

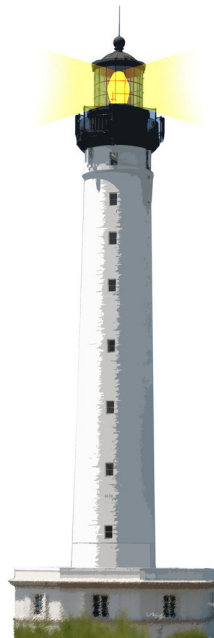
Advanced Object-Oriented Design

Thinking about Coupling

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<http://www.pharo.org>



Goal and outline

- Think about Coupling
- Present Law of Demeter
- 'Move Behavior close to Data' from Object-Oriented Reengineering Pattern book
- Tradeoffs

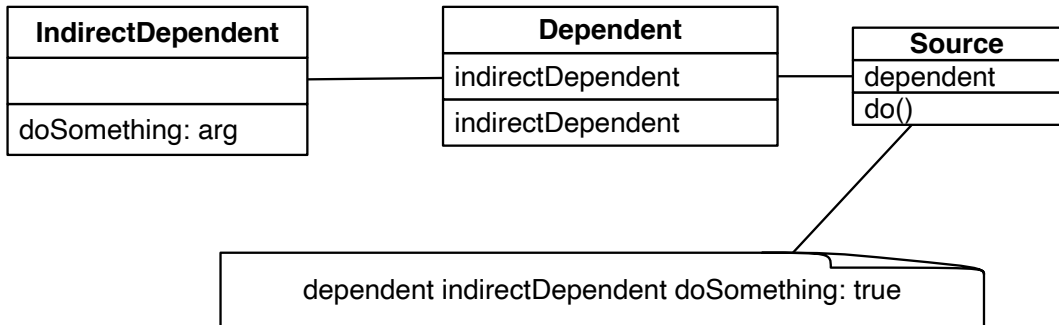


Symptoms of costly coupling

- **Reuse:** I cannot reuse this component in another application
- **Substitution:** I cannot easily substitute this part for another one
- **Encapsulation:** when a change far away happens, I get impacted
- **Untestable:** I cannot test this part

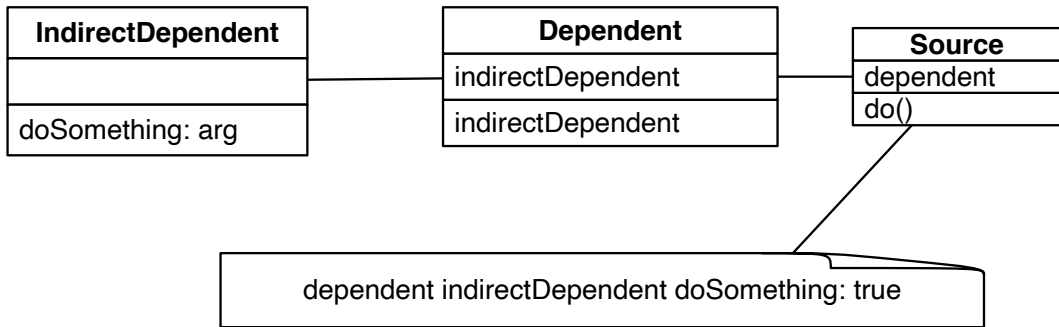


Core of the Problem



Changes

- Changes are natural:
 - When you change, your dependents should update
- The problem is **waves of changes when dependents of dependents should change**



Waves

- Waves are created by leaks of references to far objects
- Basically **violation of encapsulation**
- How to **limit** wave creation?
- Do not leak **far** references!



Law of Demeter

You should **only** send messages to:

- an argument passed to you
- instance variables
- an object you create
- self, super your class

