

19.8.4 Klasse System

Diese Klasse *System* (*gb.eval*) besitzt nur zwei (statische) Eigenschaften:

- **Datatypes – Static Property Read Datatypes As String[]**
 In einem String-Array werden alle nativen Datentypen von Gambas gespeichert.

```
Public Sub btnGetDatatypes_Click()

    Dim aMatrixDataTypes As String[]
    Dim sElement As String

    TextArea.Clear
    aMatrixDataTypes = System.Datatypes

    For Each sElement In aMatrixDataTypes
        TextArea.Insert(sElement & gb.NewLine)
    Next ' sElement

End ' btnGetDatatypes_Click()
```

Das ist das Ergebnis:

```
Boolean,Byte,Date,Single,Float,Integer,Long,Short,String,Variant,Object,Pointer
```

- **Keywords – Static Property Read Keywords As String[]**
 In einem String-Array werden alle reservierten Wörter gespeichert.

```
Public Sub btnGetKeywords_Click()

    Dim aMatrixKeywords As String[]
    Dim sElement As String

    TextArea.Clear
    aMatrixKeywords = System.Keywords

    For Each sElement In aMatrixKeywords
        TextArea.Insert(sElement & gb.NewLine)
    Next ' sElement

End ' btnGetKeywords_Click()
```

Diese Liste sieht nur auf den ersten Blick gewaltig aus:

```
Boolean, Byte, Date, Single, Float, Integer, Long, Short, String, Variant, Object, Pointer,
Class, Function, Struct, Const, Private, Public, Static, Fast, Property, Event, Inherits, Im-
plements, Export, As, Of, Dim, New, Procedure, Sub, Return, Optional, Output, Do, Loop, While,
Until, Repeat, Wend, If, Then, Else, Endif, End, For, To, DownTo, From, Step, Next, Select,
Case, Exit, Break, Continue, Goto, GoSub, On, Me, Last, Try, Finally, Catch, With, True, Fal-
se, Swap, Null, Extern, Each, In, Default, Stop, Quit, Raise, Error, Super, Enum, Let, Print,
Input, Read, Write, Open, Close, Seek, Append, Create, Binary, Line, Flush, Exec, Shell, Wait,
Sleep, Kill, Move, Copy, Inc, Dec, Mkdir, Rmdir, Watch, Link, Lock, Unlock, Library, Debug,
Pipe, Randomize, ByRef, Memory, Chmod, Chown, Chgrp, And, Or, Not, Xor, Div, Mod, Is, Like,
Begins, Ends, Left$, Left, Mid$, Mid, Right$, Right, Len, Space$, Space, String$, String,
Trim$, Trim, LTrim$, LTrim, RTrim$, RTrim, Upper$, Upper, UCase$, UCase, Lower$, Lower,
LCase$, LCase, Chr$, Chr, Asc, InStr, RInStr, Subst$, Subst, Replace$, Replace, Split, Scan,
Comp, Conv, Conv$, SConv, SConv$, DConv, DConv$, Abs, Int, Fix, Sgn, Frac, Log, Exp, Sqr, Sin,
Cos, Tan, Atn, ATan, Asn, ASin, Acs, ACos, Deg, Rad, Log10, Sinh, Cosh, Tanh, Asnh, ASinh,
Acsh, ACosh, Atnh, ATanh, Exp2, Exp10, Log2, Chr, Expm, Logp, Floor, Ceil, Pi, Round, .Rando-
mize, Rnd, Min, Max, If, IIf, Choose, .Array, ATan2, Atn2, Ang, Hyp, Mag, IsAscii, IsLetter,
IsLCase, IsLower, IsUCase, IsUpper, IsDigit, IsHexa, IsSpace, IsBlank, IsPunct, BClr, BSet,
BTst, BChg, Shl, Asl, Shr, Asr, Rol, Ror, Lsl, Lsr, IsBoolean, IsInteger, IsLong, IsFloat, Is-
Date, IsNumber, IsNull, TypeOf, SizeOf, CBool, CBoolean, CByte, CShort, CInt, CInteger, CLong,
CSingle, CFloat, CDate, CStr, CString, CPointer, CVariant, Bin$, Bin, Hex$, Hex, Val, Str$,
Str, Format$, Format, Timer, Now, Year, Month, Day, Hour, Minute, Second, WeekDay, Week, Date,
Time, DateAdd, DateDiff, Eval, .Error, .Debug, .Wait, .Open, .OpenMemory, .Close, .Input,
.LineInput, .Print, .Read, .ReadBytes, .Write, .WriteBytes, .Flush, .Lock, .Unlock, .Input-
From, .OutputTo, .ErrorTo, Eof, Lof, Seek, .Kill, .Mkdir, .Rmdir, Even, Odd, .Move, .Copy,
.Link, .Chmod, .Chown, .Chgrp, Swap, Swap$, IsNan, IsInf, Exist, Access, Stat, Dfree, Temp,
Temp$, IsDir, Dir, RDir, .Exec, .Shell, Alloc, Free, Realloc, Str@, String@, .Sleep,
```

```
VarPtr, .Collection, Tr, Tr$, Quote, Quote$, Shell, Shell$, Html, Html$, Base64, Base64$, Un-  
Quote, UnQuote$, UnBase64, UnBase64$, MkBool, MkBool$, MkBoolean, MkBoolean$, MkByte, MkByte$,  
MkShort, MkShort$, MkInt, MkInt$, MkInteger, MkInteger$, MkLong, MkLong$, MkSingle, MkSingle$,  
MkFloat, MkFloat$, MkDate, MkDate$, MkPointer, MkPointer$, Bool@, Boolean@, Byte@, Short@,  
Int@, Integer@, Long@, Single@, Float@, Date@, Pointer@.
```