

Object-Oriented Design
with Smalltalk — a Pure
Object Language and its
Environment

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1. Infos

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Lecture Resources:

<http://www.iam.unibe.ch/~scg/Resources/Smalltalk/>

<http://brain.cs.uiuc.edu/VisualWorks/>

<http://www.iam.unibe.ch/~ducasse/PubHTML/Smalltalk.html>

<http://kilana.unibe.ch:8080/SmalltalkWiki/>

News groups: comp.lang.smalltalk

Important Addresses to get free Smalltalks:

<http://www.objectshare.com/VWNC/>

<http://www.squeak.org/>

<http://www.object-arts.com/Home.htm>

ANSI X3j20: www.smalltalksystems.com/sts-pub/x3j20

Some Web Pages

Wikis:

VisualWorks /brain.cs.uiuc.edu/VisualWorks/

VisualAge /brain.cs.uiuc.edu/VisualAge/

<http://kilana.unibe.ch:8080/SmalltalkWiki/>

STIC:

[/www.stic.org/](http://www.stic.org/)

Cool Sites:

[/www.smalltalk.org/](http://www.smalltalk.org/)

[/www.goodstart.com/stlinks.html](http://www.goodstart.com/stlinks.html)

[/st-www.cs.uiuc.edu/](http://st-www.cs.uiuc.edu/)

User Groups: ESUG, BSUG, GSUG, SSUG

www.esug.org/

www.bsug.org/

www.gsug.org/

www.iam.unibe.ch/~ssug/

Structure of this Lecture (i)

- ❑ Basic Smalltalk Elements
 - History and Concepts
 - Syntax
 - Class/Method Definitions
 - Collections
 - Numbers
 - Streams
- ❑ Advanced Smalltalk Topics
 - Classes
 - MVC
 - Concurrency
 - Metaclasses
 - Debugging
 - Internals

Structure of this Lecture (ii)

- ❑ Design Issues
 - Abstract Classes
 - Elementary Design Issues
 - Idioms
 - Some selected design patterns
- ❑ Comparisons
 - Java, C++, Smalltalk
 - Smalltalk for the Java Programmer
 - Smalltalk for the Ada Programmer

About this lecture

- ❑ If you have problems, *contact me!*
- ❑ Grab VisualWorks from www.cincom.com or <http://brain.cs.uiuc.edu/> or Squeak from www.squeak.org
- ❑ Do the exercises!!!

Basic Smalltalk

- History and Concepts
- Tasting Smalltalk
- Syntax
- Class/Method Definitions
- Collections
- Numbers
- Streams

2. Smalltalk in Context

- ❑ History
- ❑ Context
- ❑ Run-Time Architecture
- ❑ Concepts

Smalltalk: More than a Language

- ❑ A small and uniform language (two days to learn the syntax).
- ❑ A large set of reusable classes (basic data structures, UI, database access, sockets ...).
- ❑ A set of powerful development tools (Browsers, UIBuilder, Inspector, change management, crash recovery, project management).
- ❑ A run-time environment based on virtual machine technology.
- ❑ With Envy, team working and application management (release, versioning, deployment).

Inspiration

"making simple things very simple and complex things very possible"

— Alan Kay

- ❑ Flex (Alan Kay 1969)
- ❑ Lisp (interpreter, blocks, garbage collection)
- ❑ Turtle graphics (Logo Project, programming by children)
- ❑ Direct manipulation interfaces (Sketchpad 1960)
- ❑ Simula (classes and message sending, description of a real phenomenon by means of a specification language: modelling)

☞ DynaBook: a desktop computer for children

Precursor, Innovative and Visionary

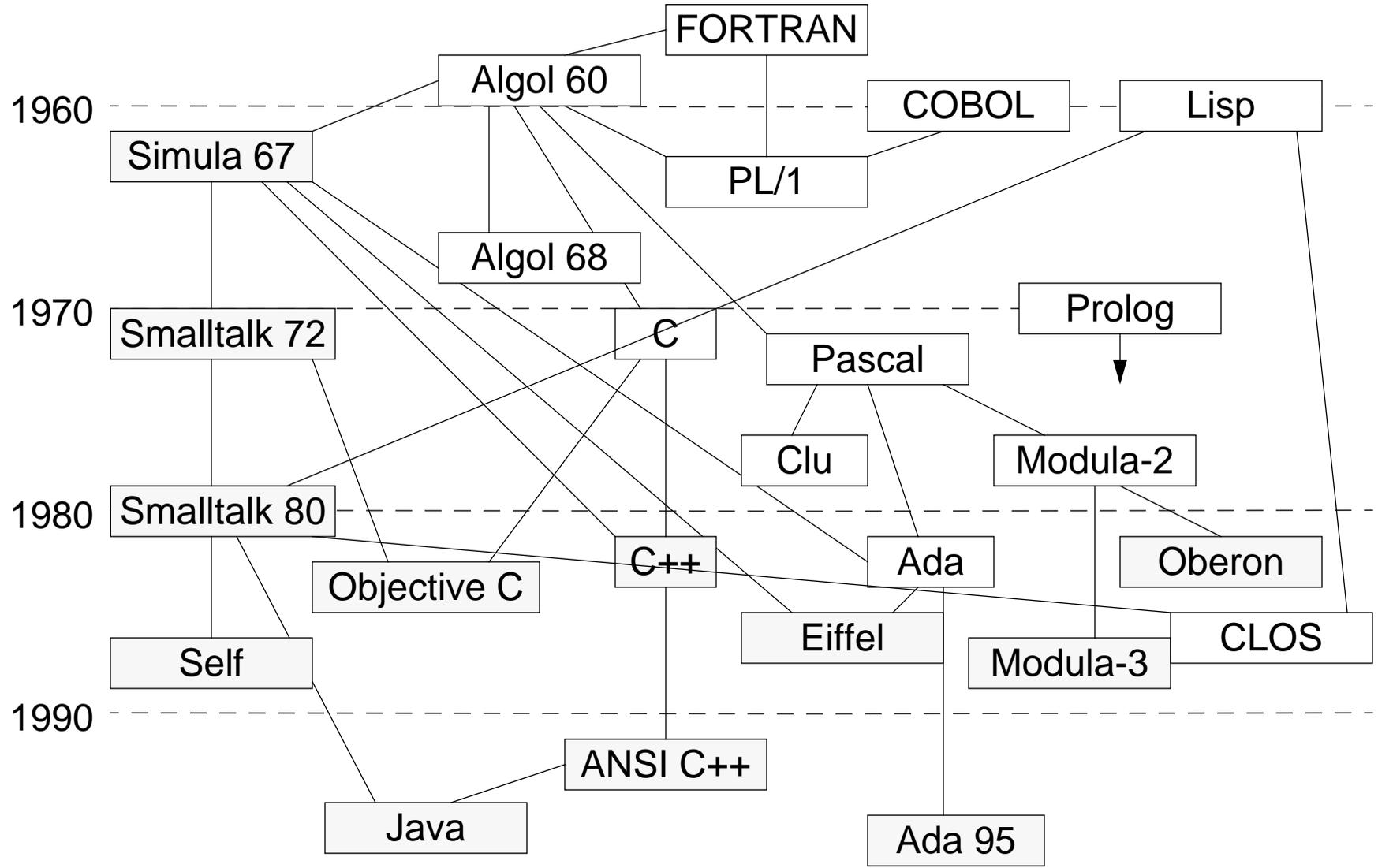
- ❑ First graphical bitmap-based
 - multi-windowing (overlapping windows)
 - programming environment (debugger, compiler, editor, browser)
 - with a pointing device

Yes a mouse !!!!

*Xerox Smalltalk Team developed the mouse technology and the bitmap:
It was revolutionary! Apple copied them (Lisa, then Mac).*

- ❑ Virtual Machine + Platform independent image technology
- ❑ Garbage Collector
- ❑ Just in Time Compilation
- ❑ Even in 1980 you got all the source in the development environment!!

History



History

Internal.

1972: First interpreter; more agents than objects (every object can specify its own syntax).

1976: Redesign: Hierarchy of classes with unique root + fixed syntax (compact byte code), contexts, process + semaphores + Browser + UI class library.

Projects: ThingLab, Visual Programming Environment Programming by Rehearsal.

1978: Experimentation with 8086 microprocessor (NoteTaker project).

External.

1980: Smalltalk-80 (Ascii, cleaning primitives for portability, metaclasses, blocks as first-class objects, MVC,)

Projects: Galley Editor (mixing text, painting and animations) + Alternate Reality Kit (physics simulation)

1981: books + four external virtual machines (Dec, Apple, HP and Tektronix) → gc by generation scavenging

1988: Creation of Parc Place Systems

1992: Draft Ansi

1995-6: New Smalltalk implementations (MT, dolphin, Squeak VM in Smalltalk....)

Smalltalk's Concepts

- ❑ *Everything is an object* (numbers, files, editors, compilers, points, tools, boolean).
- ❑ Objects communicate *only* by message passing.
- ❑ Each object is an instance of one class (which is also an object).
- ❑ A class defines the structure and the behaviour of its instances.
- ❑ Each object possesses its own set of values.
- ❑ Dynamically typed.
- ❑ Purely based on *late binding*.

Programming in Smalltalk: *Reading an interactive Book*

- ❑ Reading the interface of the classes: (table of contents of a book)
- ❑ Understanding the way the classes are implemented: (reading the chapters)
- ❑ Extending and changing the contents of the system

Messages, Methods and Protocols

Message: **What** behaviour to perform

```
aWorkstation accept: aPacket
```

Method: **How** to carry out the behaviour

```
accept: aPacket
(aPacket isAddressedTo: self)
    ifTrue:[ Transcript show: 'A packet is accepted by the Workstation ', self name asString]
    ifFalse: [super accept: aPacket]
```

Protocol: The complete set of messages an object responds to:

```
#name #initialize #hasNextNode #connectedTo: #name: #nextNode #nextNode: #printOn: #simplePrintString
#typeName #accept: #send:
```

Often grouped into categories:

```
accessing           #name
initialize-release #initialize
testing            #hasNextNode
connection         #connectedTo:
private            #name: #nextNode #nextNode:
printing           #printOn: #simplePrintString #typeName
send-receive       #accept: #send:
```

Objects, Classes and Metaclasses

- ❑ Every object is an instance of a class
- ❑ A class specifies the structure and the behaviour of all its instances
- ❑ Instances of a class share the same behaviour and have a specific state

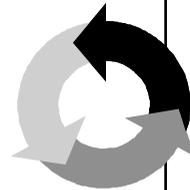
- ❑ Classes are objects that create other instances
- ❑ Metaclasses are just classes that create classes as instances
- ❑ Metaclasses described class behaviour and state (subclasses, method dictionary, instance variables...)

Smalltalk Run-Time Architecture

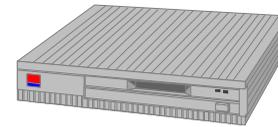
Virtual Machine + Image + Changes and Sources

All the objects of the system
at a moment in time

IMAGE1.IM
IMAGE1.CHA



A byte-code interpreter:
the virtual machine interpretes the image



+

Standard SOURCES

Shared by everybody

IMAGE2.IM
IMAGE2.CHA

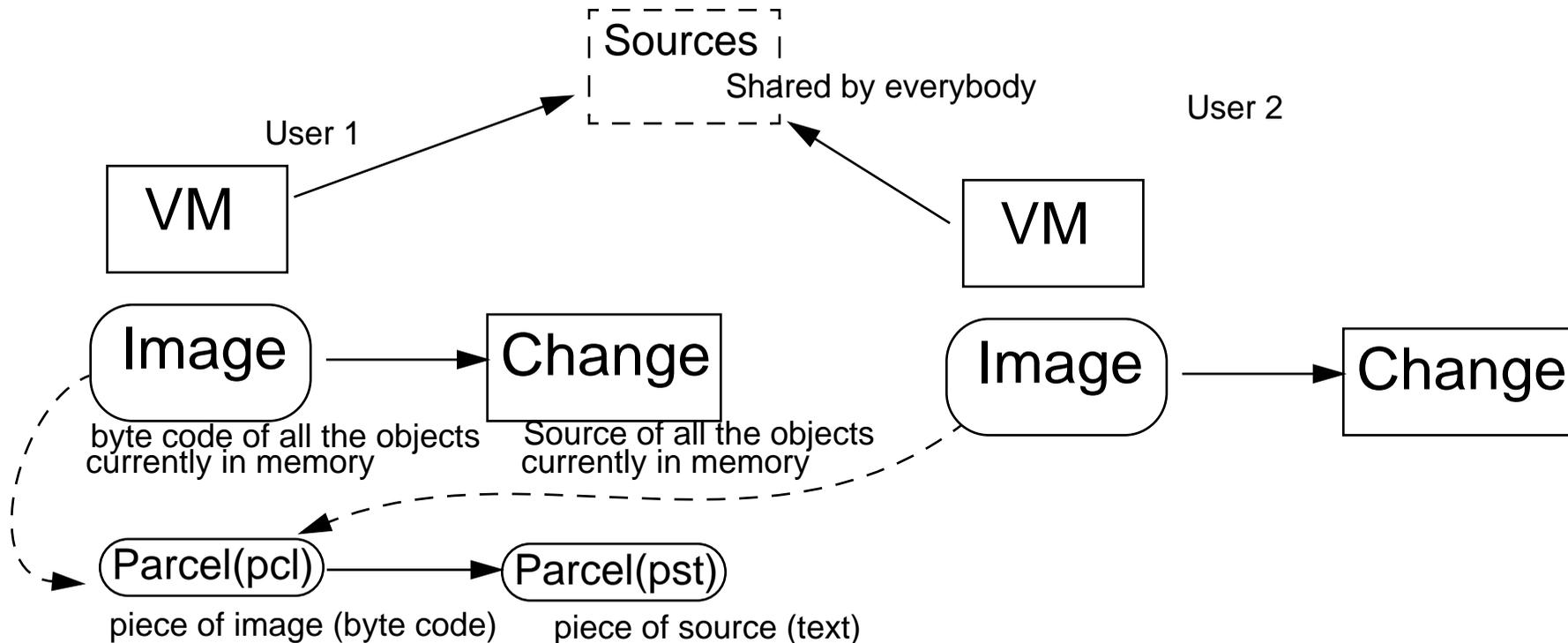
One per user

The byte-code is in fact translated into native code by a just-in-time compiler.

The source and the changes are not necessary for interpreting the byte-code, this is just for the development. Normally they are removed for deployment.

An application can be delivered as some byte-code files that will be executed with a VM. The development image is stripped to remove the unnecessary development components like the compiler, the scanner, the browser,....

VisualWorks Advanced Runtime Architecture

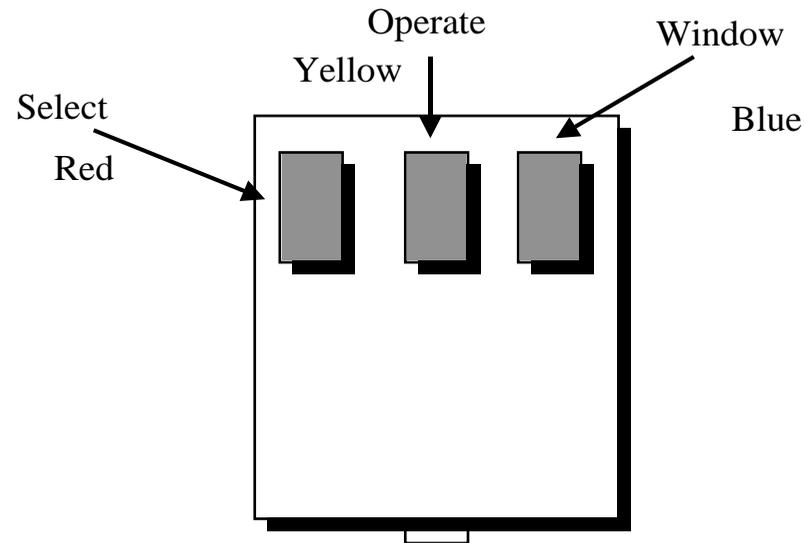


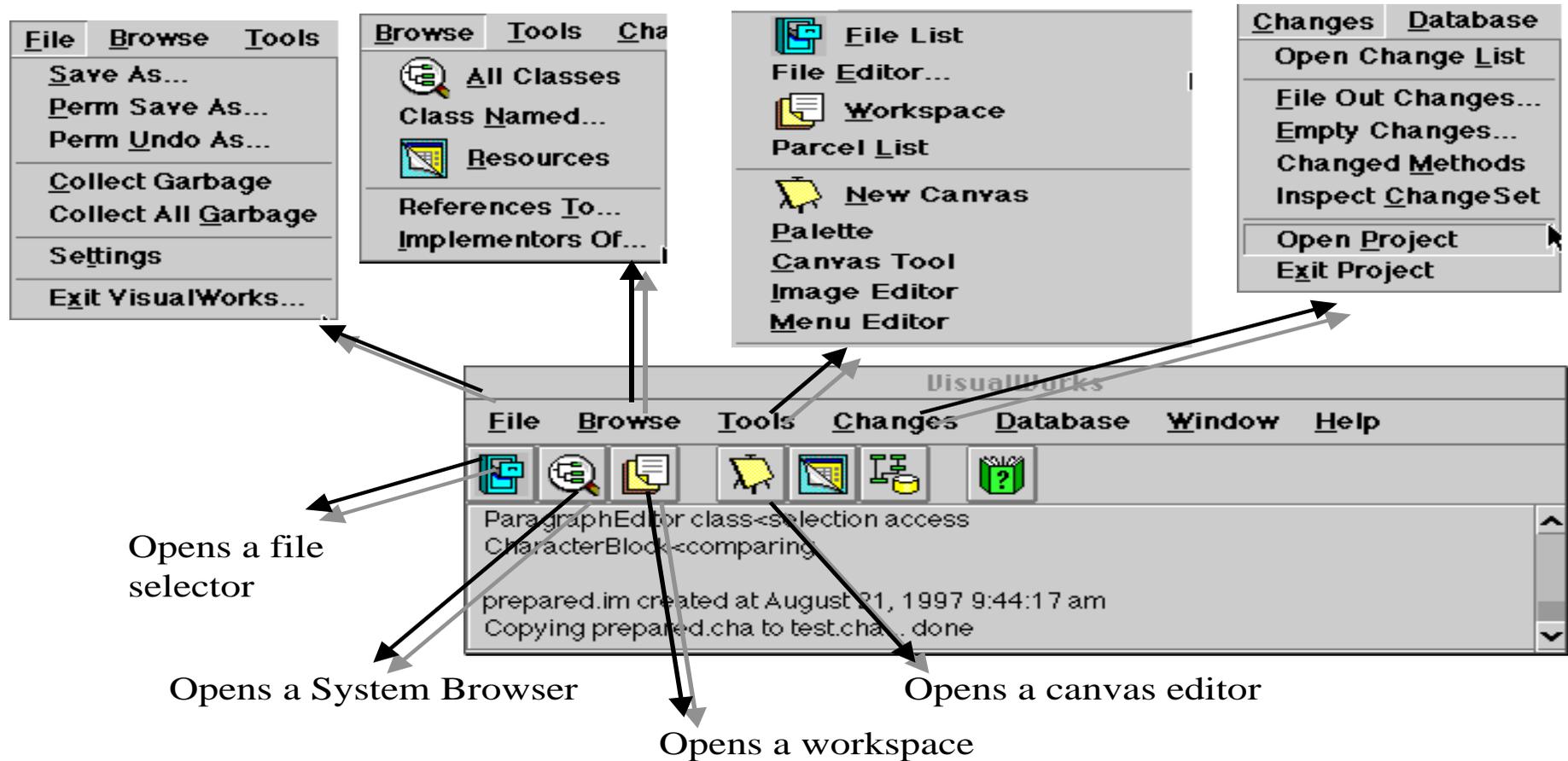
- ❑ Parcels reproduce the schema of the image and change: pcl are byte code, pst source code
- ❑ Parcels allow atomic loading/unloading and prerequisites parcels
- ❑ Extremely fast loading
- ❑ Good for dynamic loading, code management

3. Quick Overview of the Environment

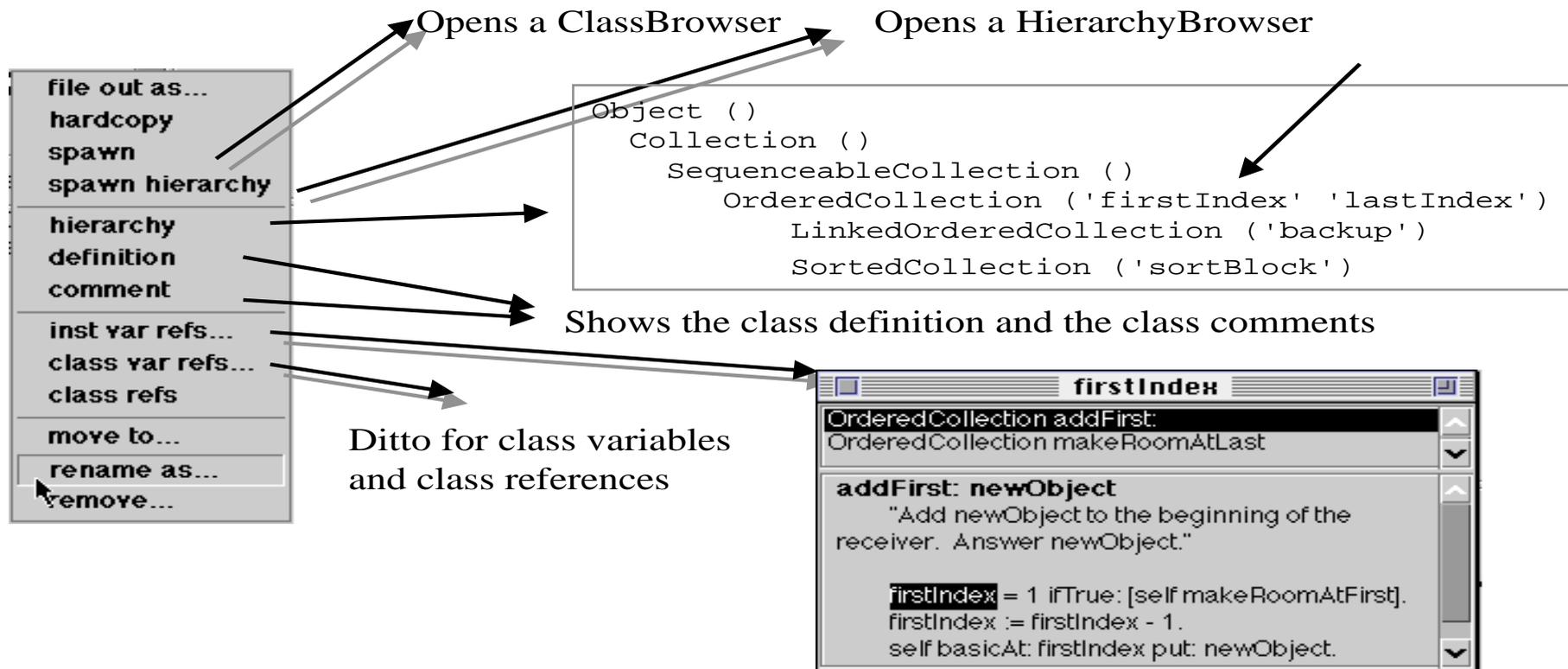
VW2.5 not VW3.0 — sorry!!

Mouse Semantics

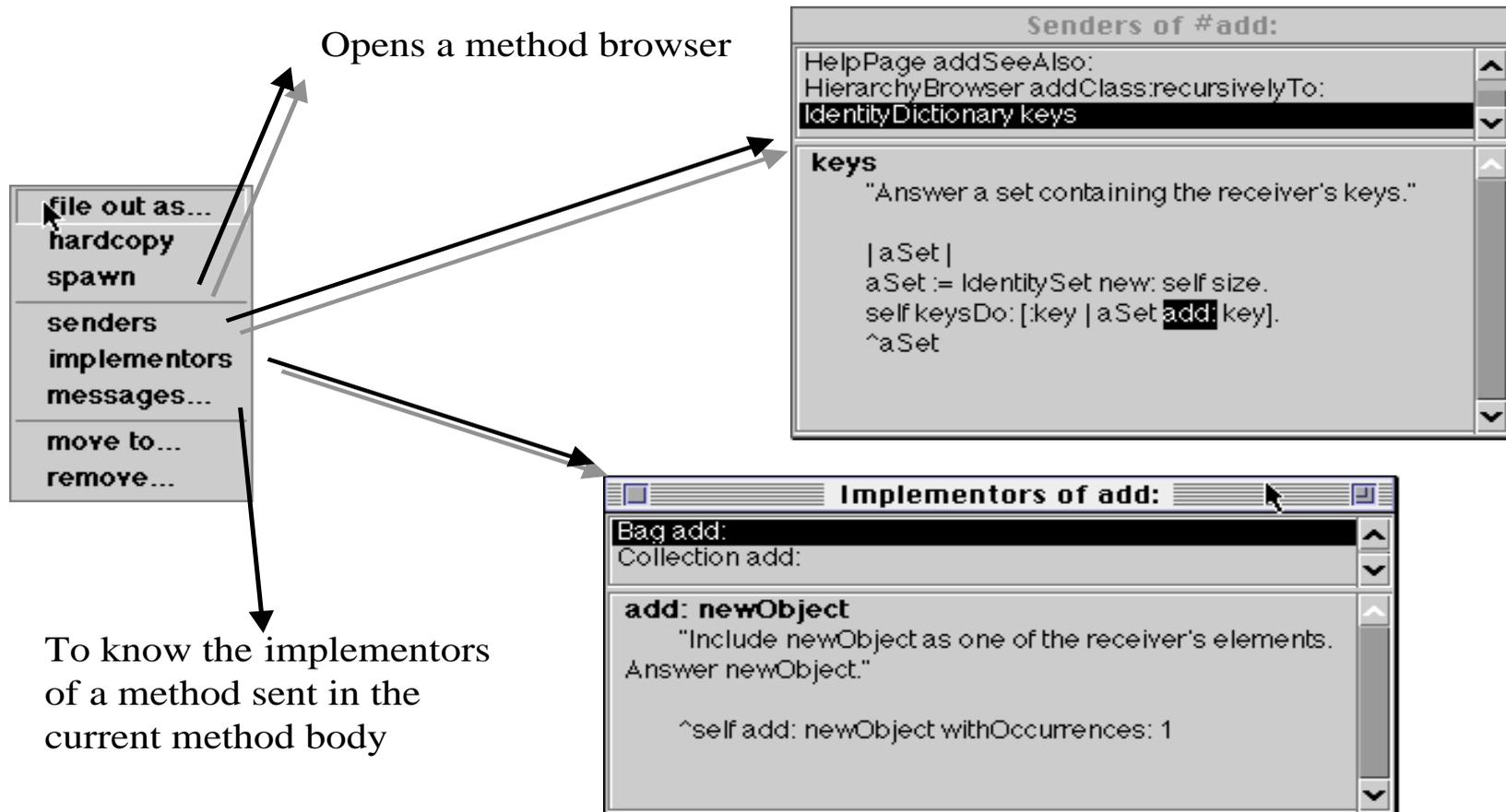




Class MenuBar



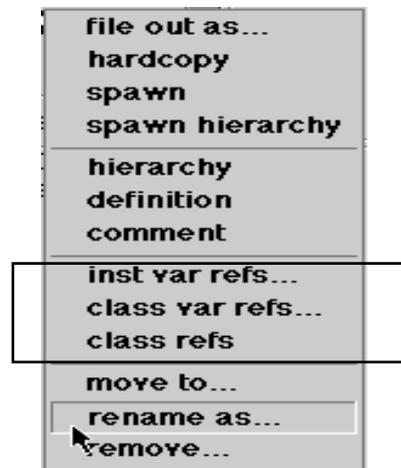
Method MenuBar



Cross Reference Facilities



Launcher



Filing Out

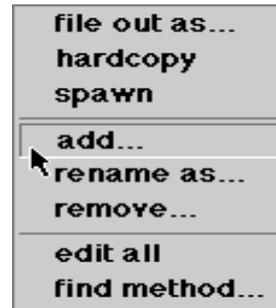


category



class

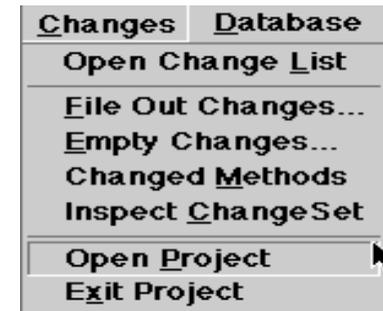
Browser



protocol



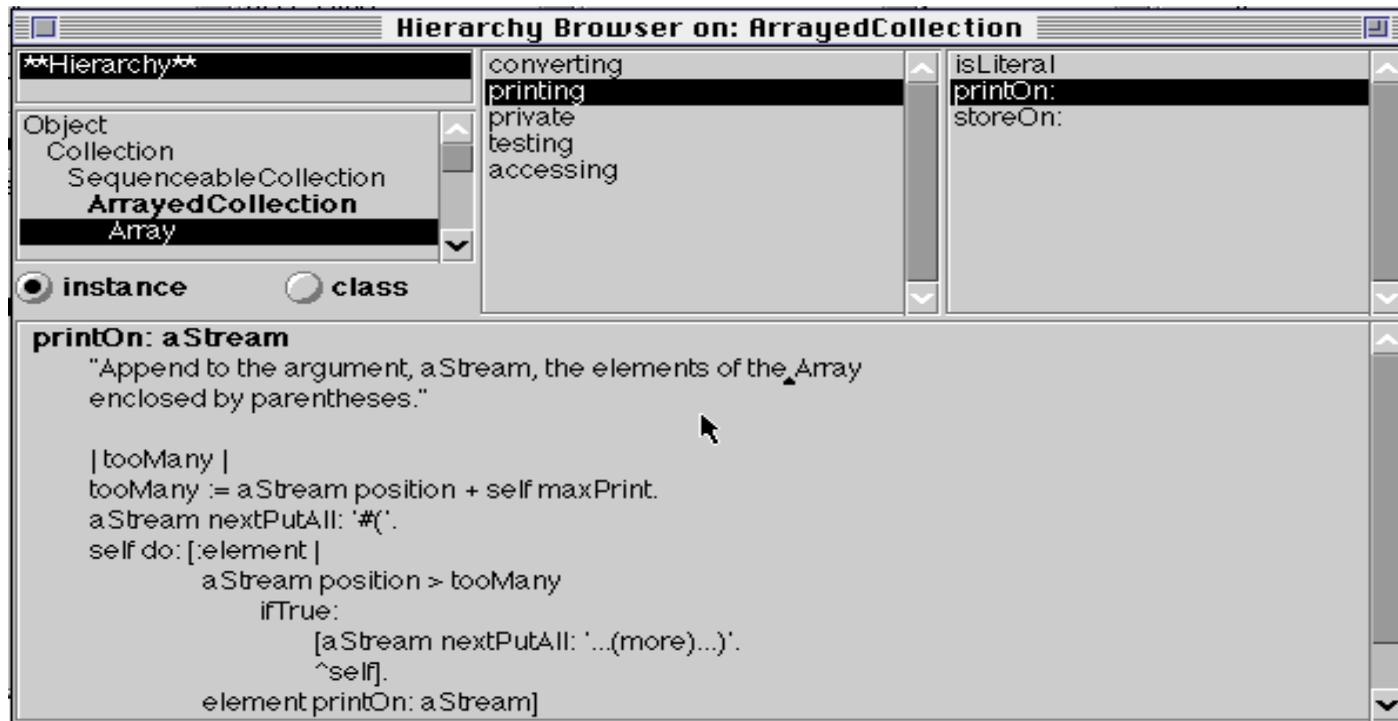
method



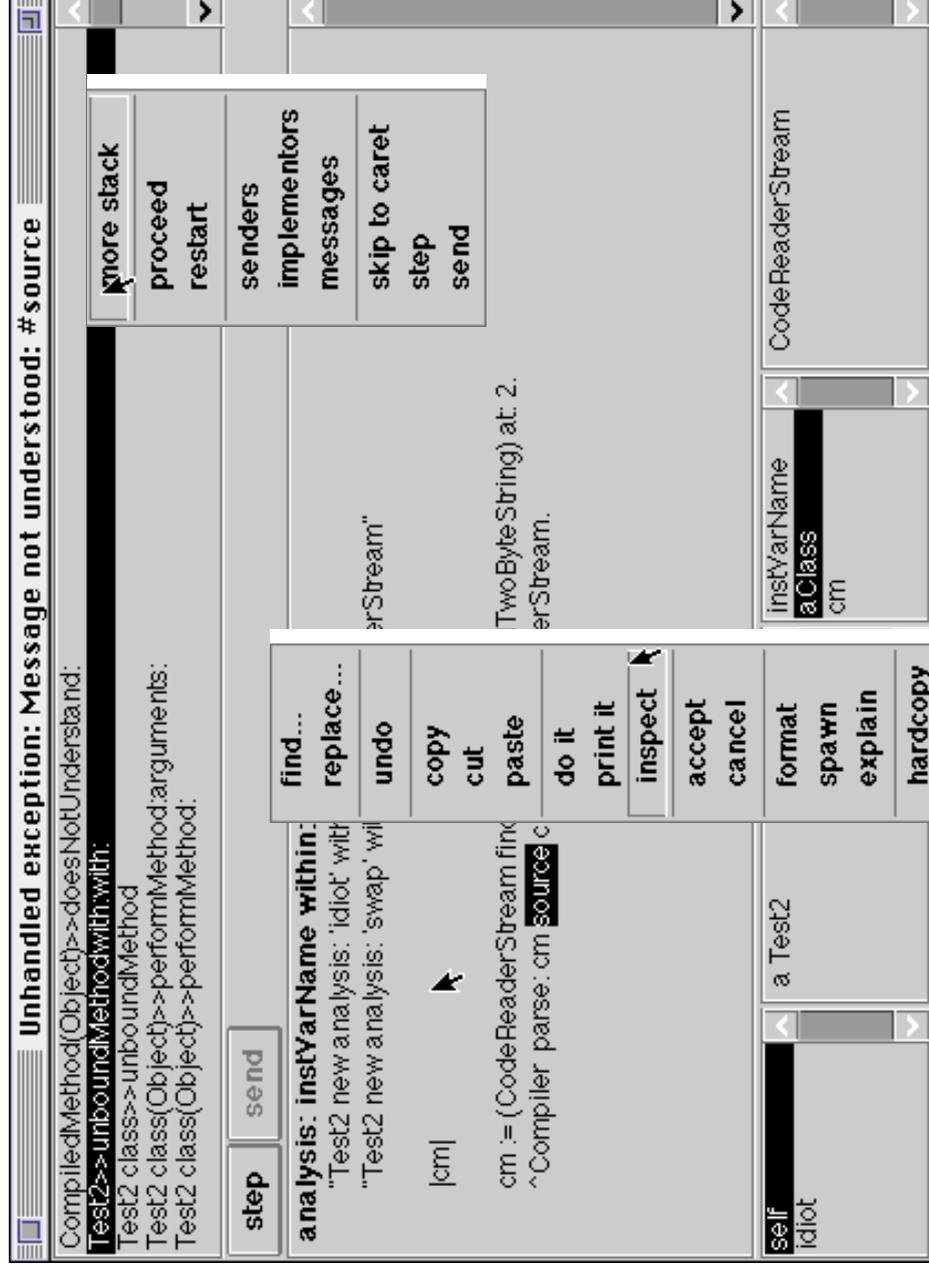
project

Hierarchy Browser

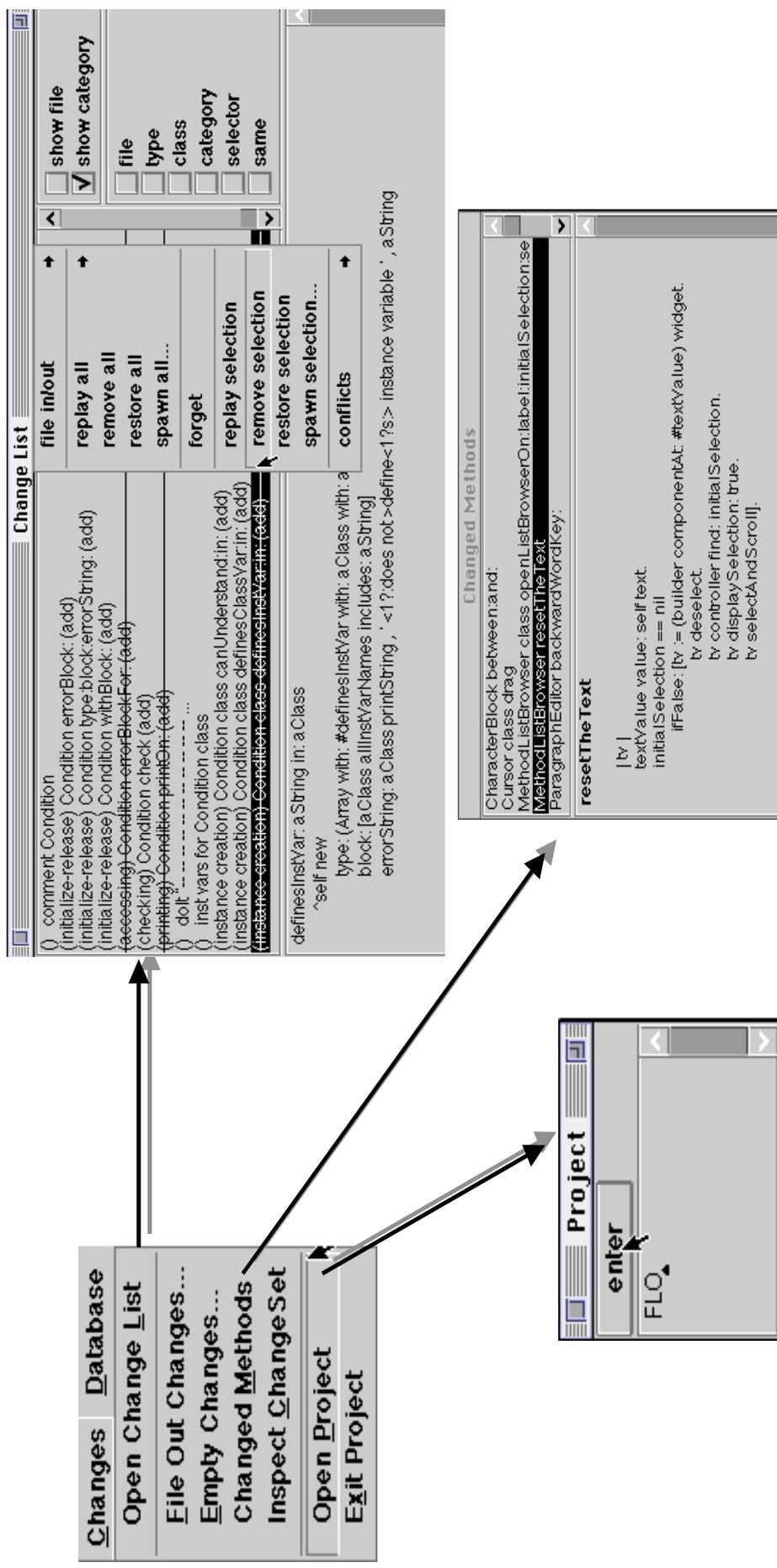
Use the Refactoring Browser instead!!!



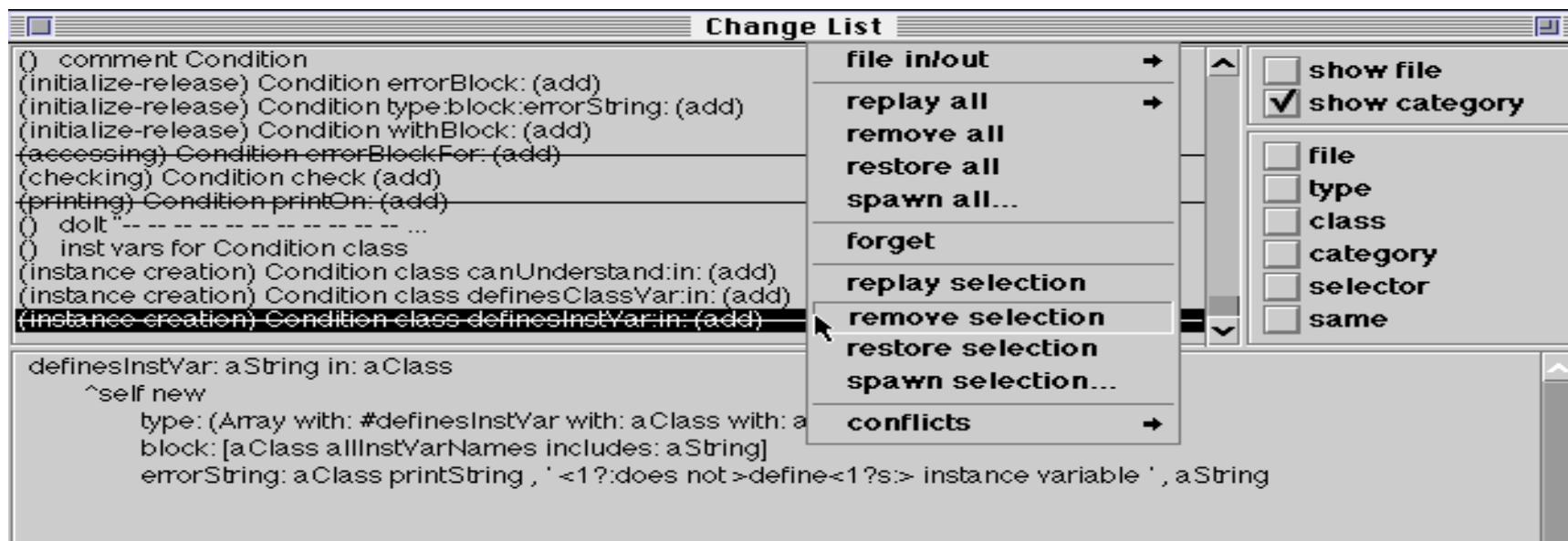
Debugger



Crash Recovery

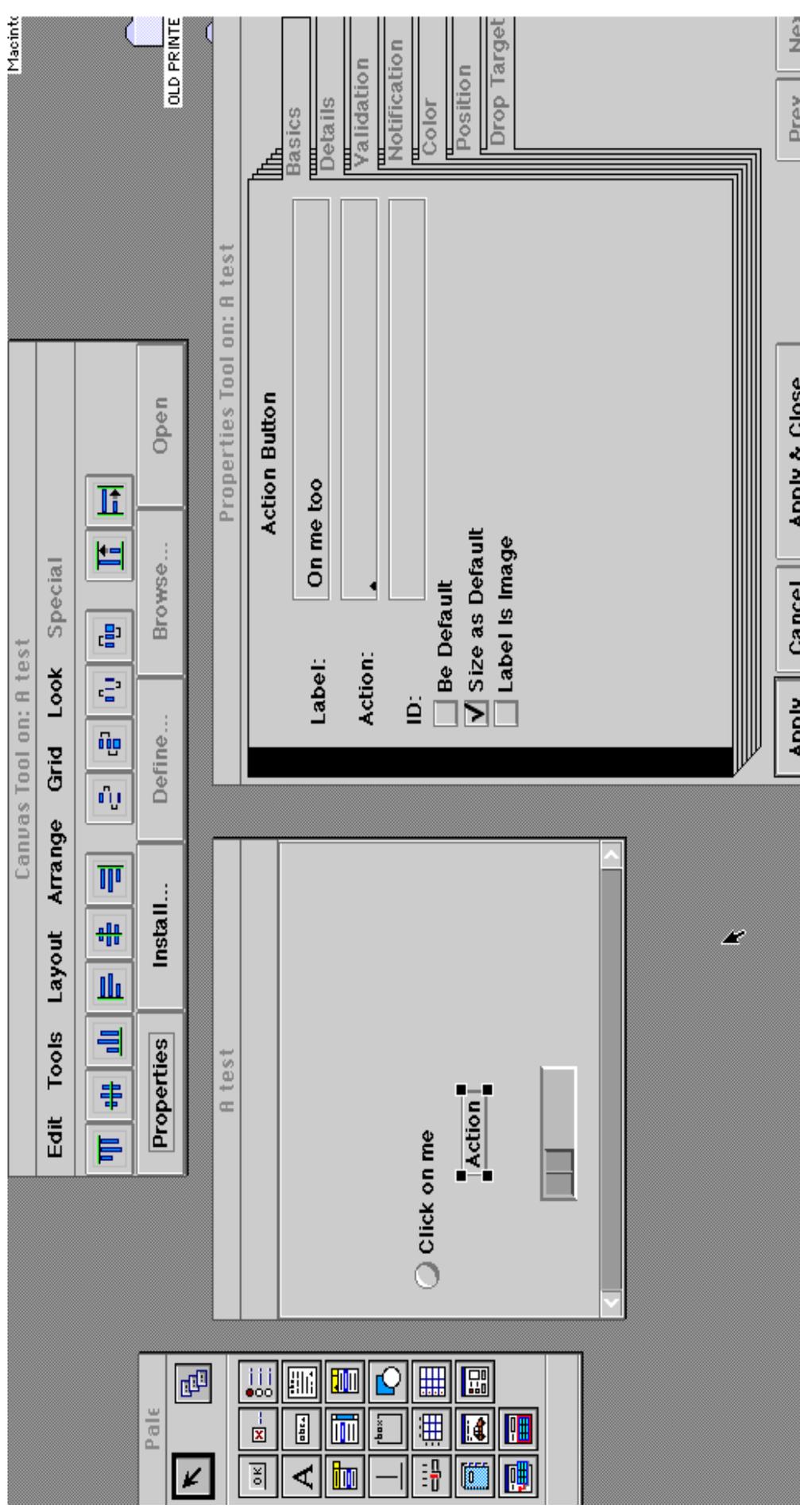


Condensing Changes



SourceFileManager new condenseChanges

UIBuilder



4. A Taste of Smalltalk

“Try not to care - Beginning Smalltalk programmers often have trouble because they think they need to understand all the details of how a thing works before they can use it. This means it takes quite a while before they can master Transcript show: ‘Hello World’. One of the great leaps in OO is to be able to answer the question "How does this work?" with "I don't care"“. Alan Knight registered Guru

Two examples:

- “hello world”
- a LAN simulator

To give you an idea of:

- the syntax
- the elementary objects and classes
- the environment

To provide the basis for all the lectures:

- all the code examples,
- constructs,
- design decisions ...

