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Rule Definition 2

Manuals, Rule Language

Rule Definition

Rule is defined as follows:

```
IF (RuleCondition) THEN
    ActionList
ELSE
    ActionList
```

where `RuleCondition` defines one or more conditions that have to hold true before the specified `ActionList` is executed. `IF` and `ELSE` statements are optional, so it is possible to have a rule which only has action statement(s) – such rules are called unconditional rules. It is also possible to include IF statement within ELSE:

```
IF (RuleCondition) THEN
    ActionList
ELSE IF (RuleCondition) THEN
    ActionList
ELSE
    ActionList
```

Rules operate on business objects and/or their attributes, i.e. both the condition and action parts of a rule may refer to a business object and its attribute. Business objects are referred to by name, for example Account. Attributes of a business object are referred to by the attribute name where the name of the attribute is separated from the name of the business object by the dot symbol, for example `Account.State`.

Examples of rules:

```
IF Account.State='CLOSED' AND Account.Balance<>0 THEN
    REPORT ERROR 'Account with non-zero balance cannot be closed'
```

```
CreditAccount.AvailableFunds =
CreditAccount.CreditLimit+CreditAccount.Balance-
CreditAccount.NonClearedFunds
```

```
IF Account.Type IS UNDEFINED THEN
    FIND AccountType WHERE AccountType.Name='Credit'
Account.Type=AccountType
```

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