Obj1} is \texttt{nil}. If some code has to access it, it can reliably use \texttt{if Obj1 <> nil then ...} to avoid calling methods on a freed instance, like

```pascal
if Obj1 <> nil then
```

43
WriteLn(Obj1.ClassName);

Trying to access a field of a `nil` instance results in a predictable exception at runtime. So even if some code will not check `Obj1 <> nil`, and will blindly access `Obj1` field, you will get a clear exception at runtime.

Same goes for calling a virtual method, or calling a non-virtual method that accessed a field of a `nil` instance.

2. With `Obj2`, things are less predictable. It’s not `nil`, but it’s invalid. Trying to access a field of a non-nil invalid instance results in an unpredictable behavior — maybe an access violation exception, maybe a garbage data returned.

There are various solutions to it:

- One solution is to, well, be careful and read the documentation. Don’t assume anything about the lifetime of the reference, if it’s created by other code. If a class `TCar` has a field pointing to some instance of `TWheel`, it’s a convention that the reference to `wheel` is valid as long as the reference to `car` exists, and the `car` will free its `wheels` inside its destructor. But that’s just a convention, the documentation should mention if there’s something more complicated going on.

- In the above example, right after freeing the `Obj1` instance, you can simply set the `Obj2` variable explicitly to `nil`. That’s trivial in this simple case.

- The most future-proof solution is to use `TComponent` class “free notification” mechanism. One component can be notified when another component is freed, and thus set its reference to `nil`.

Thus you get something like a weak reference. It can cope with various usage scenarios, for example you can let the code from outside of the class to set your reference, and the outside code can also free the instance at anytime.

This requires both classes to descend from `TComponent`. Using it in general boils down to calling `FreeNotification`, `RemoveFreeNotification`, and overriding `Notification`.

Here’s a complete example, showing how to use this mechanism, together with constructor / destructor and a setter property. Sometimes it can be done simpler, but this is the full-blown version that is always correct:)
TContainer = class(TComponent)
private
  FSomeSpecialControl: TControl;
  procedure SetSomeSpecialControl(const Value: TControl);
protected
  procedure Notification(AComponent: TComponent; Operation: TOperation); override;
public
  destructor Destroy; override;
  property SomeSpecialControl: TControl
    read FSomeSpecialControl write SetSomeSpecialControl;
end;

implementation

procedure TContainer.Notification(AComponent: TComponent; Operation: TOperation);
begin
  inherited;
  if (Operation = OpRemove) and (AComponent = FSomeSpecialControl) then
    { set to nil by SetSomeSpecialControl to clean nicely }
    SomeSpecialControl := nil;
end;

procedure TContainer.SetSomeSpecialControl(const Value: TControl);
begin
  if FSomeSpecialControl <> Value then
    begin
      if FSomeSpecialControl <> nil then
        FSomeSpecialControl.RemoveFreeNotification(Self);
      FSomeSpecialControl := Value;
      if FSomeSpecialControl <> nil then
        FSomeSpecialControl.FreeNotification(Self);
    end;
end;

destructor TContainer.Destroy;
begin
  { set to nil by SetSomeSpecialControl, to detach free notification }
  SomeSpecialControl := nil;
  inherited;
end;
6. Run-time library

6.1. Input/output using streams

Modern programs should use `TStream` class and its many descendants to do input/output. It has many useful descendants, like `TFileStream`, `TMemoryStream`, `TStringStream`.

```pascal
{$mode objfpc}{$H+}{$J-}
uses
  SysUtils, Classes;

var
  S: TStream;
  InputInt, OutputInt: Integer;

begin
  InputInt := 666;

  S := TFileStream.Create('my_binary_file.data', fmCreate);
  try
    S.WriteBuffer(InputInt, SizeOf(InputInt));
  finally
    FreeAndNil(S);
  end;

  S := TFileStream.Create('my_binary_file.data', fmOpenRead);
  try
    S.ReadBuffer(OutputInt, SizeOf(OutputInt));
  finally
    FreeAndNil(S);
  end;

  WriteLn('Read from file got integer: ', OutputInt);
end.
```

In the Castle Game Engine: You should use the `Download` function to create a stream that obtains data from any URL. Regular files, HTTP and HTTPS resources, Android assets and more are supported this way. Moreover, to open the resource inside your game data (in the `data` subdirectory) use the special `castle-data:/xxx` URL. Examples:

```pascal
EnableNetwork := true;
```
S := Download('https://castle-engine.io/latest.zip');

S := Download('file:///home/michalis/my_binary_file.data');

S := Download('castle-data:/gui/my_image.png');

To read text files, we advise using the `TTextReader` class. It provides a line-oriented API, and wraps a `TStream` inside. The `TTextReader` constructor can take a ready URL, or you can pass there your custom `TStream` source.

```pascal
Text := TTextReader.Create('castle-data:/my_data.txt');
try
  while not Text.Eof do
    WriteLnLog('NextLine', Text.ReadLn);
finally
  FreeAndNil(Text);
end;
```

### 6.2. Containers (lists, dictionaries) using generics

The language and run-time library offer various flexible containers. There are a number of non-generic classes (like `TList` and `TObjectList` from the `Contnrs` unit), there are also dynamic arrays (`array of TMyType`). But to get the most flexibility and type-safety, I advise using `generic containers` for most of your needs.

The `generic containers` give you a lot of helpful methods to add, remove, iterate, search, sort… The compiler also knows (and checks) that the container holds only items of the appropriate type.

There are three libraries providing generics containers in FPC now:

- `FGL` unit
- `Generics.Collections` unit and friends
- `GVector` unit and friends (together in `fcl-stl`)

We advise using the `FGL` unit (if you need to work with the stable FPC 3.0.x or even older FPC 2.6.x), or the `Generics.Collections` unit (only available since FPC 3.1.1, but on the other hand compatible with Delphi). They both offer lists and dictionaries with naming consistent with other parts of the standard library (like the non-generic containers from the `Contnrs` unit).
Modern Object Pascal Introduction for Programmers

In the Castle Game Engine: We include a local copy of Generics.Collections even for FPC 3.0.x. We use the Generics.Collections throughout the engine, and advise you to use Generics.Collections too!

Most important classes from the Generics.Collections unit are:

**TList**
A generic list of types.

**TObjectList**
A generic list of object instances. It can "own" children, which means that it will free them automatically.

**TDictionary**
A generic dictionary.

**TOBJECTdictionary**
A generic dictionary, that can "own" the keys and/or values.

Here’s how to you use a simple generic TObjectList:

```pascal
{$emode objfpc}{$H+}{$J-}
uses SysUtils, Generics.Collections;

type
  TApple = class
    Name: string;
  end;

  TAppleList = specialize TObjectList<TApple>;

var
  A: TApple;
  Apples: TAppleList;

begin
  Apples := TAppleList.Create(true);
  try
    A := TApple.Create;
    A.Name := 'my apple';
    Apples.Add(A);

    A := TApple.Create;
    A.Name := 'another apple';
    Apples.Add(A);
  except
    on E: Exception do
      Writeln('Error: ', E.Message);
  end;
  Writeln('Count: ', Apples.Count);
```
Writeln(Apples[0].Name);
Writeln(Apples[1].Name);
finally FreeAndNil(Apples) end;
end.

Note that some operations require comparing two items, like sorting and searching (e.g. by Sort and IndexOf methods). The Generics.Collections containers use for this a comparer. The default comparer is reasonable for all types, even for records (in which case it compares memory contents, which is a reasonable default at least for searching using IndexOf).

When sorting the list you can provide a custom comparer as a parameter. The comparer is a class implementing the IComparer interface. In practice, you usually define the appropriate callback, and use TComparer<T>.Construct method to wrap this callback into an IComparer instance. An example of doing this is below:

```pascal
{$mode objfpc}{$H+}{$J-}
uses SysUtils, Generics.Defaults, Generics.Collections;

type
TApple = class
  Name: string;
end;

TAppleList = specialize TObjectList<TApple>;

function CompareApples(const ref Left, Right: TApple): Integer;
begin
  Result := AnsiCompareStr(Left.Name, Right.Name);
end;

type
TAppleComparer = specialize TComparer<TApple>;

var
A: TApple;
L: TAppleList;
begin
L := TAppleList.Create(true);
try
  A := TApple.Create;
  A.Name := '11';
  L.Add(A);
  A := TApple.Create;
```

49
A.Name := '33';
L.Add(A);

A := TApple.Create;
A.Name := '22';
L.Add(A);

L.Sort(TAppleComparer.Construct(@CompareApples));

Writeln('Count: ', L.Count);
Writeln(L[0].Name);
Writeln(L[1].Name);
Writeln(L[2].Name);
finally FreeAndNil(L) end;
end.

