



Elements of Design - Class initialization

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Class Methods - Class Instance Variables



Classes (Packet class) represents class (Packet).
 Class instance variables are instance variables of class
 They should represent the state of class: number of
 created instances, number of messages sent,
 superclasses, subclasses....
 Class methods represent class behavior: instance
 creation, class initialization, counting the number of
 instances....
 If you weaken the second point: class state and
 behavior can be used to define common properties

Class Initialization



How do we know that all the class behavior has been
 loaded?

At the end !

Automatically called by the system at load time or
 explicitly by the programmer.

Used to initialize a classVariable, a pool dictionary or
 class instance variables.

'Classname initialize' at the end of the saved files in
 Squeak

Example of class initialization



```
Magnitude subclass: #Date
instanceVariableNames: 'day year'
classVariableNames:
'DaysInMonth FirstDayOfMonth MonthNames
SecondsInDay WeekDayNames'
```

Date class>>initialize



Date class>>initialize

"Initialize class variables representing the names of the months and days and the number of seconds, days in each month, and first day of each month."

MonthNames := #(January February March April May
June July August September October November December).

SecondsInDay := 24 * 60 * 60.

DaysInMonth := #(31 28 31 30 31 30 31 31 30 31 30 31).

FirstDayOfMonth := #(1 32 60 91 121 152 182 213 244 274 305 335).

WeekDayNames := #(Monday Tuesday Wednesday Thursday Friday
Saturday Sunday)