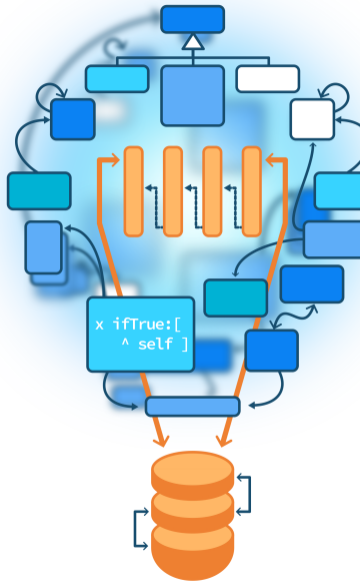


Double Dispatch

Adding numbers as a Kata

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



Outline

- Some **fun** exercises
- Think about them
- **Chew** double dispatch
- Stepping back



Adding Integer and Float primitives

Given the following primitives:

- primitive `addi(i,j)` returns the addition of two integers $i + j$
- primitive `addf(f1,f2)` returns the addition of two floats $f1 + f2$
- `i.asFloat()` converts an integer to a float



Implement Integer and Float addition

```
> 1 + 2
```

```
3
```

```
> 1.1 + 2
```

```
3.1
```

```
> 2 + 1.3
```

```
3.3
```

```
> 1.1 + 2.2
```

```
3.3
```

- Implement +
- But with not a single explicit conditional (no if)



First hints

- Sending a message is making a choice
- Classes support choice expressions



So

Solution has two classes Integer and Float



And

- Two classes Integer and Float
- Two methods +: one in each class



Let us see

```
Integer >> + aNumber  
"fill me up :)"
```

```
Float >> + aNumber
```

```
"fill me up :)"
```



Another key hint

When you execute a method, you know that the **receiver is an instance of the class** (or subclass) defining the method!



Let us get started

Imagine that we add one method `sumWithInteger: anInteger`



sumWithInteger: anInteger

Integer >> + aNumber

"fill me up :)"

Integer >> sumWithInteger: anInteger

...

Float >> + aNumber

"fill me up :)"



Look like an easy definition

```
Integer >> sumWithInteger: anInteger  
  ^ addi(self, anInteger)
```

Here we strongly assume that `anInteger` is of class `Integer`



How do we connect them?

Integer >> + aNumber

^ ...

Integer >> sumWithInteger: anInteger

^ addi(self, anInteger)

Float >> + aNumber

"fill me up :)"

It should work for $1 + 2$



Now we can add 1+2

```
Integer >> + aNumber  
  ^ aNumber sumWithInteger: self
```

```
Integer >> sumWithInteger: anInteger  
  ^ addi(self, anInteger)
```

```
Float >> + aNumber
```

```
"fill me up :)"
```



Following computation with: 1 + 2

Integer (1) >> + 2

^ 2 sumWithInteger: 1

Integer (2) >> sumWithInteger: 1

^ addi(2, 1)



What about 2 + 1.2?

```
Integer >> + aNumber  
  ^ aNumber sumWithInteger: self
```

```
Integer >> sumWithInteger: anInteger  
  ^ addi(self, anInteger)
```

```
Float >> + aNumber
```

```
Oops....?
```

Looks like we need `sumWithInteger: anInteger` on `Float`



Defining sumWithInteger: anInteger

```
Float >> sumWithInteger: anInteger  
"fill me up :)"
```



Looks easy

```
Float >> sumWithInteger: anInteger  
  ^ addf(self, asFloat(anInteger))
```

Here we assume that the argument is instance of Integer



Now we support 2 + 1.2

Integer >> + aNumber

^ aNumber sumWithInteger: **self**

Integer >> sumWithInteger: anInteger

^ addi(**self**, anInteger)

Float >> + aNumber

Float >> sumWithInteger: anInteger

^ addf(**self**, asFloat(anInteger))



Following computation with: 2 + 1.2

```
> Integer (2) >> + 1.2  
> ^ 1.2 sumWithInteger: 2
```

```
Integer >> sumWithInteger: anInteger  
  ^ addi(self, anInteger)
```

```
Float >> + aNumber
```

```
> Float (1.2) >> sumWithInteger: 2  
> ^ addf(1.2, asFloat(2))
```



What about 1.2 + 2.1?

