

Properties

A *property* is an element of the system that takes a set of objects (*parameters*) and returns exactly one object (the *return value*).

The type and the specifics of how to calculate each property are determined by the [operator](#) used to create the property.

Type constraint

Due to implementation features, all non-**NULL** property values returned must be of the same type. That is, a property cannot return, for example, a string for one set of parameters and a number for another.

The same constraint exists for each property parameter: a property cannot have a non-**NULL** value for an object collection in which, for example, the first parameter is a string, and at the same time have a non-**NULL** value for another object collection, in which the first parameter is an object.

Language

To create properties, use [the = instruction](#).

Examples

```
1 cost 'Cost' (i) = DATA NUMERIC[12,3] (Item); // property defined by the context-
independent DATA property operator
2 weightedSum 'Weighted amount' (a, b) = 2*a + 3*b; // property defined by expression
3 diff = a - b;
4 // the caption of this property will be 'diff' and the parameters will be (a, b)
5 teamName 'Team name' = DATA BPSTRING[30](Team) IN baseGroup TABLE team; // property defined by DATA
operator with additional property options
```