The **TDictionary** class implements a dictionary, also known as a map (key → value), also known as an associative array. Its API is a bit similar to the C# **TDictionary** class. It has useful iterators for keys, values, and pairs of key#value.

An example code using a dictionary:

```pascal
{$mode objfpc}{$H+}{$J-}
uses SysUtils, Generics.Collections;

type
  TApple = class
    Name: string;
  end;

  TAppleDictionary = specialize TDictionary<string, TApple>;

var
  Apples: TAppleDictionary;
  A, FoundA: TApple;
  ApplePair: TAppleDictionary.TDictionaryPair;
  AppleKey: string;

begin
  Apples := TAppleDictionary.Create;
  try
    A := TApple.Create;
    A.Name := 'my apple';
    Apples.AddOrSetValue('apple key 1', A);

    if Apples.TryGetValue('apple key 1', FoundA) then
```

```
Writeln('Found apple under key "apple key 1" with name: ' + FoundA.Name);

for AppleKey in Apples.Keys do
  Writeln('Found apple key: ' + AppleKey);
for A in Apples.Values do
  Writeln('Found apple value: ' + A.Name);
for ApplePair in Apples do
  Writeln('Found apple key->value: ' + ApplePair.Key + '->' + ApplePair.Value.Name);

{ Line below works too, but it can only be used to set
  an *existing* dictionary key.
  Instead of this, usually use AddOrSetValue
  to set or add a new key, as necessary. }
// Apples['apple key 1'] := ... ;
Apples.Remove('apple key 1');

{ Note that the TDictionary doesn't own the items,
  you need to free them yourself.
  We could use TObjectDictionary to have automatic ownership
  mechanism. }
A.Free;
finally FreeAndNil(Apples) end;
end.

The TObjectDictionary can additionally own the dictionary keys and/or values,
which means that they will be automatically freed. Be careful to only own keys and/
or values if they are object instances. If you set to "owned" some other type, like an
Integer (for example, if your keys are Integer, and you include doOwnsKeys),
you will get a nasty crash when the code executes.

An example code using the TObjectDictionary is below. Compile
this example with memory leak detection, like fpc -gl -gh
generics_object_dictionary.lpr, to see that everything is freed when
program exits.

{$mode objfpc}{$H+}{$J-}
uses SysUtils, Generics.Collections;

type
  TApple = class
    Name: string;
end;

TAppleDictionary = specialize TObjectDictionary<>string, TApple>;

var
   Apples: TAppleDictionary;
   A: TApple;
   ApplePair: TAppleDictionary.TDictionaryPair;
begin
   Apples := TAppleDictionary.Create([doOwnsValues]);
   try
      A := TApple.Create;
      A.Name := 'my apple';
      Apples.AddOrSetValue('apple key 1', A);

      for ApplePair in Apples do
         Writeln('Found apple key->value: ' +
                  ApplePair.Key + '->' + ApplePair.Value.Name);

      Apples.Remove('apple key 1');
   finally
      FreeAndNil(Apples)
   end;
end.

If you prefer using the FGL unit instead of Generics.Collections, here is a short overview of the most important classes from the FGL unit:

TFPGList
   A generic list of types.

TFPGObjectList
   A generic list of object instances. It can "own" children.

TFPGMap
   A generic dictionary.

In FGL unit, the TFPGList can be only used for types for which the equality operator (=) is defined. For TFPGMap, the "greater than" (>) and "less than" (<) operators must be defined for the key type. If you want to use these lists with types that don't have built-in comparison operators (e.g. with records), you have to overload their operators as shown in the Section 7.9, "Operator overloading".

In the Castle Game Engine we include a unit CastleGenericLists that adds TGenericStructList and TGenericStructMap classes. They are similar to TFPGList and TFPGMap, but they do not require a definition of the comparison operators for the appropriate type (instead, they compare memory
Modern Object Pascal Introduction for Programmers

contents, which is often appropriate for records or method pointers). But the CastleGenericLists unit is deprecated since the engine version 6.3, as we advise using Generics.Collections instead.

If you want to know more about the generics, see Section 7.3, “Generics”.

6.3. Cloning: TPersistent.Assign

Copying the class instances by a simple assignment operator copies the reference.

```pascal
var
    X, Y: TMyObject;
begin
    X := TMyObject.Create;
    Y := X;
    // X and Y are now two pointers to the same data
    Y.MyField := 123; // this also changes X.MyField
    FreeAndNil(X);
end;
```

To copy the class instance contents, the standard approach is to derive your class from TPersistent, and override its Assign method. Once it’s implemented properly in TMyObject, you use it like this:

```pascal
var
    X, Y: TMyObject;
begin
    X := TMyObject.Create;
    Y := TMyObject.Create;
    Y.Assign(X);
    Y.MyField := 123; // this does not change X.MyField
    FreeAndNil(X);
    FreeAndNil(Y);
end;
```

To make it work, you need to implement the Assign method to actually copy the fields you want. You should carefully implement the Assign method, to copy from a class that may be a descendant of the current class.

```pascal
{$mode objfpc}{$H+}{$J-}
uses
    SysUtils, Classes;
```
type
  TMyClass = class(TPersistent)
  public
    MyInt: Integer;
    procedure Assign(Source: TPersistent); override;
  end;

TMyClassDescendant = class(TMyClass)
  public
    MyString: string;
    procedure Assign(Source: TPersistent); override;
  end;

procedure TMyClass.Assign(Source: TPersistent);
var
  SourceMyClass: TMyClass;
begin
  if Source is TMyClass then
  begin
    SourceMyClass := TMyClass(Source);
    MyInt := SourceMyClass.MyInt;
    // Xxx := SourceMyClass.Xxx; // add new fields here
  end
  else
  { Since TMyClass is a direct TPersistent descendant,
    it calls inherited ONLY when it cannot handle Source class.
    See comments below. }
  inherited Assign(Source);
end;

procedure TMyClassDescendant.Assign(Source: TPersistent);
var
  SourceMyClassDescendant: TMyClassDescendant;
begin
  if Source is TMyClassDescendant then
  begin
    SourceMyClassDescendant := TMyClassDescendant(Source);
    MyString := SourceMyClassDescendant.MyString;
    // Xxx := SourceMyClassDescendant.Xxx; // add new fields here
  end
  { Since TMyClassDescendant has an ancestor that already overrides
    Assign (in TMyClass.Assign), it calls inherited ALWAYS,
    to allow TMyClass.Assign to handle remaining fields.
    See comments below for a detailed reasoning. }
```pascal
    inherited Assign(Source);
end;

var
  C1, C2: TMyClass;
  CD1, CD2: TMyClassDescendant;
begin
  // test TMyClass.Assign
  C1 := TMyClass.Create;
  C2 := TMyClass.Create;
  try
    C1.MyInt := 666;
    C2.Assign(C1);
    WriteLn('C2 state: ', C2.MyInt);
  finally
    FreeAndNil(C1);
    FreeAndNil(C2);
  end;
  // test TMyClassDescendant.Assign
  CD1 := TMyClassDescendant.Create;
  CD2 := TMyClassDescendant.Create;
  try
    CD1.MyInt := 44;
    CD1.MyString := 'blah';
    CD2.Assign(CD1);
    WriteLn('CD2 state: ', CD2.MyInt, ' ', CD2.MyString);
  finally
    FreeAndNil(CD1);
    FreeAndNil(CD2);
  end;
end.
```

Sometimes it’s more comfortable to alternatively override the `AssignTo` method in the source class, instead of overriding the `Assign` method in the destination class.

Be careful when you call `inherited` in the overridden `Assign` implementation. There are two situations:

**Your class is a direct descendant of the `TPersistent` class.** (Or, it’s not a direct descendant of `TPersistent`, but no ancestor has overridden the `Assign` method.)

In this case, your class should use the `inherited` keyword (to call the `TPersistent.Assign`) only if you cannot handle the assignment in your code.
Your class descends from some class that has already overridden the Assign method.

In this case, your class should always use the inherited keyword (to call the ancestor Assign). In general, calling inherited in overridden methods is usually a good idea.

To understand the need when to call (or not to call) inherited from the Assign implementation, and how it relates to the AssignTo method, it’s best to look at the TPersistent.Assign and TPersistent.AssignTo implementations:

