Advanced Object-Oriented Design

Messages for Java Programmers



http://www.pharo.org



Only objects and messages

- code in Pharo **only** manipulates objects: mouse, booleans, arrays, numbers, compressed, strings, windows, scrollbars, canvas, files, trees, compiler, sound, url, socket, fonts, text, collections, stack, shortcut, streams, ...
- messages and assignments are the only way to do something



Equivalence

In Java

ArrayList<String> strings = new ArrayList<String>();

In Pharo

strings := OrderedCollection new.

- 1 assignment, 1 message sent
- new is a message sent to a class
- no static typing
- no generics



Equivalence

In Java

```
Thread regThread = new Thread(
    new Runnable() {
    @Override
    public void run() {
        this.doSomething();
    }
});
regThread.start();
```

In Pharo

[self doSomething] fork





In Java 8

new Thread(() -> this.doSomething()).start();

In Pharo

[self doSomething] fork



Three kinds of messages

• Unary

5 factorial	
Transcript cr	

Binary

3 + 4 5 -> 10

Keyword-based

Transcript show: 'hello world' 2 between: 0 and: 5



In Java

receiver.keyword1keyword2(arg1, arg2)

In Pharo

anObject keyword1: arg1 keyword2: arg2



In Java

postman.send(mail,recipient);



postman.send(mail,recipient);
postman . send (mail , recipient);



postman.send(mail,recipient);
postman . send (mail , recipient);
postman send mail recipient



postman.send(mail,recipient); postman . send (mail , recipient); postman send mail recipient postman send mail to recipient



postman.send(mail,recipient); postman . send (mail , recipient); postman send mail recipient postman send mail to recipient postman send: mail to: recipient



In Java

postman.send(mail,recipient);

In Pharo

postman send: mail to: recipient

- the message
 - is named send:to:
 - is sent to postman
 - includes two arguments (mail and recipient)



Conditionals are just messages

- in Java, if, else, for, while, do, ... are language keywords
- in Pharo, conditional expressions are messages
- booleans are objects

fullName isEmpty
ifTrue: ['FirstnameLastname']
ifFalse: [fullName]



Loops are just messages

4 timesRepeat:	[self	doSomething]
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0 to: 100 do: [:i | ...]

0 to: 100 by: 3 do: [:i | ...]

aCollection do: [:each | ...]





- Three kinds of messages: unary, binary and keywords
- () > unary > binary > keywords
- Conditionals are messages
- Loops too



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