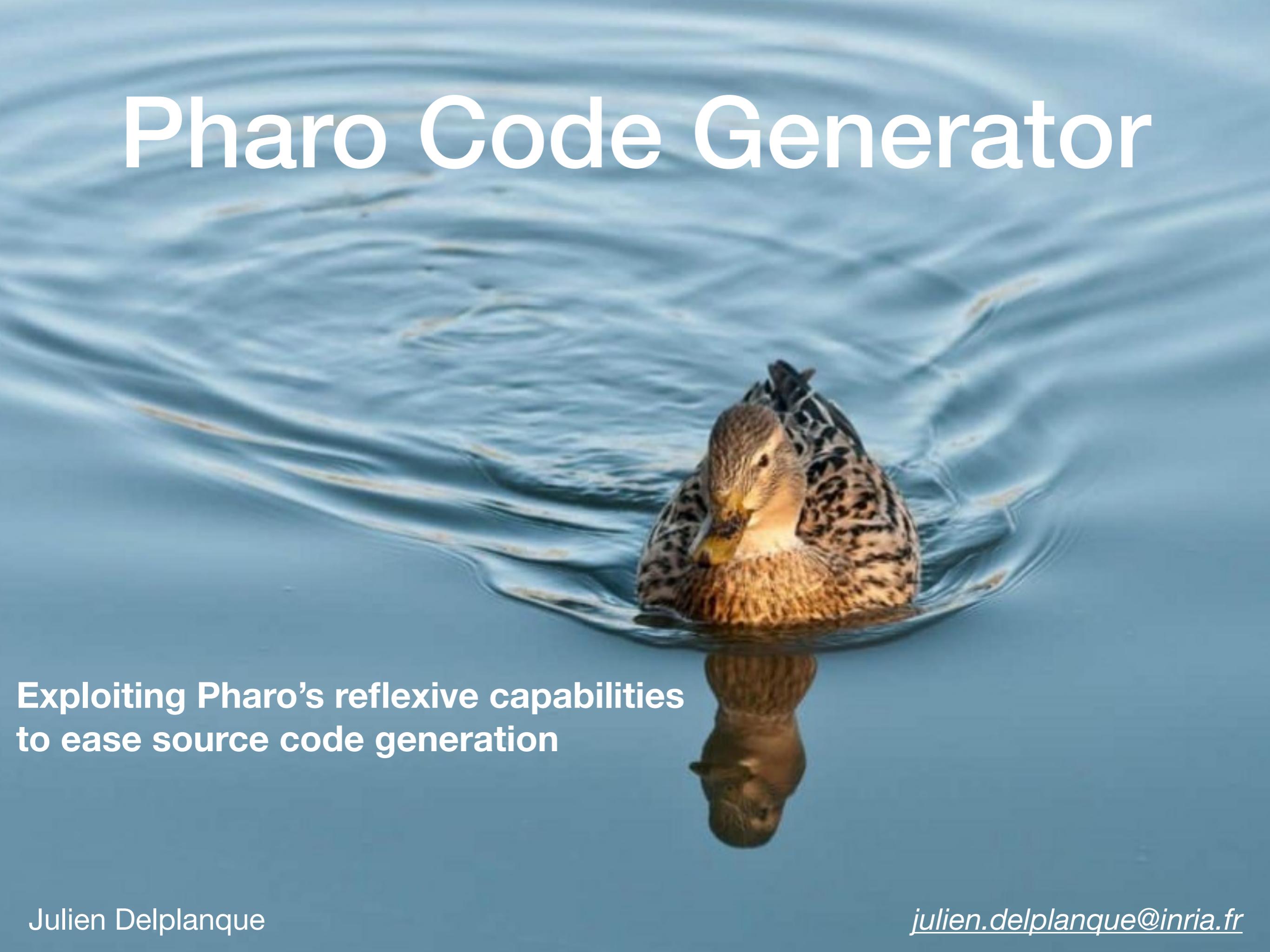


# Pharo Code Generator

A close-up photograph of a duck's head and neck above the water's surface. The duck has a mottled brown and black pattern on its head and neck, with a bright yellow patch around its eye. Ripples and waves are visible in the blue water around the duck's head.

Exploiting Pharo's reflexive capabilities  
to ease source code generation

# Pharo Code Generator

- <https://github.com/juliendelplanque/PharoCodeGenerator>
- DSL to generate Pharo code in Pharo.
- In alpha stage :-)
- ‘**PCG**’ will be used as shortcut for **Pharo Code Generator** during this presentation.