```pascal
procedure TPersistent.Assign(Source: TPersistent);
begin
  if Source <> nil then
    Source.AssignTo(Self)
  else
    raise EConvertError...
end;

procedure TPersistent.AssignTo(Destination: TPersistent);
begin
  raise EConvertError...
end;
```

This is not the exact implementation of TPersistent, I simplified it to hide the boring details about how the exception message is build.

The conclusions you can get from the above are:

- If neither Assign nor AssignTo are overridden then calling them will result in an exception.

- Also, note that there is no code in TPersistent implementation that automatically copies all the fields (or all the published fields) of the classes. That’s why you need to do that yourself, by overriding Assign in all the classes. You can use RTTI (runtime type information) for that, but for simple cases you will probably just list the fields to be copied manually.

When you have a class like TApple, your TApple.Assign implementation usually deals with copying fields that are specific to the TApple class (not to the TApple ancestor, like TFruit). So, the TApple.Assign implementation usually checks whether Source is TApple at the beginning, before copying apple-related fields. Then, it calls inherited to allow TFruit to handle the rest of the fields.
Assuming that you implemented TFruit.Assign and TApple.Assign following the standard pattern (as shown in the example above), the effect is like this:

- If you pass TApple instance to TApple.Assign, it will work and copy all the fields.
- If you pass TOrange instance to TApple.Assign, it will work and only copy the common fields shared by both TOrange and TApple. In other words, the fields defined at TFruit.
- If you pass TWerewolf instance to TApple.Assign, it will raise an exception (because TApple.Assign will call TFruit.Assign which will call TPersistent.Assign which raises an exception).

Remember that when descending from TPersistent, the default visibility specifier is published, to allow streaming of TPersistent descendants. Not all field and property types are allowed in the published section. If you get errors related to it, and you don’t care about streaming, just change the visibility to public. See the Section 4.5, “Visibility specifiers”.

7. Various language features

7.1. Local (nested) routines

Inside a larger routine (function, procedure, method) you can define a helper routine.

The local routine can freely access (read and write) all the parameters of a parent, and all the local variables of the parent that were declared above it. This is very powerful. It often allows to split long routines into a couple of small ones without much effort (as you don’t have to pass around all the necessary information in the parameters). Be careful to not overuse this feature — if many nested functions use (and even change) the same variable of the parent, the code may get hard to follow.

These two examples are equivalent:

```pascal
function SumOfSquares(const N: Integer): Integer;

function Square(const Value: Integer): Integer;
begin
  Result := Value * Value;
end;
```
var
  I: Integer;
begin
  Result := 0;
  for I := 0 to N do
    Result := Result + Square(I);
end;

Another version, where we let the local routine `Square` to access `I` directly:

```pascal
function SumOfSquares(const N: Integer): Integer;
var
  I: Integer;

  function Square: Integer;
  begin
    Result := I * I;
  end;

begin
  Result := 0;
  for I := 0 to N do
    Result := Result + Square;
end;
```

Local routines can go to any depth — which means that you can define a local routine within another local routine. So you can go wild (but please don’t go too wild, or the code will get unreadable:).

### 7.2. Callbacks (aka events, aka pointers to functions, aka procedural variables)

They allow to call a function indirectly, through to a variable. The variable can be assigned at runtime to point to any function with matching parameter types and return types.

The callback can be:

- Normal, which means it can point to any normal routine (not a method, not local).

```pascal
{$mode objfpc}{$H+}{$J-}
```
function Add(const A, B: Integer): Integer;
begin
  Result := A + B;
end;

function Multiply(const A, B: Integer): Integer;
begin
  Result := A * B;
end;

type
  TMyFunction = function (const A, B: Integer): Integer;

function ProcessTheList(const F: TMyFunction): Integer;
var
  I: Integer;
begin
  Result := 1;
  for I := 2 to 10 do
    Result := F(Result, I);
end;

var
  SomeFunction: TMyFunction;
begin
  SomeFunction := @Add;
  WriteLn('1 + 2 + 3 ... + 10 = ', ProcessTheList(SomeFunction));

  SomeFunction := @Multiply;
  WriteLn('1 * 2 * 3 ... * 10 = ', ProcessTheList(SomeFunction));
end.

• A method: declare with of object at the end.

{$mode objfpc}{$H+}{$J-}
uses
  SysUtils;

type
  TMyMethod = procedure (const A: Integer) of object;

  TMyClass = class
   CurrentValue: Integer;
    procedure Add(const A: Integer);
    procedure Multiply(const A: Integer);
  end;
procedure ProcessTheList(const M: TMyMethod);
end;

procedure TMyClass.Add(const A: Integer);
begin
  CurrentValue := CurrentValue + A;
end;

procedure TMyClass.Multiply(const A: Integer);
begin
  CurrentValue := CurrentValue * A;
end;

procedure TMyClass.ProcessTheList(const M: TMyMethod);
var
  I: Integer;
begin
  CurrentValue := 1;
  for I := 2 to 10 do
    M(I);
end;

var
  C: TMyClass;
begin
  C := TMyClass.Create;
  try
    C.ProcessTheList(@C.Add);
    WriteLn('1 + 2 + 3 ... + 10 = ', C.CurrentValue);
    C.ProcessTheList(@C.Multiply);
    WriteLn('1 * 2 * 3 ... * 10 = ', C.CurrentValue);
  finally
    FreeAndNil(C);
  end;
end.

Note that you cannot pass global procedures / functions as methods. They are incompatible. If you have to provide an object callback, but don’t want to create a dummy class instance, you can pass Section 8.3, “Class methods” as methods.

type
  TMyMethod = function (const A, B: Integer): Integer of object;
TMyClass = class
  class function Add(const A, B: Integer): Integer
  class function Multiply(const A, B: Integer): Integer
end;

var
  M: TMyMethod;
begin
  M := @TMyClass(nil).Add;
  M := @TMyClass(nil).Multiply;
end;

Unfortunately, you need to write ugly @TMyClass(nil).Add instead of just @TMyClass.Add.

• A (possibly) local routine: declare with is nested at the end, and make sure to use {$modeswitch nestedprocvars} directive for the code. These go hand-in-hand with Section 7.1, “Local (nested) routines”.

7.3. Generics

A powerful feature of any modern language. The definition of something (typically, of a class) can be parameterized with another type. The most typical example is when you need to create a container (a list, dictionary, tree, graph...): you can define a list of type T, and then specialize it to instantly get a list of integers, a list of strings, a list of TMyRecord, and so on.

The generics in Pascal work much like generics in C++. Which means that they are "expanded" at the specialization time, a little like macros (but much safer than macros; for example, the identifiers are resolved at the time of generic definition, not at specialization, so you cannot "inject" any unexpected behavior when specializing the generic). In effect this means that they are very fast (can be optimized for each particular type) and work with types of any size. You can use a primitive type (integer, float) as well as a record, as well as a class when specializing a generic.

{$mode objfpc}{$H+}{$J-}
uses
  SysUtils;

type
generic TMyCalculator<T> = class
Value: T;
   \textbf{procedure} Add(const A: T);
end;

\textbf{procedure} TMyCalculator.Add\textbf{(const A: T)};
begin
   Value := Value + A;
end;

type
   TMyFloatCalculator = specialize TMyCalculator\textbf{<Single>};
   TMyStringCalculator = specialize TMyCalculator\textbf{<string>};

\textbf{var}
   FloatCalc: TMyFloatCalculator;
   StringCalc: TMyStringCalculator;
begin
   FloatCalc := TMyFloatCalculator.Create;
   try
      FloatCalc.Add(3.14);
      FloatCalc.Add(1);
      WriteLn('FloatCalc: ', FloatCalc.Value:1:2);
   finally
      FreeAndNil(FloatCalc);
   end;

   StringCalc := TMyStringCalculator.Create;
   try
      StringCalc.Add('something');
      StringCalc.Add(' more');
      WriteLn('StringCalc: ', StringCalc.Value);
   finally
      FreeAndNil(StringCalc);
   end;
end.

Generics are not limited to classes, you can have generic functions and procedures as well:

{$\text{\texttt{mode objfpc}}}{$\texttt{H+}}{\texttt{J-}}$
\textbf{uses}
   SysUtils;

\{ Note: this example requires FPC 3.1.1 (will not compile with FPC 3.0.0 or older). \}
generic function Min<T>(const A, B: T): T;
begin
    if A < B then
        Result := A else
        Result := B;
end;

begin
    WriteLn('Min (1, 0): ', specialize Min<Integer>(1, 0));
    WriteLn('Min (3.14, 5): ', specialize Min<Single>(3.14, 5):1:2);
    WriteLn('Min (''a'', ''b''): ', specialize Min<string>(''a'', 'b'));
end.

See also the Section 6.2, “Containers (lists, dictionaries) using generics” about important standard classes using generics.

7.4. Overloading

Methods (and global functions and procedures) with the same name are allowed, as long as they have different parameters. At compile time, the compiler detects which one you want to use, knowing the parameters you pass.

By default, the overloading uses the FPC approach, which means that all the methods in given namespace (a class or a unit) are equal, and hide the other methods in namespaces with less priority. For example, if you define a class with methods Foo(Integer) and Foo(string), and it descends from a class with method Foo(Float), then the users of your new class will not be able to access the method Foo(Float) easily (they still can --- if they typecast the class to its ancestor type). To overcome this, use the overload keyword.

7.5. Preprocessor

You can use simple preprocessor directives for

• conditional compilation (code depending on platform, or some custom switches),
• to include one file in another,
• you can also use parameter-less macros.

Note that macros with parameters are not allowed. In general, you should avoid using the preprocessor stuff… unless it’s really justified. The preprocessing happens before
parsing, which means that you can "break" the normal syntax of the Pascal language. This is a powerful, but also somewhat dirty, feature.