Power to Simplicity: Syntax on a PostCard

From Ralph Johnson

```
exampleWithNumber: x
```

"This is a small method that illustrates every part of Smalltalk method syntax except primitives, which aren't very standard. It has unary, binary, and key word messages, declares arguments and temporaries (but not block temporaries), accesses a global variable (but not an instance variable), uses literals (array, character, symbol, string, integer, float), uses the pseudo variable true false, nil, self, and super, and has sequence, assignment, return and cascade. It has both zero argument and one argument blocks. It doesn't do anything useful, though"

```
|y|
```

```
true & false not & (nil isNil) ifFalse: [self halt].
```

```
y := self size + super size.
```

```
#($a #a 'a' 1 1.0)
```

```
do: [:each | Transcript
```

```
    show: (each class name);
```

```
    show: (each printString);
```

```
    show: ' '].
```

```
^ x < y
```

Some Conventions

❑ Code Transcript show: 'Hello world'

❑ Return Value

1 + 3 -> 4

Node new -> aNode

Node new PrIt -> a Workstation with name:#pc connectedto:#mac

❑ Method selector #add:

❑ Method scope conventions:

Node>>accept: aPacket

instance method defined in the class Node

Node class>>withName: aSymbol

class method defined in the class Node (in the class of the class Node)

❑ aSomething is an instance of the class Something

❑ Dolt, PrintIt, InspectIt and Accept

Accept = Compile: Accept a method or a class definition

Dolt = send a message to an object

PrintIt = send a message to an object + print to the result (#printOn:)

InspectIt = send a message to an object + inspect to the result (#inspect)

Hello World!



Transcript show: 'hello world'

During implementation, we can dynamically ask the interpreter to evaluate an expression. To evaluate an expression, select it and with the middle mouse button apply **dolt**.

Transcript is a special object that is a kind of standard output. It refers to a `TextCollector` instance associated with the launcher.

Everything is an object

The launcher is an object.

The icons are objects.

The workspace is an object.

The window is an object: instance of `ApplicationWindow`.

The text editor is an object: instance of `ParagraphEditor`.

The scrollbars are objects too.

`'hello word'` is an object: a `String` instance of `String`.

`#show:` is a `Symbol` that is also an object.

The mouse is an object.

The parser is an object instance of `Parser`.

The compiler is also an object instance of `Compiler`.

The process scheduler is also an object.

The garbage collector is an object: instance of `MemoryObject`.

...

⇒ a world **consistent, uniform** written in itself!

you can **learn** how it is implemented, you can **extend** it or even **modify** it.

+ (almost) all the code is available and readable....Book concept.

Objects communicate via messages (i)

`Transcript show: 'hello world'`

The above expression is a message:

- the object `Transcript` is the receiver of the message
- the selector of the message is `#show:`
- an argument: a string `'hello world'`

`Transcript` is a global variable (starts with an uppercase letter) that refers to the Launcher's report part.

Vocabulary Concerns:

Message passing or sending a message is equivalent to

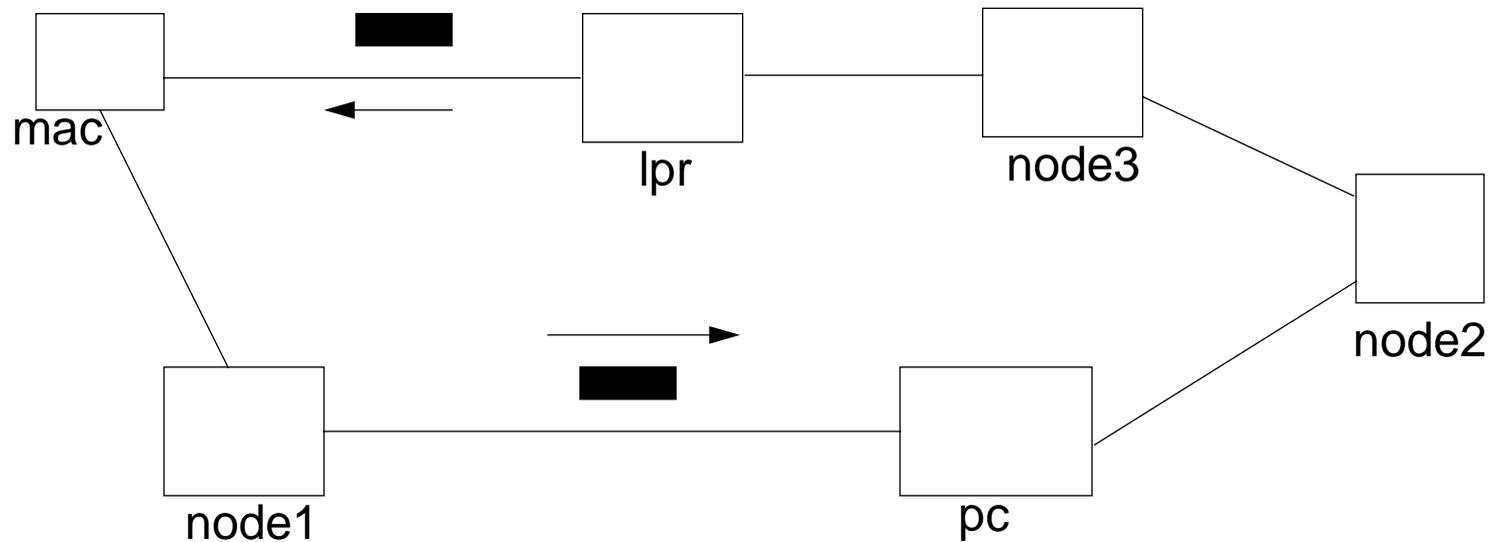
- invoking a method in Java or C++
- calling a procedure in procedural languages
- applying a function in functional languages

(modulo polymorphism for the last two)

A LAN Simulator

A LAN contains nodes, workstations, printers, file servers.

Packets are sent in a LAN and each nodes treats them differently.

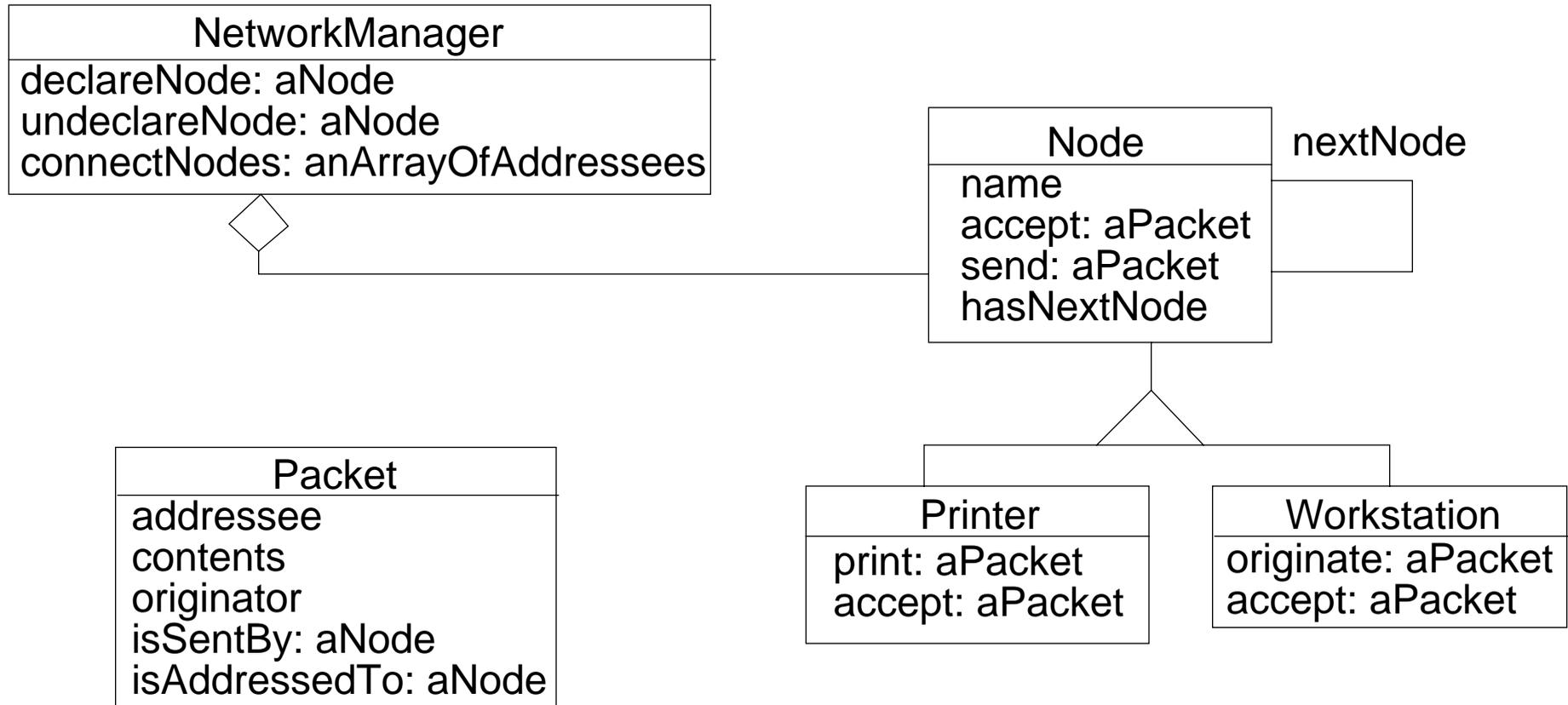


Three Kind of Objects

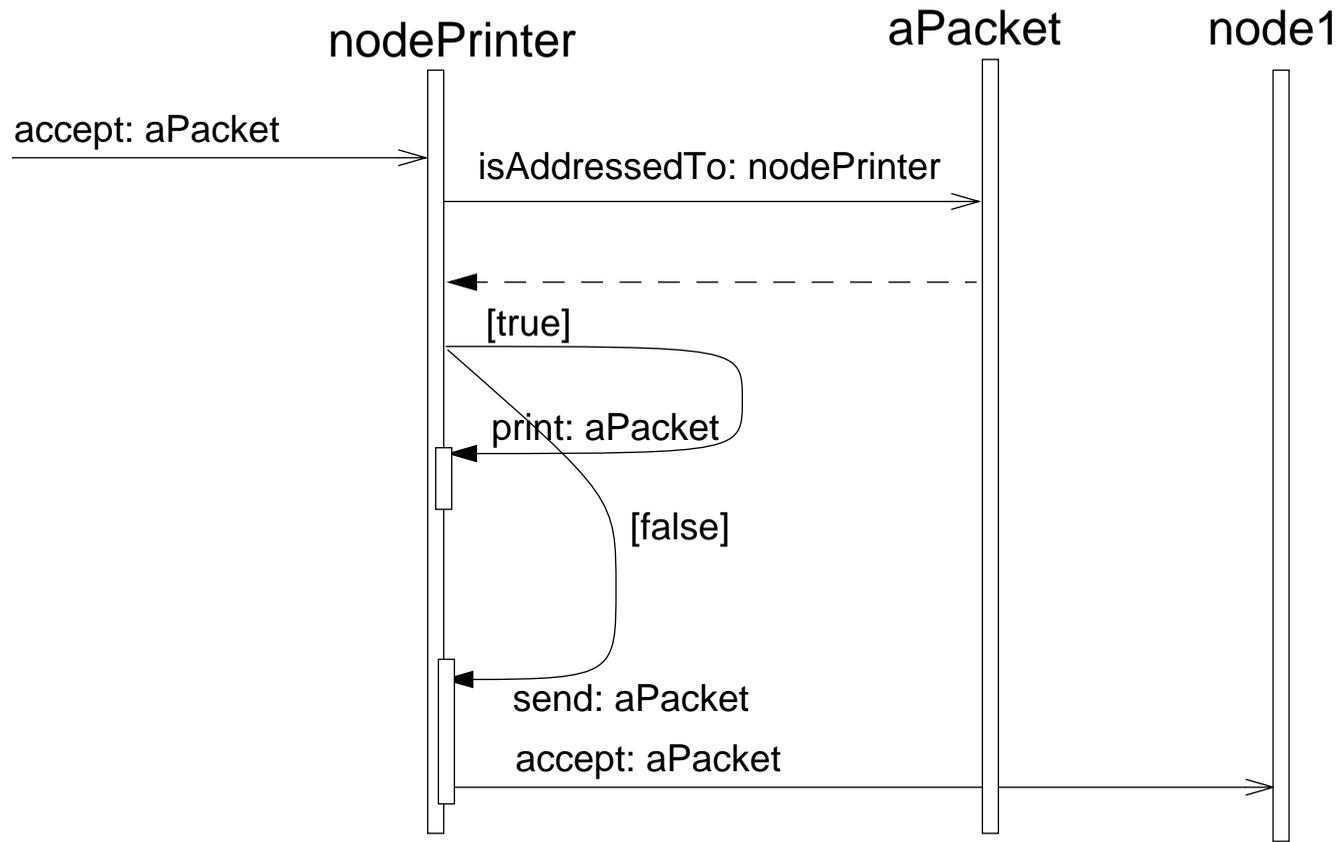
Node and its subclasses represent the entities that are connected to form a LAN.

Packet represents the information that flows between Nodes.

NetworkManager represents how the nodes are connected.



Interactions Between Nodes



Node and Packet Creation

```
|macNode pcNode node1 printerNode node2 node3 packet|
"nodes definition"
macNode := Workstation withName: #mac.
pcNode := Workstation withName: #pc.
node1 := Node withName: #node1.
node2 := Node withName: #node2.
node3 := Node withName: #node2.
printerNode := Printer withName: #lpr.
"Node connections"
macNode nextNode: node1.
node1 nextNode: pcNode.
pcNode nextNode: node2.
node3 nextNode: printerNode.
lpr nextNode: macNode.

"packet creation"
packet := Packet send: 'This packet travelled to the printer' to: #lpr.
```

Objects communicate by messages (ii)

Message: 1 + 2

- receiver : 1 (an instance of SmallInteger)
- selector: #+
- arguments: 2

Message: lpr nextNode: macNode

- receiver lpr (an instance of LanPrinter)
- selector: #nextNode:
- arguments: macNode (an instance of Workstation)

Message: Packet send: 'This packet travelled to the printer' to: #lpr

- receiver: Packet (a class)
- selector: #send:to:
- arguments: 'This packet travelled to the printer' and #lpr

Message: Workstation withName: #mac

- receiver: Workstation (a class)
- selector: #withName:
- arguments: #mac

Definition of a LAN

To simplify the creation and the manipulation of a LAN.

```
| aLan |  
aLan := NetworkManager new.  
aLan createAndDeclareNodesFromAddresses: #(node1 node2 node3) ofKind: Node.  
aLan createAndDeclareNodesFromAddresses: #(mac pc) ofKind: Workstation.  
aLan createAndDeclareNodesFromAddresses: #(lpr) ofKind: LanPrinter.  
  
aLan connectNodesFromAddresses: #(mac node1 pc node2 node3 lpr)
```

Now we can query the LAN to get some nodes:

```
aLan findNodeWithAddress: #mac
```

Transmitting a Packet

```
| aLan packet macNode |  
...  
macNode := aLan findNodeWithAddress: #mac.  
packet := Packet send: 'This packet travelled to the printer' to: #lpr.  
macNode originate: packet.
```

```
-> mac sends a packet to pc  
-> pc sends a packet to node1  
-> node1 sends a packet to node2  
-> node2 sends a packet to node3  
-> node3 sends a packet to lpr  
-> lpr is printing  
-> this packet travelled to lpr
```

How to Define a Class?

Fill the template:

```
NameOfSuperclass subclass: #NameOfClass
  instanceVariableNames: 'instVarName1 instVarName2'
  classVariableNames: 'ClassVarName1 ClassVarName2'
  poolDictionaries: ''
  category: 'LAN'
```

For example to create the class Packet

```
Object subclass: #Packet
  instanceVariableNames: 'addressee originator contents '
  classVariableNames: ''
  poolDictionaries: ''
  category: 'LAN'
```

How to Define a Method?

Follow the template:

```
message selector and argument names
  "comment stating purpose of message"

  | temporary variable names |
  statements
```

```
LanPrinter>>accept: thePacket
  "If the packet is addressed to me, print it. Else just behave like a normal node"
  (thePacket isAddressedTo: self)
    ifTrue: [self print: thePacket]
    ifFalse: [super accept: thePacket]
```

In Java we would write

```
void accept(Packet Packet)
/*If the packet is addressed to me, print it. Else just behave like a normal node*/
if (thePacket.isAddressedTo(this)){
  this.print(thePacket)}
  else super.accept(thePacket)
```

5. Smalltalk Syntax in a Nutshell

From Ralph Johnson

```
exampleWithNumber: x
```

"This is a small method that illustrates every part of Smalltalk method syntax except primitives, which aren't very standard. It has unary, binary, and key word messages, declares arguments and temporaries (but not block temporaries), accesses a global variable (but not an instance variable), uses literals (array, character, symbol, string, integer, float), uses the pseudo variable true false, nil, self, and super, and has sequence, assignment, return and cascade. It has both zero argument and one argument blocks. It doesn't do anything useful, though"

```
|y|
true & false not & (nil isNil) ifFalse: [self halt].
y := self size + super size.
#($a #a 'a' 1 1.0)
  do: [:each | Transcript
      show: (each class name);
      show: (each printString);
      show: ' '].
^ x < y
```


Constructs

Language constructs: ^ “ # “ [] . ; () | := \$: er ! <primitive: >

^	return
“	comments
#	symbol or array
`	string
[]	block or byte array
.	separator and not terminator (or namespace access in VW5i)
;	cascade (sending several messages to the same instance)
	local or block variable
:=	assignment
\$	character
:	end of selector name
e, r	number exponent or radix
!	file element separator
<primitive: ...>	for VM primitive calls

Syntax in a Nutshell (i)

comment:	<code>"a comment"</code>
character:	<code>\$c \$h \$a \$r \$a \$c \$t \$e \$r \$s \$# \$@</code>
string:	<code>'a nice string' 'lulu' 'l''idiot'</code>
symbol:	<code>#mac #+</code>
array:	<code> #(1 2 3 (1 3) \$a 4)</code>
byte array:	<code>#[1 2 3]</code>
integer:	<code>1, 2r101</code>
real:	<code>1.5, 6.03e-34,4, 2.4e7</code>
float:	<code>1/33</code>
boolean:	<code>true, false</code>
point:	<code>10@120</code>

Note that @ is *not* an element of the syntax, but just a message sent to a number.
(This is the same for /, bitShift, ifTrue:, do: ...)

Syntax in a Nutshell (ii)

assignment: var := aValue

block: [:var ||tmp| expr...]

temporary variable:	tmp
block variable:	:var
unary message:	receiver selector
binary message:	receiver selector argument
keyword based:	receiver keyword1: arg1 keyword2: arg2...
cascade:	message ; selector ...
separator:	message . message
result:	^
parenthesis:	(...)

Messages instead of predefined Syntax

- ❑ in Java, C, C++, Ada, >>, if, for, ... are hardcoded into the grammar
- ❑ in Smalltalk there are just messages defined on objects

(>>) bitShift: is just a message sent to numbers

```
10 bitShift: 2
```

(if) ifTrue: is just messages sent to a boolean

```
(1 > x) ifTrue:
```

(for) do:, to:do: are just messages to collections or numbers

```
 #(a b c d) do: [:each | Transcript show: each ; cr]
```

```
 1 to: 10 do: [:i | Transcript show: each printString; cr]
```

=> Minimal parsing

=> Language extensible

Class and Method Definition

Class: a message sent to another class

```
Object subclass: #Node
  instanceVariableNames: 'name nextNode'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'LAN'
```

☞ Instance variables are instance-based protected

Method: normally done in a browser or (by directly invoking the compiler)

```
Node>>accept: thePacket

    "If the packet is addressed to me, print it.
    Else just behave like a normal node"

    (thePacket isAddressedTo: self)
      ifTrue: [self print: thePacket]
      ifFalse: [super accept: thePacket]
```

☞ Methods are public

Instance Creation

1, 'abc'

Basic class messages creation (new, new:, basicNew, basicNew:)

Packet new

Class specific message creation

Workstation withName: #mac

6. Syntax and Messages

The syntax of Smalltalk is simple and uniform, but it can seem strange at first sight!

- Literals: numbers, strings, arrays....
- Variables names
- Pseudo-variables
- Assignment, return
- Message Expressions
- Block expressions

Read it as a non-computer person!

```
| bunny |  
bunny := Actor fromFile: 'bunny.vrml'.  
bunny head  
  doEachFrame:  
    [ bunny head  
      pointAt: (camera transformScreenPointToScenePoint: (Sensor mousePoint)  
                using: bunny)  
      duration: camera rightNow ]
```

Literal Overview (i)

Numbers:

SmallInteger, Integer,

`4, 2r100 (4 in base 2), 3r11 (4 in base 3), 1232`

Fraction, Float, Double

`3/4, 2.4e7, 0.75d`

Characters:

`$F, $Q $U $E $N $T $i $N`

Unprintable characters

`Character space, Character tab, Character cr`

Symbols:

`#class #mac #at:put: #+ #accept:`

Strings:

`#mac asString -> 'mac'`

`12 printString -> '12'`

`'This packet travelled around to the printer' 'l''idiot'`

`String with: $A`

To introduce a single quote inside a string, just double it.

Literal Overview (ii)

Arrays:

```
#(1 2 3) #('lulu' (1 2 3)) #('lulu' #(1 2 3))
```

```
 #(mac node1 pc node2 node3 lpr) an array of symbols.
```

```
When one prints it it shows #(#mac #node1 #pc #node2 #node3 #lpr)
```

Byte Array:

```
#[1 2 255]
```

Comments:

```
"This is a comment"
```

A comment can be on several lines. Moreover, avoid putting a space between the “ and the first letter. Indeed when there is no space, the system helps you to select a commented expression. You just go after the “ character and double click: the entire commented expression is selected. After you can printIt or dolt.

Literal Arrays and Arrays

Heterogenous

```
#('lulu' (1 2 3)) PrIt-> #('lulu' #(1 2 3))  
#('lulu' 1.22 1) PrIt-> #('lulu' 1.22 1)
```

An array of symbols:

```
 #(calvin hobbes suzie) PrIt-> #(#calvin #hobbes #suzie)
```

An array of strings:

```
 #('calvin' 'hobbes' 'suzie') PrIt-> #('calvin' 'hobbes' 'suzie')
```

Only the creation time differs between literal arrays and arrays. Literal arrays are known at compile time, arrays at run-time.

```
 #(Packet new) an array with two symbols and not an instance of Packet  
 Array new at: 1 put: (Packet new) is an array with one element an instance of Packet
```

Literal or not

```
 #(...) considers elements as literals and false true and nil  
 #( 1 + 2 ) PrIt-> #(1 #+ 2)  
 Array with: (1 +2) PrIt-> #(3)
```

Deep Into Literal Arrays

Implementation dependent technical note:

Literal arrays may only contain literal objects, false, true and nil

```
'mac' asArray is an array of character
```

```
(#(false true nil) at: 2 )
```

```
ifTrue:[ Transcript show: 'this is really true']
```

```
ifFalse: [ 1/0]
```

Literature (Goldberg book) defines a *literal* as an object the value of which always refers to the same object. This is a first approximation to present the concept. However, if we examine literals according to this principle, this is false in VisualWorks (VisualAge as a safer definition.) Literature defines literals as numbers, characters, strings of character, arrays, symbols, and two strings, floats , arrays but they do not refer (hopefully) to the same object.

In fact literals are objects created at compile-time or even already exist in the system and stored into the compiled method literal frame. A compiled method is an object that holds the bytecode translation of the source code. The literal frame is a part of a compiled method that stores the literals used by the methods. You can do

Point inspect ->methodDict-> aCompiledMethod to see it.

Deep into Literal Arrays (ii)

The following example illustrates the difference between the literal array and a newly created instance of Array created via Array new:. Let us define the following method:

```
SmallInteger>>m1
|anArray|
anArray := #(nil).
(anArray at: 1 ) isNil
    ifTrue:[ Transcript show: 'Put 1';cr. anArray at: 1 put: 1.]
```

1 m1 will only display the message Put 1 once. Because the array #(nil) is stored into the literal frame of the method and the #at:put: message modified the compiled method itself.

```
SmallInteger>>m2
|anArray|
anArray := Array new: 1.
(anArray at: 1 ) isNil
    ifTrue:[ Transcript show: 'Put 1';cr. anArray at: 1 put: 1]
```

1 m2 will always display the message Put 1 because in that case the array is always created at run-time. Therefore it is not detected as a literal at compile-time and not stored into the literal frame of the compiled method. You can find this information yourself by defining these methods on a class, inspecting the class then its method dictionary and then the corresponding methods.

Deep into Literal Arrays (iii)

This internal representation of method objects has led to the following idioms to prevent unwanted side effects

Never give direct access to a literal array but only provide a copy.
For example:

```
ar
  ^ #(100@100 200@200) copy
```

Symbols vs. Strings

- Symbols are used as method selectors, unique keys for dictionaries
- A symbol is a read-only object, strings are mutable objects
- A symbol is unique, strings are not

```
#calvin == #calvin PrIt-> true
```

```
'calvin' == 'calvin' PrIt-> false
```

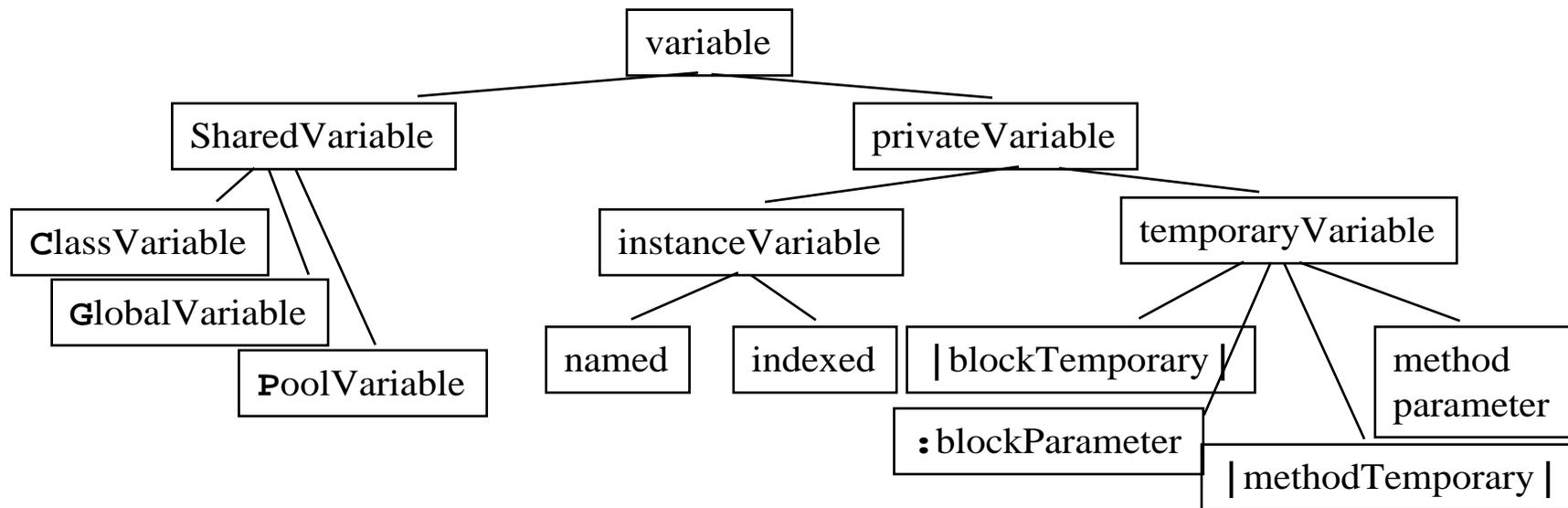
```
#calvin, #zeBest PrIt-> 'calvinzeBest'
```

Symbols are good candidates for identity based dictionaries (`IdentityDictionary`)

Hints: Comparing strings is a factor of 5 to 10 slower than symbols. But converting a string to a symbol is more than 100 times more expensive.

Variables Overview

- Maintains a reference to an object
- Dynamically typed and can reference different types of objects
- Shared (starting with uppercase) or private (starting with lowercase)



Temporary Variables

- To hold temporary values during evaluation (method execution)
- Can be accessed by the expressions composing the method.

```
|mac1 pc node1 printer mac2 packet|
```

Hint: Avoid using the same name for a temporary variable and an argument, an instance variable or another temporary variable or block temporary. Your code will be more portable.

Instead of :

```
aClass>>printOn: aStream  
    |aStream|  
    ...
```

Write

```
aClass>>printOn: aStream  
    |anotherStream|  
    ...
```

Hint: Avoid using the same temporary variable for referencing two different objects

Assignments

```
variable := aValue  
three := 3 raisedTo: 1  
variable1 := variable2 := aValue
```

But assignment is not done by message passing.
This is one of Smalltalk's few syntactic elements.

In Smalltalk, objects are manipulated via implicit pointers: everything is a pointer.
So take care when different variables point to the same object!

```
p1 := p2 := 0@100  
p1 x: 100  
p1 PrIt-> 100@100  
p2 PrIt-> 100@100
```

Method Arguments

- Can be accessed by the expressions composing the method.
- Exist during the execution of the defining method.

- Method Name

```
accept: aPacket
```

In C++, Java:

```
void Printer::accept(aPacket Packet)
```

- But their values cannot be reassigned within the method.

Invalid Example, assuming `contents` is an instance variable:

```
contents: aString
  aString := aString, 'From Lpr'. ", concatenate strings"
  adresse := aString
```

Valid Example

```
addressee: aString
  addressee := aString , 'From Lpr'
```

Instance Variables

- Private to a particular instance (not to all the instances of a class like in C++).
- Can be accessed by all the methods of the defining class and its subclasses.
- Has the same lifetime as the object.

Declaration

```
Object subclass: #Node
  instanceVariableNames: 'name nextNode '
  ...
```

Scope

```
Node>>setName: aSymbol nextNode: aNode
  name := aSymbol.
  nextNode := aNode
```

But preferably accessed using accessor methods

```
Node>>name
  ^name
```

Six pseudo-variables (i)

Smalltalk expressions make references to these variables, but cannot change their values. They are hardwired in the compiler.

- `nil` (nothing) value for the uninitialized variables. Unique instance of the class `UndefinedObject`
- `true` unique instance of the class `True`
- `false` unique instance of the class `False`

Hints: Don't use `False` instead of `false`. `false` is the boolean value, `False` the class representing it.
So

```
False
```

```
    ifFalse: [Transcript show: 'False']
```

produces an error, but

```
false
```

```
    ifFalse: [Transcript show: 'False']
```

works

Six pseudo-variables (ii)

The following variables can only be used in a method body.

- `self` in the method body refers to the **receiver** of a message.
- `super` in the method body refers also to the **receiver** of the message but its semantics affects the lookup of the method. It starts in the superclass of the class in which the method where the `super` was used and NOT the superclass of the receiver (see method lookup semantics)

```
PrinterServer>>accept: thePacket
```

```
"If the packet is addressed to me, print it. Else just behave like a normal node"
```

```
(thePacket isAddressedTo: self)
```

```
  ifTrue: [self print: thePacket]
```

```
  ifFalse: [super accept: thePacket]
```

- `thisContext` refers to the instance of `MethodContext` that represents the context of a method (receiver, sender, method, pc, stack). Specific to VisualWorks.

Global Variables

- Capitalized

```
MyGlobal := 3.14
```

Smalltalk will ask you if you want to create a new global

```
Smalltalk at: #MyGlobal put: 3.14
```

```
MyGlobal PrIt-> 3.14
```

```
Smalltalk at: #MyGlobal PrIt-> 3.14
```

- Store in the default environment: Smalltalk (aSystemDictionary)
- Accessible from everywhere
- Usually not really a good idea to use them; use a classVariable (if shared within an hierarchy or a instance variable of a class)
- To remove a global variable:

```
Smalltalk removeKey: #MyGlobal
```

- Some predefined global variables:

```
Smalltalk (classes + globals)
```

```
Undeclared (aPoolDictionary of undeclared variables accessible from the compiler)
```

```
Transcript (System transcript)
```

```
ScheduledControllers (window controllers)
```

```
Processor (a ProcessScheduler list of all the process)
```

Three Kinds of Messages

Unary

```
2.4 inspect  
macNode name
```

Binary

```
1 + 2 -> 3  
(1 + 2) * (2 + 3) PrIt-> 15  
3 * 5 PrIt-> 15
```

Keyword based

```
6 gcd: 24 PrIt-> 6  
pcNode nextNode: node2  
aLan connectNodesFromAddresses: #(mac node1 pc node2 node3 lpr)
```

A message is composed of:

- a receiver, always evaluated (1+2)
- a selector, never evaluated
- and a list possibly empty of arguments that are all evaluated (2+3)

The receiver is linked with `self` in a method body.

Unary Messages

aReceiver aSelector

```
node3 nextNode -> printerNode
node3 name -> #node3
1 class PrIt-> SmallInteger
false not PrIt-> true
Date today PrIt-> Date today September 19, 1997
Time now PrIt-> 1:22:20 pm
Double pi PrIt-> 3.1415926535898d
```

Binary Messages

aReceiver aSelector anArgument

Binary messages:

- arithmetic, comparison and logical operations
- one or two characters taken from: + - / \ * ~ < > = @ % | & ! ? ,

1 + 2 2 >= 3 100@100 'the', 'best'

Restriction:

- second character is never \$-
- no mathematical precedence so take care

3 + 2 * 10 -> 50

3 + (2 * 10) -> 23

Keyword Messages

receiver keyword1: argument1 keyword2: argument2 ...

In C-like languages would be:

receiver.keyword1keyword2...(argument1 type1, argument2, type2) : return-type

```
Workstation withName: #Mac2
mac nextNode: node1
Packet send: 'This packet travelled around to the printer' to: #lw100
aLan createAndDeclareNodesFromAddresses: #(node1 node2 node3) ofKind: Node
1@1 setX: 3
#(1 2 3) at: 2 put: 25
1 to: 10 -> (1 to: 10) anInterval
Browser newOnClass: Point
Interval from:1 to: 20 PrIt-> (1 to: 20)
12 between: 10 and: 20 PrIt-> true
x > 0 ifTrue:['positive'] ifFalse:['negative']
```

Composition

```
69 class inspect
(0@0 extent: 100@100) bottomRight
```

Precedence Rules:

- (E) > Unary-E > Binary-E > Keywords-E
- at same level, from the left to the right

```
2 + 3 squared -> 11
2 raisedTo: 3 + 2 -> 32
#(1 2 3) at: 1+1 put: 10 + 2 * 3 -> #(1 36 3)
```

Hints: Use () when two keyword based messages occur within a single expression, else the precedence order is fine.

```
x isNil
  ifTrue: [...]
```

`isNil` is an unary message, so it is evaluated prior to `ifTrue:`:

```
(x includes: 3)
  ifTrue: [...]
```

`includes:` is a keyword based message, it has the same precedence than `ifTrue:`, so it should be evaluated prior to `ifTrue:` because the method `includes:ifTrue:` does not exist.

Sequence

```
message1.  
message2.  
message3
```

. is a separator, not a terminator

```
|macNode pcNode node1 printerNode node2 node3 packet|  
  "nodes definition"  
  macNode := Workstation withName: #mac.  
  pcNode := Workstation withName: #pc.  
  node1 := Node withName: #node1.  
  node2 := Node withName: #node2.  
  node3 := Node withName: #node2.
```

```
Transcript cr.  
Transcript show: 1 printString.  
Transcript cr.  
Transcript show: 2 printString
```

Cascade

```
receiver selector1 [arg] ; selector2 [arg] ; ...
```

```
Transcript show: 1 printString. Transcript show: cr
```

Is equivalent to:

```
Transcript show: 1 printString ; cr
```

Important: the semantics of the cascade is to send all the messages in the cascade to the receiver of the FIRST message involved in the cascade.

Examples:

```
|workst|
workst := Workstation new.
workst name: #mac .
workst nextNode: aNode
```

Is equivalent to: `Workstation new name: #mac ; nextNode: aNode`

Where `name:` is sent to the newly created instance of workstation and `nextNode:` too.

In the following example the FIRST message involved in the cascade is the first `#add:` and not `#with:`. So all the messages will be sent to the result of the parenthesed expression the newly created instance `anOrderedCollection`

```
(OrderedCollection with: 1) add: 25; add: 35
```

yourself

One problem: `(OrderedCollection with: 1) add: 25; add: 35 PrIt-> 35`
Returns 35 and not the collection!

Let us analyze a bit:

```
OrderedCollection>>add: newObject
```

```
"Include newObject as one of the receiver's elements. Answer newObject."
```

```
^self addLast: newObject
```

```
OrderedCollection>>addLast: newObject
```

```
"Add newObject to the end of the receiver. Answer newObject."
```

```
lastIndex = self basicSize ifTrue: [self makeRoomAtLast].
```

```
lastIndex := lastIndex + 1.
```

```
self basicAt: lastIndex put: newObject.
```

```
^newObject
```

How can we reference the receiver of the cascade?

By using yourself: `yourself` returns the receiver of the cascade.

```
(OrderedCollection with: 1) add: 25; add: 35 ; yourself
```

```
-> OrderedCollection(1 25 35)
```

Have You Really Understood Yourself ?

Yourself returns the receiver of the cascade:

```
Workstation new name: #mac ; nextNode: aNode ; yourself
```

Here the receiver of the cascade is `aWorkstation` the newly created instance and not the class `Workstation`. `self` of the `yourself` method is linked to this instance (`aWorkstation`)

In

```
(OrderedCollection with: 1) add: 25; add: 35 ; yourself  
anOrderedCollection(1) = self
```

So if you are that sure that you really understand yourself, what is the code of yourself?

Answer:

```
Object>>yourself  
^ self
```

Block (i): Definition

- A deferred sequence of actions
- Return value is the result of the last expression of the block
- = Lisp Lambda-Expression, ~ C functions, anonymous functions or procedures

```
[ :variable1 :variable2 |  
  | blockTemporary1 blockTemporary2 |  
  expression1.  
  ...variable1 ...  
]
```

Two blocks without arguments and temporary variables

```
PrinterServer>>accept: thePacket  
  (thePacket isAddressedTo: self)  
    ifTrue: [self print: thePacket]  
    ifFalse: [super accept: thePacket]
```

A block with one argument and no temporary variable

```
NetworkManager>>findNodeWithAddress: aSymbol  
  "return the first node having the address aSymbol"  
  ^self detectNode: [:aNNode | aNNode name = aSymbol] ifNone: [nil]
```

Block (ii): Evaluation

```
[.....] value
  or value:
  or value:value:
  or value:value:value:
  or valueWithArguments: anArray
```

The value of a block is the value of its last statement, except if there is an explicit return ^

Blocks are first class objects.

They are created, passed as argument, stored into variables...

```
fct(x) = x ^ 2 + x
```

```
fct (2) = 6
```

```
fct (20) = 420
```

```
|fct|
fct:= [:x | x * x + x].
fct value: 2 PrIt-> 6
fct value: 20 PrIt-> 420
fct PrIt-> aBlockClosure
```

Block (iii)

```
|index bloc |  
index := 0.  
bloc := [index := index +1].  
index := 3.  
bloc value -> 4
```

```
Integer>>factorial
```

```
"Answer the factorial of the receiver. Fail if the  
receiver is less than 0. "
```

```
  | tmp |  
  ....  
  tmp := 1.  
  2 to: self do: [:i | tmp := tmp * i].  
  ^tmp
```

For performance reasons, avoid referring to variables outside a block.

Primitives

For optimization, if a primitive fails the code following is executed.

```
Integer>>@ y
  "Answer a new Point whose x value is the receiver and whose y value is the argument."

  <primitive: 18>
  ^Point x: self y: y
```

World limits: We need some operations that are not defined as methods on object but direct calls on the underlying implementation language (C, Assembler,...)!

```
== anObject
  "Answer true if the receiver and the argument are the same object (have the same
  object pointer) and false otherwise. Do not redefine the message == in any
  other class! No Lookup."

  <primitive: 110>
  self primitiveFailed

+ - < >* / = == bitShift:\\ bitAnd: bitOr: >= <= at: at:put:
new new:
```

What You Should Know

- Syntax
- Basic objects
- Message constituents
- Message semantics
- Message precedence
- Block definition
- Block use
- yourself semantics
- pseudo-variables

To learn all that, the best thing to do is to start up Smalltalk, type in some expressions, and look at the return values.

7. Dealing with Classes

- ❑ Class definition
- ❑ Method definition
- ❑ Inheritance semantics
- ❑ Basic class instantiation

Class Definition: The Class Packet

A template is proposed by the browser:

```
NameOfSuperclass subclass: #NameOfClass
    instanceVariableNames: 'instVarName1 instVarName2'
    classVariableNames: 'ClassVarName1 ClassVarName2'
    poolDictionaries: ''
    category: 'CategoryName'
```

Example:

```
Object subclass: #Packet
    instanceVariableNames: 'contents addressee originator '
    classVariableNames: ''
    poolDictionaries: ''
    category: 'LAN-Simulation'
```

Automatically a class named “Packet class” is created.
Packet is the unique instance of Packet class.
(To see it, click on the class button in the browser)

Named Instance Variables

```
NameOfSuperclass subclass: #NameOfClass
    instanceVariableNames: 'instVarName1 instVarName2'
    ...
Object subclass: #Packet
    instanceVariableNames: 'contents addressee originator '
    ...
```

- Begins with a lowercase letter
- Explicitly declared: a list of instance variables
- Name should be unique / inheritance
- Default value of instance variable is `nil`

- Private to the instance: instance based (vs. C++ class-based)
- Can be accessed by all the methods of the class and subclasses (instance methods)
- **But instance variables cannot be accessed by class methods.**
- A client cannot directly access instance variables. No private, protected like in C++
- Need accessor methods to access instance variable.

Method Definition

Follow the template:

```
message selector and argument names
    "comment stating purpose of message"

    | temporary variable names |
    statements
```

For example:

```
Packet>>defaultContents
    "returns the default contents of a Packet"
    ^ 'contents no specified'
```

```
Workstation>>originate: aPacket
    aPacket originator: self.
    self send: aPacket
```

How to invoke a method on the same object? Send the message to `self`

```
Packet>>isAddressedTo: aNode
    "returns true if I'm addressed to the node aNode"
    ^ self addressee = aNode name
```

Accessing Instance Variables

Using direct access for the methods of the class

```
Packet>>isSentBy: aNode  
  ^ originator = aNode
```

is equivalent to use accessors

```
Packet>>originator  
  ^ originator
```

```
Packet>>isSentBy: aNode  
  ^ self originator = aNode
```

Some accessors for the class Packet

```
Packet>>addressee  
  ^ addressee
```

```
Packet>>addressee: aSymbol  
  addressee := aSymbol
```

Hints: Do not directly access instance variables of a superclass from the subclass methods. This way classes will not be strongly linked at the structure level.

