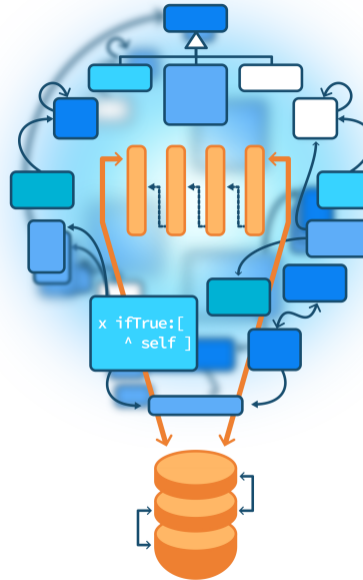


# Delegation vs. Inheritance

Basic but worth

S.Ducasse, L. Fabresse, G. Polito, and P. Tesone



# Goals

- Delegation-based and inheritance-based designs
- Compare designs using criteria/hints



# Exercise setup

Imagine the class `TextEditor` and the definition of several algorithms:

- `formatWithTeX(t)` to color TeX
- `formatFastColoring(t)` to fastly color the text
- `formatSlowButPreciseColoring(t)` to color ...
- `formatRTF(t)`
- ...

How can we create an editor that will format differently different texts?



# Agenda

- Two first solutions:
  - with inheritance
  - with one class and conditionals
- Define some criteria to compare solutions
- A third solution with delegation
- Evaluation



# With inheritance

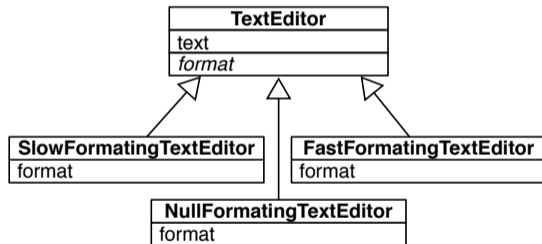
```
Object << #TextEditor  
  slots: { #text }
```

```
TextEditor >> format  
  self subclassResponsibility
```

```
SlowFormattingTextEditor >> format  
  self formatSlowButPreciseColoring: text
```

```
FastFormattingTextEditor >> format  
  self formatFastColoring: text
```

```
NullFormattingTextEditor >> format  
  ^ self "do nothing"
```



# With one class and conditionals

TextEditor
text currentSelection
formatSlowButPrecise: t formatFastColoring: t formatWithTex: t

```
TextEditor >> format
currentSelection = #slow
if True: [ self formatSlowButPreciseColoring: text]
if False: [
    currentSelection = #fast
    if True: [self formatFastColoring: text]
    ....
]
```



# With one class, a registry and meta-programming

```
Object << #TextEditor  
  slots: { #currentSelection. #formatters. #text }
```

```
TextEditor class >> initialize  
  self formatters  
    at: #slow put: #slowFormat: ;  
    at: #fast put: #fastFormat: ;  
    at: #null put: #nullFormat: ;  
    at: #tex put: #texFormat:
```

```
TextEditor >> format  
  self perform: (formatters at: currentSelection) with: text
```



# How to compare solutions?

Some criteria:

- **Addition**

- What is the cost to define a new formatting algorithm?

- **Packaging**

- Can I deploy a new formatting algorithm separately from others?

- **Dynamic switch**

- Can I dynamically switch to another formatting algorithm?





# Evaluating inheritance-based solution

## Pros:

- Addition: adding a new formatting algorithm is done by subclassing
- Packaging: formatting algorithms are modularised in separate classes

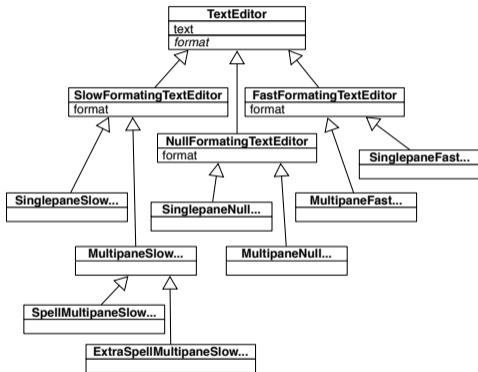
## Cons:

- Dynamic switch
  - Have to create the right `TextEditor` at beginning
  - Difficult to **change** it dynamically (external references) and we do not want to reopen the text editor
- Addition: combinatorial explosion



# Evaluating inheritance-based solution

- Do not want a hierarchy for each text editor features to be multiplied with previous ones (Single/Multi-Pane, completion, grammatical verification, compilation,...)
- API of TextEditor can get large: no clear identification of responsibilities



# Evaluating conditionals-based solution

## Pros:

- Dynamic switch: we can use a different formatting algorithm dynamically

## Cons:

- Addition: adding a version requires to edit and **recompile** the conditionals
- Packaging: we cannot package a new algorithm separately

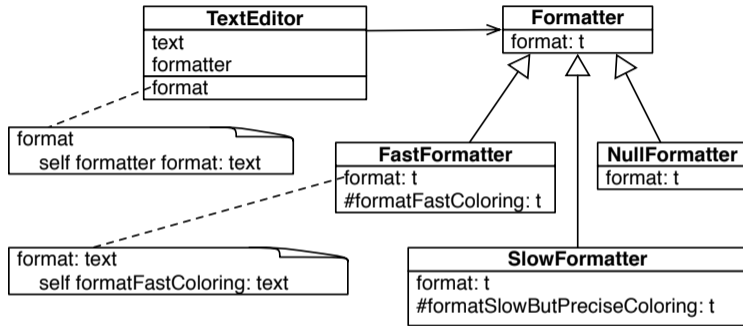


# Solution with delegation

Imagine a solution using delegation to another object (a formatter)



# Delegating to a formatter



myEditor formatter: FastFormatter new.  
myEditor format.  
myEditor formatter: SlowFormatter new.

# Evaluating the delegation to a formatter

## Pros:

- Addition: just add a new formatter subclass
- Packaging: formatting algorithms are well **modularised** in separate classes
- Dynamic switch: just create a new formatter instance and set it in the editor
- Uniform API between the Editors and the Formatters (format:)

## Cons:

- The formatter should access the state of the text (i.e. the text, positions... contained in the text editor)
- The API of the TextEditor should be opened to support it

BTW, this is a typical example of the **Strategy Design Pattern** ;-)



# Conclusion

## Inheritance

- is about **incremental static** definition
- can lead to static design
- helps defining **abstractions**

## Delegation

- brings runtime **flexibility** and modularity

but there's no such thing as a free lunch!



Produced as part of the course on <http://www.fun-mooc.fr>

# Advanced Object-Oriented Design and Development with Pharo

A course by

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