Integer >> + aNumber

^ aNumber sumWithInteger: **self**

Integer >> sumWithInteger: anInteger

^ addi(**self**, anInteger)

Float >> + aNumber

^ ...

Float >> sumWithInteger: anInteger

^ addf(**self**, asFloat(anInteger))

We should define + on Float



We are supporting: 1.2 + 2.1

Integer >> + aNumber

^ aNumber sumWithInteger: **self**

Integer >> sumWithInteger: anInteger

^ addi(**self**, anInteger)

Float >> + aNumber

^ aNumber sumWithFloat: **self**

Float >> sumWithInteger: anInteger

^ addf(**self**, asFloat(anInteger))



Supporting 1.2+ 2

Integer >> + aNumber

^ aNumber sumWithInteger: **self**

Integer >> sumWithInteger: anInteger

^ addi(**self**, anInteger)

> Integer >> sumWithFloat: aFloat

> ^ addf(aFloat, asFloat(**self**))

Float >> + aNumber

^ aNumber sumWithFloat: **self**

Float >> sumWithInteger: anInteger

^ addf(**self**, asFloat(anInteger))

> Float >> sumWithFloat: aFloat

> ^ addf(**self**, aFloat)



Following computation with: 1.2 + 2

```
Integer >> + aNumber
  ^ aNumber sumWithInteger: self
Integer >> sumWithInteger: anInteger
  ^ addi(self, anInteger)
> Integer (2) >> sumWithFloat: 1.2
> ^ addf(1.2, asFloat(2))

> Float (1.2) >> + 2
> ^ 2 sumWithFloat: 1.2
Float >> sumWithInteger: anInteger
  ^ addf(self, asFloat(anInteger))
Float >> sumWithFloat: aFloat
  ^ addf(self, aFloat)
```



Ok now relax

- Take a pen and follow the calls to the following expressions
- Follow with your fingers if necessary :)

$$1 + 2$$

$$1.1 + 2$$

$$2 + 1.3$$

$$1.1 + 2.2$$



Key point

Integer >> + aNumber
^ aNumber sumWithInteger: **self**

Two messages: Two choices

- one for +:
 - will select Integer or Float implementation
- one for sumWithInteger:, sumWithFloat:
 - will select Integer or Float implementation



Exercise 2: How to add Fraction?

```
f := Fraction num: 1 denum: 2.
```

```
> f num
```

```
1
```

```
> f denum
```

```
2
```

```
> f asFloat
```

```
0.5
```

```
(1/2) + 3
```

```
3 + 3.3
```

```
1.3 + (2/5)
```

```
(1/3) + (4/3)
```



Introducing Fraction

Fraction >> + aNumber
^ ...

It follows the same pattern



Introducing Fraction

```
Fraction >> + aNumber  
  ^ aNumber sumWithFraction: self  
  ...
```



Introducing sumWithFraction:

Fraction >> + aNumber

^ aNumber sumWithFraction: **self**

Fraction >> sumWithFraction: aFrac

...



Supports (1/2) + (4/3)

Fraction >> + aNumber

^ aNumber sumWithFraction: **self**

Fraction >> sumWithFraction: aFrac

^ Fraction num: (**self** num * aFrac denum) + (aFrac num * **self** denum)
denum: aFrac denum * **self** denum

...



Taking care of Integers and Floats as arguments

Fraction >> + aNumber

^ aNumber sumWithFraction: **self**

Fraction >> sumWithFraction: aFrac

^ Fraction num: (**self** num * aFrac denum) + (aFrac num * **self** denum)
denum: aFrac denum * **self** denum

Integer >> sumWithFraction: aFrac

...