Methods always Return a Value

- Message = effect + return value
- By default, a method returns `self`
- In a method body, the `^` expression returns the value of the expression as the result of the method execution.

```
Node>>accept: thePacket
    "Having received the packet, send it on. This is the default behavior"
    self send: thePacket
```

is equivalent to:

```
Node>>accept: thePacket
    "Having received the packet, send it on. This is the default behavior"
    self send: thePacket.
    ^self
```

If we want to return the value returned by `#send:`

```
Node>>accept: thePacket
    "Having received the packet, send it on. This is the default behavior"
    ^self send: thePacket.
```

Some Naming Conventions

- Shared variables begin with an upper case letter
- Private variables begin with a lower case letter
- Use imperative verbs for methods performing an action like #openOn:

For accessors, use the same name as the instance variable accessed:

```
addressee
```

```
  ^ addressee
```

```
addressee: aSymbol
```

```
  addressee := aSymbol
```

- For predicate methods (returning a boolean) prefix the method with `is` or `has`

```
isNil, isAddressedTo:, isSentBy:
```

- For converting methods prefix the method with `as`

```
asString
```

Inheritance in Smalltalk

- Single inheritance

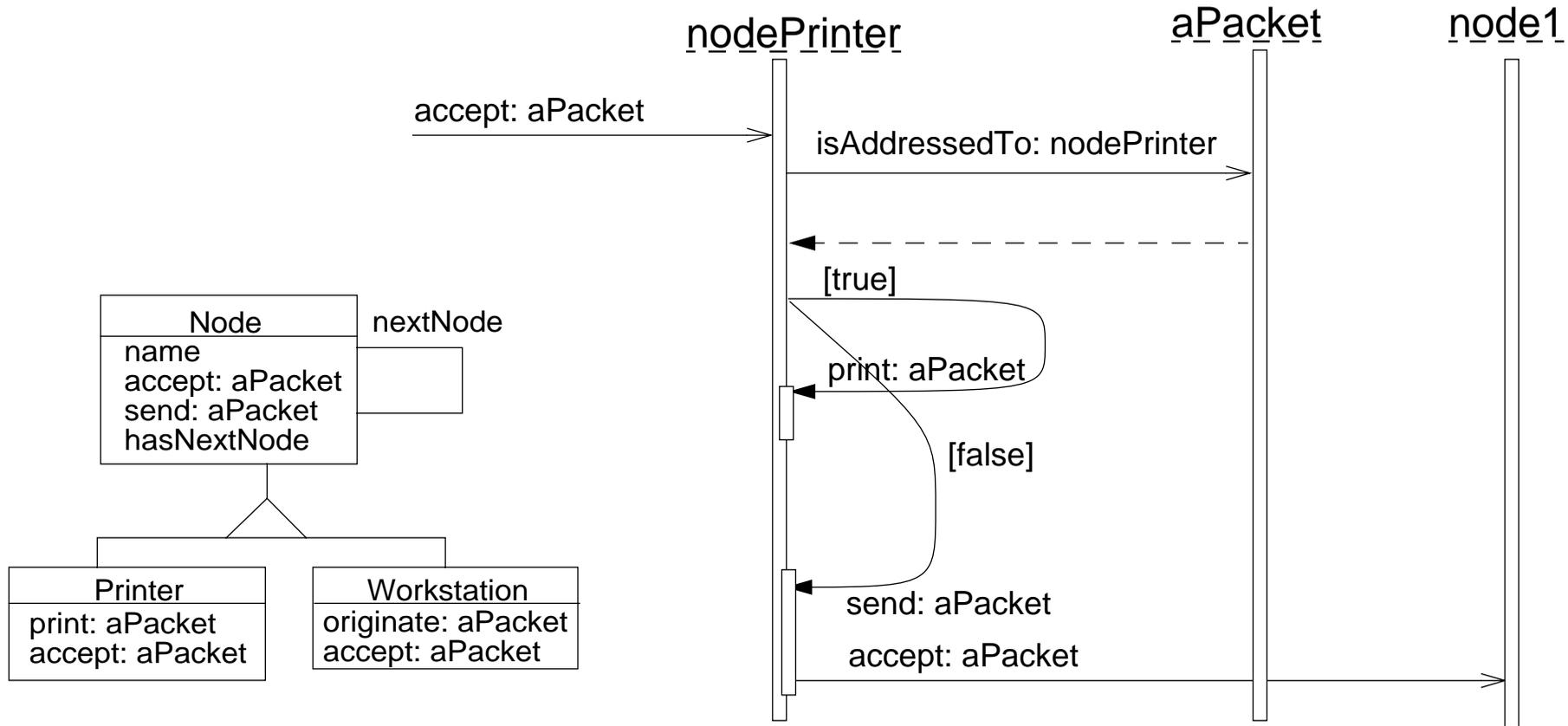
- Static for the instance variables.

At class creation time the instance variables are collected from the superclasses and the class. No repetition of instance variables.

- Dynamic for the methods.

Late binding (all virtual) methods are looked up at run-time depending on the dynamic type of the receiver.

Remember...



Node

```
Object subclass: #Node
```

```
    instanceVariableNames: 'name nextNode '
```

```
    ...
```

```
Node methodsFor: 'accessing' ....
```

```
Node methodsFor: 'printing' ....
```

```
Node methodsFor: 'send-receive'
```

```
accept: aPacket
```

```
    "Having received the packet, send it on. This is the default behavior subclasses  
    will probably override me to do something special"
```

```
        self hasNextNode
```

```
            ifTrue: [self send: aPacket]
```

```
send: aPacket
```

```
    "Precondition: there is a next node. Send a packet to the next node"
```

```
    self nextNode accept: aPacket
```

Workstation

```
Node subclass: #Workstation
  instanceVariableNames: ''
  ...
```

```
Node methodsFor: 'printing' ....
```

```
Node methodsFor: 'send-receive'
```

```
accept: aPacket
```

```
"when a workstation accepts a packet that is addressed to it, it just prints some trace in the transcript"
```

```
(aPacket isAddressedTo: self)
```

```
  ifTrue:[ Transcript show: 'A packet is accepted by the Workstation ', self name asString]
```

```
  ifFalse: [super accept: aPacket]
```

```
Node methodsFor: 'send-receive'
```

```
originate: aPacket
```

```
  aPacket originator: self.
```

```
  self send: aPacket
```

Message Sending & Method Lookup

sending a message: receiver selector args \Leftrightarrow

applying a method looked up associated with selector to the receiver and the args

Looking up a method:

When a message (receiver selector args) is sent, the method corresponding to the message selector is looked up through the inheritance chain.

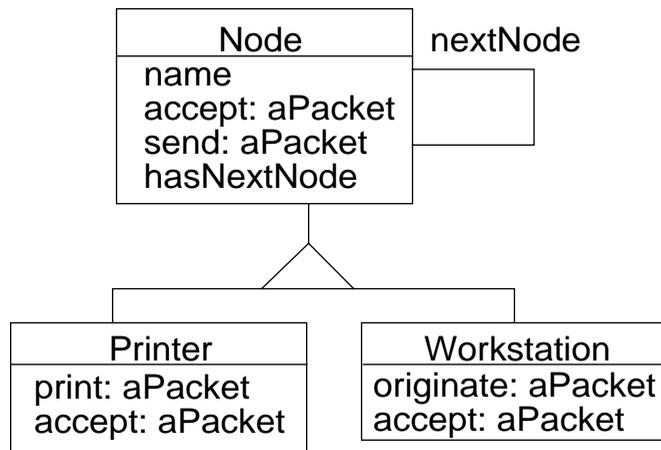
\Rightarrow the lookup starts in the class of the receiver.

If the method is defined in the class dictionary, it is returned.

Else the search continues in the superclasses of the receiver's class.

If no method is found and there is no superclass to explore (class `Object`), a new method called `#doesNotUnderstand:` is sent to the receiver, with a representation of the initial message.

Method Lookup Examples (i)



node1 accept: aPacket

1. node1 is an instance of Node
2. accept: is looked up in the class Node
3. accept: is defined in Node \Rightarrow lookup stops + method executed

macNode accept: aPacket

1. macNode is an instance of Workstation
2. accept: is looked up in the class Workstation
3. accept: is defined in Node \Rightarrow lookup stops + method executed

macNode name

1. macNode is an instance of Workstation.
2. name: is looked up in the class Workstation
3. name is not defined in Workstation \Rightarrow lookup continues in Node
4. name is defined in Node \Rightarrow lookup stops + method executed

Method Lookup Examples (ii)

```
node1 print: aPacket
```

1. node is an instance of Node
2. print: is looked up in the class Node
3. print: is not defined in Node \Rightarrow lookup continues in Object
4. print: is not defined in Object \Rightarrow lookup stops + exception
5. message:node1 doesNotUnderstand: #(#print aPacket) is executed
6. node1 is an instance of Node so doesNotUnderstand: is looked up in the class Node
7. doesNotUnderstand: is not defined in Node \Rightarrow lookup continues in Object
8. doesNotUnderstand: is defined in Object \Rightarrow lookup stops + method executed (open a dialog box)

How to Invoke Overridden Methods?

Send messages to `super`

When a packet is not addressed to a workstation, we just want to pass the packet to the next node, i.e. to perform the default behavior defined by `Node`.

```
Workstation>>accept: aPacket
```

```
"when a workstation accepts a packet that is addressed to it,  
it just prints some trace in the transcript"
```

```
(aPacket isAddressedTo: self)
```

```
  ifTrue:[Transcript show: 'A packet is accepted by the Workstation ', self name asString]
```

```
  ifFalse: [super accept: aPacket]
```

Hints: Do not send messages to `super` with different selectors than the original one. It introduces implicit dependency between methods with different names.

Semantics of super

- Like `self`, `super` is a pseudo-variable that refers to the receiver of the message.
- Used to invoke overridden methods.
- When using `self`, the lookup of the method begins in the **class of the receiver**.
- When using `super` the lookup of the method begins in the superclass of the class of the method containing the `super` expression and NOT in the superclass of the receiver class.

Otherwise said:

- `super` causes the method lookup to begin searching in the superclass of the class of the method containing `super`

Let us be Absurd!

Let us suppose the **WRONG** hypothesis:

“IF super semantics = starting the lookup of method in the superclass of the receiver class”

agate accept: aPacket

1. agate is an instance of DuplexWorkstation

accept: is looked up in the class DuplexWorkstation

2. accept: is not defined in DuplexWorkstation ⇒ lookup continues in Workstation

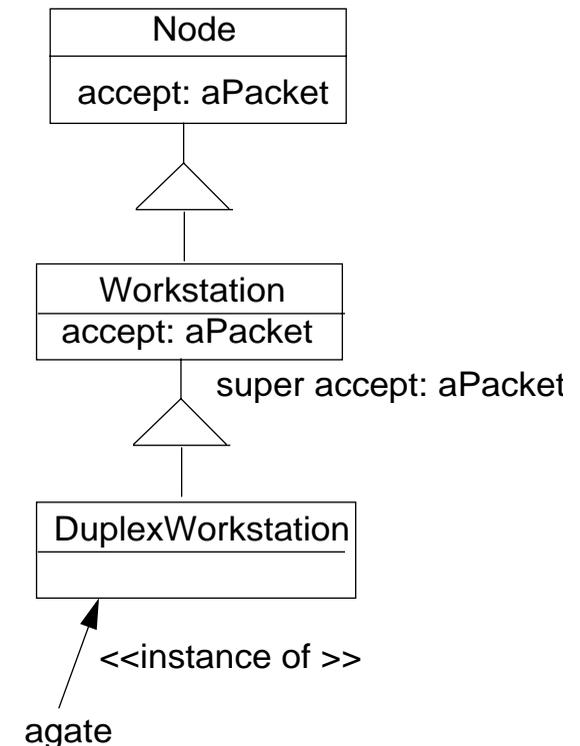
3. accept: is defined in Workstation ⇒ lookup stops + method executed

4. Workstation>>accept: does a super accept:

5. By our hypothesis: super = lookup in the superclass of the receiver class. The superclass of the receiver class = Workstation

⇒ That's loop

So that hypothesis is **WRONG !!**



Object Instantiation

Objects can be created by:

- Direct Instance creation: `(basic) new/new:`
- Messages to instances that create other objects
- Class specific instantiation messages

Direct Instance Creation: (basic)new/new:

- aClass new/basicNew ⇒ returns a newly and UNINITIALIZED instance

```
OrderedCollection new -> OrderedCollection ()
```

```
Packet new -> aPacket
```

```
Packet new addressee: #mac ; contents: 'hello mac'
```

Instance variable values = nil

- #new:/basicNew: to specify the size of the created instance (indexed variable)

```
Array new: 4 -> #(nil nil nil nil)
```

- #new/#new: can be specialized to define customized creation
- #basicNew/#basicNew: should *never* be overridden
- #new/basicNew and new:/basicNew: are class methods

Messages to Instances that Create Objects

```
1 to: 6                (an interval)
1@2                    (a point)
(0@0) extent: (100@100) (a rectangle)
#lulu asString         (a string)
1 printString         (a string)
3 asFloat              (a float)
#(23 2 3 4) asSortedCollection (a sortedCollection)
```

Opening the Box

```
1 to: 6 -> an Interval
```

```
Number>>to: stop
```

```
"Answer an Interval from the receiver up to the argument, stop, with  
each next element computed by incrementing the previous one by 1."
```

```
^Interval from: self to: stop by: 1
```

```
1 printString -> aString
```

```
Object>>printString
```

```
"Answer a String whose characters are a description of the receiver."
```

```
| aStream |
```

```
aStream := WriteStream on: (String new: 16).
```

```
self printOn: aStream.
```

```
^aStream contents
```

```
1@2 -> aPoint
```

```
Number>>@ y
```

```
"Answer a new Point whose x value is the receiver and whose y value is the argument."
```

```
<primitive: 18>
```

```
^Point x: self y: y
```

Class specific Instantiation Messages

```
Array with: 1 with: 'lulu'  
OrderedCollection with: 1 with: 2 with: 3  
Rectangle fromUser -> 179@95 corner: 409@219  
Browser browseAllImplementorsOf: #at:put:  
Packet send: 'Hello mac' to: #mac  
Workstation withName: #mac
```

What you should know

- Defining a class
- Defining methods
- Semantics of `self`
- Semantics of `super`
- Instance creation

8. Basic Objects, Conditional and Loops

- ❑ Booleans
- ❑ Basic loops
- ❑ Overview of Collection — the superclass of more than 80 classes:
(Bag, Array, OrderedCollection, SortedCollection, Set, Dictionary...)
- ❑ Loops and Iteration abstractions
- ❑ Common object behavior

Boolean Objects

- `false` and `true` are objects described by classes `Boolean`, `True` and `False`
 - uniform but optimized and inlined (macro expansion at compile time)

- Logical Comparisons `&`, `|`, `xor:`, `not`

```
aBooleanExpression comparison anotherBooleanExpression
(1 isZero) & false
```

- Lazy Logical operators

```
aBooleanExpression and: andBlock, aBooleanExpression or: orBlock
```

`andBlock` will only be valued if `aBooleanExpression` is `true`

`orBlock` will only be valued if `aBooleanExpression` is `false`

```
false and: [1 error: 'crazy'] PrIt-> false and not an error
```

- Conditionals

```
aBoolean ifTrue: aTrueBlock ifFalse: aFalseBlock
aBoolean ifFalse: aTrueBlock ifTrue: aFalseBlock
aBoolean ifTrue: aTrueBlock
aBoolean ifFalse: aFalseBlock
  1 < 2 ifTrue: [...] ifFalse: [...]
  1 < 2 ifFalse: [...] ifTrue: [...]
  1 < 2 ifTrue: [...]
  1 < 2 ifFalse: [...]
```

Hints: Take care — `true` is the boolean value and `True` is the class of true, its unique instance!

Hints: Why do conditional expressions use blocks? Because, when a message is sent, the receiver and the arguments of the message are evaluated. So blocks are necessary to avoid evaluating both branches.

Some Basic Loops

```
aBlockTest whileTrue
```

```
aBlockTest whileFalse
```

```
aBlockTest whileTrue: aBlockBody
```

```
aBlockTest whileFalse: aBlockBody
```

```
anInteger timesRepeat: aBlockBody
```

```
[x<y] whileTrue: [x := x + 3]
```

```
10 timesRepeat: [ Transcript show: 'hello'; cr]
```

For the Curious!

```
BlockClosure>>whileTrue: aBlock
```

```
  ^ self value ifTrue:[aBlock value.  
                    self whileTrue: aBlock]
```

```
BlockClosure>>whileTrue
```

```
  ^ [self value] whileTrue:[]
```

```
Integer>>timesRepeat: aBlock
```

"Evaluate the argument, aBlock, the number of times represented by the receiver."

```
  | count |  
  count := 1.  
  [count <= self] whileTrue: [aBlock value.  
                               count := count + 1]
```

Collections

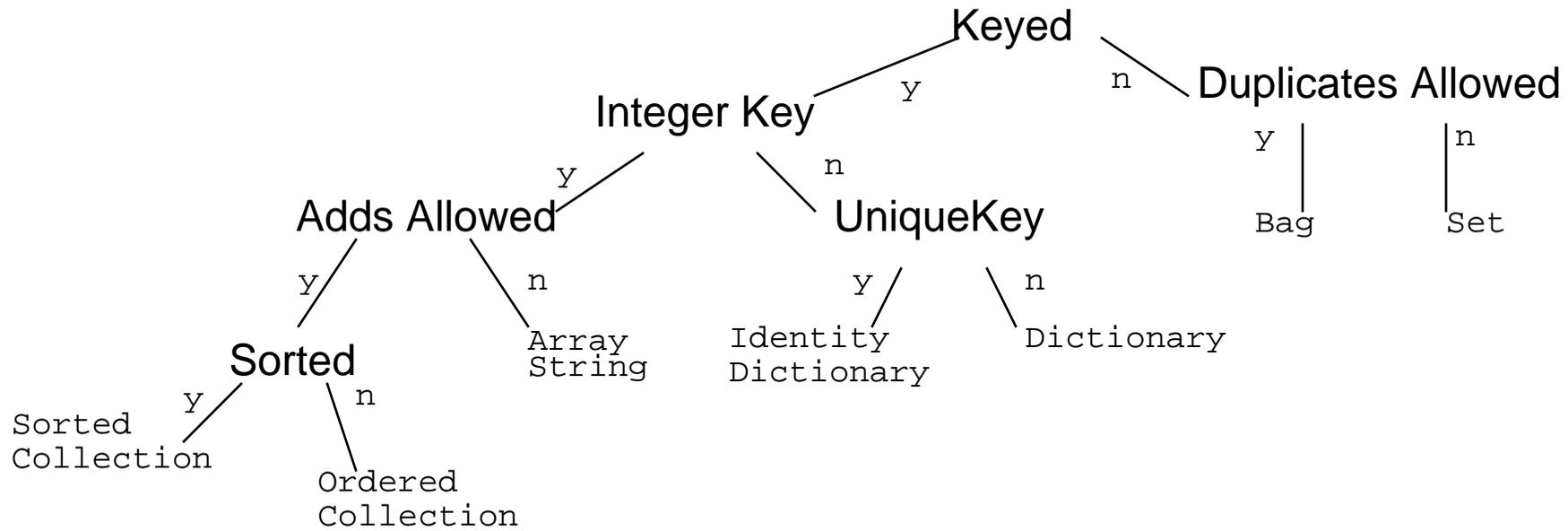
- Only the most important
- Some criteria to identify them. Access: indexed, sequential or key-based.

Size: fixed or dynamic. Element type: any or well-defined type.

Order: defined, defineable or none. Duplicates: possible or not

Sequenceable	ordered
ArrayedCollection	fixed size + key = integer
Array	any kind of elements
CharacterArray	elements = character
String	
IntegerArray	
Interval	arithmetique progression
LinkedList	dynamic chaining of the element
OrderedCollection	size dynamic + arrival order
SortedCollection	explicit order
Bag	possible duplicate + no order
Set	no duplicate + no order
IdentitySet	identification based on identity
Dictionary	element = associations + key based
IdentityDictionary	key based on identity

Another View



Collection Methods

Will be **defined, redefined, optimized or forbidden** in subclasses

Accessing: #size, #capacity, #at: anInteger, #at: anInteger put: anElement

Testing: #isEmpty, #includes: anElement, #contains: aBlock, occurrencesOf: anElement

Adding: #add: anElement, #addAll: aCollection

Removing: #remove: anElement, #remove:anElement ifAbsent: aBlock, #removeAll: aCollection

Enumerating (See generic enumerating)

#do: aBlock, #collect: aBlock, #select: aBlock, #reject: aBlock, #detect:, #detect: aBlock ifNone: aNoneBlock, #inject: avalue into: aBinaryBlock

Converting: #asBag, #asSet, #asOrderedCollection, #asSortedCollection, #asArray, #asSortedCollection: aBlock

Creation: #with: anElement, #with:with:, #with:with:with:, #with:with:with:with:, #with:All: aCollection

Sequenceable Specific (Array)

```
|arr|  
arr := #(calvin hates suzie).  
arr at: 2 put: #loves.  
arr PrIt-> #(#calvin #loves #suzie)
```

Accessing:

```
#first, #last, #atAllPut: anElement, #atAll: anIndexCollection:  
put: anElement
```

Searching (*: + ifAbsent:)

```
#indexOf: anElement, #indexOf: anElement ifAbsent: aBlock
```

Changing:

```
#replaceAll: anElement with: anotherElement
```

Copying:

```
#copyFrom: first to: last, copyWith: anElement, copyWithout:  
anElement
```

KeyedCollection Specific (Dictionary)

```
|dict|  
dict := Dictionary new.  
dict at: 'toto' put: 3.  
dict at: 'titi' ifAbsent: [4]. -> 4  
dict at: 'titi' put: 5.  
dict removeKey: 'toto'.  
dict keys -> Set ('titi')
```

Accessing:

```
#at: aKey, #at: aKey ifAbsent: aBlock, #at: aKey ifAbsentPut:  
aBlock, #at: aKey put: aValue, #keys, #values, #associations
```

Removing:

```
#removeKey: aKey, #removeKey: aKey ifAbsent: aBlock
```

Testing:

```
#includeKey: aKey
```

Enumerating:

```
#keysAndValuesDo: aBlock, #associationsDo: aBlock, #keysDo:  
aBlock
```

Choose your Camp!

You could write:

```
absolute: aCollection
  |result|
  result := aCollection species new: aCollection size.
  1 to: aCollection size do:
    [ :each | result at: each put: (aCollection at: each) abs].
  ^ result
```

Sure!

Or

```
absolute: aCollection
  ^ aCollection collect: [:each| each abs]
```

Really important:

Contrary to the first solution, this solution works well for indexable collections and also for sets.

Iteration Abstraction: do:/collect:

```
aCollection do: aOneParameterBlock
```

```
aCollection collect: aOneParameterBlock
```

```
aCollection with: anotherCollection do: aBinaryBlock
```

```
 #(15 10 19 68) do:
```

```
  [:i | Transcript show: i printString ; cr ]
```

```
 #(15 10 19 68) collect: [:i | i odd ]
```

```
  PrIt-> #(true false true false)
```

```
 #(1 2 3) with: #(10 20 30)
```

```
  do: [:x :y | Transcript show: (y ** x) printString ; cr ]
```

Iteration Abstraction: select:/reject:/detect:

```
aCollection select: aPredicateBlock
aCollection reject: aPredicateBlock
aCollection detect: aOneParameterPredicateBlock
aCollection
    detect: aOneParameterPredicateBlock
    ifNone: aNoneBlock
```

```
 #(15 10 19 68) select: [:i|i odd] -> #(15 19)
 #(15 10 19 68) reject: [:i|i odd] -> #(10 68)
 #(12 10 19 68 21) detect: [:i|i odd] PrIt-> 19
 #(12 10 12 68) detect: [:i|i odd] ifNone:[1] PrIt-> 1
```

Iteration Abstraction: inject:into:

```
aCollection inject: aStartValue into: aBinaryBlock
```

```
|acc|  
acc := 0.  
#(1 2 3 4 5) do: [:element | acc := acc + element].  
acc  
-> 15
```

```
#(1 2 3 4 5)  
  inject: 0  
  into: [:acc :element| acc + element]  
-> 15
```

Collection Abstraction

```
aCollection includes: anElement  
aCollection size  
aCollection isEmpty  
aCollection contains: aBooleanBlock
```

```
 #(1 2 3 4 5) includes: 4 -> true
```

```
 #(1 2 3 4 5) size -> 5
```

```
 #(1 2 3 4 5) isEmpty -> false
```

```
 #(1 2 3 4 5) contains: [:each | each isOdd] -> true
```

Examples of Use: NetworkManager

```
aLan findNodeWithAddress: #mac
```

```
NetworkManager>>findNodeWithAddress: aSymbol
```

```
^self findNodeWithAddress: aSymbol ifNone: [nil]
```

```
NetworkManager>>findNodeWithAddress: aSymbol ifNone: aBlock
```

```
^nodes detect: [:aNode | aNode name = aSymbol] ifNone: aBlock
```

```
aLan createAndDeclareNodesFromAddresses: #(node1 node2 node3) ofKind: Node
```

```
NetworkManager>>createAndDeclareNodesFromAddresses: anArrayOfAddresses ofKind: aNodeClass
```

```
"given a list of addresses, create the corresponding nodes of the aNodeClass kind"
```

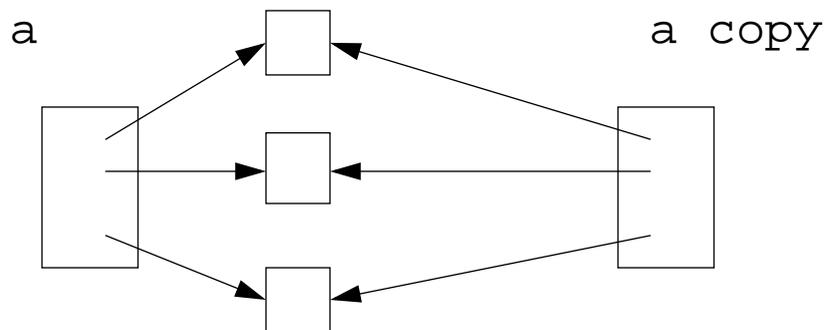
```
(Node withAllSubclasses includes: aNodeClass)
```

```
ifTrue: [anArrayOfAddresses do: [:each | self declareNode: (aNodeClass withName: each)]]
```

```
ifFalse: [self error: aNodeClass name , ' is not a class of nodes']
```

Common Shared Behavior (i)

- Object is the root of the inheritance tree.
- Defines the common and minimal behavior for all the objects in the system.
 - ⇒ 161 instance methods + 19 class methods
- #class
- Comparison of objects: #==, #~~, #=, #=~, #isNil, #notNil
- Copying of objects: #shallowCopy, #copy
 - #shallowCopy : the copy shares instance variables with the receiver.
 - default implementation of #copy is #shallowCopy



Identity vs. Equality

`= anObject`

returns `true` if the structures are equivalent (the same hash number)

```
(Array with: 1 with: 2) = (Array with:1 with:2) PrIt-> true
```

`== anObject`

returns true if the receiver and the argument point to the same object. `===` should never be overridden. On Object `#=` is `===`.

`~=` is not `=`, `~~` is not `==`

```
(Array with: 1 with: 2 ) == (Array with: 1 with:2) PrIt-> false
```

```
(Array with: 1 with: 2 ) = (Array with: 1 with:2) PrIt-> true
```

Take care when redefining `#=` . One should override `#hash` too!

Common Shared Behavior (ii)

```
Print and store objects: #printString, #printOn: aStream,
                        #storeString, #storeOn: aStream
#(123 1 2 3) printString -> '#(123 1 2 3)'
Date today printString -> 'October 5, 1997'
Date today storeString -> '(Date readFromString: ''10/5/1997'')
```

```
OrderedCollection new add: 4 ; add: 3 ; storeString ->
    '((OrderedCollection new) add: 4; add: 3; yourself)'
```

But you need to have the compiler, so for a deployed image this is not convenient

Create instances from stored objects: class methods

```
readFrom: aStream, readFromString: aString
Object readFromString: '((OrderedCollection new) add: 4; add: 3; yourself)'
-> OrderedCollection (4 3)
```

Notifying the programmer:

```
#error: aString, #doesNotUnderstand: aMessage,
#halt, #shouldNotImplement, #subclassResponsibility
```

Examining Objects: #browse, #inspect

Essential Common Shared Behavior

`#class` returns the class of the object

`#inspect` opens an inspector

`#browse` opens a browser

`#halt` stops the execution and opens a debugger (to be inserted in a body of a method)

`#printString` (calls `#printOn:`) returns a string representing the object

`#storeString` returns a string whose evaluation recreates an object equal to the receiver

`#readFromString: aStream` recreates an object

What you should know

- Boolean protocol
- Collection protocol
- Conditionals
- Loops and Iteration Abstractions
- Common object protocol

But the best way to learn is to play with a Smalltalk system! Yes, again!

9. Numbers

The Basics of Numbers

- Arithmetic

5 + 6, 5 - 6, 5 * 6,

division 30 / 9, integer division 30 // 9, modulo 30 \% 9

square root 9 sqrt, square 3 squared

- Rounding

3.8 ceiling -> 4

3.8 floor -> 3

3.811 roundTo: 0.01 -> 3.81

- Range 30 between: 5 and: 40

- Tests

3.8 isInteger

3.8 even, 3.8 odd

- Signs

positive, negative, sign, negated

- Other

min:, max:, cos, ln, log, log: arcSin, exp, **

Deeper into Numbers: Double Dispatch (i)

How to select a method depending on the **receiver** AND the **argument**?

Send a message back to the argument *passing the receiver as an argument*

Example: Coercion between Float and Integer

A not very good solution:

```
Integer>>+ aNumber
  (aNumber isKindOf: Float)
    ifTrue: [ aNumber asFloat + self]
    ifFalse: [ self addPrimitive: aNumber]
```

```
Float>>+ aNumber
  (aNumber isKindOf: Integer)
    ifTrue: [aNumber asFloat + self]
    ifFalse: [self addPrimitive: aNumber]
```

Deeper into Numbers: Double Dispatch (ii)

```
(a) Integer>>+ aNumber
    ^ aNumber sumFromInteger: self
(b) Float>>+ aNumber
    ^ aNumber sumFromFloat: self
```

```
(c) Integer>>sumFromInteger: anInteger
    <primitive: 40>
```

```
(d) Float>>sumFromInteger: anInteger
    ^ anInteger asFloat + self
```

```
(e) Integer>>sumFromFloat: aFloat
    ^aFloat + self asFloat
```

```
(f) Float>>sumFromFloat: aFloat
    <primitive: 41>
```

Some Tests:

```
1 + 1: (a->c)
1.0 + 1.0: (b->f)
1 + 1.0: (a->d->b->f)
1.0 + 1: (b->e->b->f)
```

Deeper into Numbers: Coercion & Generality

```
ArithmeticValue>>coerce: aNumber
```

```
"Answer a number representing the argument, aNumber, that is the same kind of Number  
as the receiver. Must be defined by all Number classes."
```

```
^self subclassResponsibility
```

```
ArithmeticValue>>generality
```

```
"Answer the number representing the ordering of the receiver in the generality hierarchy. A number  
in this hierarchy coerces to numbers higher in hierarchy (i.e., with larger generality numbers)."
```

```
^self subclassResponsibility
```

```
Integer>>coerce: aNumber
```

```
"Convert a number to a compatible form"
```

```
^aNumber asInteger
```

```
Integer>>generality
```

```
^40
```

```
Generality
```

```
SmallInteger 20
```

```
Integer 40
```

```
Fraction 60
```

```
FixedPoint 70
```

```
Float 80
```

```
Double 90
```

Deeper into Numbers: #retry:coercing:

```
ArithmeticValue>>sumFromInteger: anInteger
  "The argument anInteger, known to be a kind of integer,
  encountered a problem on addition. Retry by coercing either
  anInteger or self, whichever is the less general arithmetic value."
  Transcript show: 'here arithmeticValue>>sumFromInteger' ;cr.
  ^anInteger retry: #+ coercing: self
```

```
ArithmeticValue>>retry: aSymbol coercing: aNumber
  "Arithmetic represented by the symbol, aSymbol, could not be performed with the receiver and the
  argument, aNumber, because of the differences in representation. Coerce either the receiver or
  the argument, depending on which has higher generality, and try again. If the generalities are the
  same, then this message should not have been sent so an error notification is provided."

  self generality < aNumber generality
    ifTrue: [^(aNumber coerce: self) perform: aSymbol with: aNumber].
  self generality > aNumber generality
    ifTrue: [^self perform: aSymbol with: (self coerce: aNumber)].
  self error: 'coercion attempt failed'
```

10. Exceptions

Standardized by ANSI and available since VW3.0

`Exception` is the root of the exception hierarchy: 84 predefined exceptions

The two most important classes are:

- ❑ `Error`
- ❑ `Notification`

Specialised into predefined exceptions

Subclass them to create your own exceptions

Some methods of `Exception`:

`defaultAction` is executed when an exception occurs

`description` string describing the actual exception

The Main Exceptions

Exception class	Exceptional Event	Default Action
Error	Any program error	Open a Notifier
ArithmeticError	Any error evaluating an arithmetic	Inherited from Error
MessageNotUnderstood	A message was sent to an object that did not define a corresponding method	Inherited from Error
Notification	Any unusual event that does not impair continued execution of the program	Do nothing continuing executing
Warning	An unusual event that the user should be informed about	Display Yes/No dialog and return a boolean value to the signaler
ZeroDivide		Inherited from ArithmeticError

Basic Example of Catching

```
|x y|  
x := 7. y := 0.  
[x/y]  
  on: ZeroDivide  
  do: [:exception| Transcript show: exception description, cr.  
      0....]
```

an Exception Handler

is defined using `on:do:`

is composed by an exception class and a handler block

```
ZeroDivide  
[:theException| Transcript show: ` division by zero']
```

An Exception Handler completes by returning the value of the handler block in place of the value of the protected block (here `[x/y]`).

We can exit the current method by putting an explicit `return` inside the handler block

Exception Sets

```
[do some work]
  on: ZeroDivide, Warning
  do: [ :ex| what you want]
```

Or

```
|exceptionSets|
exceptionSets := ExceptionSet with: ZeroDivide with: Warning.
[do some work]
  on: exceptionSets
  do: [ :ex| what you want]
```

Signaling Exception

```
Error raiseSignal
```

```
Warning raiseSignal: 'description that you will get by asking description to the  
exception'
```

Exception Environment

Each process has its own exception environment: an ordered list of active handlers.

- ❑ Process starts \Rightarrow list empty
- ❑ [aaaa] on: Error do: [bbb] \Rightarrow Error,bbb added to the beginning of the list
- ❑ When an exception is signaled, the system sends a message to the first handler of the exception handler.
- ❑ If the handler cannot handle the exception, the next one is asked
- ❑ If no handler can handle the exception then the default action is performed

Resumable and Non-Resumable

A handler block completes by executing the last statement of the block.
The value of the last statement is then the value returned by the handler block.
Where this value should be returned depends:

❑ Nonresumable: like Error

```
([Error raiseSignal. 'Value from protected block']
```

```
on: Error
```

```
do: [:ex|ex return: 'Value from handler'])
```

☞ 'Value from handler'

❑ Resumable: like Warning, Notification

```
([Notification raiseSignal. 'Value from protected block']
```

```
on: Notification
```

```
do: [:ex|ex resume: 'Value from handler'])
```

☞ 'Value from protected block'

Here Notification raiseSignal raises an exception, then the context is restored and the value normally returned

Resume:/Return:

Transcript show:

```
([Notification raiseSignal. 'Value from protected block']  
  on: Notification  
  do: [:ex| Transcript show: 'Entering handler '  
    'Value from handler'. '5']])
```

-> Entering handler 5

Transcript show:

```
([Notification raiseSignal. 'Value from protected block']  
  on: Notification  
  do: [:ex| Transcript show: 'Entering handler '  
    ex resume: 'Value from handler'. '5']])
```

-> Entering handler **Value from protected block**

Transcript show:

```
([Notification raiseSignal. 'Value from protected block']  
  on: Notification  
  do: [:ex| Transcript show: 'Entering handler '  
    ex return: 'Value from handler'. '5']])
```

-> Entering handler **Value from handler**

Exiting Handlers Explicitly

- ❑ `exit` or `exit:` (VW specific) Resumes on a resumable and returns on a nonresumable exception
- ❑ `resume` or `resume:` Attempts to continue processing the protected block, immediately following the message that triggered the exception.
- ❑ `return` or `return:` ends processing the protected block that triggered the exception
- ❑ `retry` re-evaluates the protected block
- ❑ `retryUsing:` evaluates a new block in place of the protected block
- ❑ `resignalAs:` resignal the exception as another one
- ❑ `pass` exit the current handler and pass to the next outer handler, control does not return to the passer
- ❑ `outer` as with `pass`, except will regain control if the outer handler resumes

`exit:`, `resume:` and `return:` return their argument as the return value, instead of the value of the final statement of the handler block

Examples

Look in Exception class examples categories

```
-2.0 to: 2.0 do:  
  [ :i |  
    [ 10.0 / i. Transcript cr; show: i printString ]  
    on: Number divisionByZeroSignal do:  
      [:ex | Transcript cr; show: 'divideByZero abort'.  
        ex return ]  
  ]
```

```
-2.0  
-1.0  
divideByZero abort  
1.0  
2.0
```

Examples

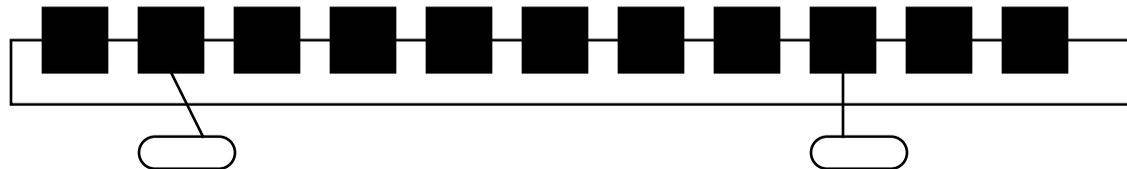
```
[ x /y]
  on: ZeroDivide
  do: [:exception|
      y := 0.00001.
      exception retry]
```

retry recreates the exception environment of active handlers

11. Streams

Streams

- Allows the traversal of a collection
- Associated with a collection
 - collection is a Smalltalk collection: `InternalStream`
 - collection is a file or an object that behaves like a collection: `ExternalStream`
- Stores the current position



```

Stream (abstract)
  PeekableStream (abstract)
    PositionableStream (abstract)
      ExternalStream
        ExternalReadStream
          ExternalReadAppendStream
          ExternalReadWriteStream
        ExternalWriteStream
      InternalStream
        ReadStream
        WriteStream
        ReadWriteStream

```

An Example

```
|st|
st := ReadWriteStream on: (OrderedCollection new: 5).
st nextPut: 1.
st nextPutAll: #(4 8 2 6 7).
st contents. PrIt-> OrderedCollection (1 4 8 2 6 7)
st reset.
st next. -> 1
st position: 3.
st next. -> 2
st := #(1 2 5 3 7) readStream.
st next. -> 1
```

printString, printOn:

```
Object>>printString
```

```
"Answer a String whose characters are a description of the receiver."
```

```
| aStream |
```

```
aStream := WriteStream on: (String new: 16).
```

```
self printOn: aStream.
```

```
^aStream contents
```

```
Node>>printOn: aStream
```

```
super printOn: aStream.
```

```
aStream nextPutAll: ' with name: '; print: self name.
```

```
self hasNextNode ifTrue: [
```

```
    aStream nextPutAll: ' and next node: '; print: self nextNode name]
```

Stream classes(i)

Stream.

#next returns the next element

#next: n returns the n next elements

#contents returns all the elements

#nextPut: anElement inserts element at the next position

#nextPutAll: aCollection inserts the collection element from the next position

#atEnd returns true if at the end of the collection

PeekableStream.

Access to the current without passing to the next

#peek

#skipFor: anArgument

#skip: n increases the position of n

#skipUpTo: anElement increases the position after anElement

Creation

#on: aCollection,

#on: aCol from: firstIndex to: lastIndex (index elements included)

Stream Classes (ii)

PositionableStream

#skipToAll: #throughAll: #upToAll:

#position

#position: anInteger

#reset #setToEnd #isEmpty

InternalStream

#size returns the size of the internal collection

Creation #with: (without reinitializing the stream)

ReadStream WriteStream and ReadWriteStream

ExternalStream and subclasses

Stream tricks

Transcript is a TextCollector that has aStream

```
TextCollector>>show: aString
  self nextPutAll: aString.
  self endEntry
```

#endEntry via dependencies asks for refreshing the window

If you want to speed up a slow trace, use #nextPutAll: + #endEntry instead of #show:

```
|st sc|
st := ReadStream on: 'we are the champions'.
sc := Scanner new on: st.
[st atEnd] whileFalse: [ Transcript nextPutAll: sc scanToken, ' * '].
Transcript endEntry
```

Streams and Blocks

- ❑ How to ensure that the open files are closed

```
MyClass>readFile: aFilename
  |readStream|
  readStream := aFilename readStream.
  [[readStream atEnd]
   whileFalse: [....]]
   valueNowOrOnUnwindDo: [readStream close]
```

- ❑ How to find open files (VW specific)

```
(ExternalStream classPool at: #OpenStreams) copy inspect
```

Streams and Files

Filename.

```
#appendStream (addition + creation if file doesnot exists)
#newReadAppendStream, #newReadWriteStream (if receiver exists, contents removed)
#readAppendStream, #readWriteStream, #readStream, #writeStream
```

Example: removing Smalltalk comments of a file

```
|inStream outStream |
inStream := (Filename named: '/home/ducasse/test.st') readStream.
outStream := (Filename named: '/home/ducasse/testout.st') writeStream.
“(or '/home/ducasse/ducasse' asFilename)”
[inStream atEnd] whileFalse: [
    outStream nextPutAll: (inStream upTo: $").
    inStream skipTo: $"].
^outStream contents

“do not forget to close the files too”
```

Advanced Smalltalk

- Advanced Classes
- MVC
- Concurrency
- Metaclasses
- Debugging
- Internals

12. Advanced Classes

- ❑ Indexed Classes
- ❑ Class as Objects
- ❑ Class Instance Variables and Methods
- ❑ ClassVariables
- ❑ PoolDictionary

Types of Classes

Indexed	Named	Definition Method	Examples
No	Yes	<code>#subclass:...</code>	Packet, Workstation
Yes	Yes	<code>#variableSubclass:</code>	Array, CompiledMethod
Yes	No	<code>#variableByteSubclass</code>	String, ByteArray

Method related to class types: `#isPointers`, `#isBits`, `#isBytes`, `#isFixed`, `#isVariable`, `#kindOfSubclass`

- ❑ classes defined using `#subclass:` support any kind of subclasses
- ❑ classes defined using `#variableSubclass:` can only have: `variableSubclass:` or `variableByteSubclass:subclasses`
- ❑ *classes defined using* `#variableByteSubclass`
 - can only be defined if the superclass has no defined instance variable
 - pointer classes and byte classes don't mix
 - only byte subclasses

Two Views on Classes

- ❑ Named or indexed instance variables
Named: `addressee` of Packet
Indexed: Array

- ❑ Or looking at them in another way:
Objects with pointers to other objects
Objects with arrays of bytes (word, long)

Difference for efficiency reasons:

arrays of bytes (like C strings) are faster than storing an array of pointers, each pointing to a single byte.

Indexed Classes

For classes that need a variable number of instance variables

Example: the class Array

```
ArrayedCollection variableSubclass: #Array
  instanceVariableNames: ''
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Collections-Arrayed'
```

```
Array new: 4 -> #(nil nil nil nil)
#(1 2 3 4) class isVariable -> true
```

Indexed Class/Instance Variables

- ❑ Indexed variable is implicitly added to the list of instance variables
- ❑ Only one indexed instance variable per class
- ❑ Access with `#at:` and `#at:put:`
(`#at:put:` answers the value not the receiver)
- ❑ First access: `anInstance at: 1`
- ❑ `#size` returns the number of indexed instance variables
- ❑ Instantiated with `#new: max`

```
|t|
```

```
t := (Array new: 4).
```

```
t at: 2 put: 'lulu'.
```

```
t at: 1 -> nil
```

- ❑ Subclasses should also be indexed

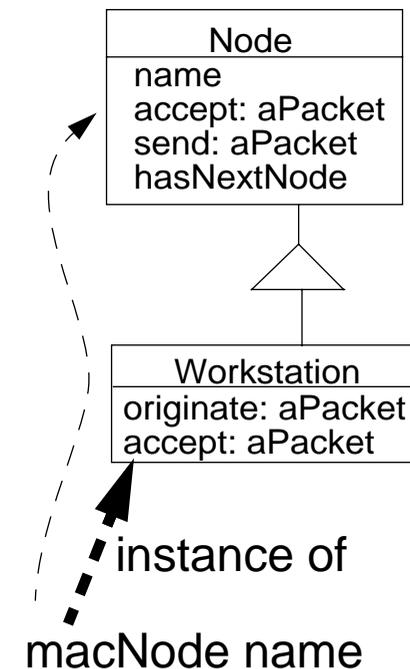
The meaning of "Instance of" (i)

- ❑ Every object is an instance of a class.
- ❑ Every class is ultimately a subclass of `Object` (except `Object`).
- ❑ When an `Object` receives a message, the method is lookup in its class and/or its superclasses.
- ❑ A class defines the structure and the behavior of all its instances.
- ❑ Each instance possesses its own set of values.
- ❑ Each instance shares the behavior with other instances the behavior defined in its class via the **instance of** link.

