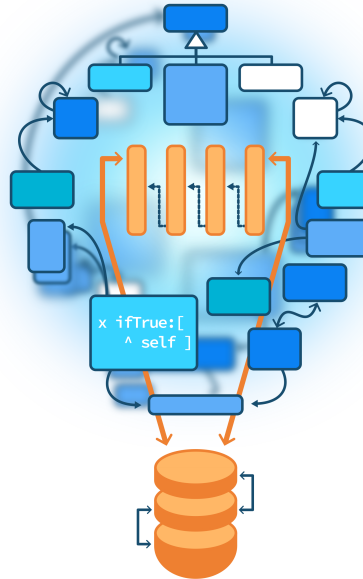


A double dispatch starter

Stone Paper Scissors

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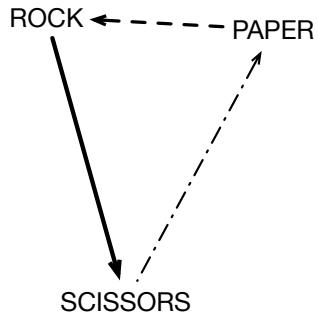
Goals

- Exercise dispatch
- Do not use conditionals!
- Implement:

```
> Stone new vs: Paper new  
#paper
```



Goals



Stone Paper Scissors: one Test

```
StonePaperScissorsTest >> testPaperIsWinning  
  self.assert: (Stone new vs: Paper new) equals: #paper
```

The inverse too

```
StonePaperScissorsTest >> testPaperIsWinning  
  self assert: (Stone new vs: Paper new) equals: #paper
```

```
StonePaperScissorsTest >> testPaperIsWinning  
  self assert: (Paper new vs: Stone new) equals: #paper
```



Let us start

```
StonePaperScissorsTest >> testPaperIsWinning  
  self assert: (Stone new vs: Paper new) equals: #paper
```

```
Stone >> vs: anElement  
  ^ ...
```



Hint 1

- The solution does not contain an explicit condition (no if, no checks)
- Remember sending a message is making a choice: it selects the right method



Hint 2: 3 classes

- Stone
- Paper
- Scissors



More hints

- When we execute the method `vs`: we know the receiver of the message
- So we have already half of the solution
- Introduce another method `playAgainstStone` to make **another** choice



Defining Paper » playAgainstStone

```
Stone >> vs: anElement  
  ^ ... playAgainstStone
```

```
Paper >> playAgainstStone  
  ^ ...
```



Defining Paper » playAgainstStone

Stone >> vs: anElement
^ anElement playAgainstStone

Paper >> playAgainstStone
^ ...



Paper playAgainstStone definition

```
Stone >> vs: anElement  
  ^ anElement playAgainstStone
```

```
Paper >> playAgainstStone  
  ^ #paper
```



Stone new vs: Scissor new

Works for

> Stone new vs: Paper new
#paper

But not for

> Stone new vs: Scissor new
...

- How to fix this?
- Easy!



Supporting aScissor as argument

Stone >> vs: aScissor

^ aScissor playAgainstStone

- So we should implement playAgainstStone on Scissor

Scissors >> playAgainstStone

^ ...



Other playAgainstStone definitions

```
Scissors >> playAgainstStone  
  ^ #stone
```

```
Stone >> playAgainstStone  
  ^ #draw
```



Full code of Stone

```
Stone >> vs: anElement  
  ^ anElement playAgainstStone
```

```
Paper >> playAgainstStone  
  ^ #paper
```

```
Scissors >> playAgainstStone  
  ^ #stone
```

```
Stone >> playAgainstStone  
  ^ #draw
```



Stepping back

- While executing the method `Stone»vs;`, we **know** that the method is executed on `Stone` class
- We **send another message to the argument** to select another method (here `playAgainstStone`)
- Conclusion: **Two** messages to be able to select a method based on its receiver AND argument