```pascal
{$mode objfpc}{$H+}{$J-}
unit PreprocessorStuff;
interface

{$ifdef FPC}
{ This is only defined when compiled by FPC, not other compilers (like Delphi). }
procedure Foo;
{$endif}

{ Define a NewLine constant. Here you can see how the normal syntax of Pascal
  is "broken" by preprocessor directives. When you compile on Unix
  (includes Linux, Android, Mac OS X), the compiler sees this:

  const NewLine = #10;

  When you compile on Windows, the compiler sees this:

  const NewLine = #13#10;

  On other operating systems, the code will fail to compile,
  because a compiler sees this:

  const NewLine = ;

  It's a *good* thing that the compilation fails in this case -- if you
  will have to port the program to an OS that is not Unix, not Windows,
  you will be reminded by a compiler to choose the newline convention
  on that system. }

const
  NewLine =
    {$ifdef UNIX} #10 {$endif}
    {$ifdef MSWINDOWS} #13#10 {$endif} ;

{$define MY_SYMBOL}

{$ifdef MY_SYMBOL}
procedure Bar;
{$endif}
```
Include files have commonly the `.inc` extension, and are used for two purposes:

- The include file may only contain other compiler directives, that "configure" your source code. For example you could create a file `myconfig.inc` with these contents:

```pascal
{$mode objfpc}
{$H+}
{$J-}
{$modeswitch advancedrecords}
{$ifndef VER3}
  {$error This code can only be compiled using FPC version at least 3.x.}
{$endif}
```

Now you can include this file using `{$I myconfig.inc}` in all your sources.

- The other common use is to split a large unit into many files, while still keeping it a single unit as far as the language rules are concerned. Do not overuse this technique — your first instinct should be to split a single unit into multiple units, not to split a single unit into multiple include files. Never the less, this is a useful technique.

  1. It allows to avoid "exploding" the number of units, while still keeping your source code files short. For example, it may be better to have a single unit with "commonly used UI controls" than to create one unit for each UI control class,
as the latter approach would make the typical "uses" clause long (since a typical UI code will depend on a couple of UI classes). But placing all these UI classes in a single `myunit.pas` file would make it a long file, unhandy to navigate, so splitting it into multiple include files may make sense.

2. It allows to have a cross-platform unit interface with platform-dependent implementation easily. Basically you can do

   ```pascal
   {$ifdef UNIX} {$I my_unix_implementation.inc} {$endif}
   {$ifdef MSWINDOWS} {$I my_windows_implementation.inc} {$endif}
   ```

Sometimes this is better than writing a long code with many `{ifdef UNIX}`, `{ifdef MSWINDOWS}` intermixed with normal code (variable declarations, routine implementation). The code is more readable this way. You can even use this technique more aggressively, by using the `-Fi` command-line option of FPC to include some subdirectories only for specific platforms. Then you can have many version of include file `{I my platform_specific_implementation.inc}` and you simply include them, letting the compiler find the correct version.

### 7.6. Records

`Record` is just a container for other variables. It’s like a much, much simplified class: there is no inheritance or virtual methods. It is like a `structure` in C-like languages.

If you use the `{modeswitch advancedrecords}` directive, records can have methods and visibility specifiers. In general, language features that are available for classes, and do not break the simple predictable memory layout of a record, are then possible.

```pascal
{$mode objfpc}{SH+}{$J-}
{$modeswitch advancedrecords}
type
  TMyRecord = record
    public
      I, Square: Integer;
      procedure WriteLnDescription;
    end;

  procedure TMyRecord.WriteLnDescription;
begin
```
In modern Object Pascal, your first instinct should be to design a class, not a record—because classes are packed with useful features, like constructors and inheritance.

But records are still very useful when you need speed or a predictable memory layout:

- Records do not have any constructor or destructor. You just define a variable of a record type. It has undefined contents (memory garbage) at the beginning (except auto-managed types, like strings; they are guaranteed to be initialized to be empty, and finalized to free the reference count). So you have to be more careful when dealing with records, but it gives you some performance gain.
- Arrays of records are nicely linear in memory, so they are cache-friendly.
- The memory layout of records (size, padding between fields) is clearly defined in some situations: when you request the C layout, or when you use packed record. This is useful:
  # to communicate with libraries written in other programming languages, when they expose an API based on records,
  # to read and write binary files,
  # to make dirty low-level tricks (like unsafe typecasting one type to another, being aware of their memory representation).
- Records can also have case parts, which work like unions in C-like languages. They allows to treat the same memory piece as a different type, depending on your
needs. As such, this allows for greater memory efficiency in some cases. And it allows for more dirty, low-level unsafe tricks:)

7.7. Old-style objects

In the old days, Turbo Pascal introduced another syntax for class-like functionality, using the `object` keyword. It’s somewhat of a blend between the concept of a `record` and a modern `class`.

- The old-style objects can be allocated / freed, and during that operation you can call their constructor / destructor.
- But they can also be simply declared and used, like records. A simple `record` or `object` type is not a reference (pointer) to something, it’s simply the data. This makes them comfortable for small data, where calling allocation / free would be bothersome.
- Old-style objects offer inheritance and virtual methods, although with small differences from the modern classes. Be careful — bad things will happen if you try to use an object without calling its constructor, and the object has virtual methods.

It’s discouraged to use the old-style objects in most cases. Modern `classes` provide much more functionality. And when needed, records (including advanced records) can be used for performance. These concepts are usually a better idea than old-style objects.

7.8. Pointers

You can create a `pointer` to any other type. The pointer to type `TMyRecord` is declared as `^TMyRecord`, and by convention is called `PMyRecord`. This is a traditional example of a linked list of integers using records:

```pascal
type
  PMyRecord = ^TMyRecord;
  TMyRecord = record
    Value: Integer;
    Next: PMyRecord;
  end;
```

Note that the definition is recursive (type `PMyRecord` is defined using type `TMyRecord`, while `TMyRecord` is defined using `PMyRecord`). It is allowed to define
a pointer type to a *not-yet-defined type*, as long as it will be resolved within the same

*type* block.

You can allocate and free pointers using the `New` / `Dispose` methods, or (more

low-level, not type-safe) `GetMem` / `FreeMem` methods. You dereference the pointer

(to access the stuff *pointed by*) you append the `^` operator (e.g. `MyInteger :=

MyPointerToInteger^`). To make the inverse operation, which is to *get a pointer of

an existing variable*, you prefix it with `@` operator (e.g. `MyPointerToInteger :=

@MyInteger`).

There is also an untyped `Pointer` type, similar to `void*` in C-like languages. It is

completely unsafe, and can be typecasted to any other pointer type.

Remember that a *class instance* is also in fact a pointer, although it doesn’t require any

`^` or `@` operators to use it. A linked list using classes is certainly possible, it would

simply be this:

```pascal
TMyClass = class
  Value: Integer;
  Next: TMyClass;
end;
```

### 7.9. Operator overloading

You can override the meaning of many language operators, for example to allow

addition and multiplication of your custom types. Like this:

```pascal
{$mode objfpc}{$H+}{$J-}
uses
  StrUtils;

operator* (const S: string; const A: Integer): string;
begin
  Result := DupString(S, A);
end;

begin
  WriteLn('bla' * 10);
end.
```
You can override operators on classes too. Since you usually create new instances of your classes inside the operator function, the caller must remember to free the result.

