

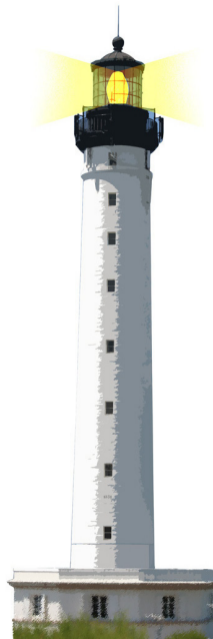


Learning Object-Oriented Programming and Design with TDD

Use vs. Inheritance

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Outline

- An exercise
- Some criteria
- Solutions
- Comparing solutions



Exercise Set Up

Imagine the `TextEditor` class and several algorithms

- `formatWithTex` (`t TextEditor`)
- `formatFastColoring` (`t TextEditor`)
- `formatSlowButPreciseColoring` (`t TextEditor`)

How can we create an editor that will format differently texts?



Next step

- Propose one solution
- Propose different solutions
- Define some criteria
- Compare the approaches using such criteria



Solution 1: Inheritance

```
TextEdit subclass: #SlowFormattingTextEdit
```

```
SlowFormattingTextEdit >> format  
  self formatSlowButPreciseColoring: text
```

```
TextEdit subclass: #FastFormattingTextEdit
```

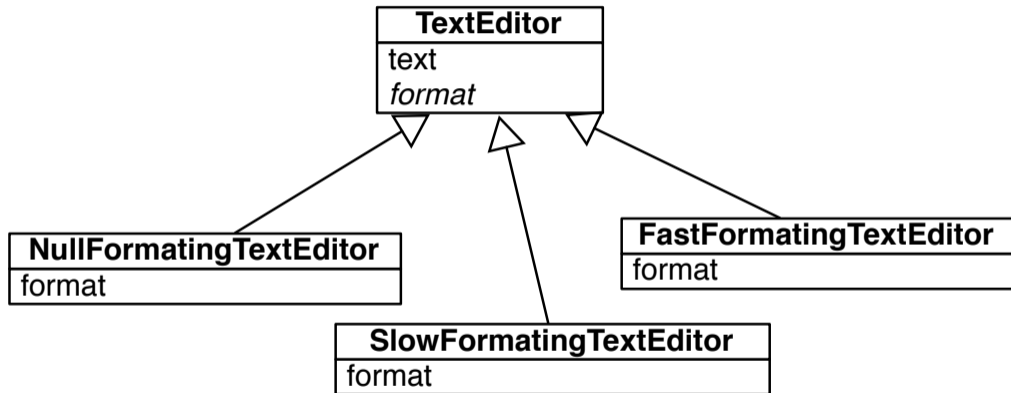
```
SlowFormattingTextEdit >> format  
  self formatFastColoring: text
```

```
TextEdit subclass: #NullFormattingTextEdit
```

```
NullFormattingTextEdit >> format  
  ^ self "do nothing"
```



Inheritance



Solution 2: With conditionals

TextEditor
text formatSlowButPrecise: t formatFastColoring: t formatWithTex: t

```
TextEditor >> format
currentSelection = #slow
if True: [ self formatSlowButPreciseColoring: text]
if False: [ currentSelection = #fast
            if True: [self formatFastColoring: text]
            ....]
```

Alternate with Registry and Meta Programming

```
Object subclass: #TextEditor  
  currentSelection formatters text
```

```
TextEditor class >> initialize  
  self formatters  
    at: #slow put: #slowFormat: ;  
    at: #fast put: #fastFormat: ;  
    at: #null put: #nullFormat: ;  
    at: #tex put: #texFormat:
```

```
TextEditor >> format  
  self perform: (formatters at: currentSelection) with: text
```

What are your criterias to compare these and other solutions?

Criteria

- Yes what are they?

Criteria

- **Adding a new formatting algo**
 - what is the cost to define a new formatting algorithm
- **Dynamically use a formatter**
 - can I switch dynamically to a new formatting algorithm
- **Packaging**
 - can I deploy a new formatting algorithm separately from others



Analysing Solution 1: Inheritance?

Adding a new formatting algo:

- we can add a new formatter

Packaging:

- we can package a new formatter

Not the best solution since:

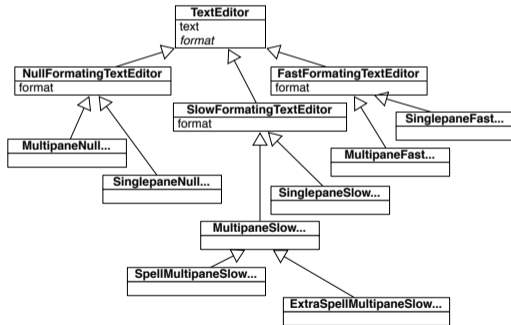
- you have to create objects of the right class
- it is difficult to change the policy at run-time.
 - we do not want to have and reopen the texteditor



Analysing Solution 1: Inheritance?

You can get an explosion of classes bloated with functionalities

- we do not want a hierarchy for each text editor features to be **multiplied** with previous ones
- TextEditor API can get large: no clear identification of responsibility



Analysing Solution 2: Conditionals

Dynamic use: we can use a different formatter dynamically

Adding a new formatting algo:

- adding a version requires to edit and **recompile** the conditionals

Packaging:

- we cannot package a new algorithm separately



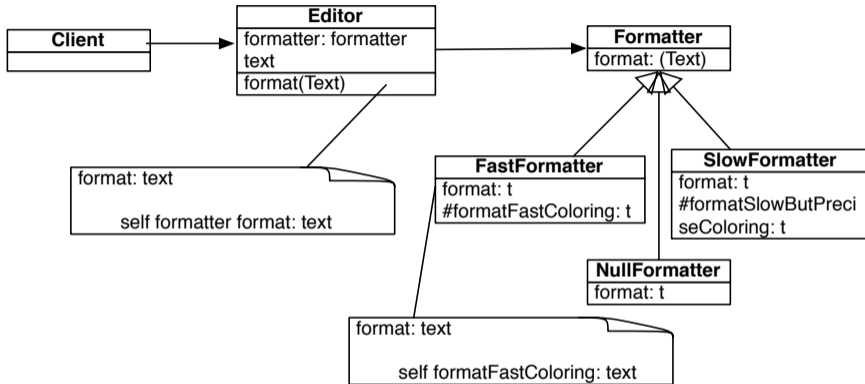
Another solution...

Delegating to a formatter

- Sketch the solution



Delegating to a formatter



```
myEditor formatter: FastFormatter new.  
myEditor format.  
myEditor formatter: SlowFormatter new.
```

Delegating to a formatter

Dynamic use:

- we can use a different formatter dynamically. Just create a new instance and set it.

Adding a new formatting algo:

- adding a version is just adding a new class

Packaging:

- we package a new algorithm separately



Strategy Design Pattern

- Uniformize the communication (API) between the Editor and the Formatter
 - all formatters should understand format:
- Modular
- Incremental



But there is nothing like a free lunch

- The formatter should access the state (i.e. the text, positions... contained in the text editor)
- Information should flow between the textEditor and the formatter
- API of textEditor should be opened to support it



Conclusion

Inheritance

- is about incremental static definition
- It can lead of static design
- It can help
 - build dynamic solutions
 - structure abstractions
- It supports late binding

Delegation (Use)

- can bring runtime flexibility
- can be combined with inheritance



A course by Stéphane Ducasse
<http://stephane.ducasse.free.fr>

Reusing some parts of the Pharo Mocc by

Damien Cassou, Stéphane Ducasse, Luc Fabresse
<http://mocc.pharo.org>



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