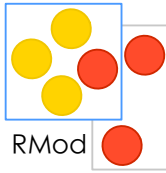


# Objects to the Roots: Learning from beauty

Stéphane Ducasse  
stephane.ducasse@inria.fr  
<http://stephane.ducasse.free.fr/>

# Really?!

---



No primitive types

No hardcoded constructs for conditional

Only messages

Only objects

and this works?

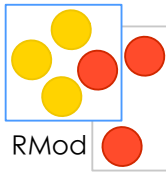
I mean really?

Not even slow?

Can't be real!

# Motto

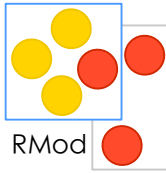
---



Let's open our eyes, look, understand, and deeply understand the underlying design aspects of object-oriented programming...

# Booleans

---



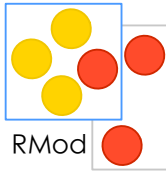
$3 > 0$

**if True:** ['positive']

**if False:** ['negative']

# Booleans

---



$3 > 0$

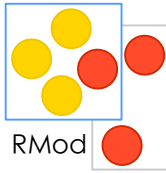
**if True:** ['positive']

**if False:** ['negative']

'positive'

# Yes ifTrue:ifFalse: is a message!

---



Weather isRaining

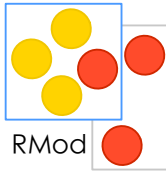
**ifTrue:** [self takeMyUmbrella]

**ifFalse:** [self takeMySunglasses]

ifTrue:ifFalse is sent to an object: a boolean!

# Booleans

---



& | not

or: and: (lazy)

xor:

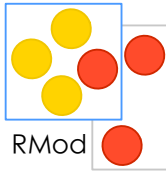
ifTrue:ifFalse:

ifFalse:ifTrue:

...

# Lazy Logical Operators

---



false and: [! error: 'crazy']

Print-> false and not an error

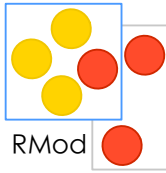


Yes! `ifTrue:ifFalse:` is a message send to a Boolean.

But optimized by the compiler :)



# Implementing not

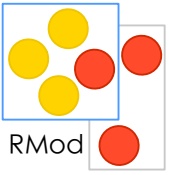


Now you are good and you should implement it

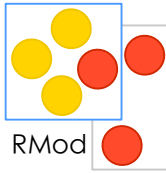
Propose an implementation of not in a world where you do not have Booleans

**false not -> true**

**true not -> false**



# Implementing ifTrue:ifFalse:



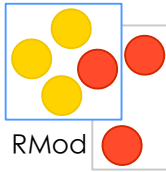
Now you are good and you should implement it

Propose an implementation of not in a world where you do not have Booleans

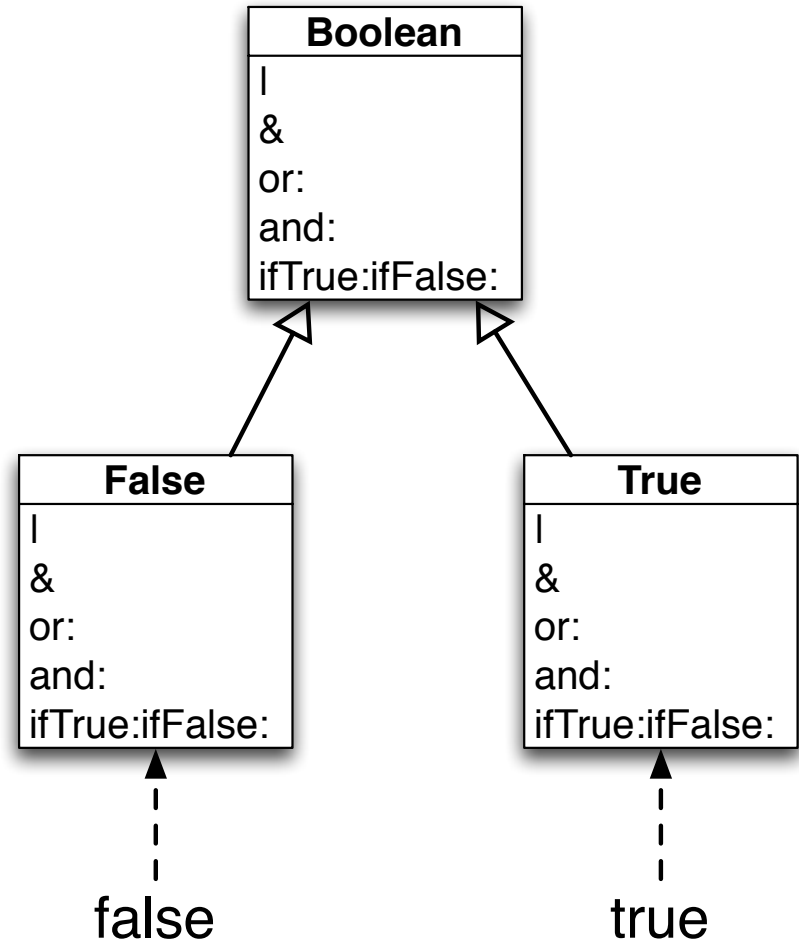
false ifTrue: [ 3 ] ifFalse: [ 5 ]

true ifTrue: [ 3 ] ifFalse: [ 5 ]