```pascal
{$mode objfpc}{$H+}{$J-}
uses
  SysUtils;

type
  TMyClass = class
    MyInt: Integer;
  end;

operator* (const C1, C2: TMyClass): TMyClass;
begin
  Result := TMyClass.Create;
end;

var
  C1, C2: TMyClass;
begin
  C1 := TMyClass.Create;
  try
    C1.MyInt := 12;
    C2 := C1 * C1;
    try
      WriteLn('12 * 12 = ', C2.MyInt);
    finally
      FreeAndNil(C2);
    end;
    finally
      FreeAndNil(C1);
    end;
  finally
    FreeAndNil(C1);
  end.
end.
```

You can override operators on records too. This is usually easier than overloading them for classes, as the caller doesn’t have to deal then with memory management.

```pascal
{$mode objfpc}{$H+}{$J-}
uses
  SysUtils;

type
  TMyRecord = record
```
Modern Object Pascal Introduction for Programmers

```pascal
operator* (const C1, C2: TMyRecord): TMyRecord;
begin
end;

var
  R1, R2: TMyRecord;
begin
  R1.MyInt := 12;
  R2 := R1 * R1;
  WriteLn('12 * 12 = ', R2.MyInt);
end.
```

For records, it's advised to use `{$modeswitch advancedrecords}` and override operators as `class operator` inside the record. This allows to use generic classes that depend on some operator existence (like `TFPGList`, that depends on equality operator being available) with such records. Otherwise the "global" definition of an operator (not inside the record) would not be found (because it's not available at the code that implements the `TFPGList`), and you could not specialize a list like `specialize TFPGList<TMyRecord>`. 

```pascal
{$mode objfpc}{$H+}{$J-}
{$modeswitch advancedrecords}
uses
  SysUtils, FGL;

type
  TMyRecord = record
    MyInt: Integer;
    class operator+ (const C1, C2: TMyRecord): TMyRecord;
    class operator= (const C1, C2: TMyRecord): boolean;
  end;

class operator TMyRecord.+ (const C1, C2: TMyRecord): TMyRecord;
begin
end;

class operator TMyRecord.= (const C1, C2: TMyRecord): boolean;
begin
end;
```
end;

{8. Advanced classes features}

8.1. Private and strict private

The `private` visibility specifier means that the field (or method) is not accessible outside of this class. But it allows an exception: all the code defined in the same unit can break this, and access private fields and methods. A C++ programmer would say that in Pascal all classes within a single unit are friends. This is often useful, and doesn’t break your encapsulation, since it’s limited to a unit.

However, if you create larger units, with many classes (that are not tightly integrated with each other), it’s safer to use strict private. It means that the field (or method) is not accessible outside of this class — period. No exceptions.

In a similar manner, there’s protected visibility (visible to descendants, or friends in the same unit) and strict protected (visible to descendants, period).
8.2. More stuff inside classes and nested classes

You can open a section of constants (const) or types (type) within a class. This way, you can even define a class within a class. The visibility specifiers work as always, in particular the nested class can be private (not visible to the outside world), which is often useful.

Note that to declare a field after a constant or type you will need to open a var block.

```pascal
type
  TMyClass = class
    private
      type
        TInternalClass = class
          Velocity: Single;
          procedure DoSomething;
        end;
      var
        FInternalClass: TInternalClass;
    public
      const
        DefaultVelocity = 100.0;
      constructor Create;
      destructor Destroy; override;
    end;
  constructor TMyClass.Create;
  begin
    inherited;
    FInternalClass := TInternalClass.Create;
    FInternalClass.Velocity := DefaultVelocity;
    FInternalClass.DoSomething;
  end;
  destructor TMyClass.Destroy;
  begin
    FreeAndNil(FInternalClass);
    inherited;
  end;

  { note that method definition is prefixed with "TMyClass.TInternalClass" below. }
  procedure TMyClass.TInternalClass.DoSomething;
  begin
    // Method implementation
  end;
```

8.3. Class methods

These are methods you can call having a class reference (TMyClass), not necessarily a class instance.

```pascal
type
  TEnemy = class
    procedure Kill;
    class procedure KillAll;
  end;

var
  E: TEnemy;
begin
  E := TEnemy.Create;
  try
    E.Kill;
  finally
    FreeAndNil(E)
  end;
  TEnemy.KillAll;
end;
```

Note that they can be virtual — it makes sense, and is sometimes very useful, when combined with Section 8.4, “Class references”.

The class methods can also be limited by the Section 4.5, “Visibility specifiers”, like private or protected. Just like regular methods.

Note that a constructor always acts like a class method when called in a normal fashion (MyInstance := TMyClass.Create(...));. Although it's possible to also call a constructor from within the class itself, like a normal method, and then it acts like a normal method. This is a useful feature to "chain" constructors, when one constructor (e.g. overloaded to take an integer parameter) does some job, and then calls another constructor (e.g. parameter-less).

8.4. Class references

Class reference allows you to choose the class at runtime, for example to call a class method or constructor without knowing the exact class at compile-time. It is a type declared as class of TMyClass.
type
  TMyClass = class(TComponent)
  end;

TMyClass1 = class(TMyClass)
end;

TMyClass2 = class(TMyClass)
end;

TMyClassRef = class of TMyClass;

var
  C: TMyClass;
  ClassRef: TMyClassRef;
begin
  // Obviously you can do this:
  C := TMyClass.Create(nil); FreeAndNil(C);
  C := TMyClass1.Create(nil); FreeAndNil(C);
  C := TMyClass2.Create(nil); FreeAndNil(C);

  // In addition, using class references, you can also do this:
  ClassRef := TMyClass;
  C := ClassRef.Create(nil); FreeAndNil(C);

  ClassRef := TMyClass1;
  C := ClassRef.Create(nil); FreeAndNil(C);

  ClassRef := TMyClass2;
  C := ClassRef.Create(nil); FreeAndNil(C);
end;

Class references can be combined with virtual class methods. This gives a similar effect as using classes with virtual methods — the actual method to be executed is determined at runtime.
class procedure DoSomething; override;
end;

TMyClass2 = class(TMyClass)
  class procedure DoSomething; override;
end;

TMyClassRef = class of TMyClass;

var
  C: TMyClass;
  ClassRef: TMyClassRef;
begin
  ClassRef := TMyClass1;
  ClassRef.DoSomething;

  ClassRef := TMyClass2;
  ClassRef.DoSomething;

  { And this will cause an exception at runtime, since DoSomething is abstract in TMyClass. }
  ClassRef := TMyClass;
  ClassRef.DoSomething;
end;

If you have an instance, and you would like to get a reference to its class (not the declared class, but the final descendant class used at its construction), you can use the ClassType property. The declared type of ClassType is TClass, which stands for class of TObject. Often you can safely typecast it to something more specific, when you know that the instance is something more specific than TObject.

In particular, you can use the ClassType reference to call virtual methods, including virtual constructors. This allows you to create a method like Clone that constructs an instance of the exact run-time class of the current object. You can combine it with Section 6.3, “Cloning: TPersistent.Assign” to have a method that returns a newly-constructed clone of the current instance.

Remember that it only works when the constructor of your class is virtual. For example, it can be used with the standard TComponent descendants, since they all must override TComponent.Create(AOwner: TComponent) virtual constructor.

type
  TMyClass = class(TComponent)
procedure Assign(Source: TPersistent); override;
function Clone(AOwner: TComponent): TMyClass;
end;

TMyClassRef = class of TMyClass;

function TMyClass.Clone(AOwner: TComponent): TMyClass;
begin
  // This would always create an instance of exactly TMyClass:
  // Result := TMyClass.Create(AOwner);
  // This can potentially create an instance of TMyClass descendant:
  Result := TMyClassRef(ClassType).Create(AOwner);
  Result.Assign(Self);
end;

8.5. Static class methods

To understand the static class methods, you have to understand how the normal class methods (described in the previous sections) work. Internally, normal class methods receive a class reference of their class (it is passed through a hidden, implicitly added 1st parameter of the method). This class reference can be even accessed explicitly using the Self keyword inside the class method. Usually, it’s a good thing: this class reference allows you to call virtual class methods (through the virtual method table of the class).

While this is nice, it makes the normal class methods incompatible when assigning to a global procedure pointer. That is, this will not compile:

```pascal
{$mode objfpc}{$H+}{$J-}
type
  TMyCallback = procedure (A: Integer);

  TMyClass = class
    class procedure Foo(A: Integer);
  end;

class procedure TMyClass.Foo(A: Integer);
begin
end;

var
  Callback: TMyCallback;
begin
```
// Error: TMyClass.Foo not compatible with TMyCallback
Callback := @TMyClass(nil).Foo;
end.

In the *Delphi mode* you would be able to write `TMyClass.Foo` instead of an ugly `TMyClass(nil).Foo` in the example above. Admittedly, the `TMyClass.Foo` looks much more elegant, and it is also better checked by the compiler. Using the `TMyClass(nil).Foo` is a hack… unfortunately, necessary (for now) in the *ObjFpc mode* which is presented throughout this book.

In any case, assigning the `TMyClass.Foo` to the `Callback` above would still fail in the Delphi mode, for exactly the same reasons.

The above example fails to compile, because the `Callback` is incompatible with the class method `Foo`. And it’s incompatible because internally the class method has that special hidden *implicit* parameter to pass a class reference.

One way to fix the above example is to change the definition of `TMyCallback`. It will work if it is a method callback, declared as `TMyCallback = procedure (A: Integer) of object;`. But sometimes, it’s not desirable.

Here comes the *static* class method. It is, in essence, just a global procedure / function, but its namespace is limited inside the class. It *does not* have any implicit class reference (and so, *it cannot be virtual* and *it cannot call virtual class methods*). On the upside, it is compatible with normal (non-object) callbacks. So this will work:

```pascal
{$mode objfpc}{$H+}{$J-}
type
  TMyCallback = procedure (A: Integer);

  TMyClass = class
    class procedure Foo(A: Integer); static;
  end;

class procedure TMyClass.Foo(A: Integer);
begin
  TMyClass.Foo(A);
end;

var
  Callback: TMyCallback;
begin
```
8.6. Class properties and variables

A class property is a property that can be accessed through a class reference (it does not need a class instance).

It is quite straightforward analogy of a regular property (see Section 4.3, “Properties”). For a class property, you define a getter and / or a setter. They may refer to a class variable or a static class method.

A class variable is, you guessed it, like a regular field but you don’t need a class instance to access it. In effect, it’s just like a global variable, but with the namespace limited to the containing class. It can be declared within the class var section of the class. Alternatively it can be declared by following the normal field definition with the keyword static.

And a static class method is just like a global procedure / function, but with the namespace limited to the containing class. More about static class methods in the section above, see Section 8.5, “Static class methods”.

```pascal
{$mode objfpc}{$H+}{$J-}
type
  TMyClass = class
    strict private
    // Alternative:
    // FMyProperty: Integer; static;
    class var
      FMyProperty: Integer;
    class procedure SetMyProperty(const Value: Integer); static;
  public
    class property MyProperty: Integer
      read FMyProperty write SetMyProperty;
  end;

class procedure TMyClass.SetMyProperty(const Value: Integer);
begin
  Writeln('MyProperty changes!');
  FMyProperty := Value;
end;

begin
```

79
TMyClass.MyProperty := 123;
Writeln('TMyClass.MyProperty is now ', TMyClass.MyProperty);
end.

8.7. Class helpers

The *method* is just a procedure or function inside a class. From the outside of the class, you call it with a special syntax `MyInstance.MyMethod(...)` . After a while you grow accustomed to thinking that *if I want to make action Action on instance X, I write 'X.Action(...)'*.

But sometimes, you need to implement something that conceptually is *an action on class TMyClass* without modifying the *TMyClass* source code. Sometimes it's because it's not your source code, and you don't want to change it. Sometimes it's because of the dependencies — adding a method like `Render` to a class like `TMy3DObject` seems like a straightforward idea, but maybe the base implementation of class `TMy3DObject` should be kept independent from the rendering code? It would be better to "enhance" an existing class, to add functionality to it without changing its source code.

Simple way to do it is then to create a global procedure that takes an instance of `TMy3DObject` as its 1st parameter.

```pascal
procedure Render(const Obj1: TMy3DObject; const Color: TColor);
var
  I: Integer;
begin
  for I := 0 to Obj1.ShapesCount - 1 do
    RenderMesh(Obj1.Shape[I].Mesh, Color);
end;
```

This works perfectly, but the downside is that calling it looks a little ugly. While usually you call actions like `X.Action(...)`, in this case you have to call them like `Render(X, ...)`. It would be cool to be able to just write `X.Render(...)` , even when `Render` is not implemented in the same unit as `TMy3DObject`.

And this is where you use class helpers. They are just a way to implement procedures / functions that operate on given class, and that are called like methods, but are not in fact normal methods — they were added outside of the `TMy3DObject` definition.

**type**
TMy3DObjectHelper = class helper for TMy3DObject
  procedure Render(const Color: TColor);
end;

procedure TMy3DObjectHelper.Render(const Color: TColor);
var
  I: Integer;
begin
  { note that we access ShapesCount, Shape without any qualifiers here }
  for I := 0 to ShapesCount - 1 do
    RenderMesh(Shape[I].Mesh, Color);
end;

The more general concept is "type helper". Using them you can add methods even to primitive types, like integers or enums. You can also add "record helpers" to (you guessed it…) records. See http://lists.freepascal.org/fpc-announce/2013-February/000587.html .

8.8. Virtual constructors, destructors

Destructor name is always Destroy, it is virtual (since you can call it without knowing the exact class at compile-time) and parameter-less.

Constructor name is by convention Create.

You can change this name, although be careful with this — if you define CreateMy, always redefine also the name Create, otherwise the user can still access the constructor Create of the ancestor, bypassing your CreateMy constructor.

In the base TObject it is not virtual, and when creating descendants you’re free to change the parameters. The new constructor will hide the constructor in ancestor (note: don’t put here overload, unless you want to break it).

In the TComponent descendants, you should override its constructor Create(AOwner: TComponent);. For streaming functionality, to create a class without knowing its type at compile time, having virtual constructors is very useful (see Section 8.4, “Class references” above).

8.9. An exception in constructor

What happens if an exception happens during a constructor? The line

X := TMyClass.Create;
does not execute to the end in this case, $X$ cannot be assigned, so who will cleanup after a partially-constructed class?

The solution of Object Pascal is that, in case an exception occurs within a constructor, then the destructor is called. This is a reason why your destructor must be robust, which means it should work in any circumstances, even on a half-created class instance. Usually this is easy if you release everything safely, like by FreeAndNil.

We also have to depend in such cases that the memory of the class is guaranteed to be zeroed right before the constructor code is executed. So we know that at the beginning, all class references are nil, all integers are 0 and so on.

So below works without any memory leaks:

```pascal
{$mode objfpc}{$H+}{$J-}
uses
  SysUtils;

type
  TGun = class
  end;

  TPlayer = class
    Gun1, Gun2: TGun;
    constructor Create;
    destructor Destroy; override;
  end;

begin
  TPlayer.Create;
  inherited;
  Gun1 := TGun.Create;
  raise Exception.Create('Raising an exception from constructor!');
  Gun2 := TGun.Create;
end;

destructor TPlayer.Destroy;
begin
  { in case since the constructor crashed, we can have Gun1 <> nil and Gun2 = nil now. Deal with it. }
  ...Actually, in this case, FreeAndNil deals with it without any additional effort on our side, because FreeAndNil checks whether the instance is nil before calling its destructor. }
  FreeAndNil(Gun1);
```

82
FreeAndNil(Gun2);
  inherited;
end;

begin
  try
    TPlayer.Create;
  except
    on E: Exception do
      WriteLn('Caught ' + E.ClassName + ': ' + E.Message);
  end;
end.

9. Interfaces

9.1. Bare (CORBA) interfaces

An interface declares an API, much like a class, but it does not define the implementation. A class can implement many interfaces, but it can only have one ancestor class.

You can cast a class to any interface it supports, and then call the methods through that interface. This allows to treat in a uniform fashion the classes that don’t descend from each other, but still share some common functionality. Useful when a simple class inheritance is not enough.


uses
  SysUtils, Classes;

type
  IMyInterface = interface
    ['{79352612-668B-4E8C-910A-26975E103CAC}']
      procedure Shoot;
    end;
end;

TMyClass1 = class(IMyInterface)
procedure Shoot;
end;

TMyClass2 = class(IMyInterface)
  procedure Shoot;
end;

TMyClass3 = class
  procedure Shoot;
end;

procedure TMyClass1.Shoot;
begin
  WriteLn('TMyClass1.Shoot');
end;

procedure TMyClass2.Shoot;
begin
  WriteLn('TMyClass2.Shoot');
end;

procedure TMyClass3.Shoot;
begin
  WriteLn('TMyClass3.Shoot');
end;

procedure UseThroughInterface(I: IMyInterface);
begin
  Write('Shooting... ');
  I.Shoot;
end;

var
  C1: TMyClass1;
  C2: TMyClass2;
  C3: TMyClass3;
begin
  C1 := TMyClass1.Create;
  C2 := TMyClass2.Create;
  C3 := TMyClass3.Create;
  try
    if C1 is IMyInterface then
      UseThroughInterface(C1 as IMyInterface);
    if C2 is IMyInterface then
      UseThroughInterface(C2 as IMyInterface);
  except
    on E: Exception do
      writeln('Exception: ', E.Message);
  end;
end;
Modern Object Pascal Introduction for Programmers

