
Posted by [sashaua01](#) on Sat, 28 Oct 2023 07:28:35 GMT

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```
TDeliveryServices_A_ApiClient = class
TDeliveryServices_B_ApiClient = class
TDeliveryServices_C_ApiClient = class
```

```
get_tracking_number_status(Atracking_number:string):string;
```

```
ID|NAME|API_KEY|.....
```

```
if DELIVERY_SERVICES.ID=2 then
delivery_service:=TDeliveryServices_A_ApiClient .Create();
```

```
.....
```

```
.....
```

```
if DELIVERY_SERVICES.ID=10 then
delivery_service:=TDeliveryServices_C_ApiClient .Create();
```

```
.....
```

```
.....
```

Posted by [SD](#) on Sat, 28 Oct 2023 11:16:02 GMT

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```
type TDeliverySeviceClass = class of TDeliveryService;
const aaa: array[0..10] of TDeliveryServiceClass = { TDeliveryServices_A_ApiClient,
TDeliveryServices_B_ApiClient .... };
delivery_service = aaa[DELIVERY_SERVICES.ID].Create;
```

Posted by [sashaua01](#) on Tue, 14 Nov 2023 21:16:57 GMT

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Posted by [wildbill](#) on Wed, 15 Nov 2023 13:31:20 GMT

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```
type TDeliverySeviceClass = class of TDeliveryService;
const aaa: array[0..10] of TDeliveryServiceClass = { TDeliveryServices_A_ApiClient,
TDeliveryServices_B_ApiClient .... };
delivery_service = aaa[DELIVERY_SERVICES.ID].Create;
```
