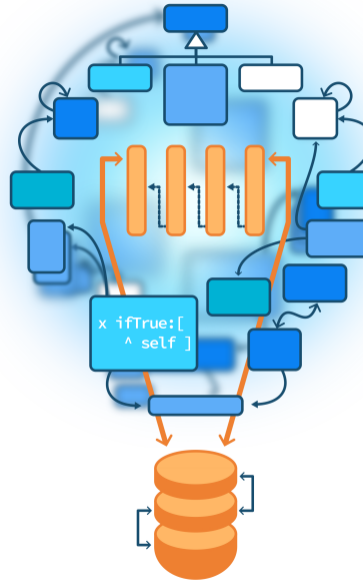


# Learning from a Sokoban implementation

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



# Goals

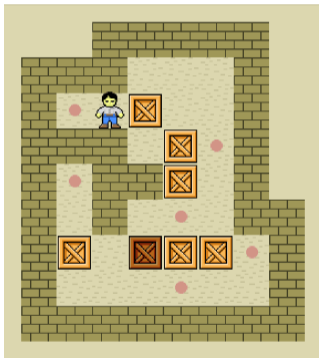
- Think about model
- Think about messages and conditions



# Studying a Sokoban Implementation

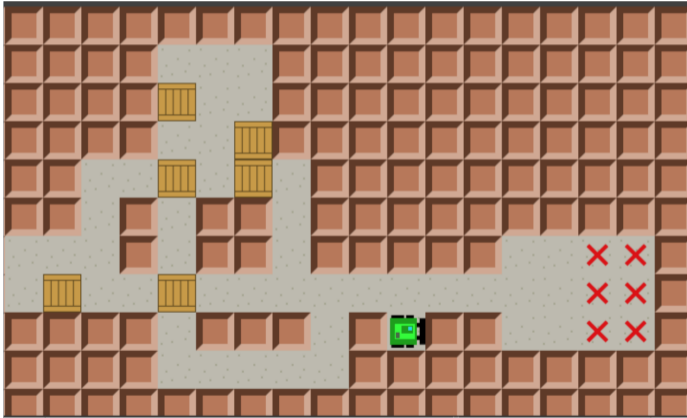
Sokoban is a puzzle video game genre in which the player pushes crates or boxes around in a warehouse, trying to get them to storage locations.

<https://en.wikipedia.org/wiki/Sokoban>



# Studying a Sokoban Implementation

- Developed by some students of I. Franko University (Lviv)
- Thank you so much!



# Looking the implemented core model

- Block
  - EmptyBlock
  - Wall
- GameModel
- GameState
- Maze
- MazeTemplate
- MoveResult
  - Move
    - Push
  - NoMove



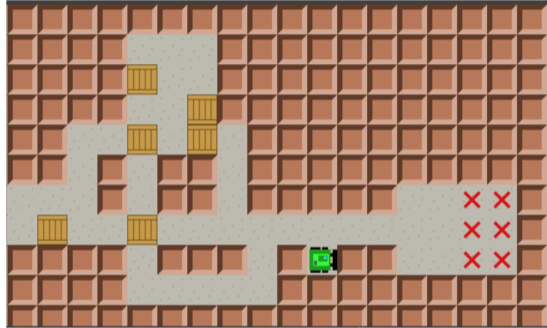
# Let us "Speculate about Design"

- Apply **Speculate about Design** object-oriented reengineering pattern
- **Intent:** Progressively refine a design against source code by checking hypotheses about the design against the source code
- Use your development expertise to conceive a hypothetical class diagram representing the design



# Take some minutes to sketch a list of classes

- ...
- ...
- ...

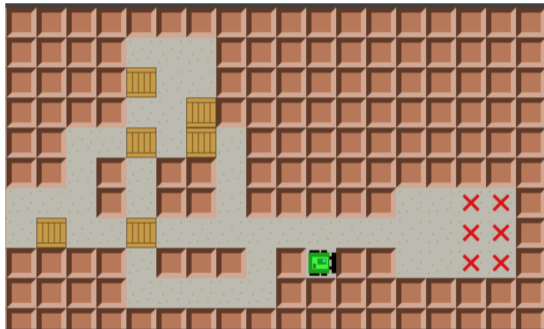


# A possible model

- Wall
- Floor
- Box
- Robot
- Target
- Board

And

- Template/Level
- Moves





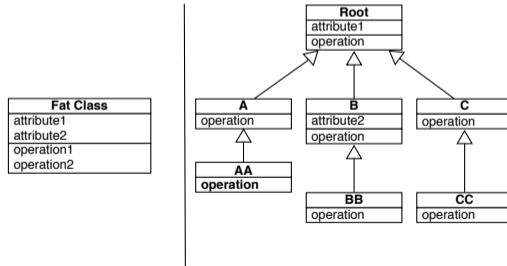
# Let us go back to our case

- Block
  - EmptyBlock
  - Wall
- GameModel
- GameState
- Maze
- MazeTemplate
- MoveResult
  - Move
    - Push
  - NoMove



# Gut feeling analysis

- The implemented Block model looks too 'shallow'
- Remember classes
  - are representing cases
  - are the basis for dispatch
- Not enough classes leads to **tricky conditionals** and **monolithic** systems
- Remember the lectures **Implementing not, or...**



# Let us check the class API

Classes define:

- isEmptyBlock
- isWall
- hasPlayer
- hasTarget
- hasBox

Let us check the way this API is used



## Too many ifs....

```
GameView >> drawBlock: aBlock on: aCanvas
  aBlock isWall
    ifTrue: [ self drawWall: aCanvas ]
    ifFalse: [ aBlock isEmptyBlock
      ifTrue: [ aBlock hasPlayer
        ifTrue: [ aBlock hasTarget
          ifTrue: [ self drawTargetAndPlayer: aCanvas ]
          ifFalse: [ self drawPlayer: aCanvas ]]
        ifFalse: [ aBlock hasBox
          ifTrue: [ aBlock hasTarget
            ifTrue: [ self drawTargetAndBox: aCanvas ]
            ifFalse: [ self drawBox: aCanvas ]]
          ifFalse: [
            aBlock hasTarget
              ifTrue: [ self drawTarget: aCanvas ]
              ifFalse: [ self drawEmptyBlock: aCanvas ]]]]
```



# Analysis

The model only defines EmptyBlock and Wall

- No Player, no Target, no Box.
- **Too much logic** is put in EmptyBlock
- Too many questions, **not enough Tell (Do not Ask, Tell)**



# With a better model

- Tile
  - Box
  - BoxOnTarget
  - EmptyBlock
  - Player
  - Wall
- We can send **messages** to the 'correct' object
- We can tell and not ask!



# A first nicer solution

```
GameView >> drawBlock: aBlock on: aCanvas  
  aBlock isWall ifTrue: [ self drawWall: aCanvas ].  
  aBlock isEmptyBlock ifTrue: [  
    aBlock hasPlayer ifTrue: [ ...
```

Becomes

```
GameView >> drawBlock: aBlock on: aCanvas  
  aBlock drawOn: aCanvas
```

```
Wall >> drawOn: aCanvas  
  "Cairo code"
```

```
EmptyBlock >> drawOn: aCanvas  
  "Cairo code"
```



# A solution supporting multiple canvases

To supporting multiple rendering back-ends (morphic, Cairo...), drawing should not be in the Block classes





# A solution supporting multiple canvases

```
GameView >> drawBlock: aBlock on: aCanvas  
  aBlock isWall ifTrue: [ self drawWall: aCanvas ].  
  aBlock isEmptyBlock ifTrue: [  
    aBlock hasPlayer ifTrue: [ ...
```

Becomes

```
GameView >> drawBlock: aBlock on: aCanvas  
  aBlock drawOn: aCanvas for: aView
```

```
Wall >> drawOn: aCanvas for: aView  
  aView drawWall: aCanvas
```

```
EmptyBlock >> drawOn: aCanvas for: aView  
  aView drawEmptyBlock: aCanvas
```



# Double dispatch

Each block tells the view how to draw it.

```
GameView >> drawBlock: aBlock on: aCanvas  
aBlock drawOn: aCanvas view: self
```

```
Wall >> drawOn: aCanvas view: aView  
aView drawWall: aCanvas
```

```
EmptyBlock >> drawOn: aCanvas view: aView  
aView drawEmptyBlock: aCanvas
```

- It is double dispatch with more objects
- Sending messages is powerful
- Modular



# Intermezzo: Testing methods

Wall >> isWall

^ true

EmptyBlock >> isWall

^ false

- What do you think about it?



# Disguised kind testing method

```
Wall >> isWall
```

```
  ^ true
```

```
EmptyBlock >> isWall
```

```
  ^ false
```

and

```
GameView >> drawBlock: aBlock on: aCanvas
```

```
  aBlock isWall ifTrue: [ self drawWall: aCanvas ]
```

is nearly the same as

```
GameView >> drawBlock: aBlock on: aCanvas
```

```
  (aBlock isKindOf: Wall) ifTrue: [ self drawWall: aCanvas ].
```



# Back to the model

What are:

- MoveResult
  - Move
    - Push
  - NoMove
- Reification of player actions
- Good to record and replay



# Let us study the API

```
MoveResult >> isMove
```

```
  ^ false
```

```
MoveResult >> isPush
```

```
  ^ false
```

```
MoveResult >> isNoMove
```

```
...
```

- Again testing kind methods
- Testing kind methods are the same as `x class = MoveResult`



# Checking testing method use

```
GameState >> moveBy: aDirection  
| move |  
move := maze moveBy: aDirection.  
move isMove ifTrue: [ moves := moves + 1 ].  
move isPush ifTrue: [  
    pushes := pushes + 1.  
    moves := moves + 1 ].  
self addMove: move
```



# What is the problem?

```
...  
move isMove ifTrue: [ moves := moves + 1 ].  
move isPush ifTrue: [  
    pushes := pushes + 1.  
    moves := moves + 1 ].  
...
```

- How can we do it better?



# Do not ask, tell

```
GameState >> moveBy: aDirection  
| move |  
move := maze moveBy: aDirection.  
move updateGameState: self.  
self addMove: move
```

```
Move >> updateGameState: aGameState  
aGameState incrementMoves
```

```
Push >> updateGameState: aGameState  
super updateGameState: aGameState.  
aGameState increasePushes
```

```
NoMove >> updateGameState: aGameState  
self
```



# Conclusion

- **Challenge** classes
- **Little** class hierarchies are **good**
- Better **many small classes than a big one**
- **Challenge** kind testing methods
- **Check** their use
- Messages act as **dispatcher**



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

# Advanced Object-Oriented Design and Development with Pharo

A course by

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



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