Example:

`macNode name`

1. `macNode` is an instance of `Workstation` \Rightarrow `name` is looked up in the class `Workstation`
2. `name` is not defined in `Workstation` \Rightarrow lookup continues in `Node`
3. `name` is defined in `Node` \Rightarrow lookup stops + method executed



The meaning of "Instance of" (ii)

- ❑ A class is an object too, so messages sent to it are looked up into the class of the class, its metaclass.
- ❑ Every class (X) is the unique instance of its associated metaclass named X class

Example:

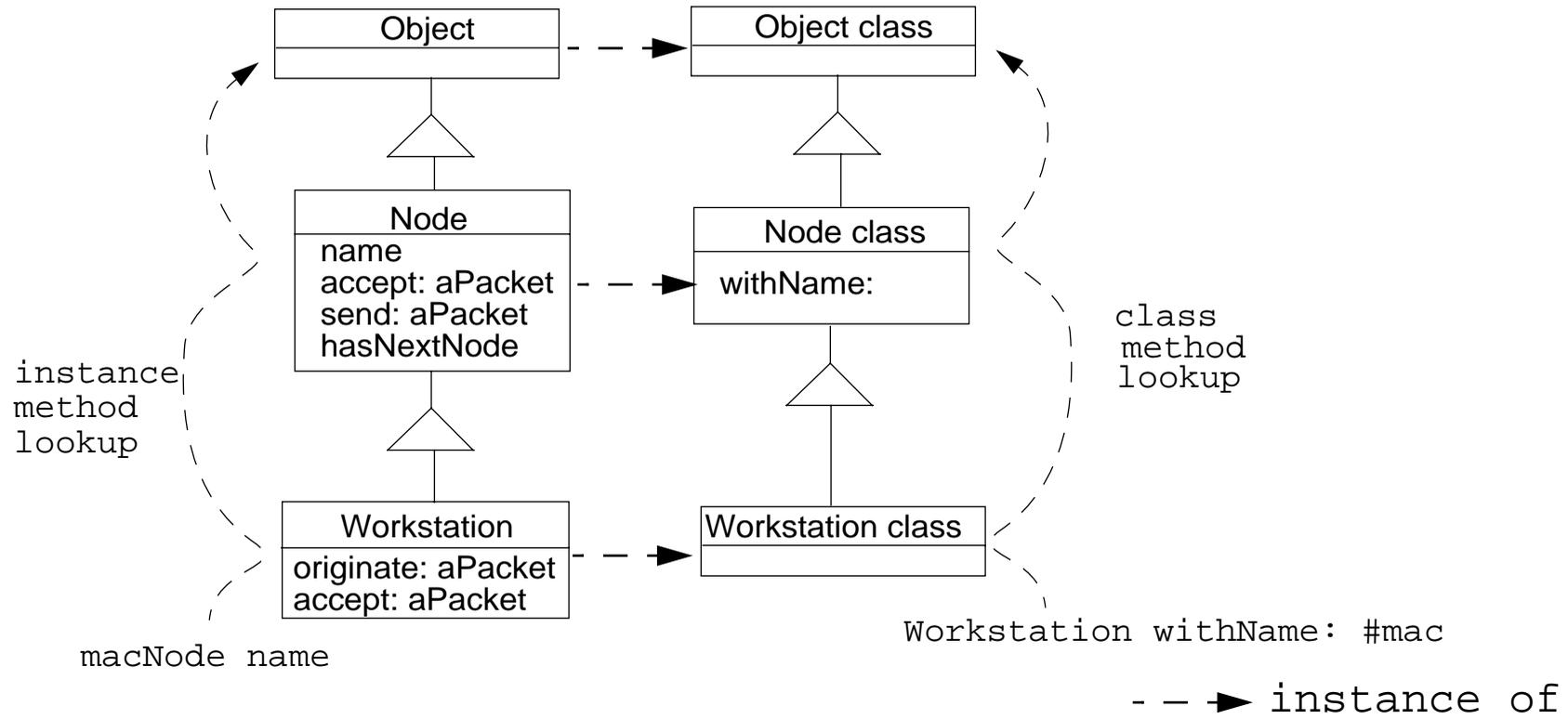
```
Node withName: #node1
```

1. Node is an instance of Node class \Rightarrow withName: is looked up in the class Node class
2. withName: defined in Node class \Rightarrow lookup stops + method executed

```
Workstation withName: #mac
```

1. Workstation is an instance of Workstation class \Rightarrow withName: is looked up in the class Workstation class
2. withName: is not defined in Workstation class \Rightarrow lookup continues in the superclass of Workstation class = Node class
3. withName: is defined in Node class \Rightarrow lookup stops + method executed

Lookup and Class Messages



The Meaning of "Instance-of" (iii)

Node new: #node1

1. Node is an instance of Node class \Rightarrow new: is looked up in the class Node class
2. new: is not defined in Node class \Rightarrow lookup continues in the superclass of Node class = Object class
3. new: is not defined in Object class \Rightarrow lookup continues in the superclass of Node class ...Class, ClassDescription, Behavior
4. new: is defined in Behavior \Rightarrow lookup stops + method executed.

This is the same for

Array new: 4

new: is defined in Behavior (the ancestor of Array class)

Hints: Behavior is the essence of a class. ClassDescription represents the extra functionality for the browsing of the class. Class supports poolVariable and classVariable.

Metaclass Responsibilities

Concept:

- ❑ Everything is an object
- ❑ Each object is instance of one class
- ❑ A class (X) is also an object, the **sole** instance of its associated metaclass named X class
- ❑ An object is a class if and only if it can create instances of itself.

Metaclass Responsibilities:

- ❑ instance creation
- ❑ class information (inheritance link, instance variables, method compilation...)

Examples:

```
Node allSubclasses -> OrderedCollection (WorkStation OutputServer Workstation File-Server PrintServer)
```

```
LanPrint allInstances -> #()
```

```
Node instVarNames -> #('name' 'nextNode')
```

```
Workstation withName: #mac -> aWorkstation
```

```
Workstation selectors -> IdentitySet (#accept: #originate:)
```

```
Workstation canUnderstand: #nextNode -> true
```

Class Instance Variables

Like any object, a class is an instance of a class that can have instance variables that represent the state of a class.

Singleton Design Pattern: a class with only one instance

```
NetworkManager class
```

```
    instanceVariableNames: 'uniqueInstance'
```

NetworkManager being an instance of NetworkManager class has an instance variable named uniqueInstance.

Hints: An instance variable of a class can be used to represent information shared by all the instances of the class. However, you should use class instance variables to represent state about the class (like the number of instances, ...) and use classVariable instead.

About Behavior

- ❑ Behavior is the first metaclass. All other metaclasses inherit from it
- ❑ Behavior describes the minimal structure of a class:
 - superclass
 - subclasses
 - method dictionary
 - format (instance variable compressed description)

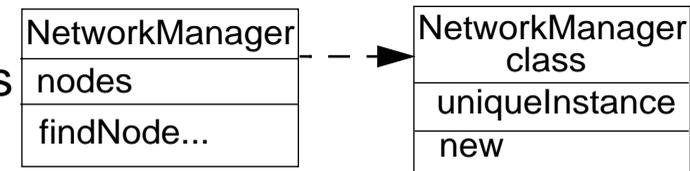
```
Object subclass: #Behavior
  instanceVariableNames: 'superclass methodDict format subclasses '
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Kernel-Classes'
```

Example of Queries

```
Packet superclass -> Object
Packet subclasses - #()
Packet selectors -> IdentitySet (#originator: #addressee: #addressee #isOriginatedFrom: #printOn:
                                #isAddressedTo: #originator #initialize #contents #contents:)
Packet allInstVarNames -> OrderedCollection ('addressee' 'originator' 'contents' 'visitedNodes')
Packet isDirectSubclassOf: Object -> true
```

Class Method

- ❑ As any object a metaclass can have methods that represent the behavior of a class.
- ❑ Some examples of class behavior:
 - class definition, finding all instances of a class
 - navigation in the hierarchy,
 - finding the instance variable names, methods
 - instance creation, compiling methods



- ❑ Can only access instance variable of the class:

Examples: `NetworkManager class>>new` can only access `uniqueInstance` class instance variable and not instance variables (like `nodes`).

- ❑ Default Instance Creation class method:
 - `new/new:` and `basicNew/basicNew:` (see Direct Instance Creation)

```
Packet new
```

- ❑ Specific instance creation method

```
Packet send: 'Smalltalk is fun' to: #lpr
Workstation withName: #mac
Workstation withName: #mac connectedTo: #lpr
```

classVariable

How to share state between all the instances of a class: Use classVariable

- ❑ a classVariable is **shared** and directly accessible by all the instances of the class and subclasses
- ❑ A pretty bad name: should have been called **Shared Variables**
- ❑ Shared Variable ⇒ begins with an uppercase letter

- ❑ a classVariable can be directly accessed in instance methods and class methods

```
NameOfSuperclass subclass: #NameOfClass
    ...
    classVariableNames: 'ClassVarName1 ClassVarName2'
    ...
```

```
Object subclass: #NetworkManager
    ...
    classVariableNames: 'Domain'
```

- ❑ Sometimes classVariable can be replaced by class methods

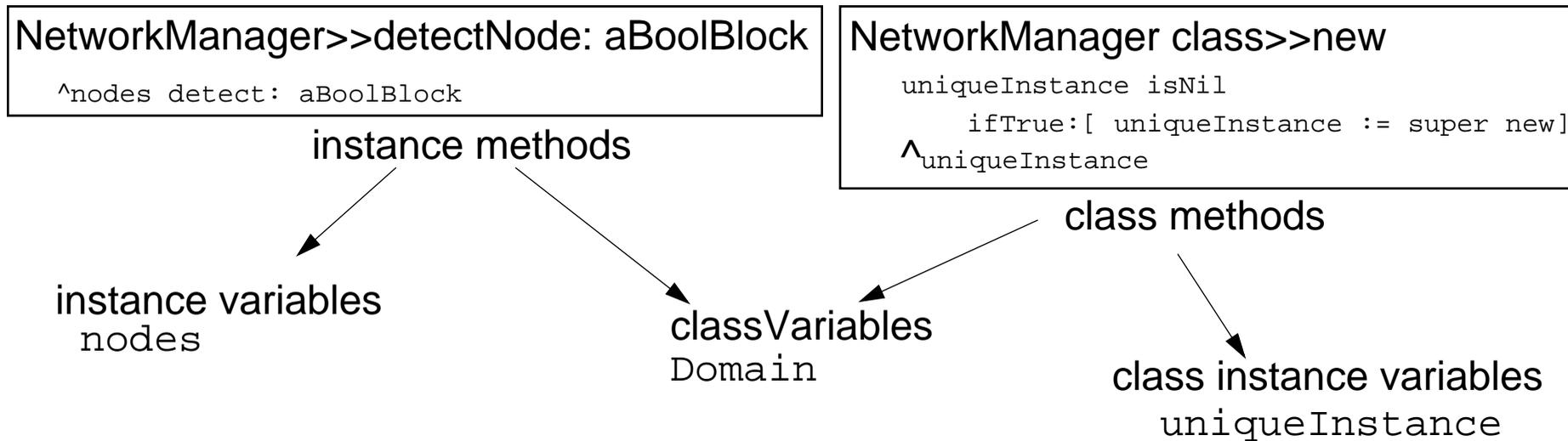
```
NetworkManager class>>domain
    ^ 'iam.unibe.ch'
```

Class Instance Variables / ClassVariable

- ❑ a classVariable is **shared** and directly accessible by all the instances and subclasses
- ❑ Class instance variables, just like normal instance variables, can be accessed only via class message and accessors:
 - an instance variable of a class is private to this class.
 - an instance
- ❑ Take care when you change the value of a classVariable the whole inheritance tree is impacted!
- ❑ ClassVariables can be used in conjunction with instance variables to cache some common values that can be changed locally in the classes.
- ❑ Examples: in the `Scanner` class a table describes the types of the characters (strings, comments, binary....). The original table is stored into a classVariable, its value is loaded into the instance variable. It is then possible to change the value of the instance variable to have a different scanner.

```
Object subclass: #Scanner
  instanceVariableNames: 'source mark prevEnd hereChar token tokenType buffer typeTable '
  classVariableNames: 'TypeTable '
  category: 'System-Compiler-Public Access'
```

Summary of Variable Visibility



Example From The System: Geometric Class

```
Object subclass: #Geometric
  instanceVariableNames: ''
  classVariableNames: 'InverseScale Scale '
  ...
```

```
Geometric class>>initialize
  "Reset the class variables."

  Scale := 4096.
  InverseScale := 1.0 / Scale
```

Circle

```
Geometric subclass: #Circle
  instanceVariableNames: 'center radius'
  classVariableNames: ''

Circle>>center
  ^center

Circle>>setCenter: aPoint radius: aNumber
  center := aPoint.
  radius := aNumber

Circle>>area
  | r |
  r := self radius asLimitedPrecisionReal.
  ^r class pi * r * r

Circle>>diameter
  ^self radius * 2

Circle class>>center: aPoint radius: aNumber
  ^self basicNew setCenter: aPoint radius: aNumber
```

poolDictionaries

- ❑ Also called Pool Variables.
- ❑ Shared variable ⇒ begins with a uppercase letter.
- ❑ Variable shared by a group of classes not linked by inheritance.
- ❑ Each class possesses its own pool dictionary.
- ❑ They are not inherited.

- ❑ Examples of PoolDictionaries from the System:Text

```
CharacterArray subclass: #Text
  instanceVariableNames: 'string runs '
  classVariableNames: ''
  poolDictionaries: 'TextConstants '
  category: 'Collections-Text'
```

Elements stored into TextConstants like Ctrl, CR, ESC, Space can be directly accessed from all the classes like ParagraphEditor....

On VW poolDictionary should not be an IdentityDictionary

Example of PoolVariables

Instead of

```
Smalltalk at: #NetworkConstant put: Dictionary new.  
NetworkConstant at: #rates put: 9000.  
Node>>computeAverageSpeed  
  
...  
NetworkConstant at: #rates
```

Write:

```
Object subclass: #Packet  
  instanceVariableNames: 'contents addressee originator '  
  classVariableNames: 'Domain'  
  poolDictionaries: 'NetworkConstant'
```

```
Node>>computeAverageSpeed  
  
...  
.. rates
```

rates is directly accessed in the **global** dictionary NetworkConstant.

As a beginner policy, do not use poolDictionaries

13. The Model View Controller Paradigm

- ❑ Not a tutorial on how to build user interface (look at the exercises)
- ❑ => Observer pattern in Smalltalk

Context

Building interactive applications with a Graphical User Interface

Obvious example: the Smalltalk Development Environment

Characteristics of such applications:

- ❑ Event driven user interaction, not predictable
 - ☞ Interface Code can get very complex
- ❑ Interfaces are often subject of changes

Question:

⇒ How can we reduce the complexity of developing such applications?

Answer:

⇒ Modularity

Program Architecture

A **Software Architecture** is a collection of software and system components, connections between them and a number of constraints they have to fulfill.

Goals we want to achieve with our architecture:

- ❑ manageable complexity
- ❑ reusability of the individual components
- ❑ pluggability,
i.e. an easy realization of the connections between the components

The Solution for the domain of GUI-driven applications:

We partition our application as follows:

- Model
- View
- Controller

Separation of Concerns I:

Functionality vs. User Interface

Model:

- Domain specific information
- Core functionality, where the computation/data processing takes place

User Interface:

- Presentation of the data in various formats
- dealing with user input (Mouse, Keyboard, etc.)

Separation of Concerns II:

Display vs. Interaction

View:

- displaying the data from the model

Controller:

- relaying the user input to the View (e.g. Scrolling)
or the model (e.g. modification of the data)

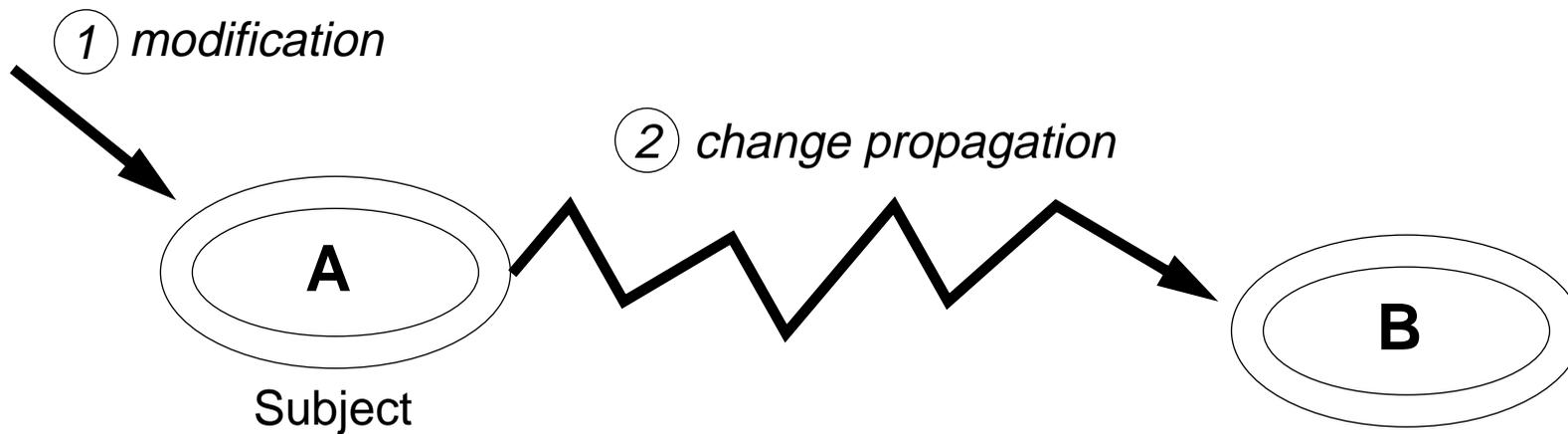
View and Controller are very much related. There is always a 1:1 relationship between views and controllers. There are also examples of systems where view and controller are not separated.

Rationale for separating View and Controller:

- reusability of the individual components and freedom of choice is better:
the same view with different controllers (different modes of interaction)
the same controller for different views (Action Button/Radio Button)

The notion of Dependency

An object B that **depends on** another object A must be informed about changes in the state of A, in order to be able to adapt its own state.



Dependencies that are realised via messages sent directly to dependent objects are not very reusable and are likely to break in times of change.

☞ Decoupling of subject and dependent

Dependency Mechanism

The Publisher-Subscriber Pattern (a.k.a. Observer Pattern)

Intent: Define a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically.

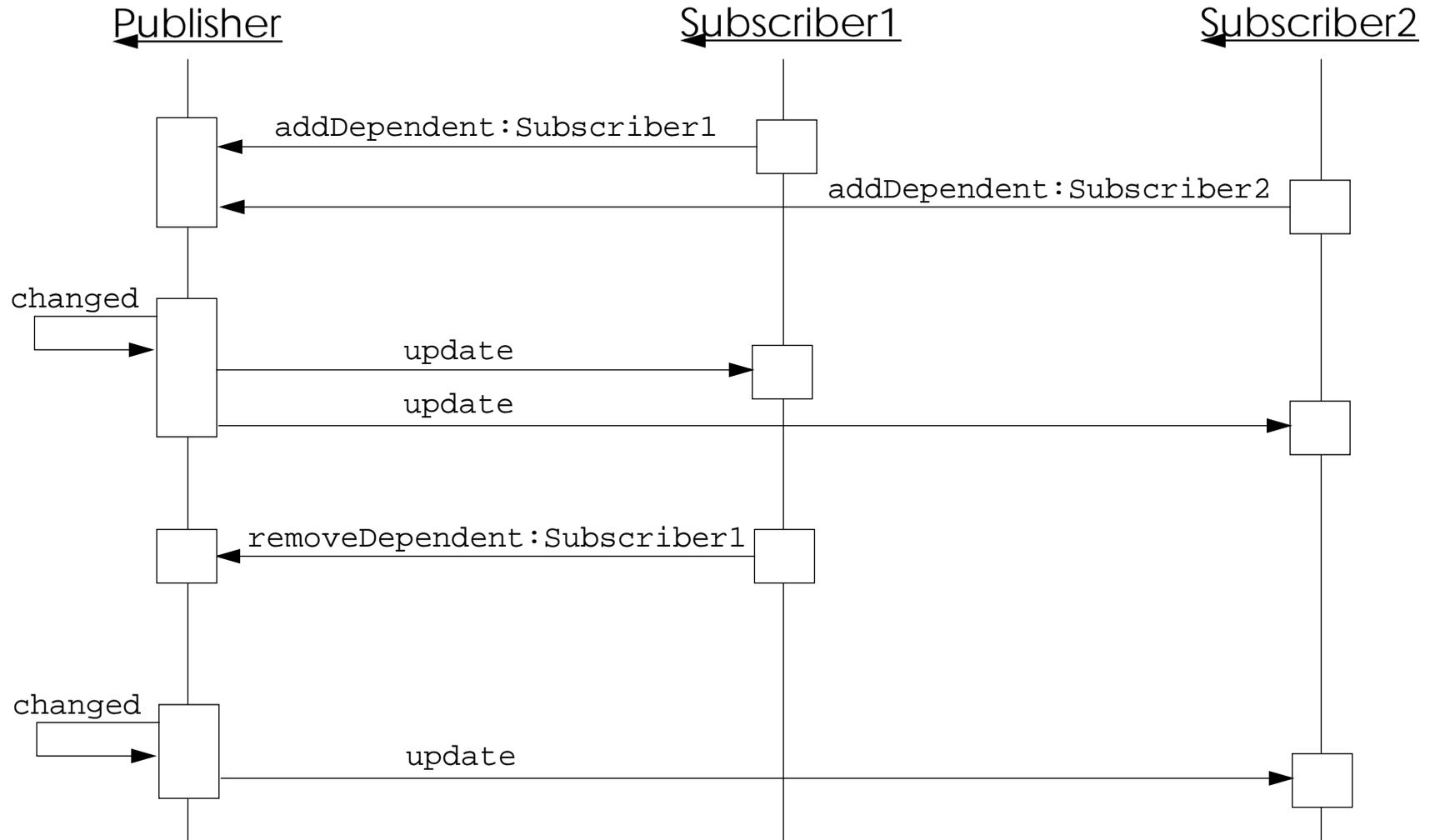
The pattern ensures the automatisation of

- ❑ adding and removing dependents
- ❑ change propagation

The publisher (subject) has a list of subscribers (observers, dependents). A subscriber registers with a publisher.

Protocol:

Publisher-Subscriber: A Sample Session



Change Propagation: Push and Pull

How is the changed data transferred from the publisher to the subscriber?

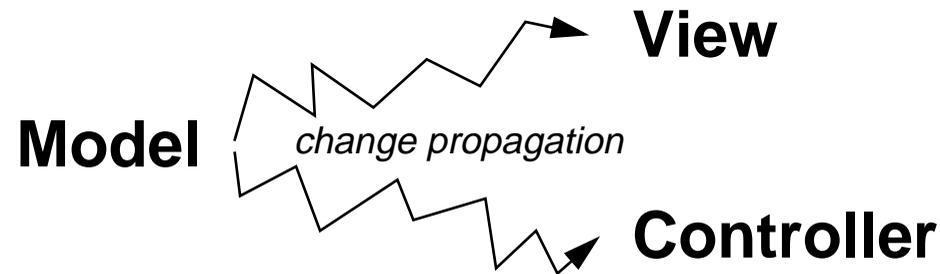
- ❑ **Push:** the publisher sends the changed data along with the update message
Advantages: only one message per subscriber needed.
Disadvantage: Either the publisher knows for each subscriber what data it needs which increases coupling between publisher and subscriber, or many subscribers receive unnecessary data.

- ❑ **Pull:** the subscriber, after receiving the update message, asks the publisher for the specific data he is interested in
Advantage: Only the necessary amount of data is transferred.
Disadvantage: a lot of messages have to be exchanged.

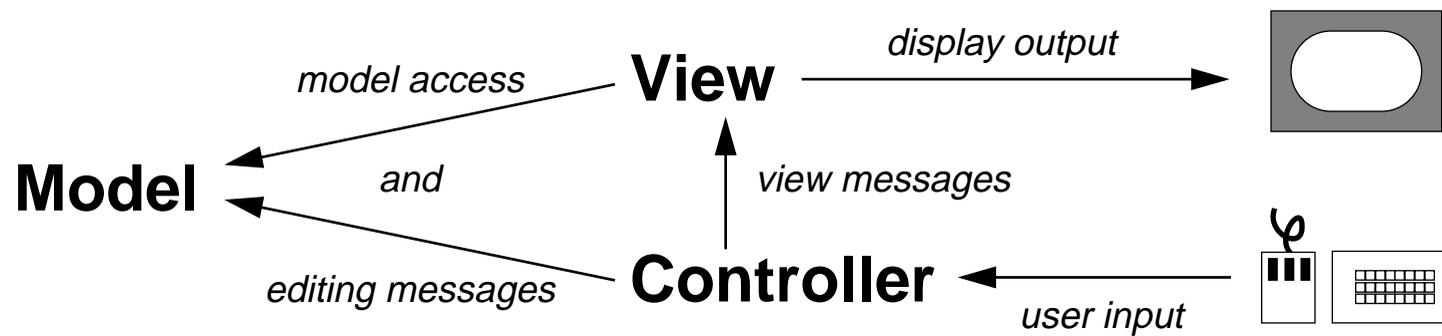
- ❑ **Mixture:** the publisher sends hints (“Aspects” in ST terminology) and other parameters along with the update messages

The MVC Pattern

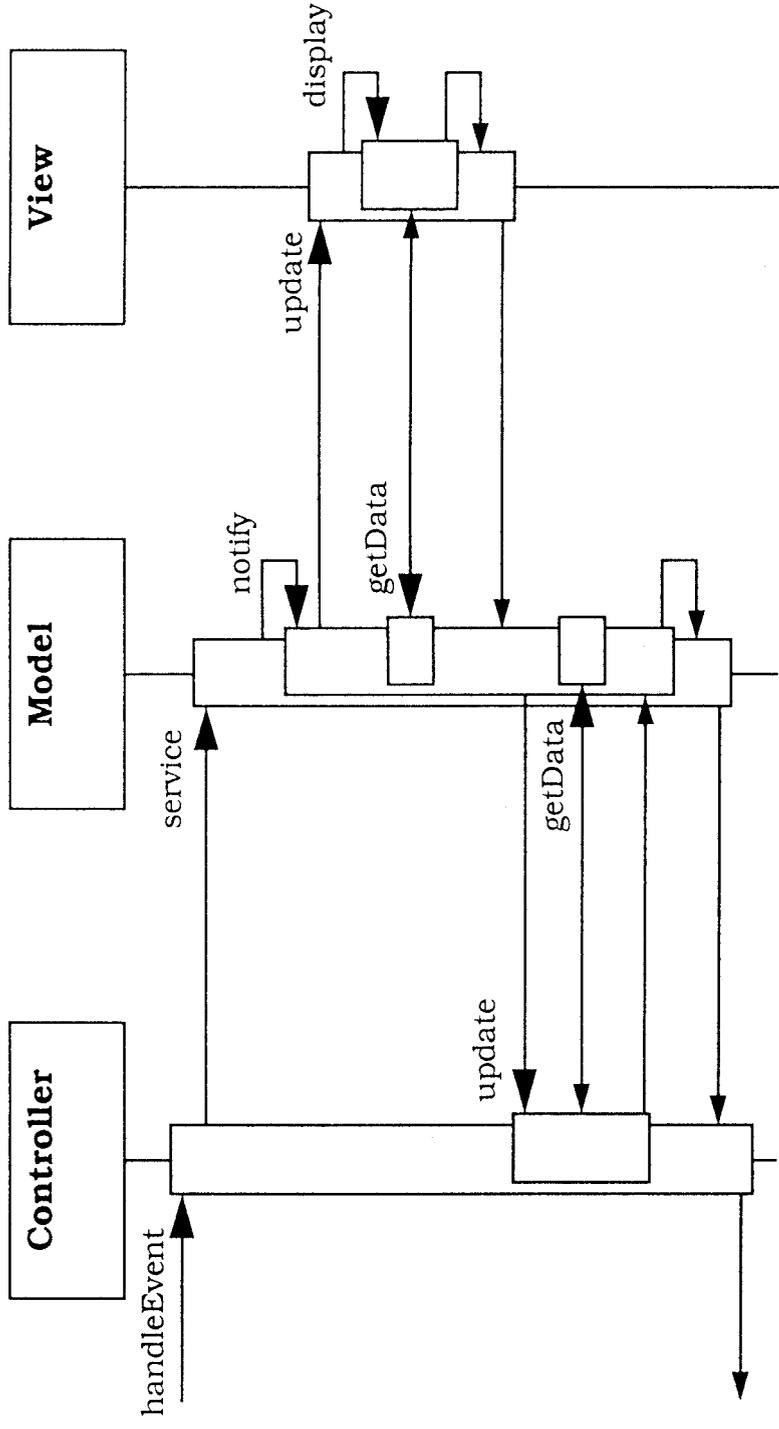
Dependencies:



Other Messages:



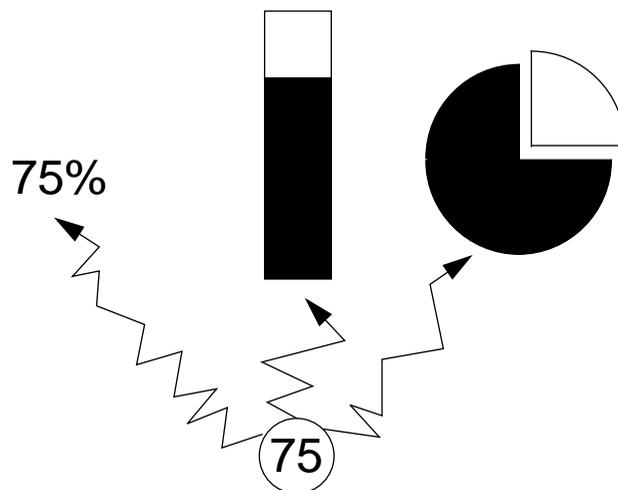
A Standard Interaction Cycle



MVC: Benefits and Liabilities

Benefits:

- Multiple views of the same model
- Synchronized views
- 'Pluggable' views and controllers
- Exchangeability of 'look and feel'



Multiple Views per Model

Liabilities:

- Increased complexity
- Potential for excessive number of updates
- Intimate connection between view and controller
- Close coupling of views and controllers to a model
- Inefficiency of data access in view
- Inevitability of change to view and controller when porting

MVC and Smalltalk

MVC is a pattern and can be also applied with other programming languages.

Examples:

- ❑ ET++ User Interface Framework (C++)
- ❑ Swing-Toolkit in the Java Foundation Classes 1.0 (due mid February 98)

Nevertheless, the ties between MVC and Smalltalk are exceptionally strong:

- ❑ MVC was invented by a Smalltalker (Trygve Reenskaug)
- ❑ first implemented in Smalltalk-80; the Application Framework of Smalltalk is built around it
- ❑ The first implementations of MVC in Smalltalk have undergone a strong evolution. Newer Implementations (for example in VisualWorks) solve many of the problems of the first, straightforward implementations.

Managing Dependents

Protocol to manage dependents (defined in `Object>>dependents access`):

- `addDependent : anObject`
- `removeDependent : anObject`

Attention: Storage of Dependents !

- ❑ `Object`: keeps all its dependents in a **class** variable `DependentsField`.
`DependentsField` is an `IdentityDictionary`, where the keys are the objects themselves and the values are the collections of dependents for the corresponding objects.
- ❑ `Model`: defines an **instance** variable `dependents`.
 - ☞ access is much more efficient than looking up the dependents in a class variable.

Implementation of Change Propagation

Change methods are implemented in `Object>>changing:`

changed: anAspectSymbol

"The receiver changed. The change is denoted by the argument `anAspectSymbol`. Usually the argument is a `Symbol` that is part of the dependent's change protocol, that is, some aspect of the object's behavior, and `aParameter` is additional information. Inform all of the dependents."

```
self myDependents update: anAspectSymbol
```

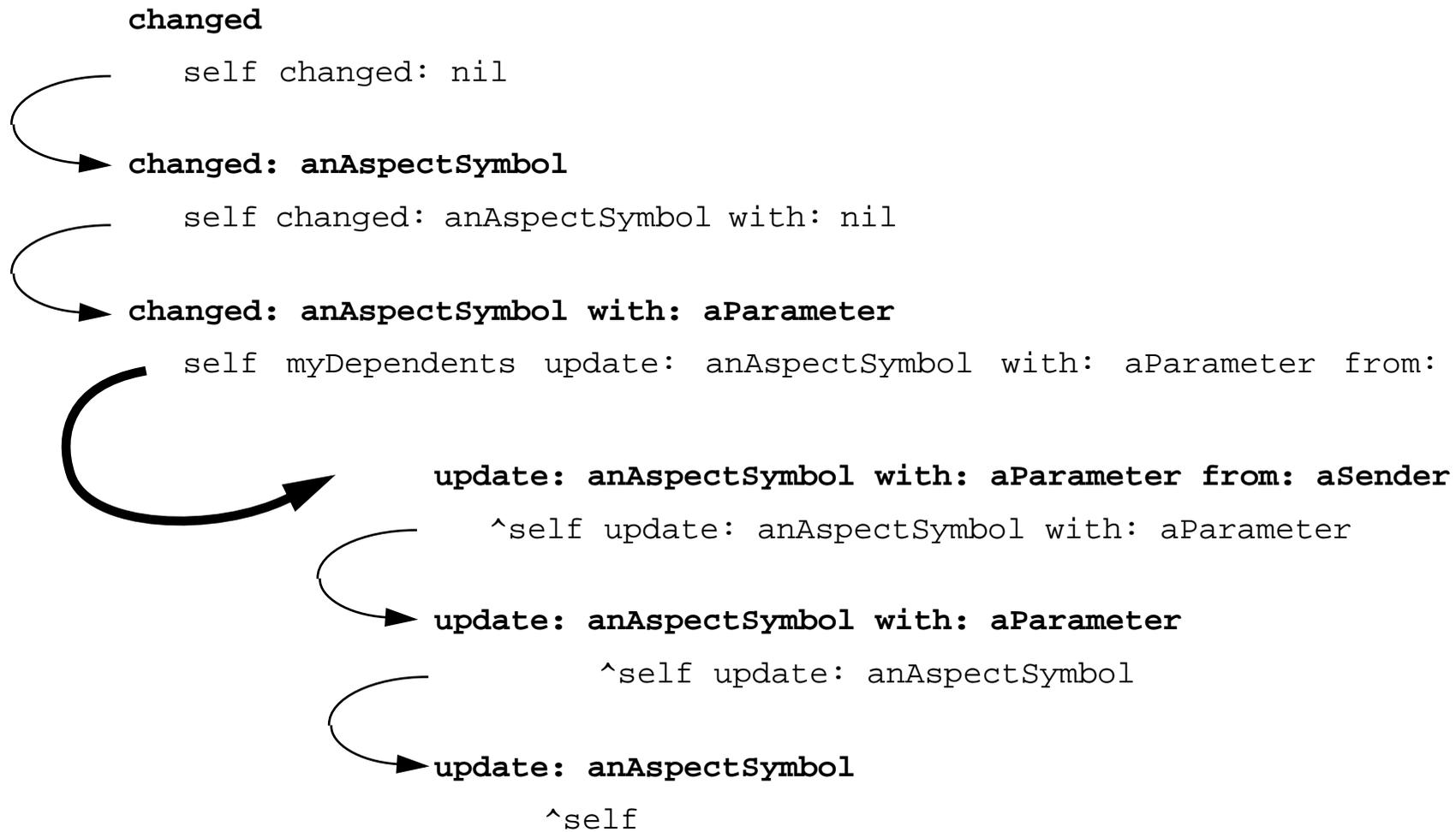
Update methods are implemented in `Object>>updating:`

update: anAspectSymbol

"Check `anAspectSymbol` to see if it equals some aspect of interest and if it does, perform the necessary action"

```
anAspectSymbol == anAspectOfInterest  
ifTrue: [self doUpdate].
```

Climbing up and down the Default-Ladder



Problems ...

Problems with the Vanilla Change Propagation Mechanism:

- ❑ every dependent is notified about all the changes, even if they are not interested (broadcast).
- ❑ the `update: anAspect` methods are often long lists of tests of `anAspect`. This is not clean object-oriented programming.
- ❑ all the methods changing something have to send `self changed`, since there might just be some dependent that is interested in that change
- ❑ danger of name clashes between aspects that are defined in different models that have to work together (can be solved by using `update:with:from:`)

General problem:

complex objects depending on other complex objects.

We need means to be more specific:

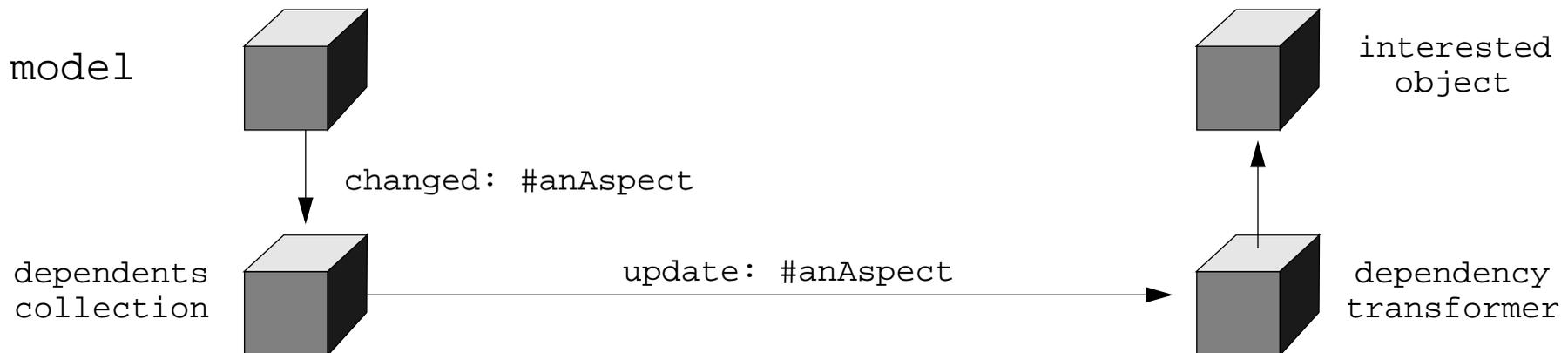
- ❑ publisher: send messages only to interested dependents
- ❑ subscriber: being notified directly by a call to the method that handles **that** specific change

Dependency Transformer

A `DependencyTransformer` is an intermediate object between a model and its dependent. It

- ❑ waits for a specific update: `anAspect` message
- ❑ sends a specific method to a specific object

A dependent that is only interested in a specific aspect of its model and has a method to handle the update installs a `DependencyTransformer` on its model:



```
model expressInterestIn: anAspect
  for: self
  sendBack: aChangeMessage
```

Inside a Dependency Transformer

Initializing a DependencyTransformer:

```
setReceiver: aReceiver aspect: anAspect selector: aSymbol
    receiver := aReceiver.
    aspect := anAspect.
    selector := aSymbol.
    numArguments := selector numArgs.
    numArguments > 2 ifTrue: [self error: 'selector expects too many arguments']
```

Transforming an update: message:

```
update: anAspect with: parameters from: anObject
    aspect == anAspect ifFalse: [^self].
    numArguments == 0 ifTrue: [^receiver perform: selector].
    numArguments == 1 ifTrue: [^receiver perform: selector with: parameters].
    numArguments == 2 ifTrue: [^receiver perform: selector with: parameters with:
                                anObject]
```

ValueHolder

A `ValueHolder` is an object that encapsulates a value and allows it to behave like a model, i.e. it notifies the dependents of the model automatically when it is changed.

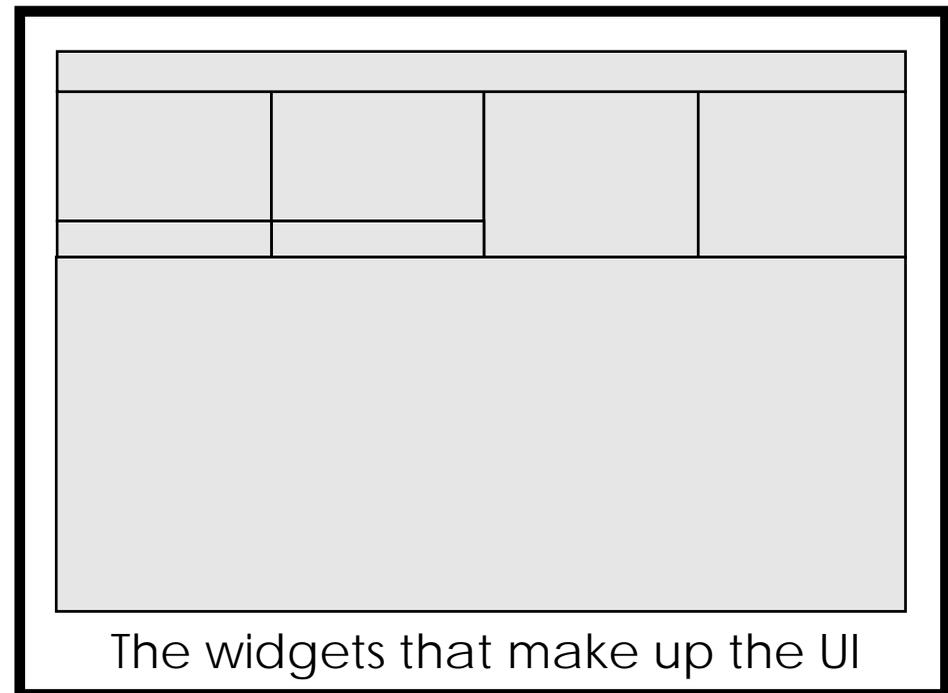
Creating a `ValueHolder`:

Accessing a `ValueHolder`:

Advantages:

- ❑ change propagation is triggered automatically by the `ValueHolder`; the programmer does not have to do `self changed` any more
- ❑ objects can become dependents only of the values they are interested in (reduces broadcast problem)

A UserInterface Window



Widgets

A widget is responsible for displaying some aspect of a User Interface.

- ❑ A widget can display an aspect of a model
- ❑ A widget can be combined with a controller, in which case the user can modify the aspect of the model displayed by the widget.

The connection between widgets and the model:

- ❑ Each component of a User Interface is a widget
- ❑ Each component of a model is an attribute or operation
- ❑ Most widgets modify an attribute or start an operation

The communication between a widget and the model component it represents visually is standardized:

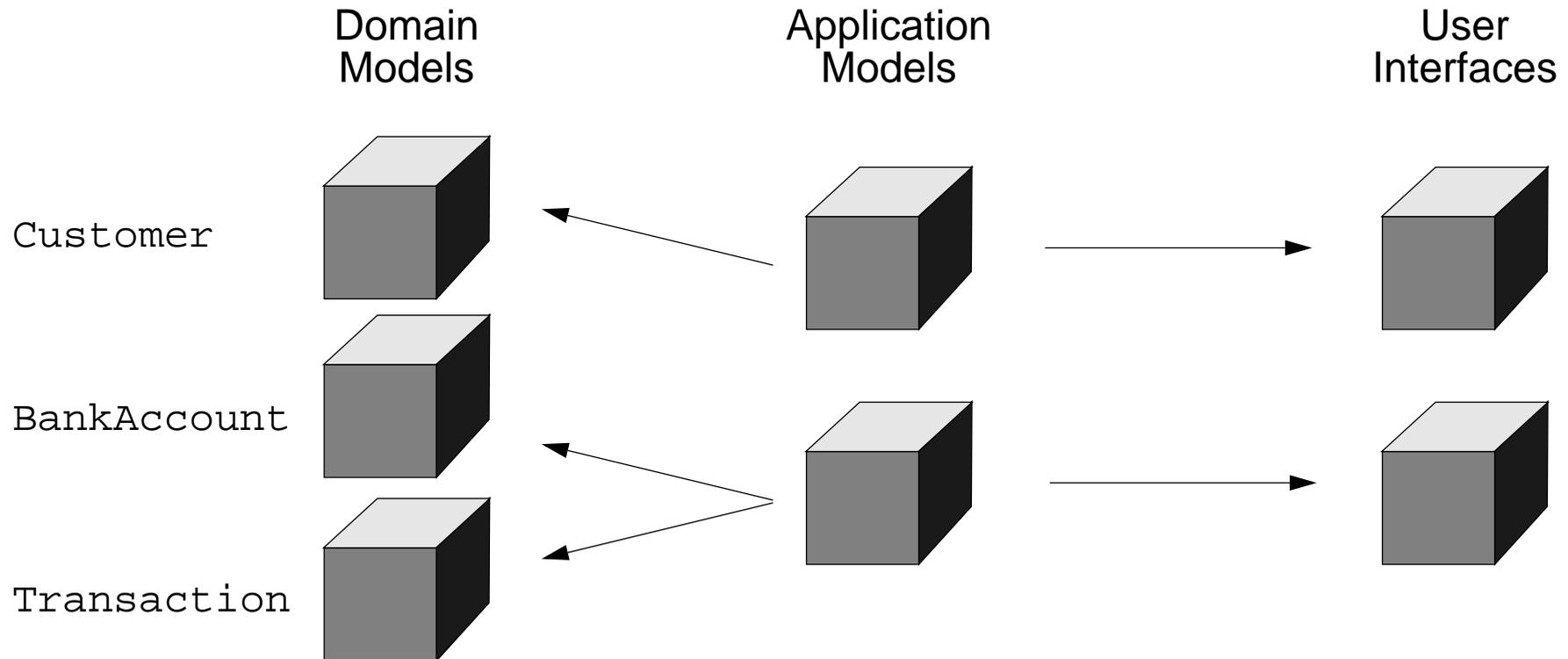
Value Model Protocol

Each model component is put into an *aspect model*, which can be a `ValueHolder` for example. The Widget deals only with this aspect model.