Float >> sumWithFraction: aFrac

...



Now supporting: $(1/2) + 1$ and $(1/2) + 2.1$

Fraction >> + aNumber

^ aNumber sumWithFraction: **self**

Fraction >> sumWithFraction: aFrac

^ Fraction num: (**self** num * aFrac denom) + (aFrac num * **self** denom)
denom: aFrac denom * **self** denom

...

Integer >> sumWithFraction: aFrac

^ Fraction num: (**self** * aFrac denom) + aFrac num denom: aFrac denom

Float >> sumWithFraction: aFrac

^ addf(**self**, aFrac asFloat)



What about $1 + (1/2)$?

```
Integer >> + aNumber  
  ^ aNumber sumWithInteger: self  
  ...
```

We should define `Fraction»sumWithInteger:`



What about $1 + (1/2)$

Integer >> + aNumber

^ aNumber sumWithInteger: **self**

Fraction >> sumWithInteger: anInteger

...



Fraction » sumWithInteger:

Integer >> + aNumber

^ aNumber sumWithInteger: **self**

Fraction >> sumWithInteger: anInteger

^ Fraction num: (**self** num + anInteger * aFrac denum) denum: aFrac denum

...

- Now we support $1 + (1/2)$
- Should do the same for $0.5 + (3/4)$
- We let you do it



Full code for Fraction

Fraction >> + aNumber

^ aNumber sumWithFraction: **self**

Fraction >> sumWithFraction: aFrac

^ Fraction num: (**self** num * aFrac denom) + (aFrac num * **self** denom)
denom: aFrac denom * **self** denom

Fraction >> sumWithInteger: anInteger

^ Fraction num: (**self** num + anInteger * aFrac denom) denom: aFrac denom

Fraction >> sumWithFloat: aFloat

^ addf(**self** aFloat, aFloat)

Integer >> sumWithFraction: aFrac

^ Fraction num: (**self** * aFrac denom) + aFrac num denom: aFrac denom

Float >> sumWithFraction: aFrac

^ addf(**self**, aFrac asFloat)



Ok now relax

- Take a pen and follow the calls to the following expressions
- Follow with your fingers if necessary :)

$$(1/2) + 3$$

$$3 + 3.3$$

$$1.3 + (2/5)$$

$$(1/3) + (4/3)$$



Key point

```
X >> + aNumber  
  ^ aNumber sumWithX: self
```

Two messages: Two choices

- one for +:
 - **select one** Integer, Float, **or** Fraction **implementation**
- one for sumWithInteger:,:
 - **select one** Integer, Float, **or** Fraction **implementation**



Stepping back

- We could add `Fraction` without changing any previous methods
- Another example of "Sending a message is making a choice"

Different kinds of messages

- Primary messages
- Double dispatching messages



Double Dispatch

- Essence of Visitor Design Pattern (see Lecture)
- Double dispatch is a clear illustration of **Do not ask, Tell** OOP tenet
- Used really frequently for event, drawing, ...



When not using Double Dispatch

- No **different class** to dispatch on
- We need a **different** instance of dispatch to!



Double Dispatch drawback

- Overusing can force to create too many classes
- May lead to obscure design
- Sometimes simple condition is good too



What about overloading

- Double dispatch is **also** useful in statically-typed languages
- Overloading for double dispatch will not work in presence of inheritance and static typing: Will not select the expected method



Conclusion

- Powerful
- Modular
- Just send an extra message to an argument and use late binding
- But can make program execution difficult to follow



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

Advanced Object-Oriented Design and Development with Pharo

A course by

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



Except where otherwise noted, this work is licensed under CC BY-NC-ND 3.0 France
<https://creativecommons.org/licenses/by-nc-nd/3.0/fr/>