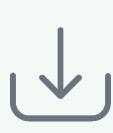


printIntegerExpression

Syntax	<pre>set aString = anInteger.printIntegerExpression(aFormat, aLocale?)</pre>						
Semantics	<p><code>printIntegerExpression()</code> initializes a String object from an Integer using the given format expression. The format expression is a string with placeholders for number variables. The syntax is described in Number Formatting.</p>						
Substitutables	<table border="1"><tr><td>anInteger</td><td>Can be any variable or object attribute having the type Integer.</td></tr><tr><td>aFormat</td><td>Can be any variable or object attribute having the type String. The pattern syntax is described in Number Formatting.</td></tr><tr><td>aLocale</td><td><p>Optional variable or object attribute having the type Basic Components::Basic Behavior::NumbersLocale.</p><p>This parameter can be used to define the following properties:</p><ul style="list-style-type: none">• negativeSign: characters used to signify negative values. Usually '-'• positiveSign: characters used to signify positive values. Usually '+'• currencySymbol: e.g. '\$'<p>The other attributes of the NumbersLocale class are not relevant for integers. Default values are given by the system locales.</p></td></tr></table>	anInteger	Can be any variable or object attribute having the type Integer .	aFormat	Can be any variable or object attribute having the type String . The pattern syntax is described in Number Formatting .	aLocale	<p>Optional variable or object attribute having the type Basic Components::Basic Behavior::NumbersLocale.</p> <p>This parameter can be used to define the following properties:</p> <ul style="list-style-type: none">• negativeSign: characters used to signify negative values. Usually '-'• positiveSign: characters used to signify positive values. Usually '+'• currencySymbol: e.g. '\$' <p>The other attributes of the NumbersLocale class are not relevant for integers. Default values are given by the system locales.</p>
anInteger	Can be any variable or object attribute having the type Integer .						
aFormat	Can be any variable or object attribute having the type String . The pattern syntax is described in Number Formatting .						
aLocale	<p>Optional variable or object attribute having the type Basic Components::Basic Behavior::NumbersLocale.</p> <p>This parameter can be used to define the following properties:</p> <ul style="list-style-type: none">• negativeSign: characters used to signify negative values. Usually '-'• positiveSign: characters used to signify positive values. Usually '+'• currencySymbol: e.g. '\$' <p>The other attributes of the NumbersLocale class are not relevant for integers. Default values are given by the system locales.</p>						
Examples	<pre>set aString = anInteger.printIntegerExpression("999MI");</pre> <p>Formatting examples can be found in Number Formatting.</p>						

Example File (Builder project E2E Action Language/BaseTypes):



<your example path>\E2E Action Language\BaseTypes\uml\formatExpressions.xml