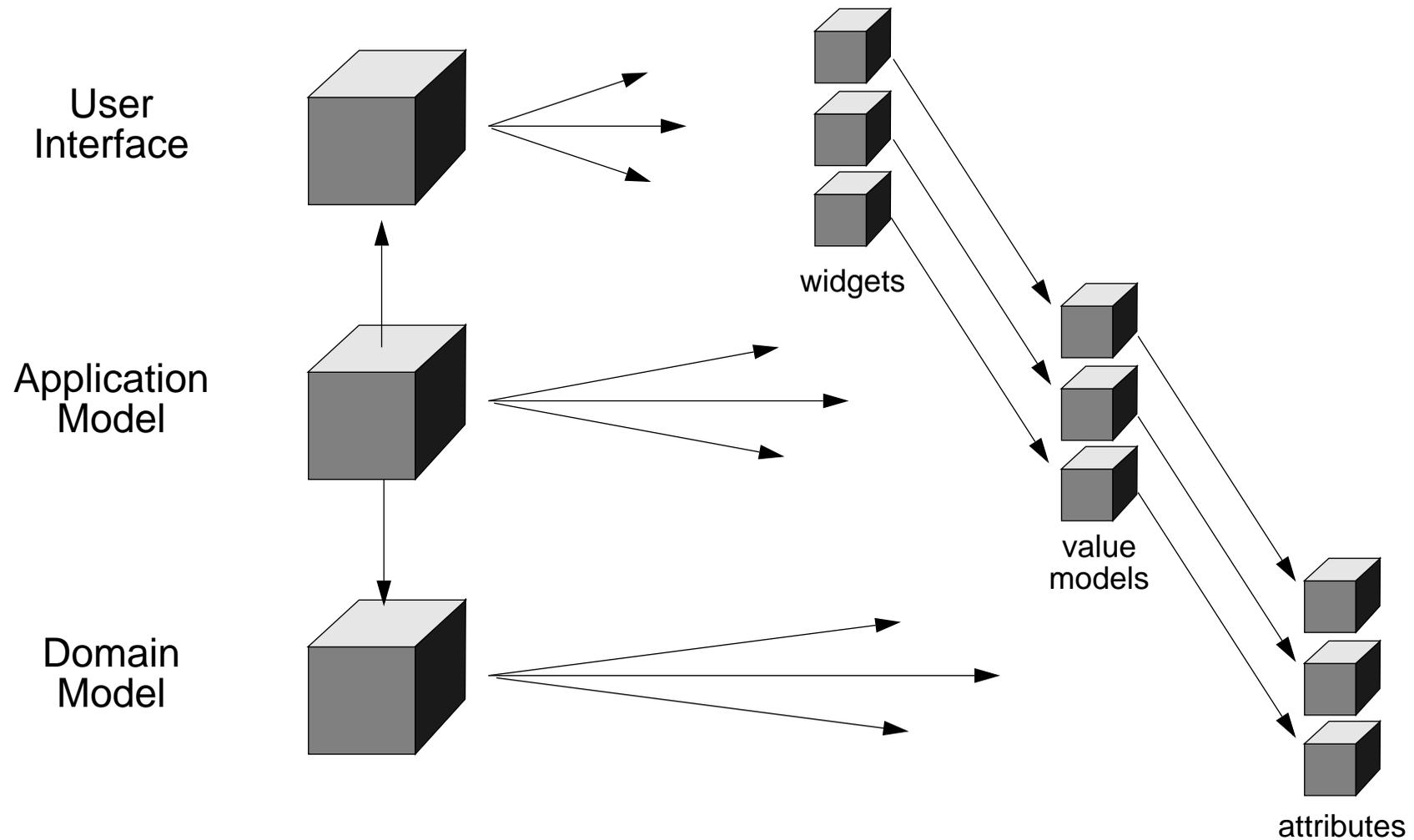
☞ the widget does not have to know any specifics about its model

The Application Model

An ApplicationModel is a model that is responsible for creating and managing a runtime user interface, usually consisting of a single window. It manages only application information. It leaves the domain information to its aspect models.



The fine-grained Structure of an Application



MVC Bibliography

The Pattern:

E. Gamma et. al.: *Design Patterns*, Addison Wesley, 1995

☞ Observer, p. 239

F. Buschmann et. al.: *A System of Patterns. Pattern-Oriented Software Architecture*, Wiley, 1996

☞ Model-View-Controller, p. 125

☞ Publisher-Subscriber, p. 339

The VisualWorks Application Framework:

VisualWorks Users Guide: *Chapter 18, Application Framework* (available online)

Visual Works Cookbook: *Part II, User Interface* (available online)

Tim Howard: *The Smalltalk Developer's Guide to VisualWorks*, SIGS Books, 1995

14. Processes and Concurrency

- Concurrency and Parallelism
- Applications of Concurrency
- Limitations
- Atomicity
- Safety and Liveness
- Processes in Smalltalk:
 - Class Process, Process States, Process Scheduling and Priorities
- Synchronization Mechanisms in Smalltalk:
 - Semaphores, Mutual Exclusion Semaphores, SharedQueues
- Delays
- Promises

Concurrency and Parallelism

“A sequential program specifies sequential execution of a list of statements; its execution is called a process. A concurrent program specifies two or more sequential programs that may be executed concurrently as parallel processes”

A concurrent program can be executed by:

1. *Multiprogramming*: processes share one or more processors
2. *Multiprocessing*: each process runs on its own processor but with shared memory
3. *Distributed processing*: each process runs on its own processor connected by a network to others

Motivations for concurrent programming:

1. Parallelism for faster execution
2. Improving processor utilization
3. Sequential model inappropriate

Limitations

But concurrent applications introduce complexity:

- Safety
synchronization mechanisms are needed to maintain consistency
- Liveness
special techniques may be needed to guarantee progress
- Non-determinism
debugging is harder because results may depend on “race conditions”
- Run-time overhead
process creation, context switching and synchronization take time

Atomicity

Programs P1 and P2 execute concurrently:

```
                { x = 0 }  
P1:             x := x + 1  
P2:             x := x + 2  
                { x = ? }
```

What are possible values of x after P1 and P2 complete?

What is the *intended* final value of x?

Synchronization mechanisms are needed to restrict the possible interleavings of processes so that sets of actions can be seen as atomic.

Mutual exclusion ensures that statements within a *critical section* are treated atomically.

Safety and Liveness

There are two principal difficulties in implementing concurrent programs:

Safety - ensuring consistency:

- ☞ *mutual exclusion* - shared resources must be updated atomically
- ☞ *condition synchronization* - operations may need to be delayed if shared resources are not in an appropriate state (e.g, read from an empty buffer)

Liveness - ensuring progress:

- ☞ *No Deadlock* - some process can always access a shared resource
- ☞ *No Starvation* - all processes can eventually access shared resources

Notations for expressing concurrent computation must address:

1. **Process creation:** how is concurrent execution specified?
2. **Communication:** how do processes communicate?
3. **Synchronization:** how is consistency maintained?

Processes in Smalltalk: Process class

- A Smalltalk system supports multiple independent processes.
- Each instance of class `Process` represents a sequence of actions which can be executed by the virtual machine concurrently with other processes.
- Processes share a common address space (object memory)
- Blocks are used as the basis for creating processes in Smalltalk. The simplest way to create a `Process` is to send a block the message `#fork`

```
[ Transcript cr; show: 5 factorial printString ] fork
```

- The new process is added to the list of scheduled processes. This process is *runnable* (i.e scheduled for execution) and will start executing as soon as the current process releases the control of the processor.

Processes in Smalltalk: Process class

- We can create a new instance of class `Process` which is not scheduled by sending the `#newProcess` message to a block:

```
| aProcess |
aProcess := [ Transcript cr; show: 5 factorial printString ] newProcess
```

- The actual process is not actually *runnable* until it receives the `#resume` message.

```
aProcess resume
```

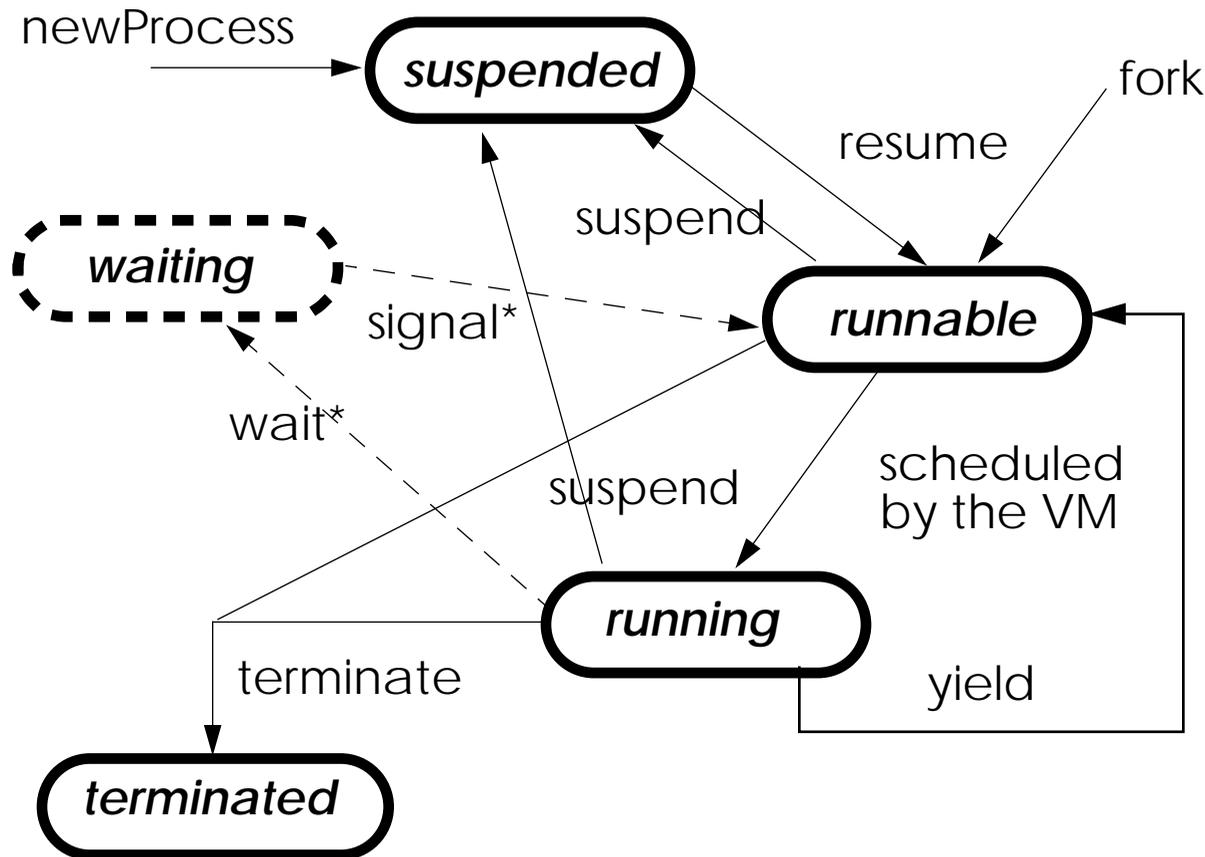
- A process can be created with any number of arguments:

```
aProcess := [ :n | Transcript cr; show: n factorial printString ]
newProcessWithArguments: #(5).
```

- A process can be temporarily stopped using a `#suspend` message. A suspended process can be restarted later using the `#resume` message.

- A process can be stopped definitely using a message `#terminate`. Once a process has received the `#terminate` message it cannot be restarted any more.

Processes in Smalltalk: Process states



A process may be in one of the five states:

1. suspended
2. waiting
3. runnable
4. running, or
5. terminated

**sent to aSemaphore*

Process Scheduling and Priorities

- Process scheduling is based on priorities associated to processes.
- Processes of high priority run before processes of lower priority.
- Priority values go between 1 and 100.
- Eight priority values have assigned names.

Priority	Name	Purpose
100	timingPriority	Used by Processes that are dependent on real time.
98	highIOPriority	Used by time-critical I/O
90	lowIOPriority	Used by most I/O Processes
70	userInterruptPriority	Used by user Processes desiring immediate service
50	userSchedulingPriority	Used by processes governing normal user interaction
30	userBackgroundPriority	Used by user background processes
10	systemBackgroundPriority	Used by system background processes
1	systemRockBottonPriority	The lowest possible priority

Processes Scheduling and Priorities

- Processes are scheduled by the unique instance of class `ProcessorScheduler` called `Processor`.

- A runnable process can be created with an specific priority using the `#forkAt:` message:

```
[ Transcript cr; show: 5 factorial printString ]
  forkAt: Processor userBackgroundPriority.
```

- The priority of a process can be changed by using a `#priority:` message

```
| process1 process2 |
Transcript clear.
process1 := [ Transcript show: 'first' ] newProcess.
process1 priority: Processor systemBackgroundPriority.
process2 := [ Transcript show: 'second' ] newProcess.
process2 priority: Processor highIOPriority.
process1 resume.
process2 resume.
```

The default process priority is `userSchedulingPriority` (50)

The Process Scheduling Algorithm

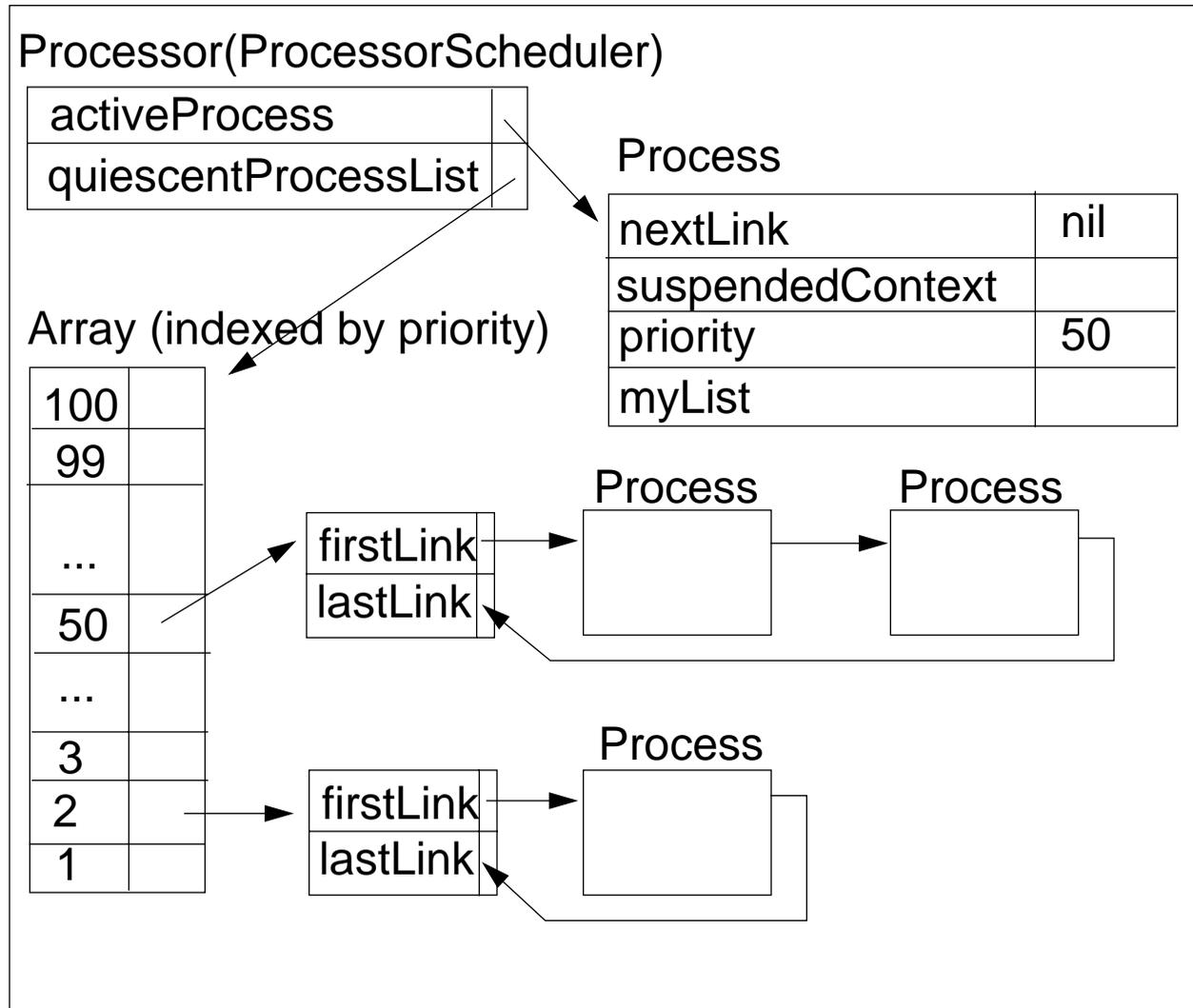
The active process can be identified by the expression:

```
Processor activeProcess
```

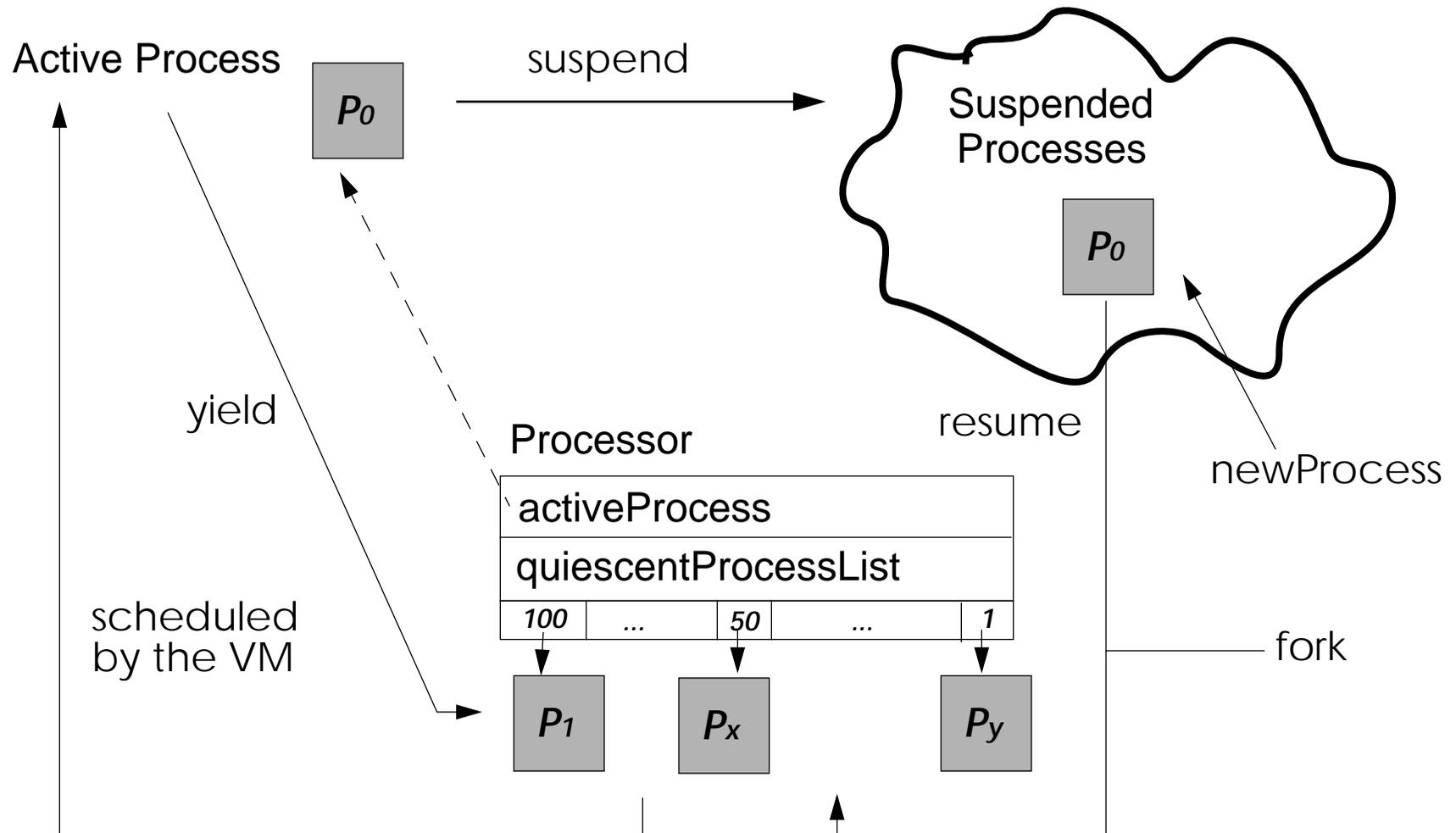
The processor is given to the process having the highest priority.

A process will run until it is suspended, terminated or pre-empted by a higher priority process, before giving up the processor.

When the highest priority is held by multiple processes, the active process can give up the processor by using the message #yield.



Process Scheduling



Synchronization Mechanisms

Concurrent processes typically have references to some shared objects. Such objects may receive messages from these processes in an arbitrary order, which can lead to unpredictable results. Synchronization mechanisms serve mainly to maintain consistency of shared objects.

We can calculate the sum of the first N natural numbers:

```
| n |
n := 100000.
[ | i temp |
  Transcript cr; show: 'P1 running'.
  i := 1. temp := 0.
  [ i <= n ] whileTrue: [ temp := temp + i. i := i + 1 ].
  Transcript cr; show: 'P1 sum is = `; show: temp printString ] forkAt: 60.
```

```
P1 running
```

```
P1 sum is = 5000050000
```

Synchronization Mechanisms

What happens if at the same time another process modifies the value of n?

```
| n d |
n := 100000.
d := Delay forMilliseconds: 400.
[ | i temp |
  Transcript cr; show: 'P1 running'.
  i := 1. temp := 0.
  [ i <= n ] whileTrue: [ temp := temp + i.
                        (i = 5000) ifTrue: [ d wait ].
                        i := i + 1 ].
  Transcript cr; show: 'P1 sum is = `; show: temp printString ] forkAt: 60.
[ Transcript cr; show: 'P2 running'. n := 10 ] forkAt: 50.
```

P1 running

P2 running

P1 sum is = 12502500

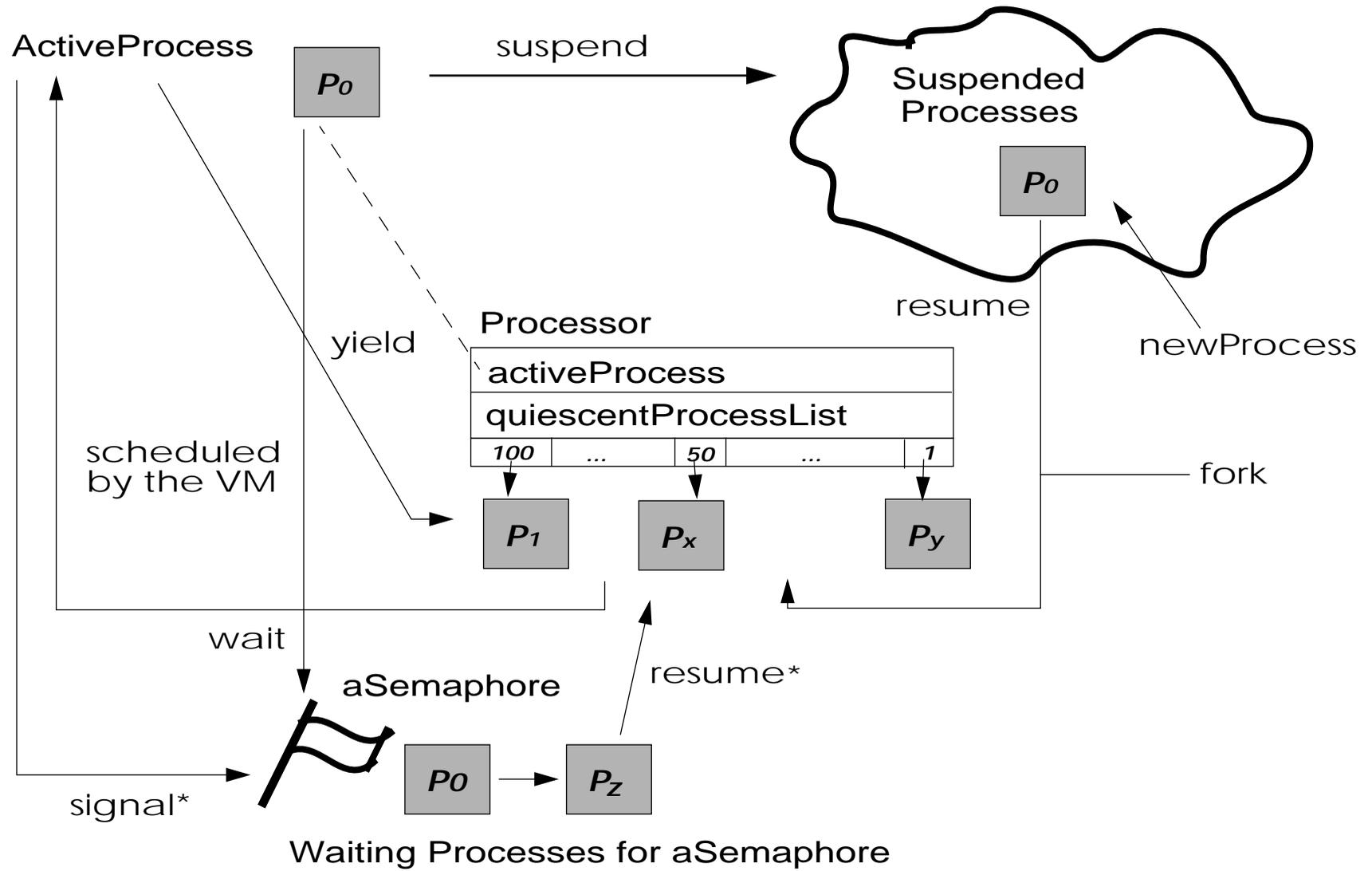
Synchronization using Semaphores

A semaphore is an object used to synchronize multiple processes. A process waits for an event to occur by sending the message `#wait` to the semaphore. Another process then signals that the event has occurred by sending the message `#signal` to the semaphore.

```
| sem |
Transcript clear.
sem := Semaphore new.
[ Transcript show: 'The' ] fork.
[ Transcript show: 'quick'. sem wait.
  Transcript show: 'fox'. sem signal ] fork.
[ Transcript show: 'brown'. sem signal.
  sem wait. Transcript show: 'jumps over the lazy dog'; cr ] fork
```

- If a semaphore receives a `#wait` message for which no corresponding `#signal` has been sent, the process sending the `#wait` message is suspended.
- Each semaphore maintains a linked list of suspended processes.
- If a semaphore receives a `#wait` from two or more processes, it resumes only one process for each signal it receives
- A semaphore pays no attention to the priority of a process. Processes are queued in the same order in which they “waited” on the semaphore.

Semaphores



Semaphores for Mutual Exclusion

Semaphores are frequently used to provide mutual exclusion for a “critical section”. This is supported by the instance method `#critical:`. The block argument is only executed when no other critical blocks sharing the same semaphore are evaluating.

```
| n d sem |
n := 100000.
d := Delay forMilliseconds: 400.
[ | i temp |
  Transcript cr; show: 'P1 running'.
  i := 1. temp := 0.
  sem critical: [ [ i <= n ] whileTrue: [ temp := temp + i.
    (i = 5000) ifTrue: [ d wait ].
    i := i + 1 ]. ].
  Transcript cr; show: 'P1 sum is = `; show: temp printString ] forkAt: 60.
[ Transcript cr; show: 'P2 running'. sem critical: [ n := 10 ]] forkAt: 50.
```

A semaphore for mutual exclusion must start with one extra `#signal`, otherwise the critical section will never be entered. A special instance creation method is provided:

```
Semaphore forMutualExclusion.
```

Synchronization using a SharedQueue

A `SharedQueue` enables synchronized communication between processes. It works like a normal queue (First in First Out, reads and writes), with the main difference being that `aSharedQueue` protects itself against possible concurrent accesses (multiple writes and/or multiple reads).

Processes add objects to the shared queue by using the message `#nextPut:` (1) and read objects from the shared queue by sending the message `#next` (3).

```
| aSharedQueue d |
d := Delay forMilliseconds: 400.
aSharedQueue := SharedQueue new.
[ 1 to: 5 do:[:i | aSharedQueue nextPut: i ] ] fork.
[ 6 to: 10 do:[:i | aSharedQueue nextPut: i. d wait ] ] forkAt: 60.
[ 1 to: 5 do:[:i | Transcript cr; show:aSharedQueue next printString] ] forkAt: 60.
```

- If no object is available in the shared queue when the message `#next` is received, the process is *suspended*.
- We can query whether the shared queue is empty or not with the message `#isEmpty`

Delays

Instances of class `Delay` are used to delay the execution of a process.

An instance of class `Delay` will respond to the message `#wait` by suspending the active process for a certain amount of time.

The time at which to resume is specified when the delay instance is created. Time can be specified relative to the current time with the messages `#forMilliseconds:` and `#forSeconds:`.

```
| minuteWait |  
minuteWait := Delay forSeconds: 60.  
minuteWait wait.
```

The resumption time can also be specified at an absolute time with respect to the system's millisecond clock with the message `#untilMilliseconds:`. Delays created in this way can be sent the message `wait` at most once.

Promises

- Class `Promise` provides a means to evaluate a block within a concurrent process.
 - An instance of `Promise` can be created by sending the message `#promise` to a block:
- ```
[5 factorial] promise
```
- The message `#promiseAt:` can be used to specify the priority of the process created.
  - The result of the block can be accessed by sending the message `value` to the promise:

```
| promise |
promise := [5 factorial] promise.
Transcript cr; show: promise value printString.
```

If the block has not completed evaluation, then the process that attempts to read the value of a promise will wait until the process evaluating the block has completed.

A promise may be interrogated to discover if the process has completed by sending the message `#hasValue`

## 15. Classes and Metaclasses: an Analysis

*Some books are to be tasted,  
others to be swallowed,  
and some few to be chewed and digested*  
— Francis Bacon, *Of Studies*

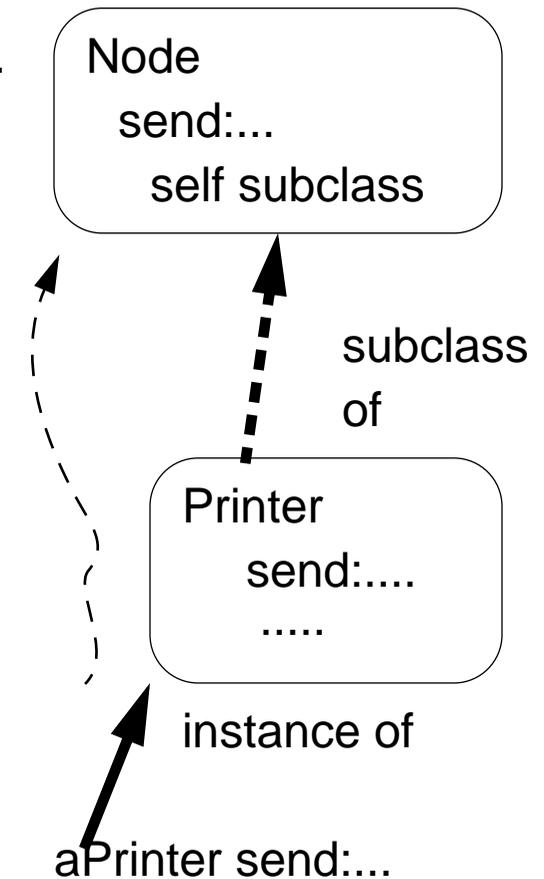
At first sight, a difficult topic!

You can live without really understanding them, but metaclasses provide a uniform model, and you will made less errors if you learn how they work, and you will really understand the object model

- ❑ Recap on Instantiation
- ❑ Recap on Inheritance

## The meaning of "Instance of"

- Every object is an instance of a class.
- Every class (except Object) is ultimately a subclass of Object.
- When anObject receives a message, the method is looked up in its class and/or its superclasses.
- A class defines the structure and the behavior of all its instances.
- Each instance possesses its own set of values.
- Each instance shares its behavior with other instances. This behavior is defined in its class, and is accessed via the instance of link.



# Concept of Metaclass & Responsibilities

## Concept:

- Everything is an object
- Every object is instance of exactly one class
- A class is also an object, and is an instance of its bmetaclass
- An object is a class if and only if it can create instances of itself.

## Metaclass Responsibilities:

- instance creation
- method compilation (different semantics can be introduced)
- class information (inheritance link, instance variable, ...)

## Examples:

```
Node allSubclasses -> OrderedCollection (WorkStation OutputServer Workstation FileServer PrintServer)
PrintServer allInstances -> #()
Node instVarNames -> #('name' 'nextNode')
Workstation withName: #mac -> aWorkstation
Workstation selectors -> IdentitySet (#accept: #originate:)
Workstation canUnderstand: #nextNode -> true
```

# *Classes are Objects too!!*

Try

```
OrderedCollection allInstVarNames
```

```
OrderedCollection class allInstVarNames
```

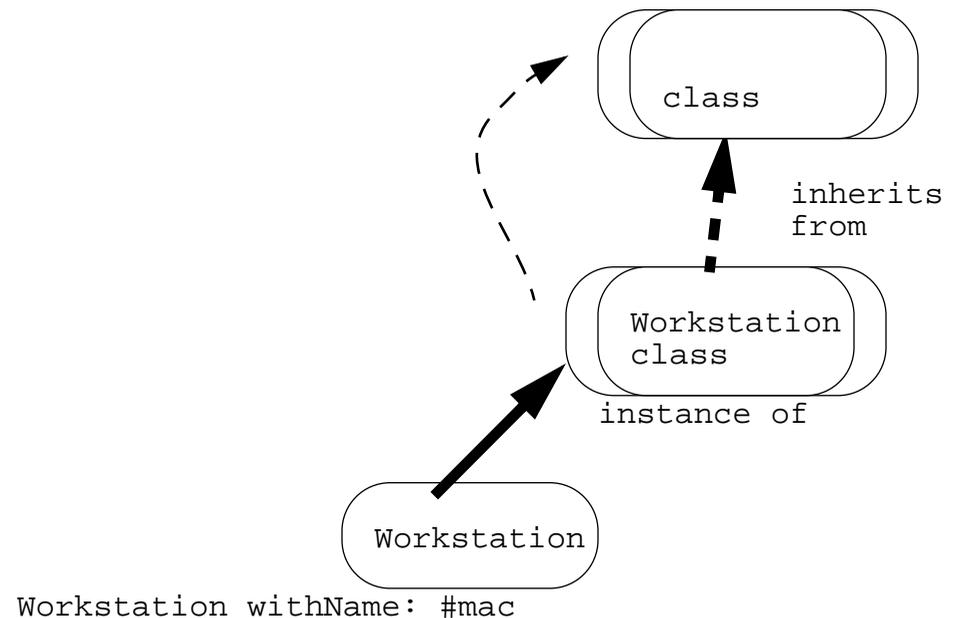
And try to understand

Look at Class class!

# Classes, metaclasses and method lookup

When anObject receives a message, the method is looked up in its class and/or its superclasses.

So when aClass receives a message, the method is looked up in its class (a metaclass) and/or its superclass



Here Workstation receives `withName: #mac`

The method associated with `#withName: selector` is looked up in the class of `Workstation: Workstation class`

## Responsibilities of Object & Class classes

### Object

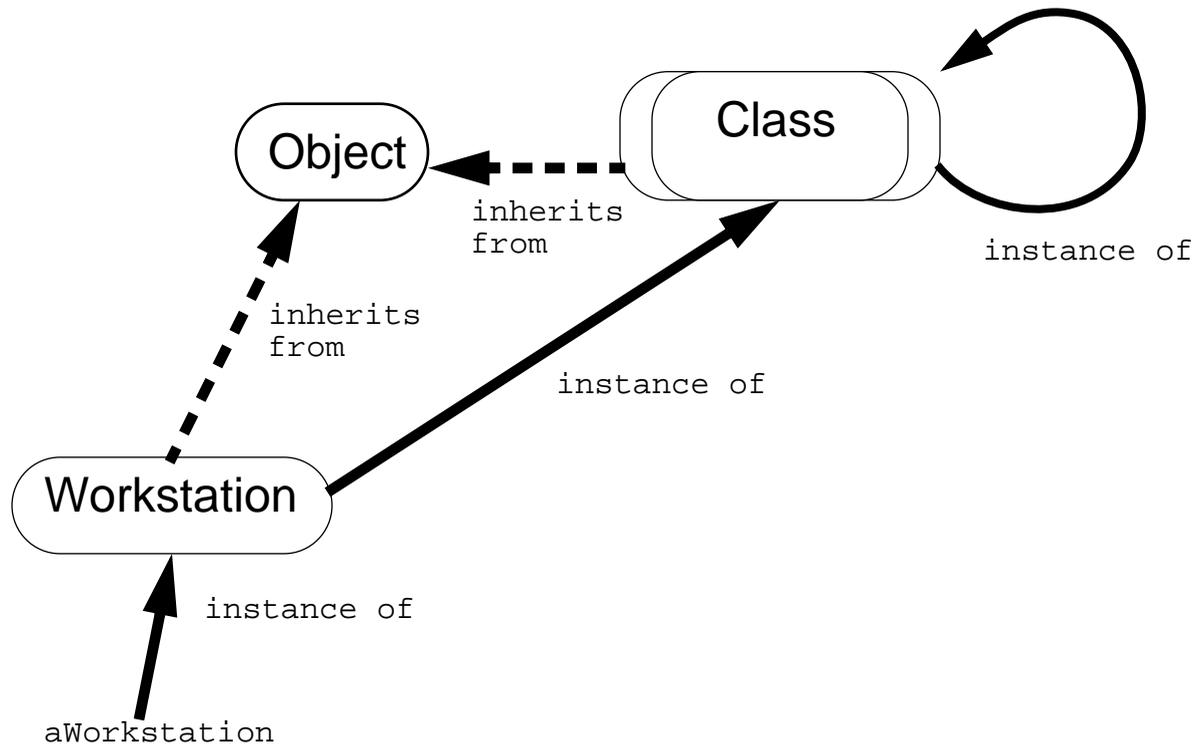
- represents the common behavior (like error, halting...) shared by all the instances (final instances and classes)
- so all the classes should inherit ultimately from Object
  - Workstation inherits from Node
  - Node inherits from Object

### Class

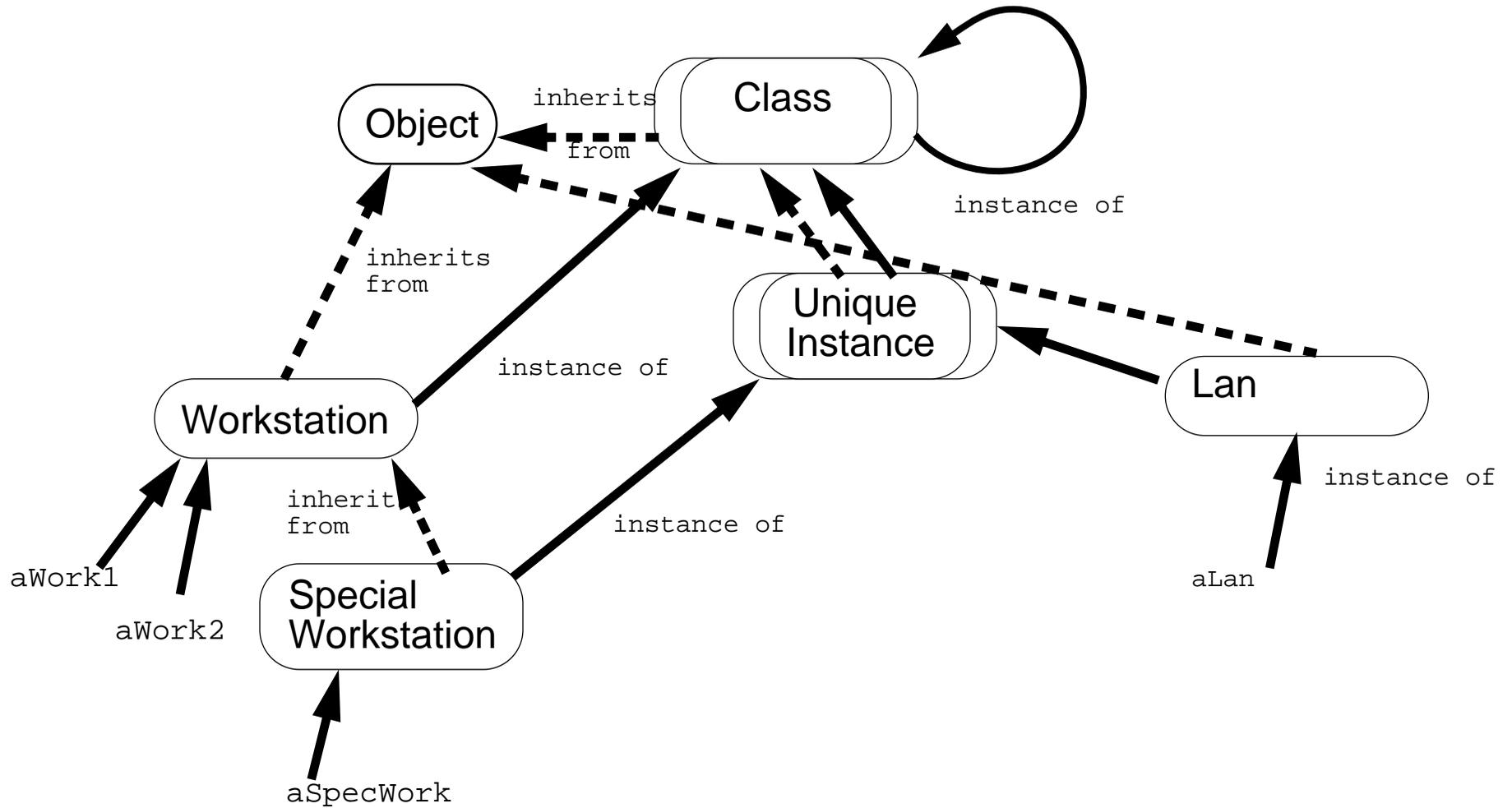
- represents the common behavior of all the classes (compilation, method storing, instance variable storing)
- Class inherits from Object because Class is an Object, although a special one.
- ⇒ Class knows how to create instances
- So all the classes should inherit ultimately from Class

# *A possible kernel for explicit metaclasses*

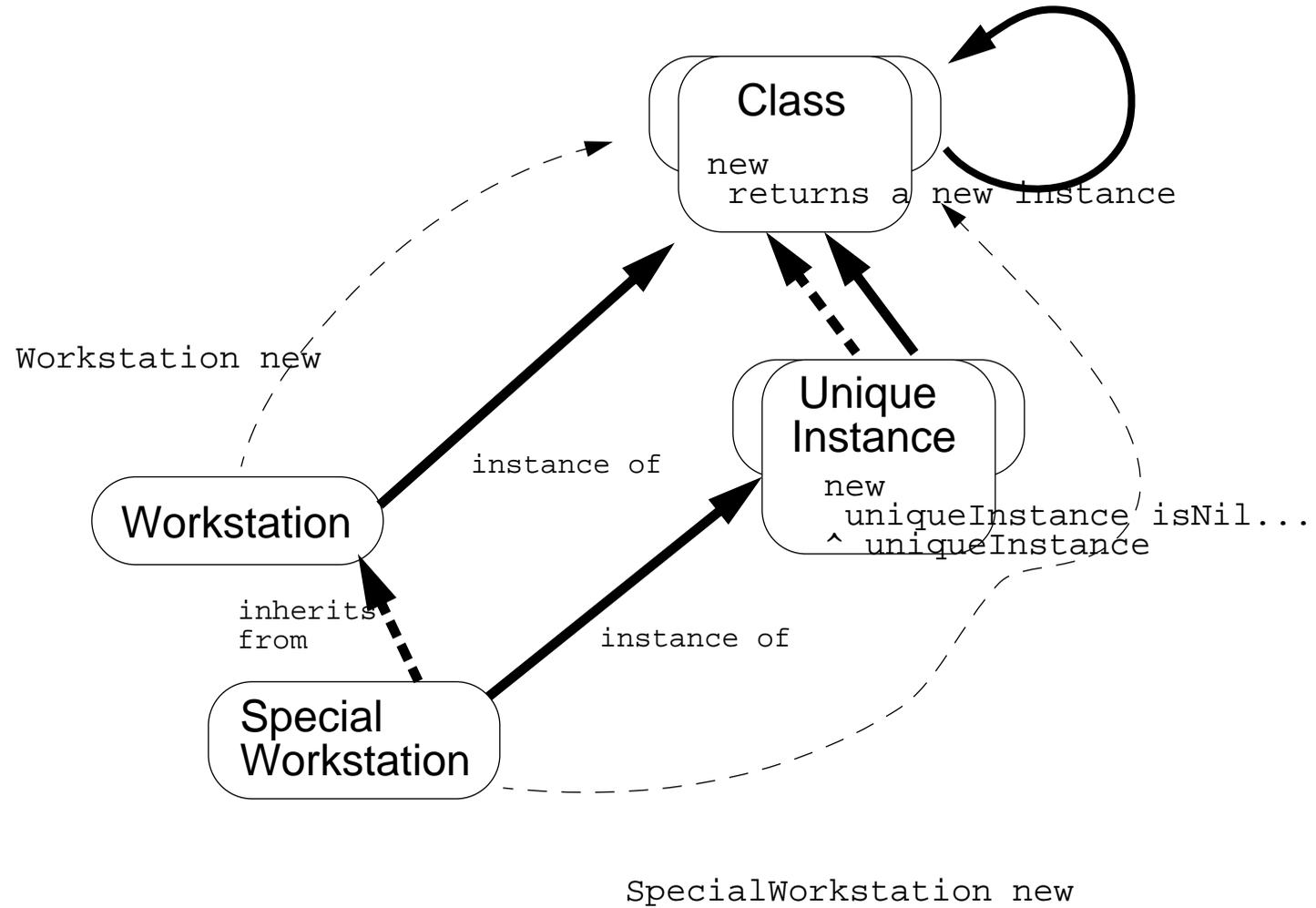
The kernel of CLOS and ObjVlisp but not the kernel of Smalltalk



# Singleton with explicit metaclasses



# Deeper into it



## Smalltalk Metaclasses in 7 points

- no explicit metaclasses, only implicit non sharable metaclasses.