```
// The "C3 is IMyInterface" below is false,
// so "UseThroughInterface(C3 as IMyInterface)" will not execute.
if C3 is IMyInterface then
    UseThroughInterface(C3 as IMyInterface);
finally
    FreeAndNil(C1);
    FreeAndNil(C2);
    FreeAndNil(C3);
end;
end.
```

9.2. CORBA and COM types of interfaces

**Why are the interfaces (presented above) called "CORBA"?**

The name **CORBA** is unfortunate. A better name would be **bare interfaces**. These interfaces are a "pure language feature". Use them when you want to cast various classes as the same interface, because they share a common API.

While these types of interfaces can be used together with the **CORBA (Common Object Request Broker Architecture)** technology (see [https://en.wikipedia.org/wiki/Common_Object_Request_Broker_Architecture](https://en.wikipedia.org/wiki/Common_Object_Request_Broker_Architecture)), they are *not* tied to this technology in any way.

**Is the {$interfaces corba} declaration needed?**

Yes, because by default you create **COM interfaces**. This can be stated explicitly by saying {$interfaces com}, but usually it's not needed since it's the default state.

And I don't advise using **COM interfaces**, especially if you're looking for something equivalent to interfaces from other programming languages. The **CORBA interfaces** in Pascal are exactly what you expect if you're looking for something equivalent to the interfaces in C# and Java. While the **COM interfaces** bring additional features that you possibly don't want.

Note that the {$interfaces xxx} declaration only affects the interfaces that do not have any explicit ancestor (just the keyword interface, not interface(ISomeAncestor)). When an interface has an ancestor, it has the same type as the ancestor, regardless of the {$interfaces xxx} declaration.

**What are COM interfaces?**

The **COM interface** is synonymous with an interface descending from a special **IUnknown** interface. Descending from **IUnknown**:

85
• Requires that your classes define the _AddRef and _ReleaseRef methods. Proper implementation of these methods can manage the lifetime of your objects using the reference-counting.

• Adds the QueryInterface method.

• Allows to interact with the COM (Component Object Model) technology.

Why do you advise to not use the COM interfaces?
Because COM interfaces "entangle" two features that should be unrelated (orthogonal) in my view: multiple inheritance and reference counting. Other programming languages rightly use separate concepts for these two features.

To be clear: reference-counting, that provides an automatic memory management (in simple situations, i.e. without cycles), is a very useful concept. But entangling this feature with interfaces (instead of making them orthogonal features) is unclean in my eyes. It definitely doesn’t match my use cases.

• Sometimes I want to cast my (otherwise unrelated) classes to a common interface.

• Sometimes I want to manage memory using the reference counting approach.

• Maybe some day I will want to interact with the COM technology.
But these are all separate, unrelated needs. Entangling them in a single language feature is counter-useful in my experience. It does cause actual problems:

• If I want the feature of casting classes to a common interface API, but I don’t want the reference-counting mechanism (I want to manually free objects), then the COM interfaces are problematic. Even when reference-counting is disabled by a special _AddRef and _ReleaseRef implementation, you still need to be careful to never have a temporary interface reference hanging, after you have freed the class instance. More details about it in the next section.

• If I want the feature of reference counting, but I have no need for an interface hierarchy to represent something different than the class hierarchy, then I have to duplicate my classes API in interfaces. Thus creating a single interface for each class. This is counter-productive. I would much rather have smart pointers as a separate language feature, not entangled with interfaces (and luckily, it’s coming:).

That is why I advise to use CORBA style interfaces, and the ${$interfaces corba} directive, in all modern code dealing with interfaces.
Only if you need both "reference counting" and "multiple inheritance" at the same time, then use COM interfaces. Also, Delphi has only COM interfaces for now, so you need to use COM interfaces if your code must be compatible with Delphi.

Can we have reference-counting with CORBA interfaces?

Yeah. Just add _AddRef / _ReleaseRef methods. There's no need to descend from the IUnknown interface. Although in most cases, if you want reference-counting with your interfaces, you may as well just use COM interfaces.

9.3. Interfaces GUIDs

GUIDs are the seemingly random characters ['{ABCD1234-…}'] that you see placed at every interface definition. Yes, they are just random. Unfortunately, they are necessary.

The GUIDs have no meaning if you don't plan on integrating with communication technologies like COM nor CORBA. But they are necessary, for implementation reasons. Don't be fooled by the compiler, that unfortunately allows you to declare interfaces without GUIDs.

Without the (unique) GUIDs, your interfaces will be treated equal by the _is_ operator. In effect, it will return _true_ if your class supports _any_ of your interfaces. The magic function Supports(ObjectInstance, IMyInterface) behaves slightly better here, as it refuses to be compiled for interfaces without a GUID. This is true for both CORBA and COM interfaces, as of FPC 3.0.0.

So, to be on the safe side, you should always declare a GUID for your interface. You can use Lazarus GUID generator (Ctrl + Shift + G shortcut in the editor). Or you can use an online service like https://www.guidgenerator.com/.

Or you can write your own tool for this, using the CreateGUID and GUIDToString functions in RTL. See the example below:

```pascal
{$mode objfpc}{$H+}{$J-}
uses
  SysUtils;
var
  MyGuid: TGUID;
begin
  Randomize;
  CreateGUID(MyGuid);
  WriteLn([''' + GUIDToString(MyGuid) + ''']);
```


9.4. Reference-counted (COM) interfaces

The COM interfaces bring two additional features:

1. integration with COM (a technology from Windows, also available on Unix through XPCOM, used by Mozilla),
2. reference counting (which gives you automatic destruction when all the interface references go out of scope).

When using COM interfaces, you need to be aware of their automatic destruction mechanism and relation to COM technology.

In practice, this means that:

- Your class needs to implement a magic \_AddRef, \_Release, and QueryInterface methods. Or descend from something that already implements them. A particular implementation of these methods may actually enable or disable the reference-counting feature of COM interfaces (although disabling it is somewhat dangerous — see the next point).

# The standard class TInterfacedObject implements these methods to enable the reference-counting.

# The standard class TComponent implements these methods to disable the reference-counting. In the Castle Game Engine we give you additional useful ancestors TNonRefCountedInterfacedObject and TNonRefCountedInterfacedPersistent for this purpose, see https://github.com/castle-engine/castle-engine/blob/master/src/base/castleinterfaces.pas.

- You need to be careful of freeing the class, when it may be referenced by some interface variables. Because the interface is released using a virtual method (because it may be reference-counted, even if you hack the \_AddRef method to not be reference-counted…), you cannot free the underlying object instance as long as some interface variable may point to it. See "7.7 Reference counting" in the FPC manual (http://freepascal.org/docs-html/ref/refse47.html).

The safest approach to using COM interfaces is to

- accept the fact that they are reference-counted,
• derive the appropriate classes from `TInterfacedObject`,
• and avoid using the class instance, instead accessing the instance always through the interface, letting reference-counting manage the deallocation.

This is an example of such interface use:

```pascal
{$mode objfpc}{$SH+}{$J-}
{$interfaces com}

uses
  SysUtils, Classes;

type
  IMyInterface = interface
    ['{3075FFCD-8EFB-4E98-B157-261448B8D92E}']
    procedure Shoot;
  end;