# Boolean Objects

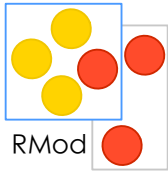


false and true are objects  
described by classes  
Boolean, True and False

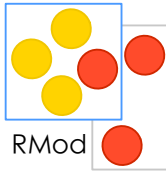


# Let's the receiver decide!

---



# Boolean>>not



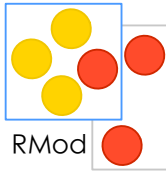
“Class Boolean is an abstract class that implements behavior common to true and false. Its subclasses are True and False. Subclasses must implement methods for logical operations &, not, controlling and:, or:, ifTrue:, ifFalse:, ifTrue:ifFalse:, ifFalse:ifTrue:”

## Boolean>>not

"Negation. Answer true if the receiver is false, answer false if the receiver is true."

self subclassResponsibility

# Not



**false not -> true**

**true not -> false**

**Boolean>>not**

"Negation. Answer true if the receiver is false, answer false if the receiver is true."

**self subclassResponsibility**

**False>>not**

"Negation -- answer true since the receiver is false."

**^true**

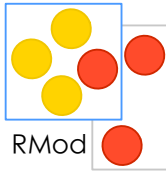
**True>>not**

"Negation--answer false since the receiver is true."

**^false**



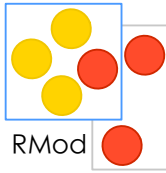
# | (Or)



- **true | true -> true**
- **true | false -> true**
- **true | anything -> true**
  
- **false | true -> true**
- **false | false -> false**
- **false | anything -> anything**

# Boolean>> | aBoolean

---



Boolean>> | aBoolean

"Evaluating disjunction (OR). Evaluate the argument. Answer true if either the receiver or the argument is true."

self subclassResponsibility

# False>> | aBoolean

---

false | true -> true

false | false -> false

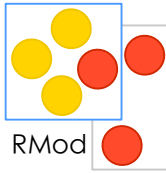
false | anything -> anything

False>> | aBoolean

"Evaluating disjunction (OR) -- answer with the argument, aBoolean."