(1): Every class is ultimately a subclass of Object (except Object itself)

Behavior

ClassDescription

Class

Metaclass

(2) Every object is an instance of a class.

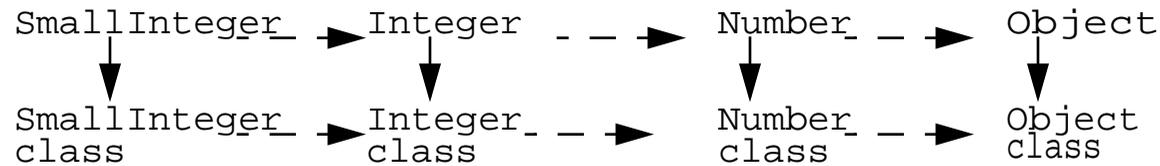
Every class is an instance of a class which is its metaclass.

(3) Every class is an instance of a metaclass.

Every user defined class is the **sole** instance of another class (a metaclass).

Metaclasses are system generated so they are unnamed. You can access them by sending the message `#class` to a class.

# Smalltalk Metaclasses in 7 points (ii)

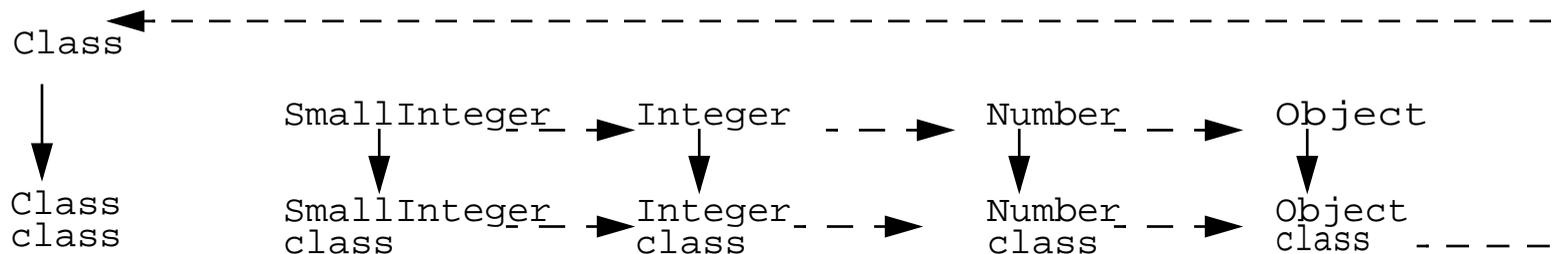


If X is a subclass of Y then X class is a subclass of Y class.

But what is the superclass of the metaclass of Object?

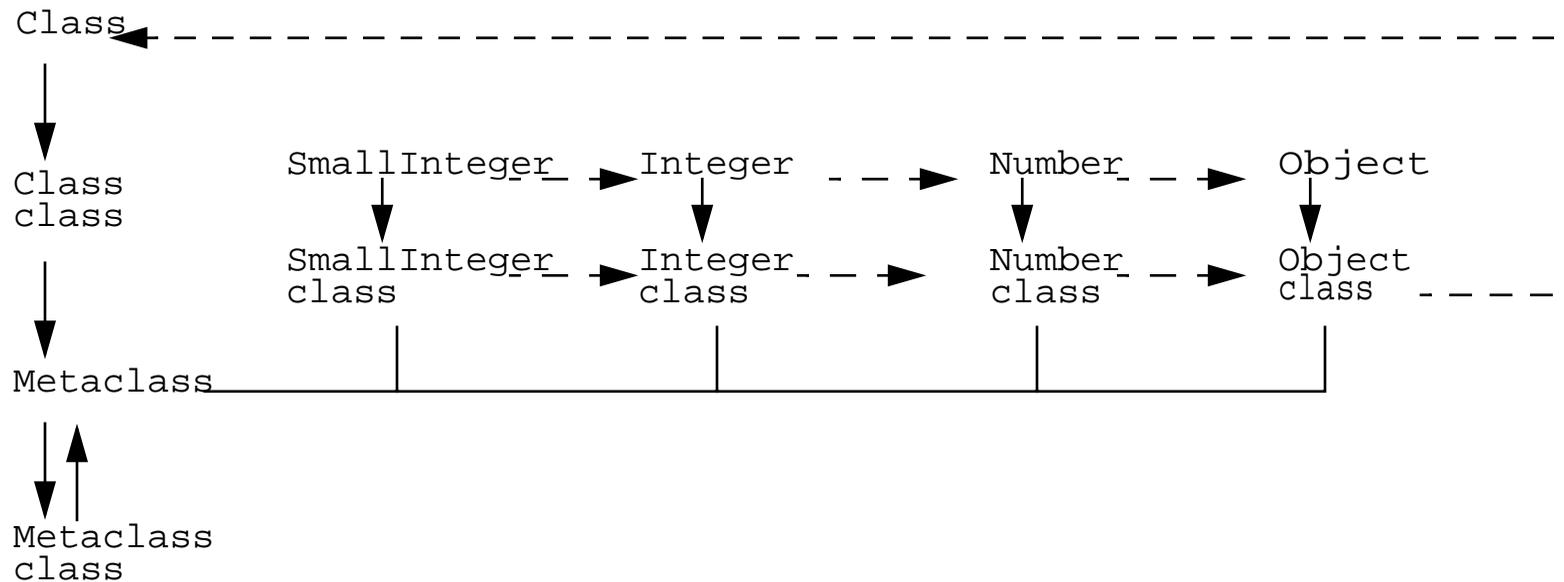
The superclass of Object class is Class

(4) All metaclasses are (ultimately) subclasses of Class.



But metaclasses are also objects so they should be instances of a Metaclass

## Smalltalk Metaclasses in 7 points (iii)



(5) Every metaclass is instance of Metaclass. So Metaclass is an instance of itself

Object : common object behavior

Class: common class behavior (name, multiple instances)

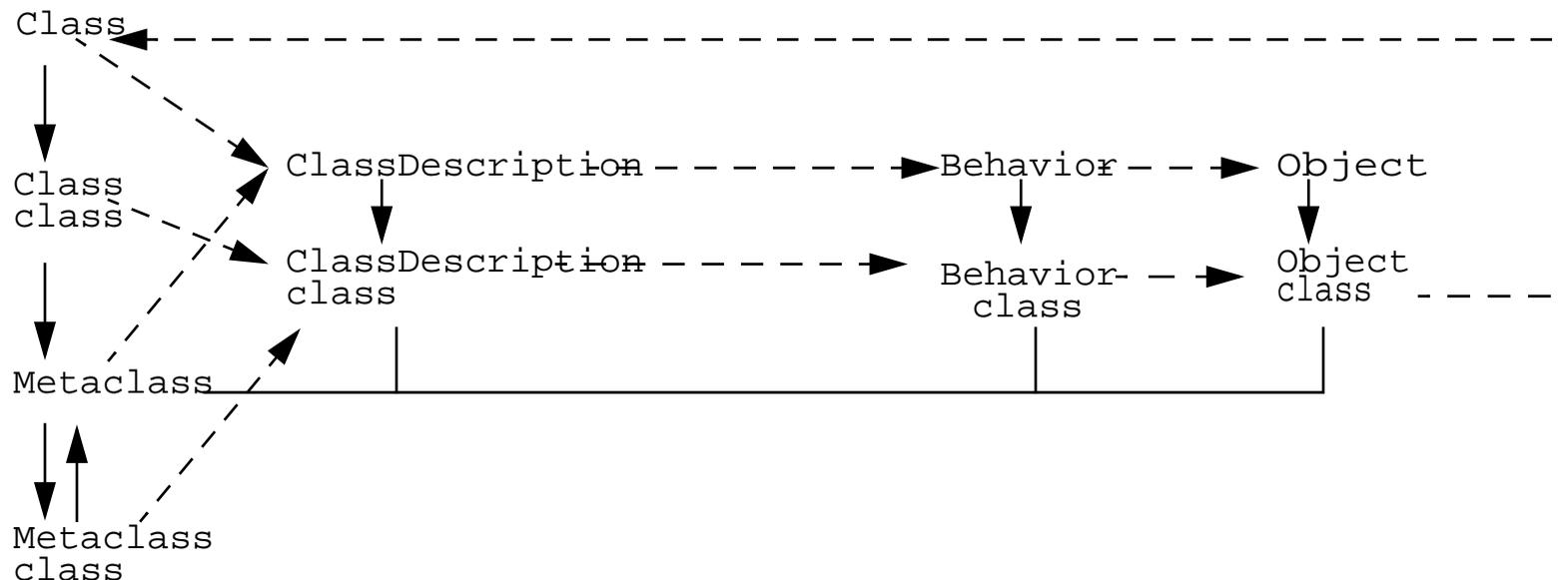
Metaclass: common metaclass behavior (no name, unique instance)

(6) The methods of Class and its superclasses support the behavior common to those objects that are classes.

## Smalltalk Metaclasses in 7 points (iv)

(7) The methods of instances of `Metaclass` add the behavior specific to particular classes.

⇒ Methods of instance of `Metaclass` = methods of “Packet class” = class methods (for example `#withName:`)



An instance method defined in `Behavior` or `ClassDescription`, is available as a class method. Example: `#new`, `#new:`

## *Behavior Responsibilities*

- Minimum state necessary for objects that have instances.
- Basic interface to the compiler.
- State: class hierarchy link, method dictionary, description of instances (representation and number)

### Methods:

- creating a method dictionary, compiling method (`#compile:`)
- instance creation (`#new`, `#basicNew`, `#new:`, `#basicNew:`)
- class into hierarchy (`#superclass:`, `#addSubclass:`)
- accessing (`#selectors`, `#allSelectors`, `#compiledMethodAt:`)
- accessing instances and variables (`#allInstances`, `#instVarNames`, `#allInstVarNames`, `#classVarNames`, `#allClassVarNames`)
- accessing class hierarchy (`#superclass`, `#allSuperclasses`, `#subclasses`, `#allSubclasses`)
- testing (`#hasMethods`, `#includesSelector`, `#canUnderstand:`, `#inheritsFrom:`, `#isVariable`)

## *ClassDescription Responsibilities*

`ClassDescription` adds a number of facilities to basic `Behavior`:

- named instance variables
- category organization for methods
- the notion of a name of this class (implemented as subclass responsibility)
- the maintenance of the `Changes` set, and logging changes on a file
- most of the mechanisms needed for `fileOut`

`ClassDescription` is an abstract class: its facilities are intended for inheritance by the two subclasses, `Class` and `Metaclass`.

Subclasses must implement

```
#addInstVarName:
```

```
#removeInstVarName:
```

Instance Variables:

- `instanceVariables`<Array of: String> names of instance fields
- organization <`ClassOrganizer`> provides organization of message protocol

## *Metaclass Responsibilities*

- initialization of class variables
- creating initialized instances of the metaclass's sole instance
  
- instance creation (`#subclassOf:`)
- metaclass instance protocol (`#name:inEnvironment:subclassOf:....`)

## *Class Responsibilities*

Class adds naming for class

Class adds the representation for classVariable names and shared pool variables  
(#addClassVarNames, #addSharedPool:, #initialize)

## 16. Most Common Mistakes and Debugging

- Preventing: Most Common Mistakes
- Curing: Debugging Fast (from ST Report July 93)
- Extras

## Most Common Beginner Bugs

- true is the boolean value, True its class

Instead of:

```
Book>>initialize
 inLibrary := True
```

do:

```
Book>>initialize
 inLibrary := true
```

- nil is not an acceptable receiver for ifTrue:

- whileTrue receiver must be a block

```
[x<y] whileTrue: [x := x + 3]
```

- (weakness of the system) Before creating a class, check if it already exists

```
Object subclass: #View
```

- Do not assign to a class

```
OrderedCollection := 2 will damage your system
```

## Return Value

- In a method `self` is returned by default. Do not forget `^` for returning something else.

```
Packet>>isAddressedTo: aNode
 ^ self addressee = aNode name
```

- In a `#new` method do not forget the `^` to return the newly created instance

```
Packet class>>new
 super new initialize
```

returns `self` : the class `Packet` and not the newly created instance !!!

Write:

```
Packet class>>new
 ^ super new initialize
```

## Take care about loops

- In a new method do not forget to use `super` or to invoke `basicNew` to create the new instance.

Example:

The following loops!

```
Packet class>> new
 ^self new initialize
```

You should write:

```
Packet class>> new
 ^ self basicNew initialize or ^ super new initialize
```

- Before redefining new as follows:

```
Packet class>>new
 ^super new initialize
```

check if this is not already done by super. If so, `initialize` will be called twice!

## Instance Variable Access in Class Method

- Do not try to access instance variables to initialize them in the `new` method. You do not have the right. The `new` method can only access class instance variables and classVariables.

⇒ Define and invoke an `initialize` method on instances.

Example:

Do not write

```
Packet class>>send: aString to: anAddress
 contents := aString.
 addressee := anAddress
```

Instead create an instance and invoke instance methods

```
Packet class>>send: aString to: anAddress
 self new contents: aString; addressee: anAddress
```

## Assignments Bugs

- Do not try to assign a method argument

```
setName: aString
 aString := aString, 'Device'.
 name := aString
```

- Do not assign to a class

```
OrderedCollection := 2 will damage your system
```

- Do not try to modify `self` and `super`

## Redefinition Bugs

- **Never** redefine **basic**-methods (`#==`, `#basicNew`, `#basicNew:`, `#basicAt:`, `#basicAt:Put:...`)
- **Never** redefine `#class`
- Redefine `#hash` when you redefine `#=` so that if `a = b` then `a hash = b hash`

```
Book>>=aBook
```

```
 ^self title = aBook title & (self author = aBook author)
```

```
Book>>hash
```

```
 ^self title hash bitXor: self author hash
```

## Library Behavior-based Bugs

- #add: returns the argument and not the receiver, so use `yourself` to get the collection back.
- Do not forget to specialize #copyEmpty when adding named instance variables to a subclass having **indexed** instance variables (subclasses of Collection)
- Never iterate over a collection which the iteration somehow modifies.

```
timers do:[aTimer|
 aTimer isActive ifFalse: `timers remove: aTimer]
```

### **Copy** first the collection

```
timers copy do:[aTimer|
 aTimer isActive ifFalse: `timers remove: aTimer]
```

- Take care, since the iteration can involve various methods and modifications may not be obvious!

## Use of Accessors: Protect your Clients

The literature says: “Access instance variables using methods”

```
Schedule>>initialize
 tasks := OrderedCollection new.
Schedule>>tasks
 ^tasks
```

However, accessors methods should be PRIVATE by default.

If accessors would be public, a client could write

```
ScheduleView>>addTaskButton
 ...
 model tasks add: newTask
```

What happens if we change the representation of tasks?

If `tasks` is now a dictionary  $\Rightarrow$  everything breaks.

Provide an adding method

```
Schedule>>addTask: aTask
 tasks add: aTask
ScheduleView>>addTaskButton
 ...
 model addTask: newTask
```

# Debugging Hints

## Basic Printing

```
Transcript cr; show: 'The total= ', self total printString.
```

## Use a global or a class to control printing information

```
Debug ifTrue:[Transcript cr; show: 'The total= ', self total printString]
```

```
Debug > 4
```

```
ifTrue:[Transcript cr; show: 'The total= ', self total printString]
```

```
Debug print:[Transcript cr; show: 'The total= ', self total printString]
```

```
Smalltalk removeKey: #Debug
```

## Inspecting

```
Object>>inspect
```

## you can create your own inspect method

```
MyInspector new inspect: anObject
```

## Naming: useful to add an id for debugging purposes

# *Where am I and how did I get here?*

## Identifying the current context

```
"if this is not a block"
```

```
Transcript show: thisContext printString; cr.
```

```
Debug ifTrue:["use this expression in a block"
```

```
 Transcript show: thisContext sender home printString; cr]
```

## Audible Feedback

```
Screen default ringBell
```

## Catching It in the Act

```
<Ctrl-C> (VW2.5) <Ctrl-Shift-C> Emergency stop
```

```
<Ctrl-Y> (VW3.0) <Ctrl-Shift-C> Emergency stop
```

## Suppose that you cannot open a debugger

```
Transcript cr; show: (Notifierview shortStackFor: thisContext ofSize: 5)
```

## Or in a file

```
|file|
```

```
file := 'errors' asFilename appendStream.
```

```
file cr; nextPutAll: (NotifierView shortStackFor: thisContext ofSize: 5).
```

```
file close
```

# Source Inspection

## Source Code for Blocks

```
aBlockClosure method getSource
aMethodContext sourceCode
```

## Decompiling a Method

Shift + select the method in the browser

Interesting for modifying literals or fixing MethodWrapper bugs:

```
initialize
 arrayConst := #(1 2 3 4)
```

then somebody somewhere does

```
arrayConst at:1 put:100
```

So your array is polluted. Note that if you recompile the method the original contents of the literal array are restored. So always consider returning copies of your literals.

## Entry Points

How is a window opened or what happens when the menu is invoked?

look into `LauncherView` and `UIVisualILauncher` implementors of `*enu*`

## Where am I going?

### Breakpoints

```
self halt.
self error: `invalid'
```

### Conditional halt

```
i > 10 ifTrue:[self halt]
InputState default shiftDown ifTrue:[self halt]
InputState default altDown ifTrue:[self halt]
InputState default metaDown ifTrue:[self halt]
```

### In a controller:

```
self sensor shiftDown ifTrue:[self halt]
```

### Slowing Down Actions: useful for complex graphics

```
Cursor wait showWhile: [(Delay forMilliseconfs: 800) wait]
```

(Do not forget the wait)

Until a mouse button is clicked.

```
Cursor crossHair showWhile:
 [ScheduledControllers activeController sensor waitNoButton; waitClickButton]
```

## How do I get out?

- 1 <CTRL+Shift-C or Y> Emergency Debugger
- 2 ObjectMemory quit
- 3 <ESC> to evaluate the expression

**An Advanced Emergency Procedure: recompile the wrong method if you know it!**

```
aClass compile: 'methodName methodcode' classified: 'what you want'
```

ex:

```
Controller compile: 'controlInitialize ^self' classified: 'basic'
```

### Graphical Feedback

Where the cursor is:

```
ScheduledControllers activeController sensor cursorPoint
```

**Position the cursor explicitly**

```
ScheduledControllers activeController sensor cursorPoint: aPoint
```

```
Rectangle fromUser
```

**Indicating an area with a filled rectangle**

```
ScheduledControllers activeController view graphicsContext display Rectangle: (0@0 extent: 10@100)
```

## Finding & Closing Open Files in VW

```
ExternalStream classPool at: #openStreams
```

How to ensure that an open file will be closed in case of an error?

Use `#valueNowOrOnUnwindDo:` or `#valueOnUnwindDo:`

```
|stream|
[stream := (Filename named: aString) readStream.
...
] valueNowOrOnUnwindDo: [stream close].
```

```
BlockClosure>>valueOnUnwindDo: aBlock
```

```
"Answer the result of evaluating the receiver. If an exception would cause the evaluation to
be abandoned, evaluate aBlock. "
```

```
BlockClosure>>valueNowOrOnUnwindDo: aBlock
```

```
"Answer the result of evaluating the receiver. If an exception would cause the evaluation to
be abandoned, evaluate aBlock. The logic for this is in Exception. If no exception occurs,
also evaluate aBlock."
```

## 17. Internal Structure of Object

Smalltalk gives to the programmer the illusion of uniformity

=> for example SmallInteger are defined as any other objects but

=> in memory they are different than objects

=> the object pointer represents the SmallInteger

In the memory representation Smalltalk objects can be pointer type, non-pointer type, index type, non-index type or immediate type.

indexable

#(1 2 3) at: 2

non indexable

aPacket name

This difference is transparent for the programmer today job but if we want to do some optimizations, analysis.... how can we compute the size in bytes of an object?

## Three ways to create classes:

### Non indexable, pointer

```
Object subclass: #Packet
 instanceVariableNames: 'contents addressee originator '
 classVariableNames: ''
 poolDictionaries: ''
 category: 'Demo-LAN'
```

### Indexable pointer

```
ArrayedCollection variableSubclass: #Array
 instanceVariableNames: ''
 classVariableNames: ''
 poolDictionaries: ''
 category: 'Collections-Arrayed'
```

### Indexable, non pointer

```
LimitedPrecisionReal variableByteSubclass: #Float
 instanceVariableNames: ''
 classVariableNames: 'Pi RadiansPerDegree '
 poolDictionaries: ''
 category: 'Magnitude-Numbers'
```

Not possible to defined named instance variable

## Let us Code

### Identifying subclass:....

```
| collection |
collection := SortedCollection new.
Smalltalk allBehaviorsDo:
 [:each |
 |boolean|
 boolean := each isMeta not and: [each isObsolete not].
 boolean := boolean and: [each isFixed].
 boolean ifTrue: [collection add: each name]].
^collection
```

### Identifying variableSubclass:...

```
boolean := each isMeta not and: [each isObsolete not].
boolean := boolean and: [each isPointers].
boolean := boolean and: [each isVariable].
boolean ifTrue: [collection add: each name]]
```

### Identifying variableByteSubclass:...

```
boolean := each isMeta not and: [each isObsolete not].
boolean := boolean and: [each isBits].
boolean := boolean and: [each isVariable].
boolean ifTrue: [collection add: each name]]
```

## Format and other

The information for distinguishing between these three type is stored in the format instance variable of Behavior.

```
Behavior>>isBits
```

```
"Answer whether the receiver contains just bits (not pointers)."
```

```
^format noMask: self pointersMask
```

```
Behavior>>hasImmediateInstances immediate type object?
```

```
Behavior>>isFixed non-indexable type object?
```

```
Behavior>>isPointers pointers type object?
```

```
Behavior>>isVariable indexable type object?
```

pointer type [isPointers]

indexable type [isVariable] variableSubclass:...

non-index type [isFixed] subclass:...

non-pointer [isBits]

index type [isVariable] variableByteSubclass:...

non-index type [isFixed] subclass:...

immediate [hasImmediateInstances] subclass:...

## Object size in bytes

```
objectSizeInBytes: anObject
|bytesInOTE bytesInOOP aClass indexableFieldSize instVarFieldSize size|
bytesInOTE := ObjectMemory current bytesPerOTE.
bytesInOOP := ObjectMemory current bytesPerOOP.
aClass := anObject class.
aClass isPointers
 ifTrue:
 [instVarFieldSize := aClass instSize * bytesInOOP.
 aClass isVariable
 ifTrue: [indexableFieldSize := anObject basicSize * bytesInOOP]
 ifFalse: [indexableFieldSize := 0]]
 ifFalse:
 [instVarFieldSize := 0.
 aClass isVariable
 ifTrue: [indexableFieldSize := anObject basicSize +
 (bytesInOOP -1) bitAnd: bytesInOOP negated]
 ifFalse:[indexableFieldSize := 0]].
size := bytesInOTE + instVarFieldSize + indexableFieldSize.
^size
```

## Analysis

OTE (ObjectTable Entry) = 12 bytes: OTE is a description of an Object (class, iv, hash, gc flags, ....)

OOP (Object Oriented Pointer) = 4 bytes

### Pointers Type

```
Internals new objectSizeInBytes: WorkStation new
 pointer, instSize = 3 (dependents name nextNode) * 4 = 12
 not indexable
Internals new objectSizeInBytes: (WorkStation new name: #abc)
 idem, because not recursive
Internals new objectSizeInBytes: 1@2
 20 : 12 + 2 * 4
```

### Indexable and Pointers Type

```
Internals new objectSizeInBytes: (OrderedCollection new: 10)
 OrderedCollection new: 10
 = 2 inst variable and 10 indexes
 class instSize = 2 * 4
 basicSize = 10 * 4
 60 bytes
```

## Indexable pure

```
Internals new objectSizeInBytes: Float pi
 4 indexed variable * 4
 16
```

Non pointer, non Index = immediate  
but an immediate type object has no object table entry  
the immediate object is stored into the OOP.

```
Internals new objectSizeInBytes: 1
 = 12 but the code should use isImmediate
```

## 18. Blocks and Optimization

Recall:

```
[:x :y | |tmp| ...]
 value
 value:
 value: value:
 value: value: value:
 valueWithArguments:
```

In VisualWorks there are four types of blocks:

- Full Blocks,
- Copying Blocks,
- Clean Blocks,
- Inlined Blocks.

The programmer does not have to explicitly mention which one is needed. This is inferred by the compiler. However, knowing the subtle differences allows the programmer to be more efficient.

## Full Blocks

- ❑ Read and assign temporary variables.
- ❑ Block containing explicit return ^.
- ❑ Compiled in a BlockClosure.
- ❑ Evaluation by the creation of an **explicit** MethodContext or BlockContext object instead of using a pseudo-object contained in the stack.
- ❑ Most costly

Instead of:

```
m1: arg1
 arg1 isNil
 ifTrue: [^ 1]
 ifFalse: [^ 2]
```

Better:

```
m1: arg1
 ^ arg1 isNil
 ifTrue: [1]
 ifFalse: [2]
```

## Copying Blocks

- ❑ Read temporary variables but do not assign them.
- ❑ No explicit return.
- ❑ Access instance variables of self and assign them.
- ❑ Not compiled into a BlockClosure.
- ❑ They are compiled by copying every access into the block, thus avoiding explicit references to a context where the copied variables appear.
- ❑ Their arguments and temporaries are merged into the enclosing method's context as "compiler-generated temporaries".

## Clean Blocks

- ❑ Contain only reference block temporary variables or global variables.
- ❑ No reference to self or to instance variables.

```
nodes do: [:each | each name = #stef]
nodes select: [:each | each isLocal]
```

## Inlined Blocks

- ❑ Code of certain methods, like `whileFalse:`, `ifTrue:`, is directly inlined into the code of the calling method.
- ❑ The literal blocks (without arguments) passed as argument to such methods are also inlined in the byte-code of the calling method.
- ❑ Inlined methods are `whileTrue`, `whileTrue:`, `whileFalse`, `whileFalse:`, `and: or:`, `ifTrue:`, `ifFalse:`, `ifTrue:ifFalse:`, `ifFalse:ifTrue:`, `to:do:`, `to:do:by:`
- ❑ Look in `MessageNode>>transform*` methods to see the inlining

`testInLined`

```
1 to: 5 do: [:x|]
```

Compiled into :

```
| t1 |
t1 := 1.
[t1 <= 5] whileTrue: [t1 := t1 + 1].
```

But no `BlockClosure` is created (look into the byte codes)

## Full to Copy

Instead of:

```
|t|
[:x | t := x foo] value: 1.
t := t * 2.
^t
```

- ❑ The reference to t inside the block makes it at least a copying block.
- ❑ t := makes it full.

With the following we have a clean block.

```
|t|
t := [:x | x foo] value:1.
t := t * 2.
^t
```

## Contexts

Full blocks are evaluated in a separate context.

The following code evaluates to false:

```
|outerContext answer|
outerContext := thisContext.
(1 to: 1) do: [:i | answer := thisContext == outerContext].
answer
```

But the following evaluates to true because: to:do: is an inlined block

```
|outerContext answer|
outerContext := thisContext.
1 to: 1 do: [:i | answer := thisContext == outerContext].
answer
```

So this is better to use to:do: than (to:) do:

## *Inject:into:*

Instead of:

```
|maxNumber|
maxNumber := 0.
#(1 2 43 56 2 49 3 2 0) do: [:each| maxNumber := each max: maxNumber].
maxNumber
```

Write

```
#(1 2 43 56 2 49 3 2 0) inject: 0 into: [:maxNumber :ele| maxNumber max: ele]
```

- no need the temporary variable
- full blocks to clean block

## About String Concatenation

- ❑ `str1 , str2` creates a new structure in which `str1` and `str2` elements are stored

```
SequenceableCollection>>, aSequenceableCollection
```

```
"Answer a copy of the receiver concatenated with the argument,
a SequenceableCollection."
```

```
^self copyReplaceFrom: self size + 1
 to: self size
 with: aSequenceableCollection
```

```
SequenceableCollection>>copyReplaceFrom: start to: stop with: replacementCollection
```

```
"Answer a copy of the receiver satisfying the following conditions:
.."
```

## *Stream, Blocks and Optimisation (i)*

(from Alan Knight)

Suppose that we want to concatenate a pretty long list of strings for example the keys of the Smalltalk dictionary.

```
|bigString|
bigString := String new.
Smalltalk keys do: [:aString | bigString := bigString, aString].
```

Here the assignment of bigString leads to a Full Block

We can suppress the assignment like that:

```
|aStream|
aStream:= WriteStream on: String new.
Smalltalk keys do: [:aString | aStream nextPutAll: aString].
```

We obtain a copying block.

## *Stream, Blocks and Optimisation (ii)*

inject:into: allows us to suppress the reference to variables that are outside the block and to obtain a clean block.

```
|aStream|
aStream:= WriteStream on: String new.
Smalltalk keys inject: aStream into: [:cumul :aString| cumul nextPutAll: aString.
 cumul].
```

Now if we use a stream for the Smalltalk keys we can avoid iteration method. With whileFalse: that is inlined the block will be inlined.

```
|aReadStream aWriteStream|
aReadStream := ReadStream on: Smalltalk keys asArray.
aWriteStream := WriteStream on: String new.
[aReadStream atEnd] whileFalse: [aWriteStream nextPutAll: a ReadStream next].
```

Optimization Yes, but Readability First

## *BlockClosure Class Comments*

Instance Variables:

```
method <CompiledBlock>
outerContext <Context | nil>
copiedValues <Object | Array | nil>
```

There are currently three kinds of closures:

- "Clean" closure with no references to anything from outer scopes. A clean closure has `outerContext = nil` and `copiedValues = empty Array`.
- "Copying" closure that copies immutable values from outer scopes when the closure is created. A copying closure has `outerContext = nil` and `copiedValues = Object or Array`.
- "Full" closure that retains a reference to the next outer scope. A full closure has `outerContext ~= nil` and `copiedValues = nil`.

As an optimization, `copiedValues` holds the single copied value if there is exactly one, or an `Array` of values if there is more than one. Note that if there is a single copied value, the value being copied can be `nil`, so testing for `nil` in `copiedValues` is not a reliable means of classifying closures. The way to check whether a closure has copied values is to ask its method whether `numCopiedValues > 0`.

## 19. Block Deep Understanding

VM represents the state of execution as Context objects

- for method MethodContext
- for block BlockContext

aContext contains a reference to

- the context from which it is invoked,
- the receiver
- arguments
- temporaries in the Context

We called home context the context in which a block is defined

## Lexically Scope

Arguments, temporaries, instance variables are lexically scoped in Smalltalk  
These variables are bound in the context in which the block is defined  
and not in the context in which the block is evaluated

```
Test>>testScope
 "self new testScope"
 |t|
 t := 15.
 self testBlock: [Transcript show: t printString]
Test>>testBlock:aBlock
 |t|
 t := 50.
 aBlock value

Test new testBlock
 -> 15 and not 50
```

## Returning from a Block (i)

^ should be the last statement of a block body

```
[Transcript show: 'two'.
 ^ self.
 Transcript show: 'not printed']
```

^ return exits method containing it.

```
test
 "self new test"
 Transcript show: 'one'.
 1 isZero
 ifFalse: [0 isZero ifTrue: [Transcript show: 'two'.
 ^ self]].
 Transcript show: ' not printed'
```

-> one two

## Returning From a Block (ii)

Taking returning as a differentiator

- ❑ Simple block `[x :y| x *x. x + y]` returns the value of the last statement to the method that send it the message value
- ❑ Continuation blocks `[x :y| ^ x + y]` returns the value to the method that activated  
`@ @not clear activated@ @` its homeContext

As a block is always evaluated in its homeContext, it is possible to attempt to return from a method which has already returned using other return. This runtime error condition is trapped by the VM.

```
Object>>returnBlock
 ^[^self]
Object new returnBlock
```

-> Exception

```
|b|
b:= [:x| Transcript show: x. x].
b value: ` a`. b value: ` b'.
b:= [:x| Transcript show: x. ^x].
b value: ` a`. b value: ` b'.
```

Continuation blocks cannot be executed several times!

## Example of Block Evaluation

```
Test>>testScope
```

```
 "self new testScope"
```

```
 |t|
```

```
 t := 15.
```

```
 self testBlock: [Transcript show: t printString.
```

```
 ^self]
```

```
Test>>testBlock:aBlock
```

```
 |t|
```

```
 t := 50.
```

```
 aBlock value.
```

```
 self halt.
```

```
Test new testBlock
```

```
-> 15 and not halt!!
```

## Creating an escape mechanism

```
|val|
val := [:exit |
 |goSoon|
 goSoon := Dialog confirm: 'Exit now?'.
 goSoon ifTrue: [exit value: 'Bye'].
 Transcript show: 'Not exiting'.
 'last value'] valueWithExit.
Transcript show: val
```

yes -> print Bye

no -> print Not Exiting last value

```
BlockClosure>>valueWithExit
 ^self value: [:arg| ^arg]
```



## *Design Considerations*

- ❑ Abstract Classes
- ❑ Design Issues
- ❑ Elementary Design Issues
- ❑ Idioms
- ❑ Some selected design patterns

## 20. Abstract Classes

- Should not be instantiated (abstract in Java).
- Defines a protocol common to a hierarchy of classes that is independent from the representation choices.
- A class is considered as abstract as soon as one of the methods to which it should respond to is not implemented (can be a inherited one).
  
- Deferred method send the message `self subclassResponsibility`.
- Depending of the situation, override `#new` to produce an error.
  
- Abstract classes are not syntactically distinguishable from instantiable classes.  
BUT as conventions use class comments: So look at the class comment.  
and write in the comment which methods are abstract and should be specialized.  
Advanced tools check this situation.

```
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:
```

## Case Study: Boolean, True and False

```
Object ()
 Boolean (&, not, |, and:, or:, ifTrue:,
 ifFalse:, ifTrue:ifFalse:, ifFalse:ifTrue:)
 False ()
 True ()
```

Boolean

```
equiv:, xor:, storeOn:,
shallowCopy
```

False

True

```
and:, or:, ifTrue:, ifFalse:,
ifTrue:ifFalse:, ifFalse:ifTrue:
&, not, |
```

```
and:, or:, ifTrue:, ifFalse:,
ifTrue:ifFalse:, ifFalse:ifTr
&, not, |
```

# *Boolean*

## Abstract method

```
Boolean>>not
```

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

```
self subclassResponsibility
```

## Concrete method defined in terms of an abstract method

```
Boolean>>xor: aBoolean
```

```
"Exclusive OR. Answer true if the receiver is not equivalent to aBoolean."
```

```
^(self == aBoolean) not
```

When `#not` will be defined, `#xor:` is automatically defined

Note that VisualWorks introduced a kind of macro expansion, optimisation for essential methods and Just In Time compilation. A method is executed once and after it is compiled in native code. So the second time it is invoked the native code is executed.

## *False and True*

```
False>>not
```

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

```
 ^true
```

```
True>>not
```

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

```
 ^false
```

```
False>>ifTrue: trueBlock ifFalse: falseBlock
```

```
"Answer the value of falseBlock. This method is typically not invoked because
ifTrue:/ifFalse: expressions are compiled in-line for literal blocks."
```

```
 ^falseBlock value
```

```
True>>ifTrue: trueBlock ifFalse: falseBlock
```

```
"Answer the value of trueBlock. This method is typically not invoked because
ifTrue:/ifFalse: expressions are compiled in-line for literal blocks."
```

```
 ^trueAlternativeBlock value
```

## CaseStudy: Magnitude:

```
1 > 2 = 2 < 1 = false
```

```
Magnitude>> < aMagnitude
```

```
 ^self subclassResponsibility
```

```
Magnitude>> = aMagnitude
```

```
 ^self subclassResponsibility
```

```
Magnitude>> <= aMagnitude
```

```
 ^(self > aMagnitude) not
```

```
Magnitude>> > aMagnitude
```

```
 ^aMagnitude < self
```

```
Magnitude>> >= aMagnitude
```

```
 ^(self < aMagnitude) not
```

```
Magnitude>> between: min and: max
```

```
 ^self >= min and: [self <= max]
```

```
1 <= 2 = (1 > 2) not
```

```
 = false not
```

```
 = true
```

## Date

```
Date>>< aDate
```

```
"Answer whether the argument, aDate, precedes the date of the receiver."
```

```
year = aDate year
```

```
 ifTrue: [^day < aDate day]
```

```
 ifFalse: [^year < aDate year]
```

```
Date>>= aDate
```

```
"Answer whether the argument, aDate, is the same day as the receiver. "
```

```
self species = aDate species
```

```
 ifTrue: [^day = aDate day & (year = aDate year)]
```

```
 ifFalse: [^false]
```

```
Date>>hash
```

```
^(year hash bitShift: 3) bitXor: day
```

## 21. Elements of Design

- ❑ Class definition
- ❑ Instance initialisation
- ❑ Enforcing the instance creation
- ❑ Instance/Class methods
- ❑ Instance variable/ Class instance variables
- ❑ Class initialisation
- ❑ Law of Demeter
- ❑ Factoring Constants
- ❑ Abstract Classes
- ❑ Template Methods
- ❑ Delegation
- ❑ Bad Coding Style

# *A First Implementation of Packet*

```
Object subclass: #Packet
 instanceVariableNames: 'contents addressee originator '
 classVariableNames: ''
 poolDictionaries: ''
 category: 'Lan-Simulation'
```

## One instance method

```
Packet>>printOn: aStream
 super printOn: aStream.
 aStream nextPutAll: ' addressed to: '; nextPutAll: self addressee.
 aStream nextPutAll: ' with contents: '; nextPutAll: self contents
```

## Some Accessors

```
Packet>>addressee
 ^addressee
```

```
Packet>>addressee: aSymbol
 addressee := aSymbol
```

## *Packet CLASS Definition*

Packet Class is **Automatically** defined

```
Packet class
```

```
instanceVariableNames: ''
```

Example of instance creation

```
Packet new addressee: # mac ; contents: 'hello mac'
```

## Fragile Instance Creation

```
Packet new addressee: # mac ; contents: 'hello mac'
```

If we do not specify a contents, it breaks!

```
|p|
```

```
p := Packet new addressee: #mac.
```

```
p printOn: aStream -> error
```

Problems of this approach:

- responsibility of the instance creation relies on the clients
- can create packet without contents, without address
- instance variable not initialized -> error (for example, `printOn:`)  
**=> system fragile**

Solutions:

- Automatic initialization of instance variables
- Proposing a solid interface for the creation
- Lazy initialization

## Assuring Instance Variable Initialization

**Problem.** By default `#new` class method returns instance with uninitialized instance variables. Moreover, `#initialize` method is not automatically called by creation methods `#new/new`:

How to initialize a newly created instance ?

**Solution.** Defines an instance method that initializes the instance variables and override `#new` to invoke it.

```
1 Packet class>>new Class Method
2 ^ super new initialize

3 Packet>>initialize Instance Method
 super initialize.
4 contents := 'default message'
```

`Packet new (1-2) -> aPacket initialize (3-4) -> returning anInitializedPacket`

**Remind.** You cannot access instance variable from a class method like `#new`

# Strengthen Instance Creation Interface

## Problem.

A client can still create aPacket without address.

## Solution.

- ❑ Force the client to use the class interface creation.
- ❑ Providing an interface for creation and avoiding the use of #new

```
Packet send: 'Hello mac' to: #Mac
```

## First try:

```
Packet class>>send: aString to: anAddress
^ self new contents: aString ; addressee: anAddress
```

## Other Instance Initialization

**step 1.** SortedCollection sortBlock: [:a :b| a name < b name]

```
SortedCollection class>>sortBlock: aBlock
```

```
"Answer a new instance of SortedCollection such that its elements are sorted
according to the criterion specified in aBlock."
```

```
^self new sortBlock: aBlock Class method
```

**step 2.** self new = aSortedCollection

**step 3.** aSortedCollection sortBlock: aBlock Instance method

**step 4.** returning the instance aSortedCollection

**step 1. OrderedCollection with: 1**

```
Collection class>>with: anObject
```

```
"Answer a new instance of a Collection containing anObject."
```

```
| newCollection |
```

```
newCollection := self new.
```

```
newCollection add: anObject.
```

```
^newCollection
```

## Lazy Initialization

When some instance variables are:

- ❑ not used all the time
  - ❑ consuming space, difficult to initialize because depending on other
  - ❑ need a lot of computation
- ☞ Use lazy initialization based on accessors
  - ☞ But lazy initialization should be used consistently!

A lazy initialization scheme with default value

```
Packet>>contents
 contents isNil
 ifTrue: [contents := 'no contents']
 ^ contents
```

A lazy initialization scheme with computed value

```
Dummy>>ratioBetweenThermonuclearAndSolar
 ratio isNil
 ifTrue: [ratio := self heavyComputation]
 ^ ratio
```

# Providing a Default Value

## The case of SortedCollection

```
OrderedCollection variableSubclass: #SortedCollection
```

```
instanceVariableNames: 'sortBlock '
```

```
classVariableNames: 'DefaultSortBlock '
```

```
SortedCollection class>>initialize
```

```
DefaultSortBlock := [:x :y | x <= y]
```

```
SortedCollection>>initialize
```

```
"Set the initial value of the receiver's sorting algorithm to a default."
```

```
sortBlock := DefaultSortBlock
```

```
SortedCollection class>>new: anInteger
```

```
"Answer a new instance of SortedCollection. The default sorting is a <= comparison on elements."
```

```
^(super new: anInteger) initialize
```

```
SortedCollection class>>sortBlock: aBlock
```

```
"Answer a new instance of SortedCollection such that its elements
are sorted according to the criterion specified in aBlock."
```

```
^self new sortBlock: aBlock
```

## *Invoking per default the creation interface*

```
OrderedCollection class>>new
```

```
"Answer a new empty instance of OrderedCollection."
```

```
^self new: 5
```

## Forbidding new

**Problem.** We can still use #new to create fragile instances

**Solution.** #new **should raise an error!**

```
Packet class>>new
```

```
self error: 'Packet should only be created using send:to:'
```

But we still have to be able to create instance!

```
Packet class>>send: aString to: anAddress
```

```
^ self new contents: aString ; addressee: anAddress
```

=> raises an error

```
Packet class>>send: aString to: anAddress
```

```
^ super new contents: aString ; addressee: anAddress
```

=> bad style: link class and superclass dangerous in case of evolution

Solution: use basicNew and basicNew:

```
Packet class>>send: aString to: anAddress
```

```
^ self basicNew contents: aString ; addressee: anAddress
```



## Class Methods - Class Instance Variables

- ❑ Classes (Packet class) represents class (Packet).
- ❑ Class instance variable are instance variable of class  
=> should represent the state of class: number of created instances, number of messages sent, superclasses, subclasses....
- ❑ Class methods represent CLASS behavior: instance creation, **class** initialization, counting the number of instances....
- ❑ If you weaken the second point: class state and behavior can be used to define common properties shared by all the instances

Ex: If we want to encapsulate the way “no next node” is coded. Instead of writing:

```
aNode nextNode isNil not => aNode hasNextNode
```

```
Node>>hasNextNode
 ^ self nextNode = self noNextNode
Node>>noNextNode
 ^self class noNextNode
Node class>>noNextNode
 ^ nil
```

## *Class Initialization*

Automatically called by the system at **load time** or explicitly by the programmer.