TMyClass1 = class(TInterfacedObject, IMyInterface)
  procedure Shoot;
end;

TMyClass2 = class(TInterfacedObject, IMyInterface)
  procedure Shoot;
end;

TMyClass3 = class(TInterfacedObject)
  procedure Shoot;
end;

procedure TMyClass1.Shoot;
begin
  WriteLn('TMyClass1.Shoot');
end;

procedure TMyClass2.Shoot;
begin
  WriteLn('TMyClass2.Shoot');
end;

procedure TMyClass3.Shoot;
begin
  WriteLn('TMyClass3.Shoot');
end;
```
procedure UseThroughInterface(I: IMyInterface);
begin
  Write('Shooting... ');
  I.Shoot;
end;

var
  C1: IMyInterface; // COM takes care of destruction
  C2: IMyInterface; // COM takes care of destruction
  C3: TMyClass3;    // YOU have to take care of destruction
begin
  C1 := TMyClass1.Create as IMyInterface;
  C2 := TMyClass2.Create as IMyInterface;
  C3 := TMyClass3.Create;
  try
    UseThroughInterface(C1); // no need to use "as" operator
    UseThroughInterface(C2);
    if C3 is IMyInterface then
      UseThroughInterface(C3 as IMyInterface); // this will not execute
  finally
    { C1 and C2 variables go out of scope and will be auto-destroyed now.

    In contrast, C3 is a class instance, not managed by an interface, and it has to be destroyed manually. }
    FreeAndNil(C3);
  end;
end.

9.5. Using COM interfaces with reference-counting disabled

As mentioned in the previous section, your class can descend from TComponent (or a similar class like TNonRefCountedInterfacedObject and TNonRefCountedInterfacedPersistent) which disables reference-counting for COM interfaces. This allows you to use COM interfaces, and still free the class instance manually.

You need to be careful in this case to not free the class instance when some interface variable may refer to it. Remember that every typecast Cx as IMyInterface also creates a temporary interface variable, which may be present even until the end of the current procedure. For this reason, the example below uses a UseInterfaces procedure, and it frees the class instances outside of this procedure (when we can be sure that temporary interface variables are out of scope).
To avoid this mess, it's usually better to use CORBA interfaces, if you don't want reference-counting with your interfaces.

```
{$mode objfpc}{$H+}{$J-}
{$interfaces com}

uses
  SysUtils, Classes;

type
  IMyInterface = interface
    ['{3075FFCD-8EFB-4E98-B157-261448B8D92E}']
      procedure Shoot;
    end;

  TMyClass1 = class(TComponent, IMyInterface)
    procedure Shoot;
  end;

  TMyClass2 = class(TComponent, IMyInterface)
    procedure Shoot;
  end;

  TMyClass3 = class(TComponent)
    procedure Shoot;
  end;

procedure TMyClass1.Shoot;
begin
  WriteLn('TMyClass1.Shoot');
end;

procedure TMyClass2.Shoot;
begin
  WriteLn('TMyClass2.Shoot');
end;

procedure TMyClass3.Shoot;
begin
  WriteLn('TMyClass3.Shoot');
end;

procedure UseThroughInterface(I: IMyInterface);
begin
  Write('Shooting... ');
end;
```
begin
  C1 := TMyClass1.Create(nil);
  C2 := TMyClass2.Create(nil);
  C3 := TMyClass3.Create(nil);
  try
    UseInterfaces;
  finally
    FreeAndNil(C1);
    FreeAndNil(C2);
    FreeAndNil(C3);
  end;
end.

9.6. Typecasting interfaces

This section applies to both CORBA and COM interfaces (however, it has some explicit exceptions for CORBA).

1. Casting to an interface type using the as operator makes a check at run-time. Consider this code:

   UseThroughInterface(Cx as IMyInterface);
It works for all \texttt{C1}, \texttt{C2}, \texttt{C3} instances in the examples in previous sections. If executed, it would make a run-time error in case of \texttt{C3}, that does not implement \texttt{IMyInterface}.

Using \texttt{as} operator works consistently regardless if \texttt{Cx} is declared as a class instance (like \texttt{TMyClass2}) or interface (like \texttt{IMyInterface2}).

However, it is not allowed for CORBA interfaces.

2. You can instead cast the instance as an interface implicitly:

\begin{verbatim}
UseThroughInterface(Cx);
\end{verbatim}

In this case, the typecast must be valid at compile-time. So this will compile for \texttt{C1} and \texttt{C2} (that are declared as classes that implement \texttt{IMyInterface}). But it will not compile for \texttt{C3}.

In essence, this typecast looks and works just like for regular classes. Wherever an instance of a class \texttt{TMyClass} is required, you can always use there a variable that is declared with a class of \texttt{TMyClass}, or \texttt{TMyClass descendant} The same rule applies to interfaces. No need for any explicit typecast in such situations.

3. You can also typecast using \texttt{IMyInterface(Cx)}. Like this:

\begin{verbatim}
UseThroughInterface(IMyInterface(Cx));
\end{verbatim}

Usually, such typecasting syntax indicates an \textit{unsafe, unchecked} typecast. Bad things will happen if you cast to an incorrect interface. And that's true, if you cast a \textit{class to a class}, or \textit{an interface to an interface}, using this syntax.

There is a small exception here: if \texttt{Cx} is declared as a class (like \texttt{TMyClass2}), then this is a typecast that must be valid at compile-time. So casting a \textit{class to an interface} this way is a safe, fast (checked at compile-time) typecast.

To test it all, play around with this example code:

\begin{verbatim}
{$mode objfpc}{$H+}{$J-}

// {$interfaces corba} // note that "as" typecasts for CORBA will not compile
\end{verbatim}
uses Classes;

type
  IMyInterface = interface
    ['{7FC754BC-9CA7-4399-B947-D37DD30BA90A}']
      procedure One;
    end;

  IMyInterface2 = interface(IMyInterface)
    ['{A72B7008-3F90-45C1-8F4C-E77C4302AA3E}']
      procedure Two;
    end;

  IMyInterface3 = interface(IMyInterface2)
    ['{924BFB98-B049-4945-AF17-1DB08DB1C0C5}']
      procedure Three;
    end;

TMyClass = class(TComponent, IMyInterface)
  procedure One;
end;

TMyClass2 = class(TMyClass, IMyInterface, IMyInterface2)
  procedure One;
  procedure Two;
end;

procedure TMyClass.One;
begin
  Writeln('TMyClass.One');
end;

procedure TMyClass2.One;
begin
  Writeln('TMyClass2.One');
end;

procedure TMyClass2.Two;
begin
  Writeln('TMyClass2.Two');
end;

procedure UseInterface2(const I: IMyInterface2);
begin
  I.One;
end;
procedure UseInterface3(const I: IMyInterface3);
begin
  I.One;
  I.Two;
  I.Three;
end;

var
  My: IMyInterface;
  MyClass: TMyClass;
begin
  My := TMyClass2.Create(nil);
  MyClass := TMyClass2.Create(nil);

  // This doesn't compile, since at compile-time it's unknown if My is IMyInterface2.
  // UseInterface2(My);  // This compiles and works OK.
  UseInterface2(IMyInterface2(My));

  // This compiles, but will fail at runtime, with ugly "Access violation".
  // UseInterface3(IMyInterface3(My));  // This does not compile. Casting InterfaceType(ClassType) is checked at compile-time.
  // UseInterface3(IMyInterface3(MyClass));

  // This compiles, but will fail at runtime, with nice "EInvalidCast: Invalid type cast".
  // UseInterface3(My as IMyInterface3);  // This compiles, but will fail at runtime, with nice "EInvalidCast: Invalid type cast".
10. About this document

Copyright Michalis Kamburelis.

The source code of this document is in AsciiDoc on https://github.com/michaliskambi/modern-pascal-introduction. Suggestions for corrections and additions, and patches and pull requests, are always very welcome:) You can reach me through GitHub or email michalis.kambi@gmail.com. My homepage is https://michalis.ii.uni.wroc.pl/~michalis/. This document is linked under the Documentation section of the Castle Game Engine website https://castle-engine.io/.

You can redistribute and even modify this document freely, under the same licenses as Wikipedia https://en.wikipedia.org/wiki/Wikipedia:Copyrights:

• Creative Commons Attribution-ShareAlike 3.0 Unported License (CC BY-SA)
• or the GNU Free Documentation License (GFDL) (unversioned, with no invariant sections, front-cover texts, or back-cover texts).

Thank you for reading!