

PHP Mapping for Structures

A Slice [structure](#) maps to a PHP class containing a public variable for each member of the structure. For example, here is our [Employee](#) structure once more:

Slice

```
struct Employee {
    long number;
    string firstName;
    string lastName;
};
```

The PHP mapping generates the following definition for this structure:

PHP

```
class Employee
{
    public function __construct($number=0, $firstName='', $lastName='');

    public function __toString();

    public $number;
    public $firstName;
    public $lastName;
}
```

The class provides a constructor whose arguments correspond to the data members. This allows you to instantiate and initialize the class in a single statement (instead of having to first instantiate the class and then assign to its members). Each argument provides a default value appropriate for the member's type. You can also declare different [default values](#) for members of primitive and enumerated types.

The mapping also includes a definition for the `__toString` magic method, which returns a string representation of the structure.

See Also

- [Structures](#)
- [PHP Mapping for Identifiers](#)
- [PHP Mapping for Modules](#)
- [PHP Mapping for Built-In Types](#)
- [PHP Mapping for Enumerations](#)
- [PHP Mapping for Sequences](#)
- [PHP Mapping for Dictionaries](#)
- [PHP Mapping for Constants](#)
- [PHP Mapping for Exceptions](#)