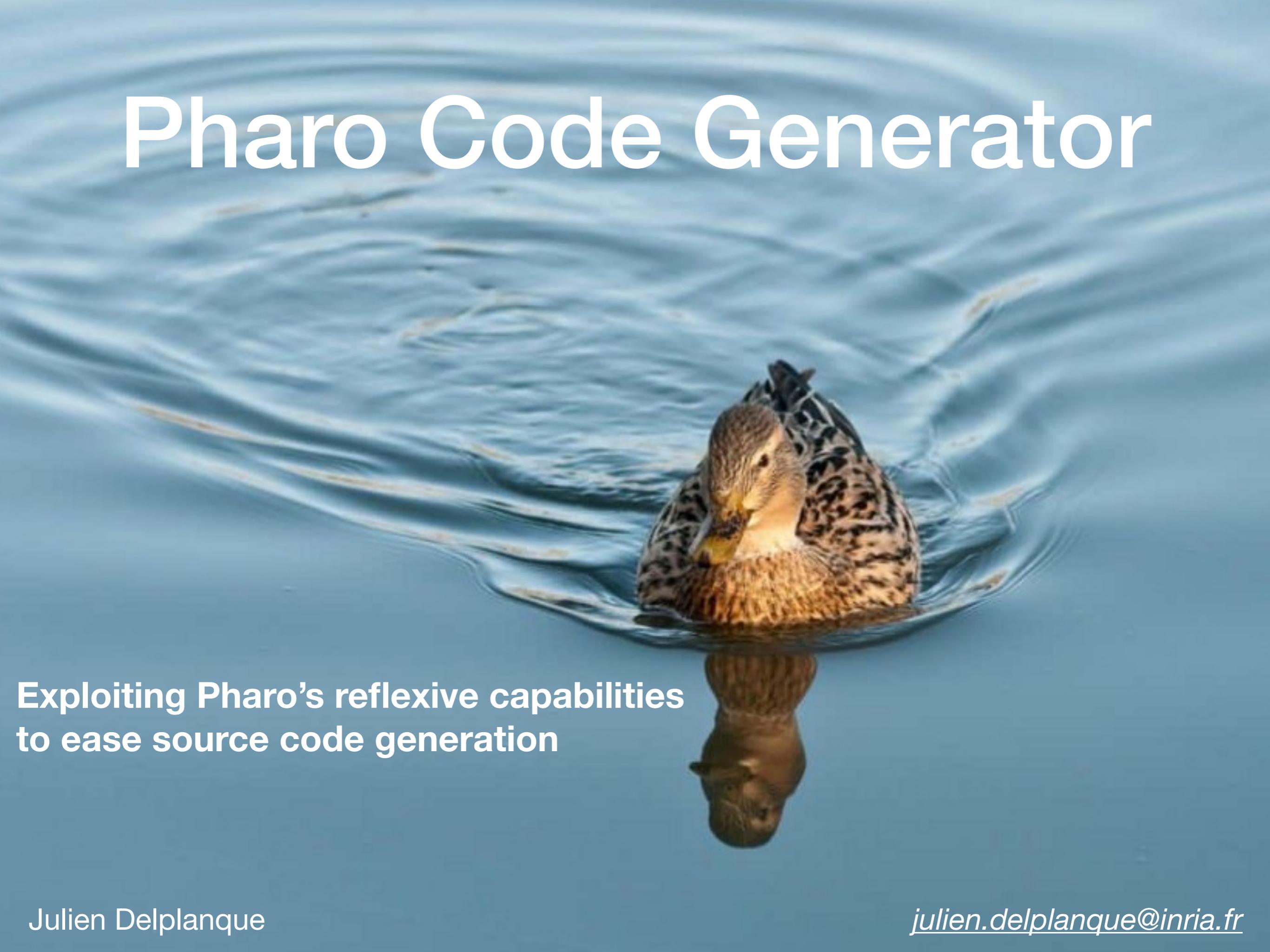


Pharo Code Generator

A close-up photograph of a duck's head and neck above the water's surface. The duck has a mottled brown and black patterned plumage. It is facing towards the left of the frame. The water is a deep blue, with several concentric ripples emanating from the duck's head, creating a sense of motion and reflection.

**Exploiting Pharo's reflexive capabilities
to ease source code generation**

Pharo Code Generator

- <https://github.com/juliendelplanque/PharoCodeGenerator>
- DSL to generate Pharo code in Pharo.
- In alpha stage :-)
- ‘**PCG**’ will be used as shortcut for **Pharo Code Generator** during this presentation.

How it works?