- Used to initialize a classVariable, a pool dictionary or class instance variables.
- 'Classname initialize' at the end of the saved files.

Example: Date

```
Magnitude subclass: #Date
 instanceVariableNames: 'day year'
 classVariableNames: 'DaysInMonth FirstDayOfMonth MonthNames SecondsInDay
WeekDayNames'
 poolDictionaries: ''
 category: 'Magnitude-General'
```

## *Date class>>initialize*

```
Date class>>initialize
```

```
"Initialize class variables representing the names of the months and days and the
number of seconds, days in each month, and first day of each month. "
```

```
"Date initialize."
```

```
MonthNames := #(January February March April May
June July August September October November December).
SecondsInDay := 24 * 60 * 60.
DaysInMonth := #(31 28 31 30 31 30 31 31 30 31 30 31).
FirstDayOfMonth := #(1 32 60 91 121 152 182 213 244 274
305 335).
WeekDayNames := #(Monday Tuesday Wednesday Thursday
Friday Saturday Sunday)
```

# A Case Study: Scanner

```
Scanner new
```

```
 scanTokens: 'identifier keyword: 8r31 ''string'' embedded.period key:word: . '
-> #(#identifier #keyword: 25 'string' 'embedded.period' #key:word: #'.')
```

## Class Definition

```
Object subclass: #Scanner
```

```
 instanceVariableNames: 'source mark prevEnd hereChar token tokenType saveComments
currentComment buffer typeTable '
```

```
 classVariableNames: 'TypeTable '
```

```
 poolDictionaries: ''
```

```
 category: 'System-Compiler-Public Access'
```

Why having an instance variable and a classVariable denoting the same object (the scanner table)?

- TypeTable is used to initialize once the table
- typeTable is used by every instance and each instance can customized the table (copying).

## *Scanner class >> initialize*

```
"Scanner initialize"
| newTable |
newTable := ScannerTable new: 255 withAll: #xDefault. "default"
newTable atAllSeparatorsPut: #xDelimiter.
newTable atAllDigitsPut: #xDigit.
newTable atAllLettersPut: #xLetter.
newTable at: $_ asInteger put: #xLetter.
'!%&*+,-/=<=>?@\~' do: [:bin | newTable at: bin asInteger put: #xBinary].
"Other multi-character tokens"
newTable at: $" asInteger put: #xDoubleQuote.
...
"Single-character tokens"
newTable at: $# asInteger put: #literalQuote.
newTable at: $(asInteger put: #leftParenthesis.
...
newTable at: $^ asInteger put: #upArrow. "spacing circumflex, formerly up arrow"
newTable at: $| asInteger put: #verticalBar.
TypeTable := newTable
```

# Scanner

Instances only access the type table via the instance variable that points to the table that has been initialized once.

```
Scanner class>> new
 ^super new initScanner
Scanner>>initScanner
 buffer := WriteStream on: (String new: 40).
 saveComments := true.
 typeTable := TypeTable
```

A subclass just has to specialize `initScanner` without copying the initialization of the table

```
MyScanner>>initScanner
 super initScanner
 typeTable := typeTable copy.
 typeTable at: $(asInteger put: #xDefault.
 typeTable at: $) asInteger put: #xDefault
```



## *Why Coupled Classes are Bad?*

```
Packet>>addressee
```

```
 ^addressee
```

```
Workstation>>accept: aPacket
```

```
 aPacket addressee = self name
```

```
 ifTrue:[Transcript show: 'A packet is accepted by the Workstation ',
 self name asString]
```

```
 ifFalse: [super accept: aPacket]
```

If Packet changes the way addressee is represented

Workstation, Node, PrinterServer have to be changed too

## *The Law of Demeter*

You should only send messages to:

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

Avoid global variables

Avoid objects returned from message sends other than self

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

## Illustrating the Law of Demeter

```
NodeManager>>declareNewNode: aNode
|nodeDescription|
(aNode isValid) "Ok passed as an argument to me"
 ifTrue: [aNode certified].
nodeDescription := NodeDescription for: aNode.
nodeDescription localTime. "I created it"
self addNodeDescription: nodeDescription. "I can talk to myself"
nodeDescription data "Wrong I should not know"
 at: self creatorKey "that data is a dictionary"
 put: self creator
```

## About the Use of Accessors (i)

Literature says: “Access instance variables using methods”

- ❑ Be consistent inside a class, do not mix direct access and accessor use
- ❑ First think accessors as **private** methods that should **not** be invoked by clients
- ❑ Only when necessary put accessors in accessing protocol

```
Scheduler>>initialize
 tasks := OrderedCollection new.
```

```
Scheduler>>tasks
 ^tasks
```

BUT: accessors methods should be PRIVATE by default at least at the beginning.

Accessors are good for lazy initialization

```
Schedule>>tasks
 tasks isNil ifTrue: [task := ...].
 ^tasks
```

## About the Use of Public Accessors (ii)

- ❑ This is not because accessors are methods that you provide a good data encapsulation.
- ❑ If they are mentioned as public (no enforcement in Smalltalk) you could be tempted to write in a client:



```
ScheduledView>>addTaskButton
...
model tasks add: newTask
```

What's happen if we change the representation of tasks? If tasks is now an array  
==>IT BREAKS!!!.

- ❑ Take care about the coupling between your objects and provide a good interface!

```
Schedule>>addTask: aTask
tasks add: aTask
```

Returns consistently the receiver or the element but the not the collection (else people can look inside and modifies it) or returns a copy of it.

# *Never do the work that somebody else can do!*

Alan Knight

```
XXX>>m
```

```
total := 0.
```

```
aPlant bilings do: [:each | (each status == #paid and: [each date>startDate])
 ifTrue: [total := total + each amount]].
```

Instead write

```
XXX>m
```

```
total := aPlant totalBillingsPaidSince: startDate
```

## *Provide a Complete Interface*

```
Packet>>addressee
```

```
 ^addressee
```

```
Workstation>>accept: aPacket
```

```
 aPacket addressee = self name
```

```
 ifTrue:[Transcript show: 'A packet is accepted by the Workstation ',
 self name asString]
```

```
 ifFalse: [super accept: aPacket]
```

=> This is the responsibility of an object to propose a complete interface that protects itself from client intrusion.

### Shift the responsibility to the Packet object

```
Packet>>isAddressedTo: aNode
```

```
 ^ addressee = aNode name
```

```
Workstation>>accept: aPacket
```

```
 (aPacket isAddressedTo: self)
```

```
 ifTrue:[Transcript show: 'A packet is accepted by the Workstation ', self
 name asString]
```

```
 ifFalse: [super accept: aPacket]
```



## Factoring Out Constants

Ex: If we want to encapsulate the way “no next node” is coded.  
Instead of writing:

```
Node>>nextNode
 ^ nextNode
NodeClient>>transmitTo: aNode
 aNode nextNode = 'no next node'
 ...
```

Write:

```
NodeClient>>transmitTo: aNode
 aNode hasNextNode

Node>>hasNextNode
 ^ (self nextNode = self class noNextNode) not

Node class>>noNextNode
 ^ 'no next node'
```

## Initializing without Duplicating

```
Node>>initialize
 accessType := 'local'
 ...
```

```
Node>>isLocal
 ^ accessType = 'local'
```

=>

```
Node>>initialize
 accessType := self localAccessType
```

```
Node>>isLocal
 ^ accessType = self localAccessType
```

```
Node>>localAccessType
 ^ 'local'
```

Ideally you could be able to change the constant without having any problems.

You may have to have mapping tables from model constants to UI constants or database constants.

## Constants Needed at Creation Time

Works well for:

```
Node class>>localNodeNamed: aString
 |inst|
 inst := self new.
 inst name: aString.
 inst type: inst localAccessType
```

If you want to have the following creation interface

```
Node class>>name: aString accessType: aType
 ^self new name: aString ; accessType: aType
Node class>>name: aString
 ^self name: aString accessType: self localAccessType
```

You need:

```
Node class>>localAccessType
 ^ 'local'
```

=> Factor the constant between class and instance level

```
Node>>localAccessType
 ^self class localAccessType
```

=> you could also use a ClassVariable that are shared between class and their instances



## Type Checking for Dispatching

How to invoke a method depending on the receiver and an argument?

A not so good solution:

```
PSPrinter>>print: aDocument
 ^ aDocument isPS
 ifTrue: [self printFromPS: aDocument]
 ifFalse: [self printFromPS: aDocument asPS]

PSPrinter>>printFormPS: aPSDoc
 <primitive>

PdfPrinter>>print: aDocument
 ^ aDocument isPS
 ifTrue: [self printFromPDF: aDocument asPDF]
 ifFalse: [self printFromPDF: aDocument]

PdfPrinter>>printFormPS: aPdfDoc
 <primitive>
```

As we do not know how to coerce from the PSPrinter to a PdfPrinter we only use coercion between documents.

# Double Dispatch

How to invoke a method depending on the receiver and an argument?

Solution: use the information given by the single dispatch and redispach with the argument (send a message back to the argument passing the receiver as an argument)

```
(a) PSpTr>>print: aDoc
 ^ aDoc printOnPSPrinter: self
(b) PdfPrinter>>print: aDoc
 ^ aDoc printOnPdfPrinter: self

(c) PSDoc>>printOnPSPrinter: aPSPrinter
 <primitive>
(d) PdfDoc>>printOnPdfPrinter:aPSPrinter
 aPSPrinter print: self asPS

(e) PSDoc>>printOnPSPrinter: aPdfPrinter
 aPdfPrinter print: self asPdf
(f) PdfDoc>>printOnPdfPrinter:aPdfPrinter
 <primitive>
```

## Some Tests:

```
psptr print: psdoc =>(a->c)
pdfptr print: pdfdoc => (b->f)
psptr print: pdfdoc => (a->d->b->f)
pdfptr print: psdoc => (b->e->b->f)
```

## *A Step Back*

Example: Coercion between Float and Integer

Not a really good solution:

```
Integer>>+ aNumber
 (aNumber isKindOf: Float)
 ifTrue: [aNumber asFloat + self]
 ifFalse: [self addPrimitive: aNumber]
```

```
Float>>+ aNumber
 (aNumber isKindOf: Integer)
 ifTrue: [aNumber asFloat + self]
 ifFalse: [self addPrimitive: aNumber]
```

Here receiver and argument are the same,  
we can coerce in both sense.

## Deeper on Double Dispatch : Numbers (ii)

```
(a) Integer>>+ aNumber
 ^ aNumber sumFromInteger: self
(b) Float>>+ aNumber
 ^ aNumber sumFromFloat: self
```

```
(c) Integer>>sumFromInteger: anInteger
 <primitive: 40>
```

```
(d) Float>>sumFromInteger: anInteger
 ^ anInteger asFloat + self
```

```
(e) Integer>>sumFromFloat: aFloat
 ^aFloat + self asFloat
```

```
(f) Float>>sumFromFloat: aFloat
 <primitive: 41>
```

### Some Tests:

```
1 + 1: (a->c)
1.0 + 1.0: (b->f)
1 + 1.0: (a->d->b->f)
1.0 + 1: (b->e->b->f)
```



## Methods are the Elementary Unit of Reuse

```
Node>>computeRatioForDisplay
|averageRatio defaultNodeSize|
averageRatio := 55.
defaultNodeSize := self mainWindowCoordinate / maximiseViewRatio.
self window add:
 UINode new with:
 (self bandWidth * averageRatio / defaultWindowSize)
...
```

We are forced to copy the method!

```
SpecialNode>>computeRatioForDisplay
|averageRatio defaultNodeSize|
averageRatio := 55.
defaultNodeSize := self mainWindowCoordinate + minimalRatio / maximiseViewRatio.
self window add:
 UINode new with:
 (self bandWidth * averageRatio / defaultWindowSize)
...
```

## Methods are the Elementary Unit of Reuse (ii)

Self sends = planning for Reuse

```
Node>>computeRatioForDisplay
|averageRatio defaultNodeSize|
averageRatio := 55.
defaultNodeSize := self defaultNodeSize.
self window add:
 UINode new with:
 (self bandWidth * averageRatio / defaultWindowSize)
...
Node>>defaultNodeSize
^self mainWindowCoordinate / maximiseViewRatio

SpecialNode>>defaultNodeSize
^self mainWindowCoordinate + minimalRatio / maximiseViewRatio
```

## Methods are the Elementary Unit of Reuse

```
Node>>computeRatioForDisplay
|averageRatio defaultNodeSize|
averageRatio := 55.
defaultNodeSize := self mainWindowCoordinate / maximiseViewRatio.
self window add:
 UINode new with:
 (self bandwidth * averageRatio / defaultWindowSize).
...
```

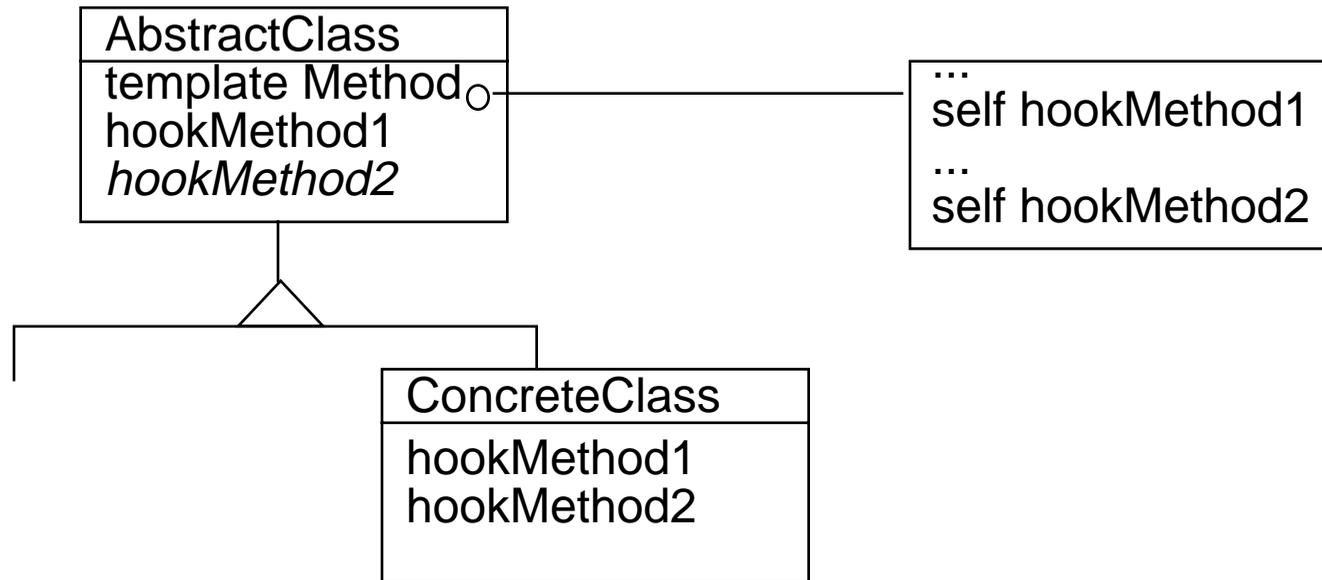
We are forced to copy the method!

```
SpecialNode>>computeRatioForDisplay
|averageRatio defaultNodeSize|
averageRatio := 55.
defaultNodeSize := self mainWindowCoordinate / maximiseViewRatio.
self window add:
 ExtendedUINode new with:
 (self bandwidth * averageRatio / defaultWindowSize).
```

# Class Factories

```
Node>>computeRatioForDisplay
 |averageRatio |
 averageRatio := 55.
 self window add:
 self UIClass new with:
 (self bandwidth * averageRatio / self defaultWindowSize)
 ...
Node>>UIClass
 ^UINode
SpecialNode>>UIClass
 ^ExtendedUINode
```

## Hook and Template Methods



- ❑ Hook methods do not have to be abstract, they may define default behavior or no behavior at all.
- ❑ This has an influence on the instanciability of the superclass.

## Hook Example: Copying

```
Object>>copy
```

```
" Answer another instance just like the receiver. Subclasses normally override the postCopy message, but some objects that should not be copied override copy. "
```

```
^self shallowCopy postCopy
```

```
Object>>shallowCopy
```

```
"Answer a copy of the receiver which shares the receiver's instance variables."
```

```
<primitive: 532>
```

```
....
```

```
Object>>postCopy
```

```
" Finish doing whatever is required, beyond a shallowCopy, to implement 'copy'.
```

```
Answer the receiver. This message is only intended to be sent to the newly created instance.
```

```
Subclasses may add functionality, but they should always do super postCopy first. "
```

```
" Note that any subclass that 'mixes in Modelness' (i.e., implements dependents with an instance variable) must include the equivalent of 'self breakDependents'"
```

```
^self
```

## Hook Specialisation

```
Bag>>postCopy
```

```
"Make sure to copy the contents fully."
```

```
| new |
```

```
super postCopy.
```

```
new := contents class new: contents capacity.
```

```
contents keysAndValuesDo:
```

```
 [:obj :count | new at: obj put: count].
```

```
contents := new.
```

## Hook and Template Example: Printing

```
Object>>printString
```

```
"Answer a String whose characters are a description of the receiver."
```

```
| aStream |
```

```
aStream := WriteStream on: (String new: 16).
```

```
self printOn: aStream.
```

```
^aStream contents
```

```
Object>>printOn: aStream
```

```
"Append to the argument aStream a sequence of characters
that describes the receiver."
```

```
| title |
```

```
title := self class name.
```

```
aStream nextPutAll:
```

```
((title at: 1) isVowel ifTrue: ['an '] ifFalse: ['a ']).
```

```
aStream print: self class
```

## Override of the Hook

```
Array>>printOn: aStream
```

```
"Append to the argument, aStream, the elements of the Array
enclosed by parentheses."
```

```
| tooMany |
tooMany := aStream position + self maxPrint.
aStream nextPutAll: '#('.
self do: [:element |
 aStream position > tooMany
 ifTrue:
 [aStream nextPutAll: '...(more)...'.
 ^self].
 element printOn: aStream]
separatedBy: [aStream space].
aStream nextPut: $)
```

```
False>>printOn: aStream
```

```
"Print false."
```

```
aStream nextPutAll: 'false'
```

## *Specialization of the Hook*

The class Behavior that represents a class extends the default hook but still invokes the default one.

```
Behavior>>printOn: aStream
 "Append to the argument aStream a statement of which
 superclass the receiver descends from."

 aStream nextPutAll: 'a descendent of '.
 superclass printOn: aStream
```

## *Behavior Up and State Down*

### 4 steps

- ❑ Define classes by behavior, not state
- ❑ Implement behavior with abstract state: if you need state do it indirectly via messages not referencing the state variables directly
- ❑ Identify message layers: implement class's behavior through a small set of kernel method
- ❑ Defer identification of state variable: The abstract state messages become kernel methods that require state variables. Declare the variable in the subclass and defer the kernel methods' implementation to the subclasses

```
Collection>>removeAll: aCollection
```

```
 aCollection do: [:each | self remove: each]
```

```
 ^ aCollection
```

```
Collection>>remove: oldObject
```

```
 self remove: oldObject ifAbsent: [self notFoundError]
```

```
Collection>>remove: anObject ifAbsent: anExceptionBlock
```

```
 self subclassResponsibility
```

## *Guidelines for Creating Template Methods*

- ❑ Simple implementation. Implement all the code in one method.
- ❑ Break into steps. Comment logical subparts
- ❑ Make step methods. Extract subparts as method
- ❑ Call the step methods. (including when using the refactoring browser)
- ❑ Make constant methods. Methods doing nothing else than returning.
- ❑ Repeat step 1-5 if necessary on the methods created



## *Towards Delegation: Matching Addresses*

**New requirement:** A document can be printed on different printers for example lw100s or lw200s depending on which printer is first encountered.

=> Packet need more than one destination

### Ad-hoc Solution

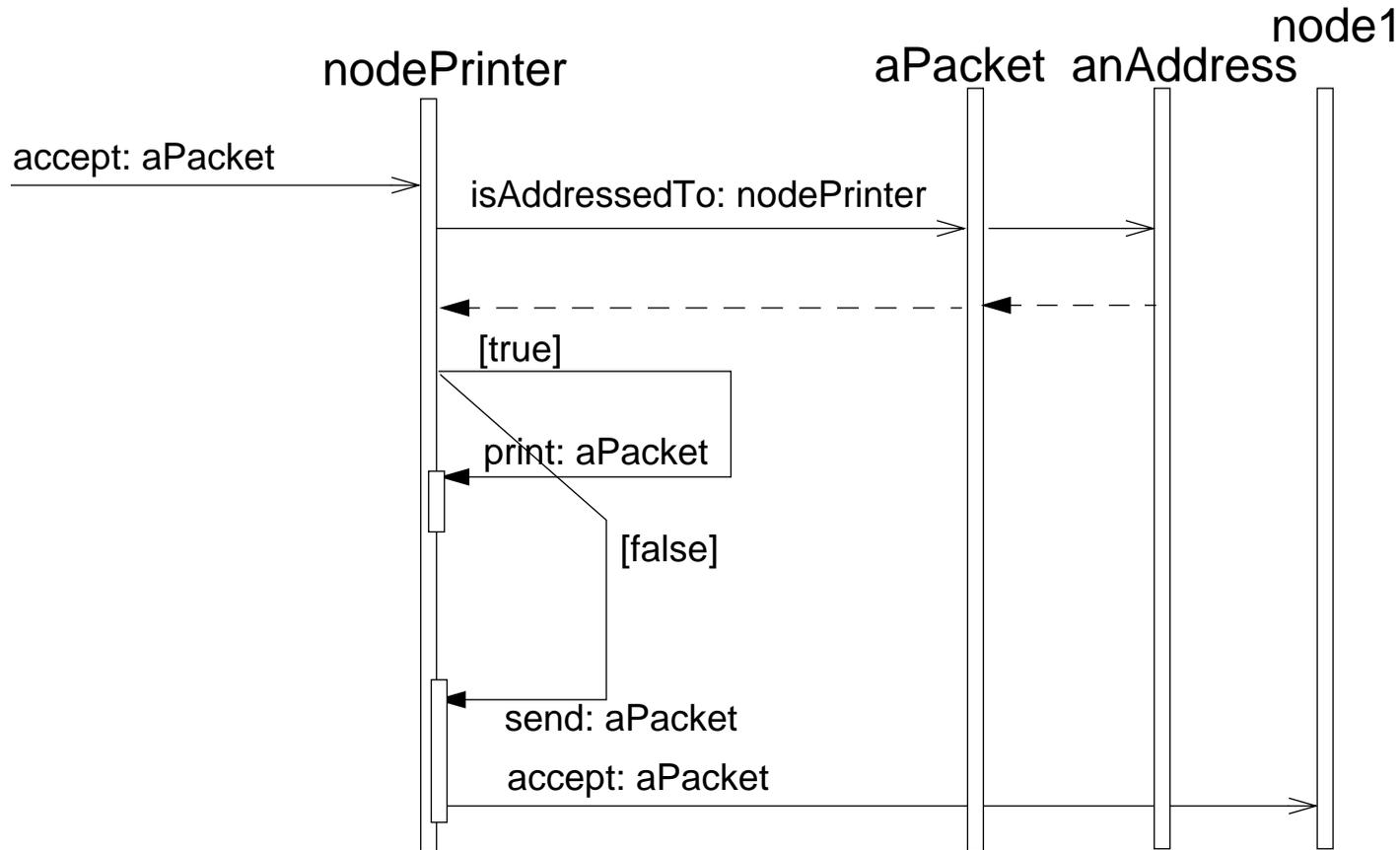
```
LanPrinter>>accept: aPacket
 (thePacket addressee = #*lw*)
 ifTrue: [self print: thePacket]
 ifFalse: [(thePacket isAddressedTo: self)
 ifTrue: [self print: thePacket]
 ifFalse: [super accept: thePacket]]
```

```
LanPrinter>>print: aPacket
Transcript
 show: self name ;
 ***** printing *****\;cr
 show: aPacket contents ;cr
```

## *Limits of such an ad-hoc solution*

- ❑ is not general
- ❑ brittle because based on convention
- ❑ adding a new kind of address behavior require editing the class Printer

# Reify and Delegate



An alternative solution: `isAddressedTo:` could be sent directly to the address  
With the current solution, the packet can still control the process if needed

# Reifying Address

Reify: v. making something an object (philosophy)

- ❑ NodeAddress is responsible for identifying the packet receivers

```
Object subclass: #NodeAddress
 instanceVariableNames: `id`
```

```
NodeAddress>>isAddressedTo: aNodeAddress
 ^ self id = aNodeAddress id
```

```
Packet>>isAddressedTo: aNode
 ^ self addressee isAddressedTo: aNode name
```

Having the same name for packet and for address is not necessary but the name is meaningful!

Refactoring Remark:

name was not a good name, and now it is really an address  
-> we should rename it.

# Matching Address

```
Address subclass: #MatchingAddress
```

```
instanceVariableNames: ``
```

```
NodeAddress>>isAddressedTo: aNodeAddress
```

```
^ self id match: aNodeAddress id
```

- ❑ Works for packets with matchable addresses

```
Packet send: 'lulu' to: (MatchingAddress with: #*lw*)
```

- ❑ Does not work for nodes with matchable addresses because the match is directed. But it corresponds to the requirements!

```
Node withName: (MatchingAddress with: #*lw*)
```

```
Packet>>isAddressedTo: aNode
```

```
^ self addressee isAddressedTo: aNode name
```

## Remarks

- ❑ inheritance class relationship is not really good because we can avoid duplication (coming soon)
- ❑ Creation interfaces could be drastically be improved

# Addresses

```
Object subclass: #Address
```

```
 instanceVariableNames: `id`
```

```
Address>>isAddressedTo: anAddress
```

```
 ^self subclassResponsibility
```

```
Address subclass: #NodeAddress
```

```
 instanceVariableNames: ``
```

```
Address subclass: #MatchingAddress
```

```
 instanceVariableNames: ``
```

## Trade Off

### Delegation Pros

- No blob class: one class one responsibility
- Variation possibility
- Pluggable behavior without inheritance extension
- Runtime pluggability

### Delegation Cons

- Difficult to follow responsibilities and message flow
- Adding new classes = adding complexities (more names)
- New object

## *Designing Classes for Reuse*

- ❑ Encapsulation principle: minimize data representation dependencies
  - Complete interface
  - No overuse of accessors
  - Responsibility of the instance creation
- ❑ Lose coupling between classes
- ❑ Methods are units of reuse (self send)
- ❑ Use polymorphism as much as possible avoid type check
- ❑ Behavior up and state down
- ❑ Use correct names for class
- ❑ Use correct names for methods

# *Bad coding practices*

## *Do not overuse conversions*

`nodes asSet`

=> remove all the duplicated nodes (if node knows how to compare)

But a systematic use of `asSet` to protect yourself from duplicate is not good

`nodes asSet asOrderedCollection`

=> returns an ordered collection after removing duplicates

=> look for the real source of duplication if you do not want it!!!!

## *Hidding missing information*

```
Dictionary>>at: aKey
```

raises an error if the key is not found

```
Dictionary>>at: aKey ifAbsent: aBlock
```

allows one to specify action <aBlock> to be done when the key does not exist

Do not overuse it!!!

```
nodes at: nodeId ifAbsent:[]
```

This is bad because at least we should know that the nodeId was missing

## *Different Self/Super*

Do not do a super with a different method selector

```
Packet class>>new
 self error: 'Packet should only be created using send:to:'
```

```
Packet class>>send: aString to: anAddress
 ^ super new contents: aString ; addressee: anAddress
=> bad style: link class and superclass dangerous in case of evolution
```

**Use** basicNew and basicNew:

```
Packet class>>send: aString to: anAddress
 ^ self basicNew contents: aString ; addressee: anAddress
```

Never override basicNew and basicNew: (another name allocate only create instance without instance variable initialization)



## *22. Selected Idioms*

### **The Object Manifesto**

Be lazy:

- ❑ Never do the job that you can delegate to another one!

Be private:

- ❑ Never let someone else plays with your private data

### **The Programmer Manifesto**

- ❑ Say something only once

## Composed Method

How do you divide a program into methods?

- ❑ Messages take time
- ❑ Flow of control is difficult with small methods

But:

- ❑ Reading is improved
- ❑ Performance tuning is simpler (Cache...)
- ❑ Easier to maintain / inheritance impact

**Divide your program into methods that perform one identifiable task. Keep all of the operations in a method at the same level of abstraction.**

```
Controller>>controlActivity
 self controlInitialize.
 self controlLoop.
 self controlTerminate
```

## Constructor Method

How do you represent instance creation?

Most simple way: `Packet new addressee: # mac ; contents: 'hello mac'`

Good if there are different combinations of parameters. But you have to read the code to understand how to create an instance.

Alternative: make sure that there is a method to represent each valid way to create an instance.

**Provide methods in class “instance creation” protocol that create well-formed instances. Pass all required parameters to them**

```
Packet class>>send: aString to: anAddress
 ^ self basicNew contents: aString ; addressee: anAddress ; yourself
Point class>>x:y:
Point class>> r: radiusNumber theta: thetaNumber
 ^ self
 x: radiusNumber * thetaNumber cos
 y: radiusNumber * thetaNumber sin
SortedCollection class>>sortBlock: aBlock
```

## Constructor Parameter Method

Once you have the parameters of a Constructor Method to the class, how to you pass them to the newly created instance?

```
Packet class>>send: aString to: anAddress
 ^ self basicNew
 contents: aString ;
 addressee: anAddress ;
 yourself
```

But violates the “say things only once and only once” rule (initialize)

**Code a single method in the “private” procotol that sets all the variables. Preface its name with “set”, then the names of the variables.**

```
Packet class>>send: aString to: anAddress
 ^ self basicNew setContents: aString addressee: anAddress
Packet>>setContents: aString addressee: anAddress
 contents:= aString.
 addressee := anAddress.
 ^self
```

Note `self` (Interesting Result) in `setContents: addressee`, because the return value of the method will be used as the return of the caller

## Query Method

How do you represent testing a property of an object?

What to return from a method that tests a property?

Instead of:

```
Switch>>makeOn
```

```
 status := #on
```

```
Switch>>makeOff
```

```
 status := #off
```

```
Switch>>status
```

```
 ^status
```

```
Client>>update
```

```
 self switch status = #on ifTrue: [self light makeOn]
```

```
 self switch status = #off ifTrue: [self light makeOff]
```

Defines

```
Switch>>isOn, Switch>>isOff
```

**Provide a method that returns a Boolean in the “testing” protocol. Name it by prefacing the property name with a form of “be” or “has”- is, was, will, has**

Switch>>on is not a good name... #on: or #isOn ?

## *Boolean Property Setting Method*

How do you set a boolean property?

```
Switch>>on: aBoolean
 isOn := aBoolean
```

- Expose the representation of the status to the clients
- Responsibility of who turn off/on the switch: the client and not the object itself

**Create two methods beginning with “be”. One has the property name, the other the negation. Add “toggle” if the client doesn’t want to know about the current state**

```
beVisible/beInvisible/toggleVisible
```

## Comparing Method

How do we order objects?

<, <=, >, >= are defined on Magnitude and its subclasses.

**Implement “<=” in “comparing” protocol to return true if the receiver should be ordered before the argument**

But also we can use `sortBlock:` of `SortedCollection` class

```
...sortBlock: [:a :b | a income > b income]
```

## Execute Around Method

How do represent pairs of actions that have to be taken together?

When a file is opened it has to be closed....

Basic solutions: under the client responsibility, he should invoke them on the right order.

**Code a method that takes a Block as an argument. Name the method by appending “During: aBlock” to the name of the first method that have to be invoked. In the body of the Execute Around Method, invoke the first method, evaluate the block, then invoke the second method.**

```
File>>openDuring: aBlock
```

```
self open.
aBlock value.
self close
```

```
File>>openDuring: aBlock
```

```
self open.
[aBlock value]
valueNowOrUnwindDo: [self close]
```

```
Cursor>>showWhile: aBlock
```

```
| oldcursor |
oldcursor := self class currentCursor.
self show.
^aBlock
valueNowOrOnUnwindDo:
[oldcursor show]
```

## Choosing Message

How do you execute one of several alternatives?

```
responsible := (anEntry isKindOf: Film)
 ifTrue:[anEntry producer]
 ifFalse:[anEntry author]
```

Use polymorphism

```
Film>>responsible
 ^self producer
Entry>>responsible
 ^self author
```

```
responsible := anEntry responsible
```

**Send a message to one of several different of objects, each of which executes one alternative**

Examples:

```
Number>>+ aNumber
Object>>printOn: aStream
Collection>>includes:
```

A Choosing Message can be sent to self in anticipation of future refinement by inheritance. See also the State Pattern.

## Intention Revealing Message

How do you communicate your intent when the implementation is simple?

We are not writing for computer but for reader

```
ParagraphEditor>>highlight: aRectangle
 self reverse: aRectangle
```

If you would replace `#highlight:` by `#reverse:`, the system will run in the same way but you would reveal the implementation of the method.

**Send a message to self. Name the message so it communicates what is to be done rather than how it is to be done. Code a simple method for the message.**

```
Collection>>isEmpty
 ^self size = 0
Number>>reciprocal
 ^ 1 / self
```

## *Intention Revealing Selector*

How do you name a method?

If we choose to name after HOW it accomplished its task

```
Array>>linearSearchFor:
```

```
Set>>hashedSearchFor:
```

```
BTree>>treeSearchFor:
```

These names are not good because you have to know the type of the objects.

**Name methods after WHAT they accomplish**

Better:

```
Collection>>searchFor:
```

Even better:

```
Collection>>includes:
```

Try to see if the name of the selector would be the same in a different implementations.

## *Name Well your Methods (i)*

Not precise, not good

```
setType: aVal
 "compute and store the variable type"
 self addTypeList: (ArrayType with: aVal).
 currentType := (currentType computeTypes: (ArrayType with: aVal))
```

Precise, give to the reader a good idea of the functionality and not about the implementation

```
computeAndStoreType: aVal
 "compute and store the variable type"
 self addTypeList: (ArrayType with: aVal).
 currentType := (currentType computeTypes: (ArrayType with: aVal))
```

Instead Of:

```
setTypeList: aList
 "add the aList elt to the Set of type taken by the variable"
 typeList add: aList.
```

Write:

```
addTypeList: aList
 "add the aList elt to the Set of type taken by the variable"
 typeList add: aList.
```

## do:

Instead of writing that:

```
|index|
index := 1.
[index <= aCollection size] whileTrue:
 [... aCollection at: index...
 index := index + 1]
```

Write that

```
aCollection do: [:each | ...each ...]
```

## *collect:*

Instead of :

```
absolute: aCollection
 |result|
 result := aCollection species new: aCollection size.
 1 to: aCollection size do:
 [:each | result at: each put: (aCollection at: each) abs].
 ^ result
```

Write that:

```
absolute: aCollection
 ^ aCollection collect: [:each| each abs]
```

Note that this solution works well for indexable collection and also for sets.  
The previous one not!!!

## *isEmpty, includes:*

Instead of writing:

```
...aCollection size = 0 ifTrue: [...]
...aCollection size > 0 ifTrue: [...]
```

Write:

```
... aCollection isEmpty
```

Instead of writing:

```
|found|
found := false.
aCollection do: [:each| each = anObject ifTrue: [found := true]].
...
```

Or:

```
|found|
found := (aCollection
 detect: [:each| each = anObject]
 ifNone:[nil]) notNil.
```

Write:

```
|found|
found := aCollection includes: anObject
```

# *How to Name Instance Variables?*

nodes

instead of

nodeArray

## *Class Naming*

- ❑ Name a superclass with a single word that conveys its purpose in the design

Number

Collection

View

Model

- ❑ Name subclasses in your hierarchy by prepending an adjective to the superclass name

OrderedCollection

SortedCollection

LargeInteger

## Reversing Method

How to code a smooth flow of messages?

```
Point>>printOn: aStream
 x printOn: aStream
 aStream nextPutAll: '@'.
 y printOn: aStream
```

Here three objects receive different messages.

**Code a method on the parameter. Derive its name from the original message. Take the original receiver as a parameter to the new method. Implement the method by sending the original message to the original receiver.**

But creating new selectors just for fun is not a good idea. Each selector must justify its existence.

```
Stream>>print: anObject
 anObject printOn: self
Point>>printOn: aStream
 aStream print: x; nextPutAll: '@'; print: y
```

Note that the receiver can now change without affecting the other parameters

## *Debug Printing Method*

How do you code the default printing method?

Two audiences:

- you (a lot of information)
- your clients (should not be aware of the internal)

**Override printOn: to provide information about object's structure to the programmer**

In VisualWorks, two needs are supported  
displayString for clients  
printString for you (call printOn:)

## Method Comment

How do you comment methods?

Templates are not a good idea. Uses:

- Intention Revealing Selector says what the method does
- Type Suggesting Parameter Name says what the arguments are expected to be.....

**Communicate important information that is not obvious from the code in a comment at the beginning of the method**

Example of important information:

- Method dependencies, preconditions
- To do
- Reasons for change (in a base class)

```
(self flags bitAnd: 2r1000) = 1 "Am I visible?"
 ifTrue:[...]
```

```
isVisible
 ^((self flags bitAnd: 2r1000) = 1
self isVisible
 ifTrue:[...]
```

# Delegation

How does an object share implementation without inheritance?

With inheritance

- code is written in context of superclasses
- in rich hierarchies, you may need to read and understand many superclasses
- how to simulate multiple inheritance (if this is really necessary)

## **Pass part of its work on to another object**

Many objects need to display, all objects delegate to a brush-like object (Pen in VisualSmalltalk, GraphicsContext in VisualAge and VisualWorks)

All the detailed code is concentrated in a single class and the rest of the system have a simplified view of the displaying.

## Simple Delegation

How do you invoke a disinterested delegate?

Some important question on delegation:

- is the identity of the delegating object important?

e.g. the delegating object can pass itself to be notified by the delegate. The delegate could not want to have an explicit reference to the delegating but still need access to it.

- is the state of the delegating object important to the delegate?

If the delegate has no reason to need the identity of the delegating object and it is self-contained to accomplish its task without additional state: Simple Delegation

### **Delegate messages unchanged**

Suppose an object that acts a LITTLE as a collection but has lots of other protocols, instead of inheriting from a collection, delegates to a collection.

Collection doesn't care who invoked it. No state from the delegating is required.

## *Self Delegation (i)*

How do you implement delegation to an object that needs reference to the delegating object?

One way is to have a reference in the delegate to the delegating.

Drawbacks:

- extra complexity,
- each time the delegate changes, one should destroy the old reference and set a new
- each delegate can only be used by one delegating,
- If creating multiple copies of the delegate is expensive or impossible, this does not work

**Pass along the delegating object (i.e. self ) in an additional parameter called “for:”**

## Self Delegation - Example

In VisualSmalltalk, hashed collections (dictionaries) use a hash table. Variants of the hash table can be used depending on different criterias.

Hash value is implemented differently by different collections. Dictionaries compute hash by sending “hash” and IdentityDictionaries by sending “basicHash”

```
Dictionary>>at: key put: value
 self hashTable at: key put: value for: self
```

```
HashTable>>at: key put: value for: aCollection
 |hash|
 hash := aCollection hashOf: key
 ...
```

```
Dictionary>>hashOf: anObject
 ^anObject hash
```

```
IdentityDictionary>>hashOf: anObject
 ^anObject basicHash
```

The hierarchy of hashed Collections is then independent of the hierarchy of the HashTable

## Pluggable Behavior

How do you parameterize the behavior of an object?

In the class based model instances have private values and share the behavior. When you want a different behavior you create a new class. But creating class is not always valuable: imagine a large number of classes with only a single method.

Questions to consider: how much flexibility you need? How many methods will need to vary dynamically? How hard is it to follow the code? Will client specify the code to be plugged?

**Add a variable that will be used to trigger different behavior**

Typical examples are user-interface object that have to display the contents of many different objects

## Pluggable Selector

How do you code simple instance specific behavior?

The simplest way to implement Pluggable Behavior is to store a selector.

**Add a variable that contains a selector to be performed. Append “Message” to the Role Suggesting Instance Variable Name. Create a Composed Method that simply performs the selector.**

```
ListPane>>printElement: anObject
 ^anObject printString
```

And subclasses only specializing

```
DollarListPane>>printElement: anObject
 ^anObject asDollarFormatString
```

```
DescriptionListPane>>printElement: anObject
 ^ anObject description
```

```
ListPane>>printElement: anObject
 ^anObject perform: printMessage
```

```
ListPane>>initialize
 printMessage := #printString
```

Readability: harder to follow than simple class-based behavior

Extent: if you need more than twice per object use State Object

## Pluggable Block

How do you code COMPLEX Pluggable Behavior that is not quite worth its own class?

**Add an instance variable to store a Block. Append “Block” to the Role Suggesting Instance Variable Name. Create aComposed Method to evaluate the Block to invoke the Pluggable Behavior.**

Drawbacks: Enormous cost, readability is worse, blocks are difficult to store

PluggableAdaptor in VisualWorks allows one to map any interface to the value model.

An simplified version:

```
Car>>speedAdaptor
 ^PluggableAdaptor
 getBlock: [self speed]
 putBlock: [:newSpeed| self speed: newSpeed]

PluggableAdaptor>>value
 ^getBlock value

PluggableAdaptor>>value: anObject
 putBlock value: anObject
```

## 23. Some Selected Design Patterns

- ❑ Singleton
- ❑ Template Method (already seen)
- ❑ Composite
- ❑ Null Object

## *Singleton Instance: A Class Behavior*

**Problem.** We want a class with a unique instance.

**Solution.** We specialize the `#new` class method so that if one instance already exists this will be the only one. When the first instance is created, we store and returned it as result of `#new`.

```
|aLan|
aLan := NetworkManager new
aLan == LAN new -> true
aLan uniqueInstance == NetworkManager new -> true
```

## Singleton Instance's Implementation

```
NetworkManager class
 instanceVariableNames: 'uniqueInstance '

NetworkManager class>>new
 self error: 'should use uniqueInstance'

NetworkManager class>>uniqueInstance
 uniqueInstance isNil
 ifTrue: [uniqueInstance := self basicNew initialize].
 ^uniqueInstance
```

Providing access to the unique instance is not always necessary. It depends what we want to express. The difference between `#new` and `#uniqueInstance` is:

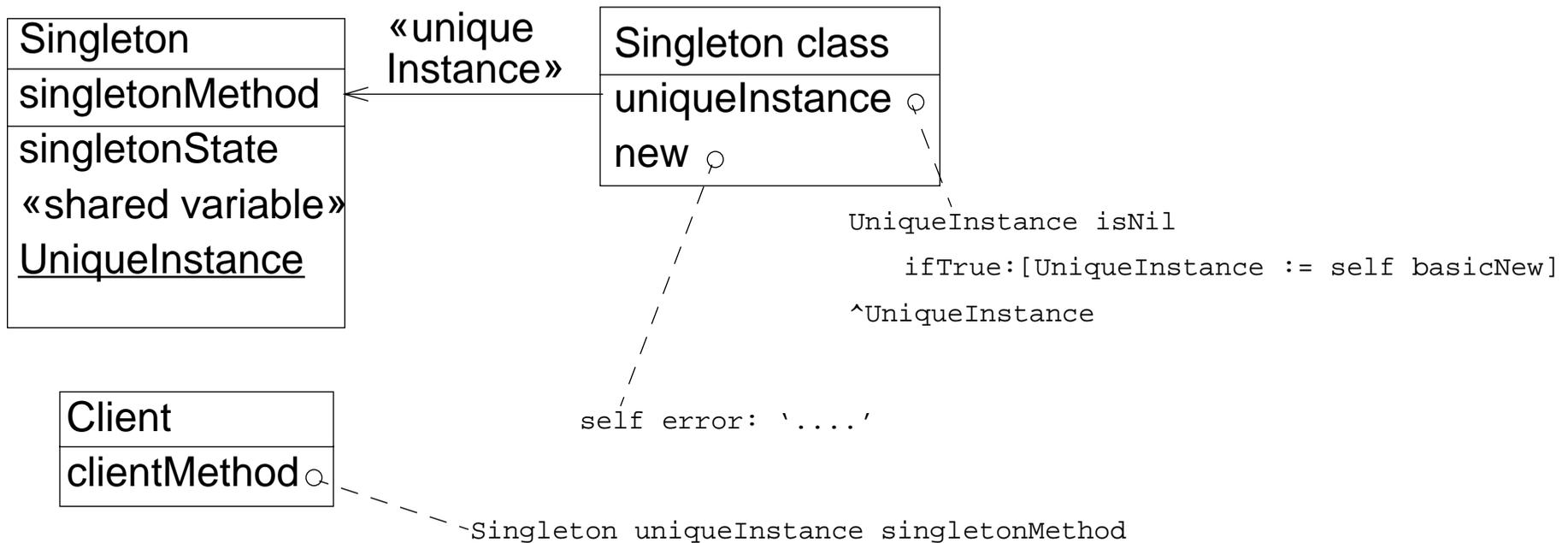
- `#new` potentially initializes a new instance.
- `#uniqueInstance` only returns the unique instance there is no initialization.

