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Subject: Parser error sensitivity

Posted by [unodgs](#) on Fri, 14 May 2010 07:46:39 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class A
```

```
{
```

```
public:
```

```
void a0();
```

```
void a1();
```

```
} -----> If there is no semicolon...
```

```
class B
```

```
{
```

```
public:
```

```
A a;
```

```
void b0();
```

```
};
```

```
GUI_APP_MAIN
```

```
{
```

```
A a;
```

```
a.a0();
```

```
B b;
```

```
b. <-----
```

pressing dot shows nothing

Maybe parser should ignore missing semicolon after class/struct definition and continue parsing.

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