# How it works?

## 1. Describe the code to generate via the DSL

(**PCGMethodNode** selector: #answerToEverything)

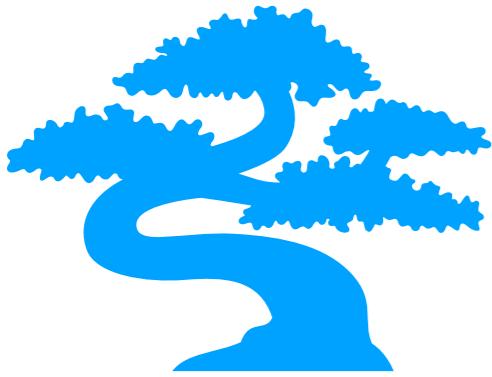
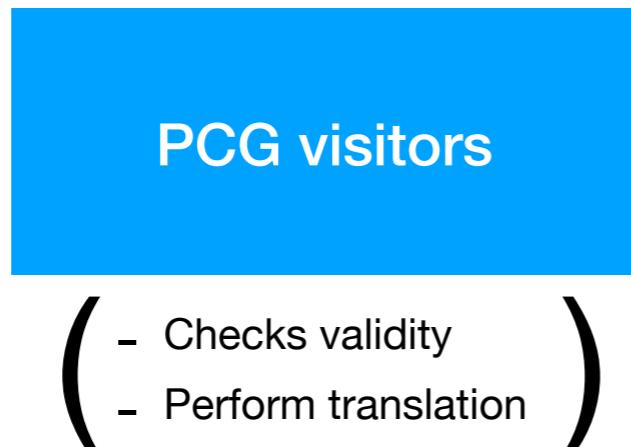
```
bodyBlock: [ :body |  
    body << 42 asPCG returnIt ]
```

## 2. Execution generates PCG AST objects



## 3. Trigger translation to Pharo's AST

Generates



Pharo's AST

## 4. Install generated code in the system

# API overview

```
ast := (PCGMethodNode selector: #answerToEverything)  
       bodyBlock: [ :body |  
           body << 42 asPCG returnIt ]
```

generates

```
answerToEverything  
<generated>  
^ 42
```

*ast realAst*

- Builds the Pharo AST corresponding to description made in DSL

*ast checkAst*

- Checks if the AST is ready for translation to Pharo AST. Raises an error if not.

*ast sourceCode*

- Returns a String holding source code resulting from generation.

*ast withGeneratedPragma: true|false*

- Adds or not <generated> pragma in method source code.

# Template support

```
template := (PCGMethodNode selector: #answerSelector asPCGTemplateParameter)  
bodyBlock: [ :body |  
    body << #answer asPCGTemplateParameter returnIt ]
```

```
(template substituteParametersWith: {  
    #answerSelector -> #answerToEverything.  
    #answer -> 42 asPCG }) sourceCode.
```

generates

```
answerToEverything  
<generated>  
^ 42
```

```
(template substituteParametersWith: {  
    #answerSelector -> #answerToEverythingInParallelUniverse.  
    #answer -> 43 asPCG }) sourceCode
```

generates

```
answerToEverythingInParallelUniverse  
<generated>  
^ 43
```

# Do not start from scratch

If you saw a method in your project that can be used as a basis for code generation, PCG can help you

# Do not start from scratch

## 1. Describe the code to generate via the DSL

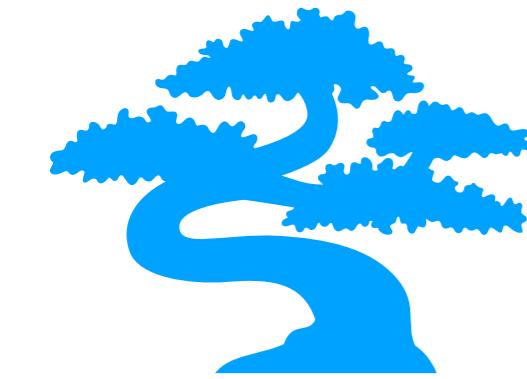
```
(PCGMethodNode selector: #answerToEverything)
```

```
bodyBlock: [ :body |
```

```
    body << 42 asPCG returnIt ]
```

## 2. Execution generates PCG AST objects

Generates



PCG visitors

- ( - Checks validity
- Perform translation

## 3. Trigger translation to Pharo's AST



PCG AST

Generate PCG AST from Pharo AST

Pharo's AST

## 4. Install generated code in the system

# Do not start from scratch

pcgAst := (**Object** >> #yourself) asPCGAST

pcgAst sourceCode

*generates* →

yourself  
<generated>  
^ self

# Do not start from scratch

```
pcgAst := (Object >> #yourself) asPCGAST
```

pcgAst meta sourceCode



```
(PCGMethodNode selector: #yourself)
    bodyBlock: [ :body | body << #self asPCGNode returnIt ];
    protocol: #accessing;
    yourself
```

You can easily get the code required to generate  
Object >> #yourself via PCG DSL and tweak it.