

Basics

```

Set      foo = "bar";
Variable

Define   arrBeer = ["Guinness", "Harp",
Array    "Boddingtons"]; //CF10

Define   structBeer = {isGood:"heck yes"};
Struct   //CF10

CFAbort  abort;

CFDump  writeDump(beer);

CFInclu  include "template.cfm";
de

CFOutp  writeOutput("I like " & beer);
ut

CFPara  param name="variables.pint"
m      default="1"; //CF9

CFSettin setting enablecfoutputonly="true"
g      requesttimeout="180"
        showdebugoutput="no"; //CF10
    
```

Comments

```

//write single line comments like this
/* multi-line comments
are done like this */
    
```

single line comments can follow code:
 var a = 1; // set up array counter

/* code can follow multi-line comments:
 like this */ var beer = "tasty";

If / Else If / Else

```

if (beer EQ "Guinness") {
    writeOutput("It's Stout");
} else if (beer IS "Harp") {
    writeOutput("It's Lager");
} else {
    writeOutput("It might be beer...");
}
    
```

Switch / Case

```

switch(beer) {
    case "Guinness":
        writeOutput("It's Stout");
        break;
    case "Harp": case "Stella":
        writeOutput("It's a Lager");
        break;
    default:
        writeOutput("It's beer, I think...");
}
    
```

Try / Catch / Throw / Finally / Rethrow

```

try {
    throw(message="Oops", detail="xyz");//CF9
} catch (any e) {
    writeOutput("Error: " & e.message);
    rethrow;//CF9
} finally { //CF9
    writeOutput("I always run - even if no error is
thrown");
}
    
```

Call Component Function (CF10)

```

result = invoke(
    "beermenu.cfc.beer" // component
    ,"getRatings" // function
    ,{beer_id=id} // arguments
);
    
```

the return of the function is stored in #result#

FOR Loops

```

for (i=1;i LTE arrayLen(array);i=i+1) {
    writeOutput(array[i]);
}
    
```

FOR IN Loops

```

struct = {};
struct.one = "1";
struct.two = "2";
for (key in struct) {
    writeOutput(key);
}
    
```

OUTPUT: onetwo

WHILE Loop

```

x = 0;
while (x LT 5) {
    x = x + 1;
    writeOutput(x);
}
    
```

OUTPUT: 12345

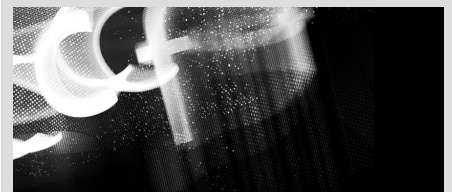
DO WHILE Loop

```

x = 0;
do {
    x = x + 1;
    writeOutput(x);
} while (x LTE 0);
    
```

OUTPUT: 1

Adobe ColdFusion



Database Queries (CF9)

```

// create a query object and parameters
qry = new query(
    name="qImports"
    ,datasource=variables.dsn
    ,username=variables.user
    )
    
```



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Database Queries (CF9) (cont)

```
.password=variables.password
);
qry.addParam(
    name="beer_id"
    ,cfsqltype="cf_sql_varchar"
    ,value=variables.beer_id
);
doQry = qry.execute(sql="
    SELECT b.name
        ,m.name as brewer
        ,b.alcohol
        ,b.IBU
        ,b.ratings
    FROM beers as b
    JOIN brewers m ON b.brewer = m.id
    WHERE id = :beer_id and import = true
");
// put the results into the qBeer variable
qBeer = doQry.getResult();
```

Array Iteration (CF10)

```
arrayEach(arrBeer, function(i) {
    writeOutput("I like " & i & "<br/>");
});
```

Array Filtering (CF10)

```
delicious = arrayFilter(arrBeer, function(b) {
    return b.alcohol >= 5 || b.brand EQ
    "Franziskaner";
});
```

Defining Components

```
component extends="Beer" output="false" {
    property name="variety" type="string";
    public boolean function isGood() {
        return true;
    }
    private void drink(required numeric pint) {
        //do stuff
    }
}
```

Defining Functions

```
remote string function drink(required numeric
pints) {
    var dry = 0;
    if (arguments.pints GT dry) {
        return "beer";
    } else {
        return "no beer";
    }
}
```

Transactions

```
transaction {
    //do stuff
    if (good) {
        transaction action="commit";
    }
    else {
        transaction action="rollback";
    }
}
```

Database Stored Procedures (CF9)

```
// instantiate the SP
sp = new storedproc(
    datasource=variables.dsn
    ,procedure="getBeerRating"
    ,username=request.dsnuser
    ,password=request.dsnpassword
);
// set the input var
sp.addParam(
    type="in"
    ,cfsqltype="cf_sql_integer"
    ,value=id
);
// set the output var
sp.addParam(
    type="out"
    ,cfsqltype="cf_sql_bit"
    ,variable="rating"
);
// execute the SP call
result = sp.execute();
// store the SP return
rating = result.getprocOutVariables().rating;
```



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