Turning Procedures to Objects

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Goals/Objective

Super basic to say it but

- Objects are really powerful
- Basic for behavior reification
- An example: Behavior»printHierarchy vs. ClassHierarchyPrinter
 - printHierarchy is a method
 - ClassHierarchyPrinter is a little class

Printing the hierarchy of class

Rectangle printHierarchy

```
'ProtoObject #()
Object #()

Rectangle #(#origin #corner)
CharacterBlock #(#stringIndex #text #textLine)'
```

Coded as...

Behavior >> printHierarchy

"Answer a description containing the names and instance variable names of all of the subclasses and superclasses of the receiver."

```
aStream index
index := 0.
aStream := (String new: 16) writeStream.
self allSuperclasses reverseDo:
 [:aClass
 aStream crtab: index.
 index := index + 1.
 aStream nextPutAll: aClass name.
 aStream space.
 aStream print: aClass instVarNames].
aStream cr.
self printSubclassesOn: aStream level: index.
^aStream contents
```

With...

Behavior >> printSubclassesOn: aStream level: level

"As part of the algorithm for printing a description of the receiver, print the subclass on the file stream, aStream, indenting level times."

```
subclassNames
aStream crtab: level.
aStream nextPutAll: self name.
aStream space; print: self instVarNames.
self == Class
 ifTrue:
   [aStream crtab: level + 1; nextPutAll: '[ ... all the Metaclasses ... ]'.
   ^selfl.
subclassNames := self subclasses asSortedCollection:[:c1 :c2| c1 name <= c2 name].
"Print subclasses in alphabetical order"
subclassNames do:
 [:subclass | subclass printSubclassesOn: aStream level: level + 1]
```

Analysis

Pros

- Procedural decomposition
- Simple (two methods)
- State is passed as arguments

Limits

- Does not work:
 - If we need to filter subclasses (RBLintRule printHierarchy)
 - If we need to cut above a given superclass or if a class is from a given package
 - If do not want to see instance variables
 - We end up with too many arguments

printSubclassesOn: aStream level: level filtering: aCol cut: above showVariable: bool

- We may not want or **cannot** add state to the domain object
 - here we cannot add state to Behavior just for printing
- We cannot design a fluid API to configure the output

Turning it into an object

We can simply do

ClassHierarchyPrinter new forClass: Rectangle; doNotShowState; doNotShowSuperclasses

A more complex scenario

```
ClassHierarchyPrinter new
forClass: RBNode;
doNotShowState;
doNotShowSuperclasses;
excludedClasses: (RBNode withAllSubclasses
select: [:each | each name beginsWith: 'RBPattern' ]);
limitedToClasses: (RBNode withAllSubclasses
select: [:each | each name beginsWith: 'RB']).
```

Looking at ClassHierarchyPrinter

```
Object << #ClassHierarchyPrinter
slots: { #theClass . #excludedClasses . #limitedToClasses . #stream .
#level . #showSuperclasses . #showState };
tag: 'ForPharo';
package: 'Kernel-ExtraUtils'
```

API

- doNotShowState, doNotShowSuperclasses
- limitedToClasses: to offer specific scope
- excludedClasses: to remove unwanted subclasses
- cr, tab, nextPutAll: let us have decorations

DatePrinter vs. Date printOn:

Different date formats

```
10 Janvier 2023
10 Jan 23
10 / 01 / 2023
10-01-2023
01 / 10 / 2023
```

- Should printOn: handle all this?
- mmddyyyy, ddmmyyyy support limited scenario
- Printing a date can be the responsibility of a specific object

ZTimestampFormat

The class ZTimestampFormat is a nice example of reifying the complex

• I am ZTimestampFormat, an implementation of a textual representation for a timestamp, date or time that can be used for formatting or parsing.

ZTimestampFormat

Provides a template to shape the output

```
(ZTimestampFormat fromString: 'SAT, FEB 03 2001 (16:05:06)')
 format: ZTimestamp now.
```

> 'FRI, OCT 28 2022 (06:43:11)'

ZTimestampFormat

Another behavior: parsing date according to a template

(ZTimestampFormat fromString: '02/03/2001 (16:05:06)') parse: '10/05/2022 (12:01:01)'.

> 2022-10-05T12:01:01Z

Stepping back

- Created little objects that can be configured!
- The object holds the **specific state** for its computation
- The API can be extended if needed
- Functionality can be nicely tested and packaged in an autonomous manner

Further thought

- Turning a method into an object is the key point of the Command Design pattern
- This is also the case in Visitor
- An object is a powerful entity

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Advanced Object-Oriented Design and Development with Pharo

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