You should **avoid**

- **global** variables
- objects returned from message sends other than self

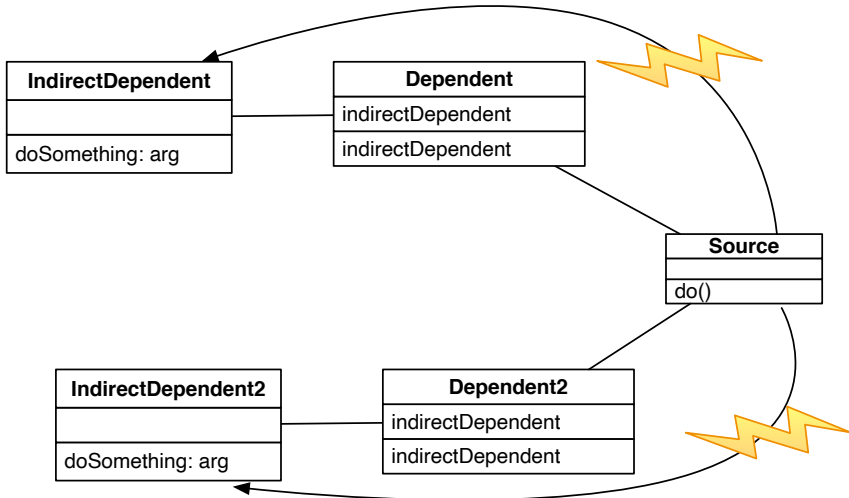


Only talk to your immediate friends

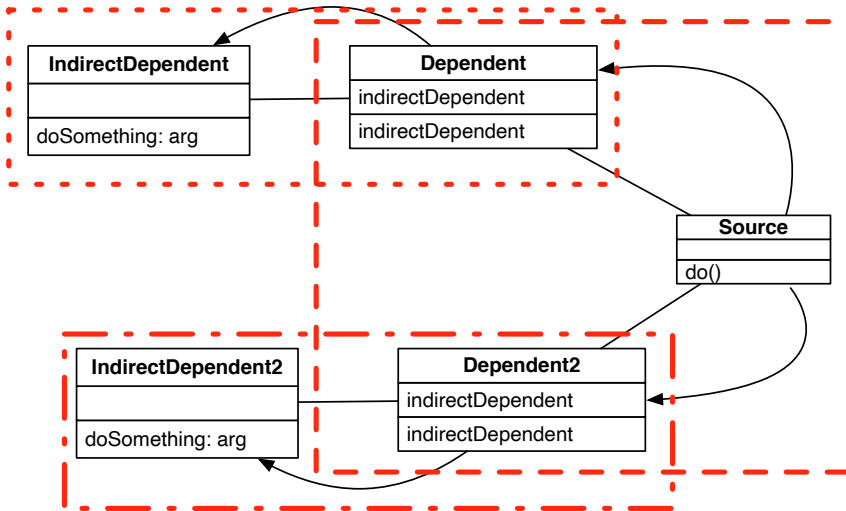
```
someMethod: aParameter  
  self foo.  
  super someMethod: aParameter.  
  self class foo.  
  self instVarOne foo.  
  instVarOne foo.  
  aParameter foo.  
  thing := Thing new.  
  thing foo
```



Don't skip your intermediates



Solution: Respect encapsulation



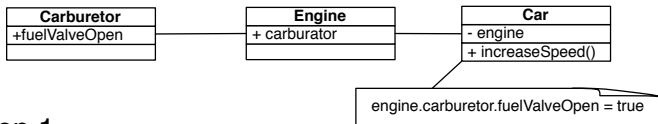
Move behavior close to data

An object-oriented reengineering pattern (check the book Object-Oriented Reengineering Patterns)

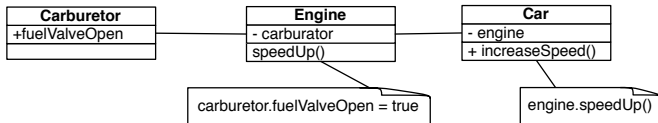
- if data and behavior are not close
- then logic is distributed/duplicated in clients!



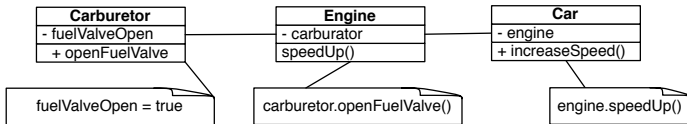
Move behavior close to data: Transformation



Step 1



Step 2



Real example

```
OSWindowMorphicEventHandler >> visitWindowResolutionChangeEvent: anEvent  
"Resolution (dpi) changed. For now just check for a new size."  
"We need to reset the render if the resolution changes."
```

```
morphicWorld worldState worldRenderer window backendWindow renderer destroy.  
morphicWorld worldState worldRenderer window backendWindow renderer validate.  
morphicWorld worldState doFullRepaint.  
morphicWorld worldState worldRenderer window backendWindow renderer  
  updateAll.  
morphicWorld worldState worldRenderer checkForNewScreenSize
```



Solution

```
OSWindowMorphicEventHandler >> visitWindowResolutionChangeEvent: anEvent  
morphicWorld worldState updateToNewResolution: anEvent
```

```
WorldState >> updateToNewResolution: originalEvent  
"We need to reset the render if the resolution changes."
```

```
self doFullRepaint.  
self worldRenderer updateToNewResolution.  
self worldRenderer checkForNewScreenSize
```

```
OSSDL2BackendWindow >> updateToNewResolution  
"Force the regeneration of the renderer because we have a new resolution"  
renderer destroy.  
renderer validate.  
renderer updateAll.
```

```
NullWorldRenderer >> updateToNewResolution  
self
```



LOD is a ****heuristic****

- Pay attention! A too strict application of the LOD can lead to **bloated class API**
- Encapsulating collections may produce large interfaces so not applying the LoD may help
- Understand when it is **reasonable to leak**



LOD can produce bloated APIs

You would have to create around 50 methods per instance variable holding a collection

```
Object subclass: #FMMethods  
  instVar: 'senders'  
  ...
```

```
FMMethods >> do: aBlock  
  senders do: aBlock  
FMMethods >> collect: aBlock  
  ^ senders collect: aBlock  
FMMethods >> select: aBlock  
  ^ senders select: aBlock  
FMMethods >> detect: aBlock  
  ^ senders detect: aBlock  
FMMethods >> isEmpty  
  ^ senders isEmpty  
...
```



Conclusion

- Think **about impact** of changes
- Avoid **chaining** messages
- Law of Demeter is a **heuristic**
- **Move behavior close to data** reengineering pattern



A course by

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