Full code of Scissors

```
Scissors >> vs: anElement  
  ^ anElement playAgainstScissors
```

```
Scissors >> playAgainstScissors  
  ^ #draw
```

```
Paper >> playAgainstScissors  
  ^ #scissors
```

```
Stone >> playAgainstScissors  
  ^ #stone
```



Full code of Paper

```
Paper >> vs: anElement  
  ^ anElement playAgainstPaper
```

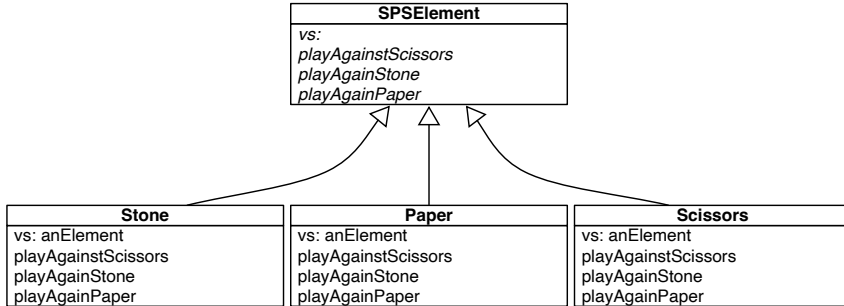
```
Scissors >> playAgainstPaper  
  ^ #scissors
```

```
Paper >> playAgainstPaper  
  ^ #draw
```

```
Stone >> playAgainstPaper  
  ^ #paper
```



Solution overview



Double dispatch

- **Two messages:** vs: and one of playAgainstPaper, playAgainstStone or, playAgainstScissors
- First the system selects the correct vs:
- Second it selects the second method



Remark

- In this toy example we do not need to pass the argument during the double dispatch
- But in general this is important as we want to do something with the first receiver (as in Visitor Design Pattern)

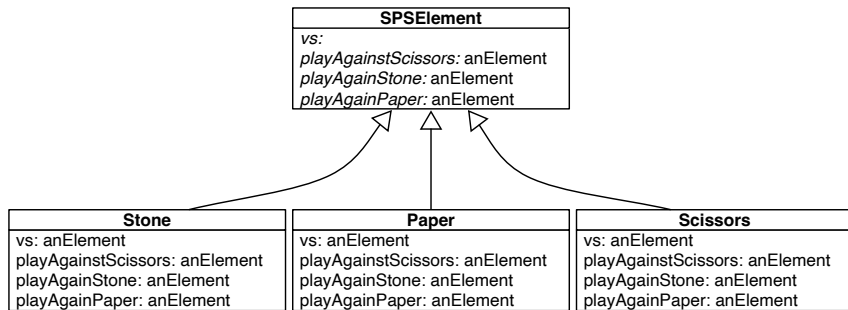
```
Scissors >> playAgainstPaper  
  ^ #scissors
```

will just be

```
Scissors >> playAgainstPaper: aScissors  
  ^ #scissors
```

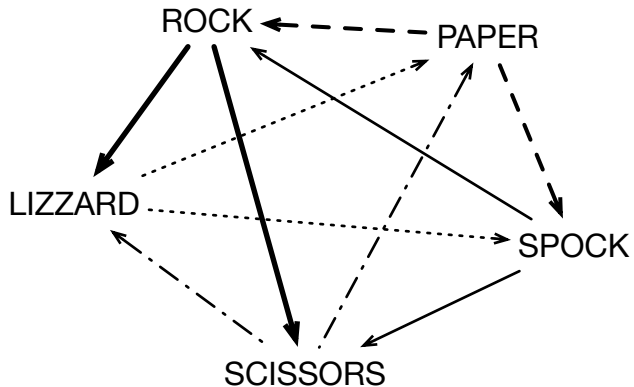


With an argument



Paper >> vs: anotherTool
^ anotherTool playAgainstPaper: self

Extending it...



Extensible

- You can extend Stone, Paper, Scissors with Spock and Lizard **without changing any line** of existing code.
- Implement it!



Conclusion

- Powerful
- Modular
- Just sending an extra message to an argument and using late binding



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