^ aBoolean

# True >> | aBoolean



**true | true -> true**

**true | false -> true**

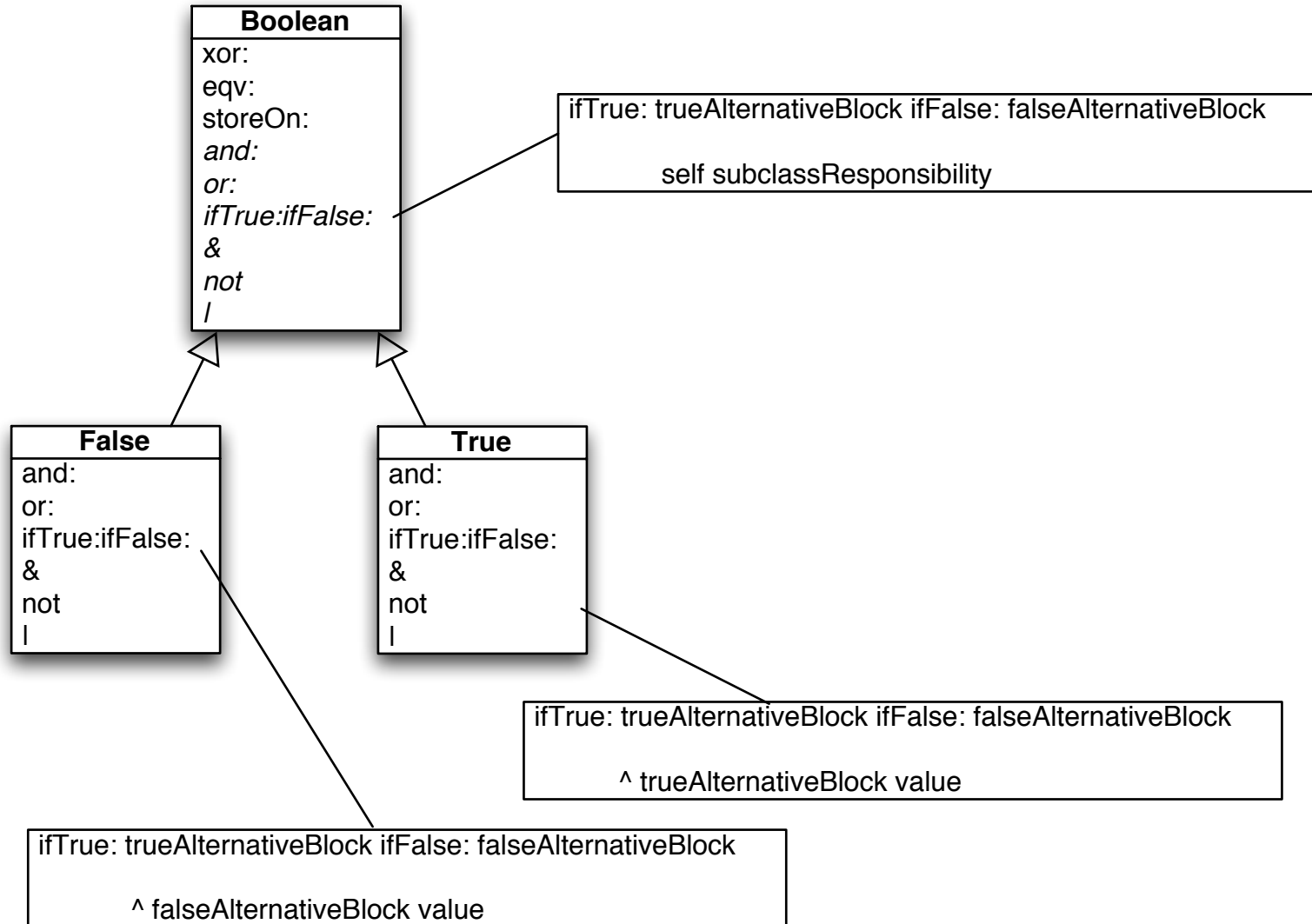
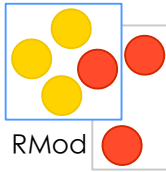
**true | anything -> true**

**True >> | aBoolean**

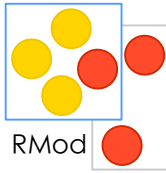
**"Evaluating disjunction (OR) -- answer true since the receiver is true."**

**^ self**

# Boolean, True and False

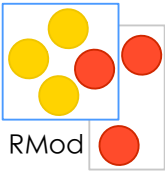


# Implementation Note



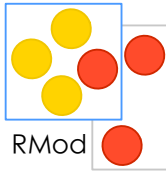
Note that the Virtual Machine shortcuts calls to boolean such as condition for speed reason.

Virtual machines such as VisualWorks introduced a kind of macro expansion, an optimisation for essential methods and Just In Time (JIT) compilation. A method is executed once and afterwards it is compiled into native code. So the second time it is invoked, the native code will be executed.



# Ok so what?

---

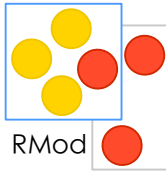


You will probably not implement another Boolean classes

So is it really that totally useless?



# Ternary logic

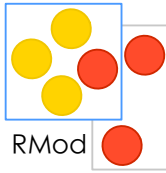


Boolean: true, false, unknown

<i>A</i>	<i>B</i>	<i>A OR B</i>	<i>A AND B</i>	<i>NOT A</i>
True	True	True	True	False
True	Unknown	True	Unknown	False
True	False	True	False	False
Unknown	True	True	Unknown	Unknown
Unknown	Unknown	Unknown	Unknown	Unknown
Unknown	False	Unknown	False	Unknown
False	True	True	False	True
False	Unknown	Unknown	False	True
False	False	False	False	True

# More important...

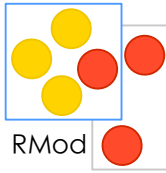
---



## Message sends act as case statements

# OOP: the art of dispatching

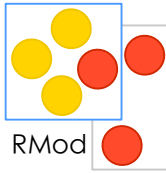
---



Subclasses create your vocabulary

# Avoid Conditional

---



Use objects and messages

VM dispatch is a conditional switch: Use it!

*AntifCampaign*

---

# Summary

A decorative graphic featuring a large, light yellow oval shape. Several thick, grey, curved arrows are scattered around and over the oval, pointing in various directions. Some arrows are positioned as if they are entering or exiting the oval, while others are more abstract. The overall style is clean and modern.

Messages act as a dispatcher  
Avoid conditional