# Singleton

## Intent

Ensure a class has only one instance, and provide a global point of access to it

## A Possible Structure



## Discussion

In some Smalltalk singletons are accessed via a global variable (ex: NotificationManager uniqueInstance notifier).

```
SessionModel>>startupWindowSystem
 "Private - Perform OS window system startup"
 |oldWindows|
 ...
 Notifier initializeWindowHandles.
 ...
 oldWindows := Notifier windows.
 Notifier initialize.
 ...
 ^oldWindows
```

### Global Variable or Class Method Access

- ❑ Global Variable Access is dangerous: if we reassign Notifier we lose all references to current windows.
- ❑ Class Method is better because it provides a single access point. This class is responsible for the singleton instance (creation, initialization....).

## Singleton Variations

- ❑ Persistent Singleton: only one instance exists and its identity does not change (ex: Notifier Manager in Visual Smalltalk)
- ❑ Transient Singleton: only one instance exists at any time but that instance changes (ex: SessionModel in Visual Smalltalk, SourceFileManager, Screen in VisualWorks)
- ❑ Single Active Instance Singleton: a single instance is active at any point in time, but other dormant instances may also exist. Project in VisualWorks, ControllerManager.

## Ensuring a Unique Instance

In Smalltalk we cannot prevent a client to send a message (protected in C++)

=> To prevent additional creation: redefine new/new:

```
Object subclass: #Singleton
 instanceVariableNames: ''
 classVariableNames: 'UniqueInstance'
 poolDictionaries: ''

Singleton class>>new
 self error: 'Class ', self name, ' cannot create new instances'
```

# Providing Access

## Lazy Access

```
Singleton class>>uniqueInstance
 UniqueInstance isNil
 ifTrue:[UniqueInstance := self basicNew].
 ^UniqueInstance
```

With this solution we lose the initialization part of the superclass

```
ifTrue: [UniqueInstance := self basicNew initialize]
 if the initialization was done using initialize
ifTrue: [UniqueInstance := super new]
 is bad practice and may break
```

## Accessing the Singleton via new?

```
Singleton class>>new
 ^self uniqueInstance
```

The intent (singletoness) is not clear anymore!  
New is used to return newly created instances.

```
|screen1 screen2|
screen1 := Screen new.
screen2 := Screen new
```

```
|screen1 screen2|
screen1 := Screen uniqueInstance.
screen2 := Screen uniqueInstance
```

## Singletons in a Single Subhierarchy

- ❑ Singleton for an entire subhierarchy of classes:

```
Object subclass: #Singleton
 instanceVariableNames: ''
 classVariableNames: 'UniqueInstance'
 poolDictionaries: ''
```

- ❑ ClassVariables are shared by all the subclasses

- ❑ Singleton for each of the classes in an hierarchy

```
Object subclass: #Singleton
 instanceVariableNames: ''
 classVariableNames: ''
 poolDictionaries: ''

Singleton class instanceVariableNames: 'uniqueInstance'
Singleton class>>uniqueInstance
 uniqueInstance isNil
 ifTrue:[uniqueInstance := self basicNew].
 ^uniqueInstance
```

Instances variables of classes are private to the class

## *Instance/Class Methods*

When a class should only have one instance, it could be tempting to define all its behavior at the class level.

But this is not that good:

- ❑ Theoretically: classes behavior represents behavior of class  
“Ordinary objects are used to model the real world.  
MetaObjects describe these ordinary objects”  
=> Do not mess up this separation.  
=> DO not mix domain objects with metaconcerns.
- ❑ Pratical: What’s happen if later the object can have multiple instances?  
You have to change a lot of client code!

# Queries

An example: we want to be able to

- ❑ Specify different queries over a repository

```
q1 := PropertyQuery property: #HNL with: #< value: 4.
```

```
q2 := PropertyQuery property: #NOM with: #> value: 10.
```

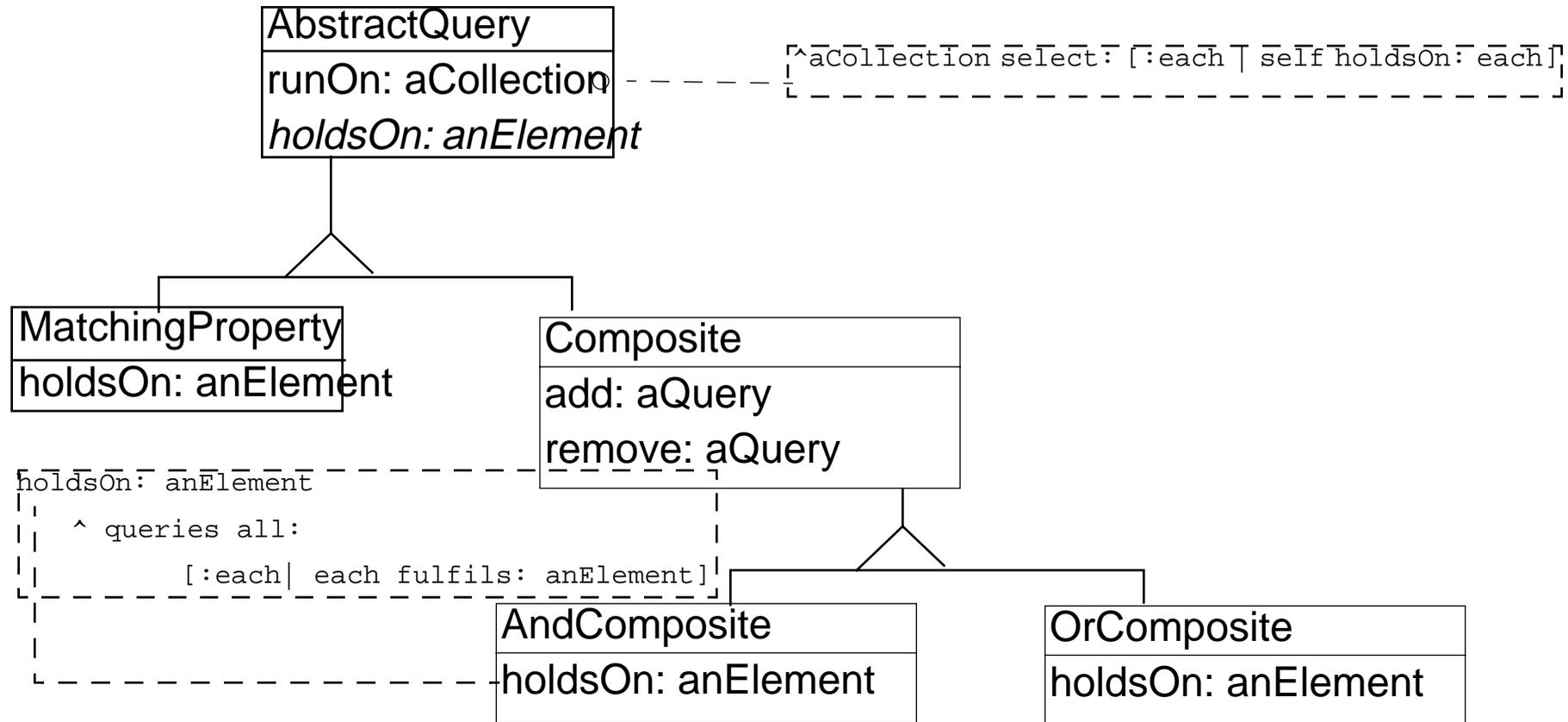
```
q3 := MatchName match: '*figure*'
```

- ❑ Compose these queries and manipulate composites queries as one query

```
(e1 e2 e3 e4 ... en)((q1 and q2 and q4) or q3) -> (e2 e5)
```

```
composer := AndComposeQuery with: (Array with: q1 with: q2 with: q3)
```

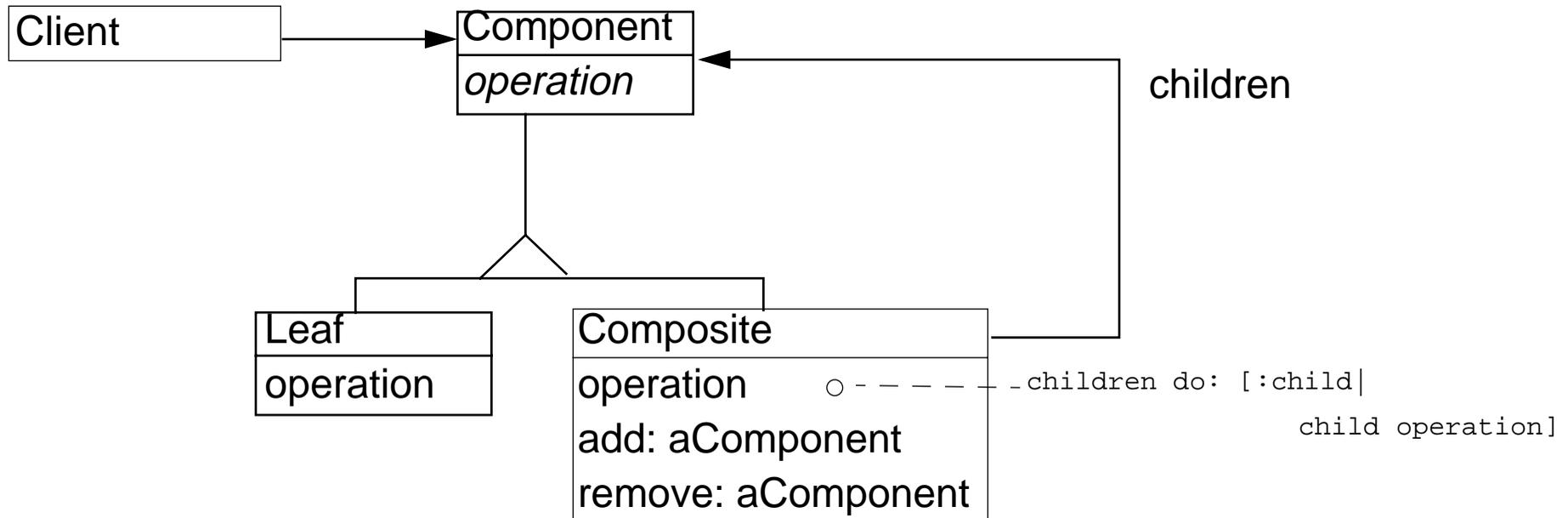
# A Possible Solution



# Composite Pattern

## Intent

Compose objects into tree structure to represent part-whole hierarchies. Composite let clients treat individual objects and compositions of objects uniformly



- ❑ Composite not only group leaves but can also contains composites
- ❑ In Smalltalk add:, remove: do not need to be declared into Component but only on Composite
- ☞ This way we avoid to have to define dummy behavior for Leaf

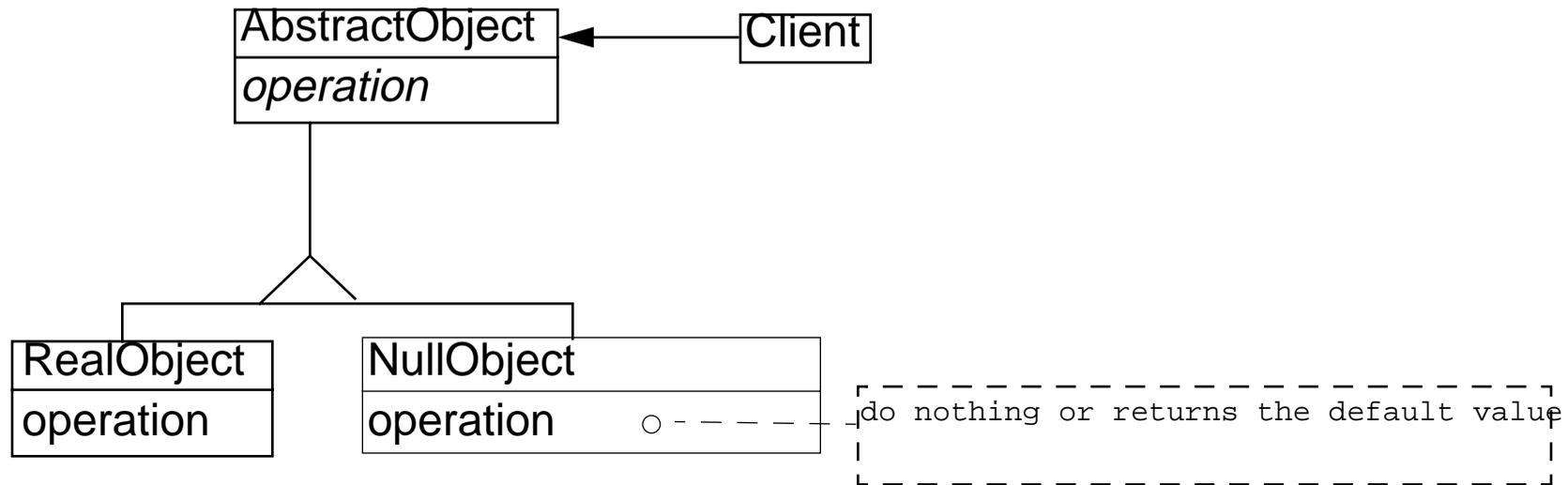
## Implementation Issues

- ❑ Use a Component superclass (To define the interface and factor code there)
- ❑ Consider implementing abstract Composite and Leaf (in case of complex hierarchy)
- ❑ Only Composite delegates to children
- ❑ Composites can be nested
- ❑ Composite sets the parent back-pointer (add:/remove:)
- ❑ Can Composite contain any type of child? (domain issues)
- ❑ Is the Composite's number of children limited?
- ❑ Forward
  - Simple forward. Send the message to all the children and merge the results without performing any other behavior
  - Selective forward. Conditionally forward to some children
  - Extended forward. Extra behavior
  - Override. Instead of delegating

# NullObject

## Intent

Provides a surrogate for another object that shares the same interface but does nothing. The NullObject encapsulate the implementation decisions of how to do nothing and hides those details from its collaborators



## *Without Null Object Illustration*

The View has to check that its controller is not nil before invoking the normal behavior.

```
VisualPart>>objectWantedControl
...
^ ctrl isNil ifFalse: [ctrl isControlWanted
 ifTrue: [self]
 ifFalse: [nil]]
```

## *With Null Object*

Avoid to make explicit tests

```
VisualPart>>objectWantingControl
```

```
...
```

```
 ^ ctrl isControlWanted ifTrue: [self] ifFalse: [nil]
```

```
Controller>>isControlActive
```

```
 ^self viewHasCursor and:[...]
```

```
Controller>>startUp
```

```
 self controlInitialize.
```

```
 self controlLoop.
```

```
 self controlTerminate
```

```
Controller>>isControlWanted
```

```
 ^self viewHasCursor
```

```
NoController>>isControlWanted
```

```
 ^false
```

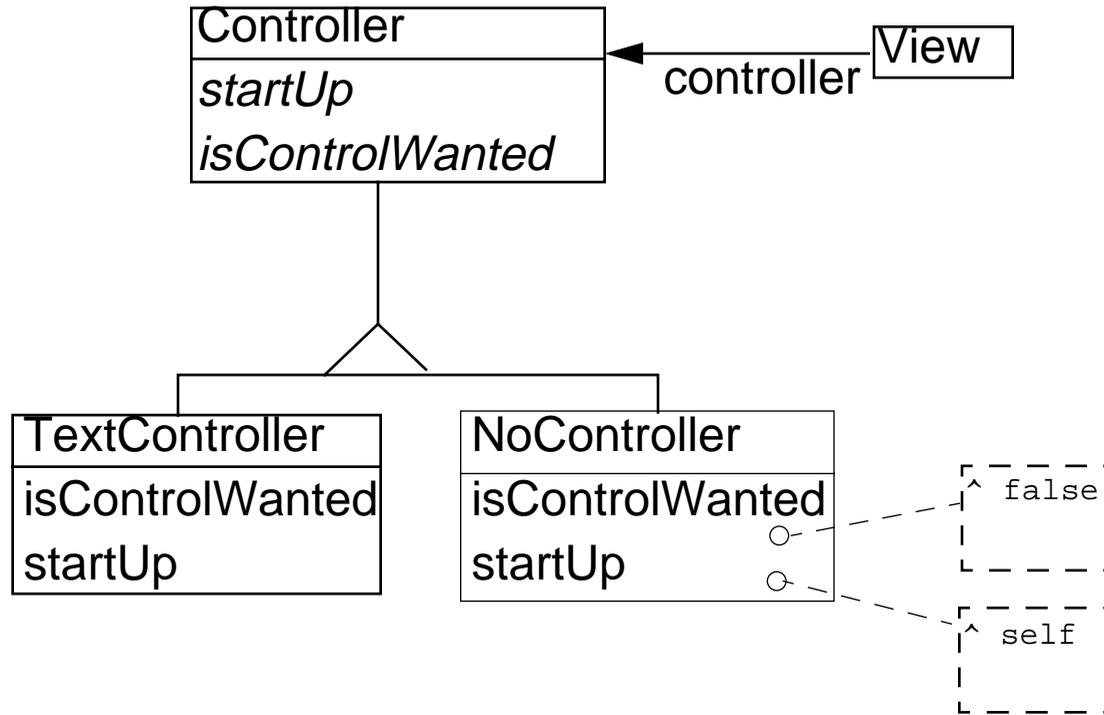
```
NoController>>startUp
```

```
 ^self
```

```
NoController>>isControlActive
```

```
 ^false
```

# NullObject in Controller Hierarchy



# Consequences

## Advantages

- ❑ Uses polymorphic classes: NullObject and real ones share the same interface so are interchangeable
- ❑ Simplifies client code: Clients does not have to handle null case
- ❑ Encapsulates do-nothing behavior: easy to identify, coded efficiently
- ❑ Make do-nothing behavior reusable

## Disadvantages

- ❑ Forces encapsulation: the same null object cannot be added to several classes unless they all delegate to a collaborator that can be a null object.
- ❑ May cause class explosion: one class -> superclass and null object
- ❑ Is non-mutable: a null object does not transform into a real object

## *When/ When Not*

### Apply NullObject

- When an object requires a collaborator that already exists before the NullObject pattern.
- When some instances should do nothing
- When you want clients to be able to ignore the difference between collaborators
- When you want the do-nothing behavior
- When all the do-nothing behavior is encapsulated in the collaborator class

### Do not apply NullObject, Use a variable set to nil

- When very little code actually uses the variable directly
- When the code that does use the variable is well encapsulated in one place
- When the code that uses the variable handle it always the same way

## VisualWorks Examples

### ❑ Null Strategies

NoController in the (MVC) Controller hierarchy. NoController represents a controller that never wants control. It is the controller for views that are non-interactive.

DragMode implements the dragging of widgets in the window painter.

SelectionDragMode allows the move of the widget, CornerDragMode lets the user resize it. NullDragMode responds to the mouse's drag motions by doing nothing.

### ❑ Null Adapters

NullInputManager in the InputManager hierarchy. An InputManager is a platform neutral object interface to platform events that affect internationalised input. Subclasses represent specific platforms. NullInputManager represents platforms that don;t support internationalisation.

### ❑ Reusable Nulls

A NameScope represents a name scope -- static (global / pool / class pool), instance variables (of a class or class hierarchy), or local (argument / temporary, of a method or block). A StaticScope holds global and class variables, LocalScopes holds instance and temporary variables. They form a tree that defines all the variables. Every scope has an outer scope. GlobalScope has an outer scope a NullScope. When the lookup reaches a NullScope it answers that the variable is not defined in the code scope. NullScope are reused by simple and clean blocks.

## *Comparing*

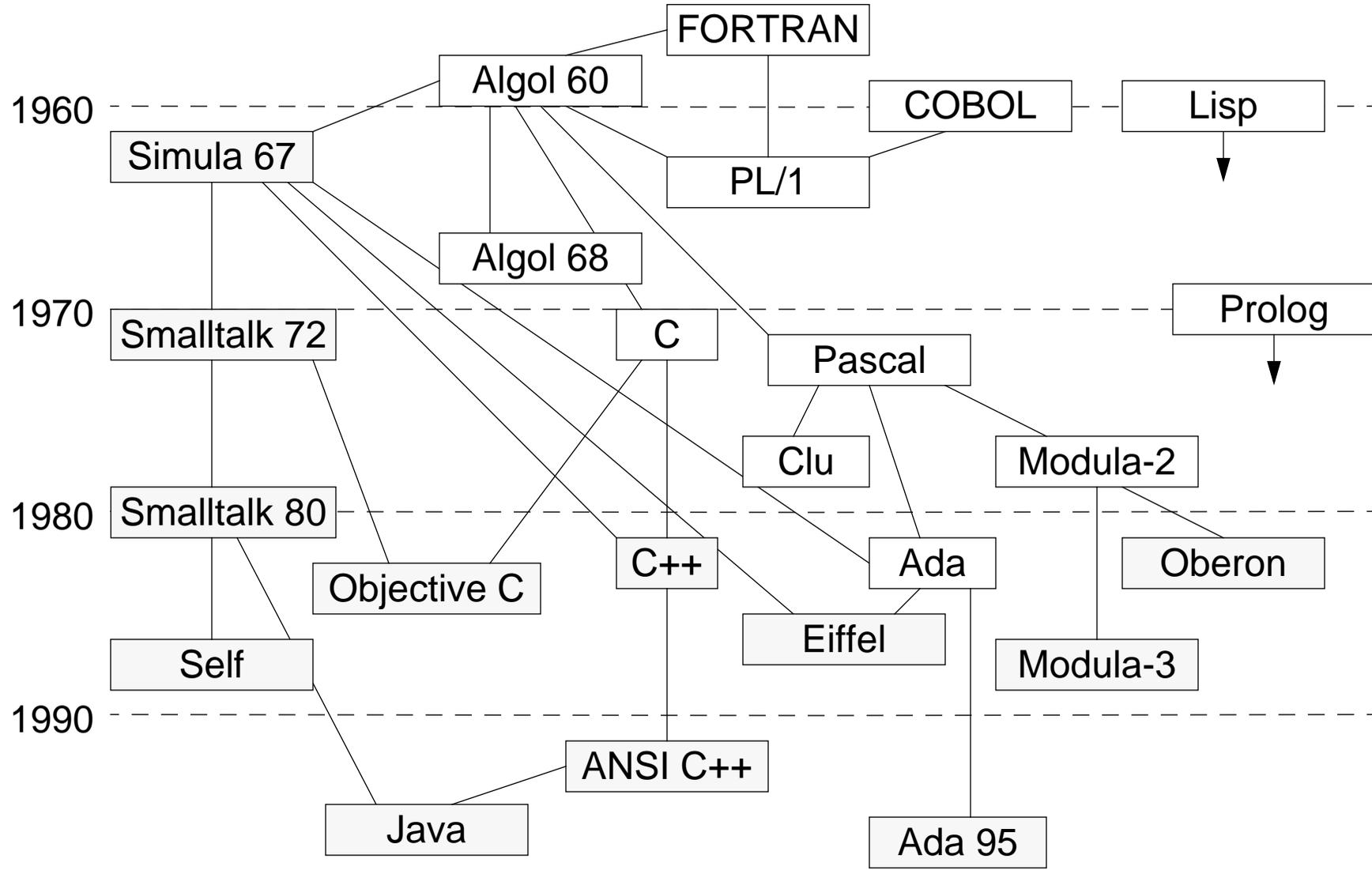
- ❑ Java, C++, Smalltalk
- ❑ Smalltalk for the Java Programmer
- ❑ Smalltalk for the Ada Programmer

## 24. Comparing C++, Java and Smalltalk

### Overview

- ❑ History:
  - ☞ target applications, evolution, design goals
- ❑ Language features:
  - ☞ syntax, semantics, implementation technology
- ❑ Pragmatics:
  - ☞ portability, interoperability, environments & tools, development styles

# History



## Target Application Domains

### **Smalltalk**

Originally conceived as PL for children.

Designed as language and environment for “Dynabook”.

Now: Rapid prototyping. Simulation. Graphical user interfaces. “Elastic” applications.

### **C++**

Originally designed for simulation (C with Simula extensions).

Now: Systems programming. Telecommunications and other high-performance domains.

### **Java**

Originally designed for embedded systems.

Now: Internet programming. Graphical user interfaces.

# Evolution

## Smalltalk

- ❑ Originally (1972) every object was an independent entity. The language evolved to incorporate a meta-reflective architecture.
- ❑ Now the language (Smalltalk-80) is stable, but the environments and frameworks continue to evolve.

## C++

- ❑ Originally called C with classes, inheritance and virtual functions (Simula-like).
- ❑ Since 1985 added strong typing, `new` and `delete`, multiple inheritance, templates, exceptions, and many, many other features.
- ❑ Standard libraries and interfaces are emerging. Still evolving.

## Java

- ❑ Originally called Oak, Java 1.0 was already a stable language.
- ❑ Java 1.1 and 1.2 introduced modest language extensions (inner classes being the most important).
- ❑ The Abstract Windowing Toolkit was radically overhauled to support a more general-purpose event model. The libraries are still expanding and evolving.

# Language Design Goals

## Smalltalk

- “Everything is an object”
- Self-describing environment
- Tinkerability

## C++

- C with classes
  - ☞ and strong-typing, and ...
- “Every C program is also a C++ program” ... almost
- No hidden costs

## Java

- C++ minus the complexity (syntactically, not semantically)
- Simple integration of various OO dimensions (few innovations)
- “Java — it’s good enough”

# Unique, Defining Features

## Smalltalk

- ❑ Meta-reflective architecture
  - ☞ The ultimate modelling tool
- ❑ Mature framework technology

## C++

- ❑ “Portable assembler” with HL abstraction mechanisms
  - ☞ Programmer is in complete control
- ❑ Templates (computationally complete!)

## Java

- ❑ Dynamically loaded classes
  - ☞ Applications are not “installed” in the conventional sense
- ❑ First clean integration of many OO dimensions (concurrency, exceptions ...)

## Overview of Features

|                          | <i>Smalltalk</i>                 | <i>C++</i>                 | <i>Java</i>              |
|--------------------------|----------------------------------|----------------------------|--------------------------|
| <i>object model</i>      | pure                             | hybrid                     | pure                     |
| <i>memory management</i> | automatic                        | manual                     | automatic                |
| <i>dynamic binding</i>   | always                           | optional                   | yes (it depends)         |
| <i>inheritance</i>       | single                           | multiple                   | single                   |
| <i>generics</i>          | no                               | templates                  | no                       |
| <i>type checking</i>     | dynamic                          | static                     | static                   |
| <i>modules</i>           | namespaces                       | no (header files)          | packages                 |
| <i>exceptions</i>        | yes                              | yes<br>(weakly integrated) | yes<br>(well integrated) |
| <i>concurrency</i>       | yes (semaphores)                 | no (libraries)             | yes (monitors)           |
| <i>reflection</i>        | fully reflective<br>architecture | limited                    | limited                  |

# Syntax

## **Smalltalk**

Minimal. Essentially there are only objects and messages.

A few special operators exist for assignment, statements, blocks, returning etc.

## **C++**

Baroque. 50+ keywords, two commenting styles, 17 precedence levels, opaque type expressions, various syntactic ambiguities.

## **Java**

Simplified C++. Fewer keywords. No operator overloading.

# Object Model

## Smalltalk

- ❑ “Everything is an object”
- ❑ Objects are the units of encapsulation
- ❑ Objects are passed by reference

## C++

- ❑ “Everything is a structure”
- ❑ Classes are the units of encapsulation
- ❑ Objects are passed by value
  - ☞ Pointers are also values; “references” are really aliases

## Java

- ❑ “Almost everything is an object”
- ❑ Classes are the units of encapsulation (like C++)
- ❑ Objects are passed by reference
  - ☞ No pointers

# Memory Management

## Smalltalk

- ❑ Objects are either primitive, or made of references to other objects
- ❑ No longer referenced objects may be garbage collected
  - ☞ Garbage collection can be efficient and non-intrusive

## C++

- ❑ Objects are structures, possibly containing pointers to other objects
- ❑ Destructors should be explicitly programmed (cf. OCF)
  - ☞ Automatic objects are automatically destructed
  - ☞ Dynamic objects must be explicitly `deleted`
- ❑ Reference counting, garbage collection libraries and tools (Purify) can help

## Java

- ❑ Objects are garbage collected
  - ☞ Special care needed for distributed or multi-platform applications!

# Dynamic Binding

## Smalltalk

- ❑ Message sends are always dynamic
  - ☞ aggressive optimization performed (automatic inlining, JIT compilation etc.)

## C++

- ❑ Only virtual methods are dynamically bound
  - ☞ explicit inlining (but is only a “hint” to the compiler!)
- ❑ Overloaded methods are statically disambiguated by the type system
  - ☞ Overridden, non-virtuals will be statically bound!
- ❑ Overloading, overriding and coercion may interfere!

```
A::f(float); B::f(float), B::f(int); A b = new A; b.f(3) calls A::f(float)
```

## Java

- ❑ All methods (except “static,” and “final”) are dynamically bound
- ❑ Overloading, overriding and coercion can still interfere!

# Inheritance, Generics

## Smalltalk

- ❑ Single inheritance; single roots: Object,
- ❑ Dynamic typing, therefore no type parameters needed for generic classes

## C++

- ❑ Multiple inheritance; multi-rooted
- ❑ Generics supported by templates (glorified macros)
  - ☞ multiple instantiations may lead to “code bloat”

## Java

- ❑ Single inheritance; single root Object
  - ☞ Multiple subtyping (a class can implement multiple interfaces)
- ❑ No support for generics; you must explicitly “downcast” (dynamic typecheck)
  - ☞ Several experimental extensions implemented ...

# Types, Modules

## Smalltalk

- ❑ Dynamic type-checking
  - ☞ invalid sends raise exceptions
- ❑ No module concept — classes may be organized into *categories*
  - ☞ some implementations support *namespaces*

## C++

- ❑ Static type-checking
- ❑ No module concept
  - ☞ use header files to control visibility of names

## Java

- ❑ Static *and* dynamic type-checking (safe downcasting)
- ❑ Classes live inside packages

# Exceptions, Concurrency

## Smalltalk

- ❑ Can signal/catch exceptions
- ❑ Multi-threading by instantiating Process
  - ☞ synchronization via Semaphores

## C++

- ❑ Try/catch clauses
  - ☞ any value may be thrown
- ❑ No concurrency concept (various libraries exist)
  - ☞ exceptions are not necessarily caught in the right context!

## Java

- ❑ Try/catch clauses
  - ☞ exception classes are subclasses of Exception or Error
- ❑ Multi-threading by instantiating Thread (or a subclass)
  - ☞ synchronization by monitors (synchronized classes/methods + wait/signal)
  - ☞ exceptions are caught within the thread in which they are raised

# Reflection

## Smalltalk

- ❑ Meta-reflective architecture:
  - ☞ every class is a subclass of Object (including Class)
  - ☞ every class is an instance of Class (including Object)
  - ☞ classes can be created, inspected and modified at run-time
  - ☞ Smalltalk's object model itself can be modified

## C++

- ❑ Run-time reflection only possible with specialized packages
- ❑ Compile-time reflection possible with templates

## Java

- ❑ Standard package supports limited run-time “reflection”
  - ☞ only supports *introspection*

# Implementation Technology

## **Smalltalk**

Virtual machine running “Smalltalk image.” Classes are compiled to “byte code”, which is then “interpreted” by the VM — now commonly compiled “just-in-time” to native code.

Most of the Java VM techniques were pioneered in Smalltalk.

## **C++**

Originally translated to C. Now native compilers.

Traditional compile and link phases. Can link foreign libraries (if link-compatible.)

Opportunities for optimization are limited due to low-level language model.

Templates enable compile-time reflection techniques (i.e., to resolve polymorphism at compile-time; to select optimal versions of algorithms etc.)

## **Java**

Hybrid approach.

Each class is compiled to byte-code. Class files may be dynamically loaded into a Java virtual machine that either interprets the byte-code, or compiles it “just in time” to the target machine.

Standard libraries are statically linked to the Java machine; others must be loaded dynamically.

# Portability, Interoperability

## Smalltalk

- ❑ Portability through virtual machine
- ❑ Interoperability through special bytecodes, native methods and middleware

## C++

- ❑ Portability through language standardization (C as a “portable assembler”)
- ❑ Interoperability through C interfaces and middleware

## Java

- ❑ Portability through virtual machine
- ❑ Interoperability through native methods and middleware

## *Environments and Tools*

Advanced development environments exist for all three languages, with class and hierarchy browsers, graphical debuggers, profilers, “make” facilities, version control, configuration management etc.

*In addition:*

### **Smalltalk**

- Incremental compilation and execution is possible

### **C++**

- Special tools exist to detect memory leaks (e.g., Purify)

### **Java**

- Tools exist to debug multi-threaded applications.

# Development Styles

## Smalltalk

- Tinkering, growing, rapid prototyping.
- Incremental programming, compilation and debugging.
- Framework-based (vs. standalone applications).

## C++

- Conventional programming, compilation and debugging cycles.
- Library-based (rich systems libraries).

## Java

- Conventional, but with more standard libraries & frameworks.

## *The Bottom Line ...*

*You can implement an OO design in any of the three.*

### **Smalltalk**

- Good for rapid development; evolving applications; wrapping
- Requires investment in learning framework technology
- Not suitable for connection to evolving interfaces (need special tools)
- Not so great for intensive data processing, or client-side internet programming

### **C++**

- Good for systems programming; control over low-level implementation
- Requires rigid discipline and investment in learning language complexity
- Not suitable for rapid prototyping (too complex)

### **Java**

- Good for internet programming
- Requires investment in learning libraries, toolkits and idioms
- Not suitable for reflective programming (too static)

## 25. Smalltalk for the Java Programmer

- ❑ Syntax
- ❑ A bit of semantics

## Syntax (i)

Reference to nowhere

nil

nil

Comment

`/* comment */`

`"comment"`

`// comment`

Assignment

`a = 1`

`a := 1`

Basic types

`"string"`

`'string'`

`'c'`

`$c`

`true, false`

`true, false`

Identity and Equality

`"lulu" == "lulu"`

`'lulu' == 'lulu'`

`"lulu".equals("lulu")`

## Syntax (ii)

### Self reference

this

super

this.getClass()

self

super

self class

### Instance Variables Access

x

this.x

anotherObject.x

x

x

### Instance Variable Definition

Node aNode;

aNode

### Local Variable

Node aNode;

| aNode |

## Syntax Methods

### Message Sends

anObject.foo()

this.foo()

foo()

anObject.foo(a,b)

addAll(index, col)

anObject fooA() ; anObject fooB()

anObject fooA(); anotherObject fooB()

anObject foo

self foo

anObject foo: a with: b

add: index all: col (not readable)

at: index addAll: col

anObject fooA ; fooB

anObject fooA .

anotherObject fooB

### Method Definition

public boolean addAll (int index, Collection aCollection)

at: index addAll: aCollection

## Syntax Conditional and Loops

|                                        |                                                                                   |
|----------------------------------------|-----------------------------------------------------------------------------------|
| if (col.isEmpty())<br>{a}              | col isEmpty<br>ifTrue: [a]                                                        |
| if (col.isEmpty())<br>{a}<br>else {b}  | col isEmpty<br>ifTrue: [a] ifFalse: [b]<br>col isEmpty<br>ifFalse:[b] ifTrue: [a] |
| while (col.isEmpty()) {a}              | [col isEmpty] whileTrue: [a]                                                      |
| do{a} while(col.isEmpty())             |                                                                                   |
| for (int n=1; n < k; n++){<br>...n...} | 1 to: k do: [:n  ...]                                                             |
| for (int n=1; n<k; n++){<br>.....}     | k timesRepeat: [ ]<br>collection do:, collect:, detect:,                          |
| try {a} catch (Exception e) {b}        | [a] on: Exception do: [b]                                                         |

## No Primitive Types Only Objects

|                                   |          |
|-----------------------------------|----------|
| “string”<br>new String (“string”) | ‘string’ |
| true<br>new Boolean (true)        | true     |
| 1<br>new Integer (1)              | 1        |
| int i,j ;<br>i + j                | i + j    |
| Integer i, j;<br>i.add(j)         |          |

## Literals representing the same object

"a" == "b"

"a".equals("b")

a = "string";

b = "string";

c = new String ("string");

a == b true

a == c false

a.equals(c) true

a.equals(b) true

'a' == 'b'

'a' = 'b'

a := 'string'.

b := 'string'.

c := #string.

d := #string

a = b true

a == b false

c = d true

c == d true

## 26. Smalltalk For the Ada Programmer

- ❑ Vocabulary
  - package + type -> class
  - subprograms -> methods
  - record component -> instance variable
  - package variable -> classVariable
- ❑ Class Definition
- ❑ Method Definition
- ❑ Instance Creation Method
- ❑ Instance Creation

## *Class Definition*

```
with Ada.Strings.Unbounded; use Ada.Strings.Unbounded;
with Nodes; use Nodes;
package Packets is
 type Packet is new Object with private; -- extending the data structure
 ...
private
 type Packet is new Object with record -- the record component
 Contents: Unbounded_String;
 Addressee: Integer;
 Originator: Node;
 end record;
end Packets;

Object subclass: #Packet
 instanceVariableNames: 'contents addressee originator '
 classVariableNames: ''
 poolDictionaries: ''
 category: 'LAN-Simulation'
```

## Method Definition Declaration (i)

```
package Packets is
 type Packet is new Object with private; -- extending the data structure
 function Addressee(A_Packet: Packet) return Integer;
 procedure Addressee (A_Packet: in out Packet, An_Address: in Integer);
 function Is_Sent_By (A_Packet: Packet, A_Node: Node) return Boolean;
 function Is_Addressed_To (A_Packet: Packet, A_Node: Node) return Boolean;
private
 ...
end Packets;
```

**Packet>>addressee**

^ addressee

**Packet>>addressee: aSymbol**

addressee := aSymbol

**Packet>>isAddressedTo: aNode**

"returns true if I'm addressed to the node aNode"

^ self addressee = aNode name

**Packet>>isSentBy: aNode**

^ originator = aNode

## *Method Definition (i)*

```
package body Packets is
 function Addressee (A_Packet: Packet) return Integer is
 begin
 return A_Packet.Addressee;
 end Addressee;
 procedure Addressee (A_Packet: in out Packet, An_Address: in Integer) is
 begin
 A_Packet.Addressee := An_Address;
 end Addressee;
 ...
end Packets;

Packet>>addressee
 ^ addressee
Packet>>addressee: aSymbol
 addressee := aSymbol
```

## Method Definition(ii)

```
package body Packets is
 ...
 function Is_Sent_By (A_Packet: Packet, A_Node: Node) return Boolean is
 begin
 A_Packet.Originator = A_Node;
 end Is_Sent_By;
 function Is_Addressed_To (A_Packet: Packet, A_Node: Node) return Boolean is
 begin
 A_Packet.Addressee = Name(A_Node); --Name is a function on type Node
 end Is_Addressed_To;
end Packets;
```

```
Packet>>isAddressedTo: aNode
 "returns true if I'm addressed to the node aNode"
 ^ self addressee = aNode name
```

```
Packet>>isSentBy: aNode
 ^ originator = aNode
```

## Instance Creation Method

```
package Packets is
 type Packet is new Object with private; -- extending the data structure
 function Send_To (Contents: String, Address: Integer) return Packet;
 ...
end Packets;
package body Packets is
 ...
 function Send_To (Contents: String, Address: Integer) return Packet;
 begin
 return (To_Unbounded(Contents), Integer, Empty_Node);
 end Send_To;
end Packets;
```

```
Packet class>>send: aString to: anAddress
 |inst|
 inst := self new.
 inst contents: aString.
 inst to: anAddress.
 ^inst
```

# Instance Creation

```
procedure XXX
 P: Packet := Send_To ("This packet travelled to the printer", 123);
begin
 Addressee(P);
 ...
end XXX;
```

```
XXX
 |p|
 p := Packet send: 'This packet travelled to the printer' to: 123.
 p addressee
```

## *27. References*

## *A Jungle of Names*

### Some Smalltalk Dialects:

- Smalltalk-80 -> ObjectWorks -> VisualWorks by (ParcPlace -> ObjectShare->Cincom)  
mac, pc, hp, linux, unix  
[www.cincom.com/visualworks/](http://www.cincom.com/visualworks/)
- IBM Smalltalk (pc, unix, aix...)  
[www.software.ibm.com/ad/smalltalk/](http://www.software.ibm.com/ad/smalltalk/)
- Smalltalk-V (virtual) -> Parts -> VisualSmalltalk by (Digitalk -> ObjectShare)
- VisualAge = IBMSmalltalk + Envy (OTI -> IBM)
- Smalltalk Agents (Mac) [www.quasar.com](http://www.quasar.com)
- SmallScript [www.quasar.com](http://www.quasar.com) (.Net, PC and Mac)
- Smalltalk MT (PC, assembler)
- Dolphin Smalltalk (PC)  
[www.object-arts.com/Home.htm](http://www.object-arts.com/Home.htm)
- Smalltalk/X -> [www.exept.de](http://www.exept.de) (run java byte code into Smalltalk VM)
- Smalltalk/Express (free now but not maintained anymore)
- Enfin Smalltalk -> Object Studio (Cincom)  
[www.cincom.com/objectstudio/](http://www.cincom.com/objectstudio/)

## *Team Development Environments*

- Envy (OTI) most popular, available for VisualWorks
- VSE (Digitalk), (not available)
- TeamV, (not available)
- Store (new Objectshare)
- ObjectStudio v6 (similar to Envy)

## *Some Free Smalltalks*

### Professional Environment

- VisualWorks 3.0 and VW5i.2 on PC for free
- VisualWorks 3.0 and VW5i.2 on Linux (Red-Hat)  
[www.cincom.com](http://www.cincom.com)
- Dolphin Smalltalk on PC (not the last version)  
[www.object-arts.com/Home.htm](http://www.object-arts.com/Home.htm)

### New concepts

- Squeak (Morphic Objects + Socket + all Platforms) continuous development  
<http://www.squeak.org/>
- Gnu Smalltalk (not evaluated)

### Free for Universities:

- VisualWorks 3.0 and VW5i.2) all platforms and products ([www.cincom.com/vwnc/](http://www.cincom.com/vwnc/))
- VisualAge is free for University:  
[www.software.ibm.com/ad/smalltalk/education/univagr.html](http://www.software.ibm.com/ad/smalltalk/education/univagr.html)
- Envy is free for University  
contact [amy\\_divis@oti.com](mailto:amy_divis@oti.com)

## Main References

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- + (Intro + SEx) On To Smalltalk, P. Winston, Addison-Wesley, 1998, 0-201-49827-8
- \*\* (Hints, Design + VW) Smalltalk by Example : The Developer's Guide, Alec Sharp, McGraw Hill, ISBN: 0079130364, 1997
- \*\* (Idioms) Smalltalk Best Practice Patterns, Kent Beck, Prentice Hall, 1997, isbn 0-13-476904-x (Praxisnahe Gebrauchsmuster, K. Beck, Prentice-Hall, 1997, ISBN 3-8272-9549-1).
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- Discovering Smalltalk, John Pugh, 94 (Digitalk Smalltalk)
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To understand the language, its design, its intention....

- Peter Deutsch, The Past, The Present and the Future of Smalltalk, ECOOP'89
- Byte 81 Special Issues on Smalltalk (read Dan Ingalls paper on language intent)
- Alan Kay, The Early History of Smalltalk, History of Programming Languages, Addison-Wesley, 1996

## *Some Web Pages*

### Wikis:

VisualWorks /brain.cs.uiuc.edu/VisualWorks/

VisualAge /brain.cs.uiuc.edu/VisualAge/

kilana.iam.unibe.ch/SmalltalkWiki/

### STIC:

/www.stic.org/

### Cool Sites:

/www.smalltalk.org/

/www.goodstart.com/stlinks.html

/st-www.cs.uiuc.edu/

### ESUG, BSUG, GSUG, SSUG

www.esug.org/

www.bsug.org/

www.gsug.org/

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