1. Describe the code to generate via the DSL

(**PCGMethodNode** selector: #answerToEverything)

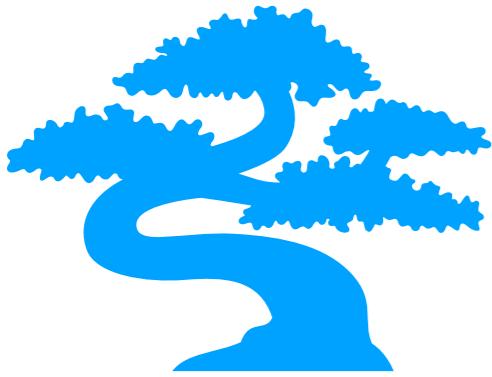
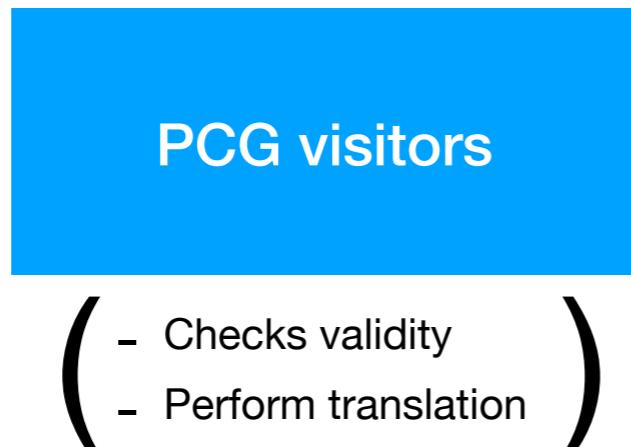
```
bodyBlock: [ :body |  
    body << 42 asPCG returnIt ]
```

2. Execution generates PCG AST objects



3. Trigger translation to Pharo's AST

Generates



Pharo's AST

4. Install generated code in the system

API overview

```
ast := (PCGMethodNode selector: #answerToEverything)  
       bodyBlock: [ :body |  
           body << 42 asPCG returnIt ]
```

generates

```
answerToEverything  
<generated>  
^ 42
```

ast realAst

- Builds the Pharo AST corresponding to description made in DSL

ast checkAst

- Checks if the AST is ready for translation to Pharo AST. Raises an error if not.

ast sourceCode

- Returns a String holding source code resulting from generation.

ast withGeneratedPragma: true|false

- Adds or not <generated> pragma in method source code.

Template support

```
template := (PCGMethodNode selector: #answerSelector asPCGTemplateParameter)  
bodyBlock: [ :body |  
    body << #answer asPCGTemplateParameter returnIt ]
```

```
(template substituteParametersWith: {  
    #answerSelector -> #answerToEverything.  
    #answer -> 42 asPCG }) sourceCode.
```

generates

```
answerToEverything  
<generated>  
^ 42
```

```
(template substituteParametersWith: {  
    #answerSelector -> #answerToEverythingInParallelUniverse.  
    #answer -> 43 asPCG }) sourceCode
```

generates

```
answerToEverythingInParallelUniverse  
<generated>  
^ 43
```

Do not start from scratch

If you saw a method in your project that can be used as a basis for code generation, PCG can help you

Do not start from scratch

1. Describe the code to generate via the DSL

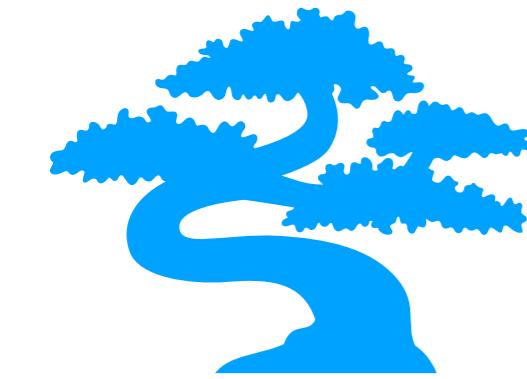
```
(PCGMethodNode selector: #answerToEverything)
```

```
bodyBlock: [ :body |
```

```
    body << 42 asPCG returnIt ]
```

2. Execution generates PCG AST objects

Generates



PCG visitors

- (- Checks validity
- Perform translation

3. Trigger translation to Pharo's AST



PCG AST

Generate PCG AST from Pharo AST

Pharo's AST

4. Install generated code in the system

Do not start from scratch

pcgAst := (**Object** >> #yourself) asPCGAST

pcgAst sourceCode

generates →

yourself
<generated>
^ self

Do not start from scratch

```
pcgAst := (Object >> #yourself) asPCGAST
```

pcgAst meta sourceCode



```
(PCGMethodNode selector: #yourself)
    bodyBlock: [ :body | body << #self asPCGNode returnIt ];
    protocol: #accessing;
    yourself
```

You can easily get the code required to generate
Object >> #yourself via PCG DSL and tweak it.