Functions

Rule Engine · https://2yetis.net/docs/functions/

Function	Description
empty	Evaluates whether an expression if 'empty'. This is true when the argument is: null An instance of class C and the derived JexlArithmetic overloads a method 'public boolean empty(C arg)' that returns true when the argument is considered empty An empty string An array of length zero A collection of size zero An empty map Defining a method 'public boolean isEmpty()' that returns true when the instance is considered empty This is false in other cases (besides errors). empty(arg)
size	Evaluates the 'size' of an expression. This returns: 0 if the argument is null The result of calling a method from a derived JexlArithmetic overload 'public int size(C arg)', C being the class of the argument Length of an array Length of a string Size of a Collection Size of a Map The result of calling a method 'public int size()' defined by the argument class This returns 0 in other cases (besides errors). size("Hello") returns 5.

Function	Description
new	Creates a new instance using a fully-qualified class name or Class: new("java.lang.Double", 10) returns 10.0. Note that the first argument of new can be a variable or any expression evaluating as a String or Class; the rest of the arguments are used as arguments to the constructor for the class considered. In case of multiple constructors, JEXL will make the best effort to find the most appropriate non ambiguous constructor to call. Alternatively, using #pragma jexl.import java.langcode>, one can use the following syntax: new Double(10).
Top level function	Top level function is a function which can be invoked without specifying a namespace. Top level function can be defined by the function definition method inside the script A JexlContext can define methods which can be invoked as top level functions. This can allow expressions like: string(23.0) Another way to define top level function is to register to JexlEngine objects or classes with null namespace.