



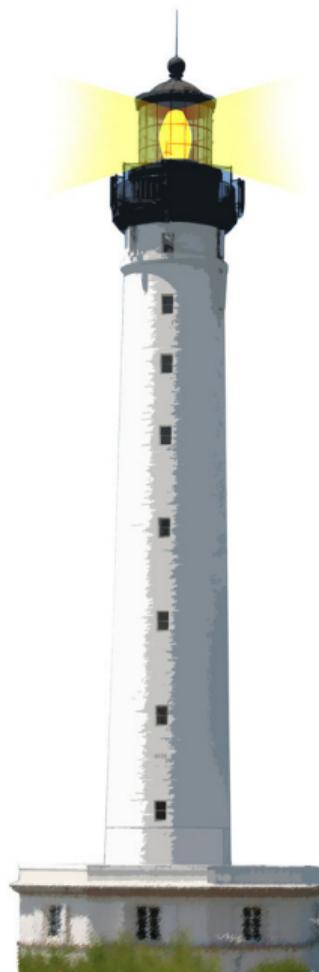
Learning Object-Oriented Programming and Design with TDD

Inheritance and Lookup

5: Lookup in metaclasses

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Goal

1. In Pharo, everything is an object
2. Objects can receive messages
3. Classes are objects too

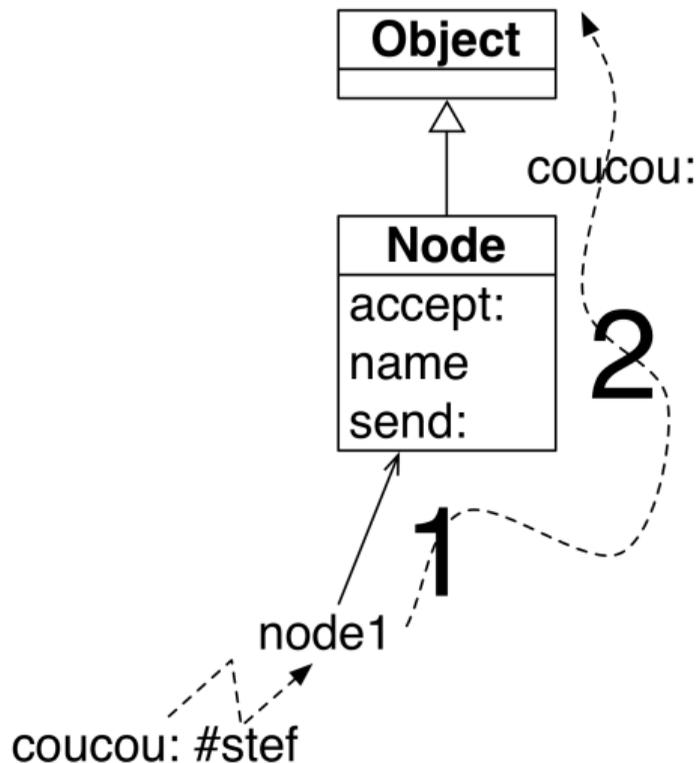
Classes can receive messages. The mechanism is **exactly** the same



Only One Lookup Rule

The lookup starts in the **class** of the **receiver** then:

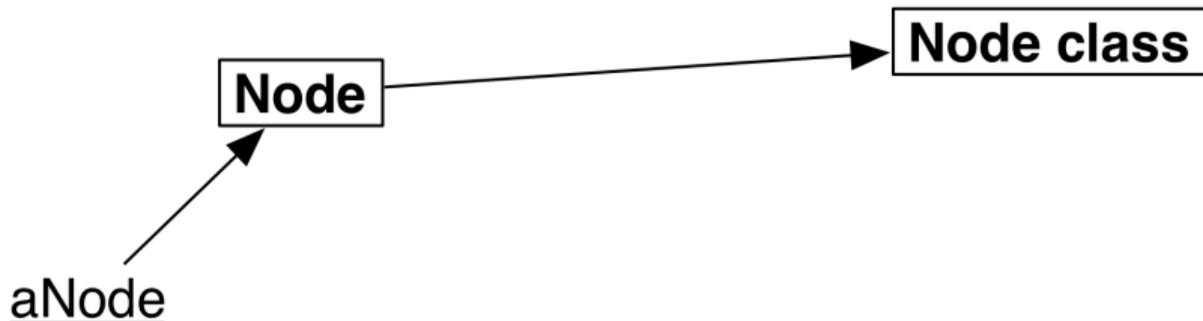
- if the method is defined in the class, it is returned
- otherwise the search continues in the superclass



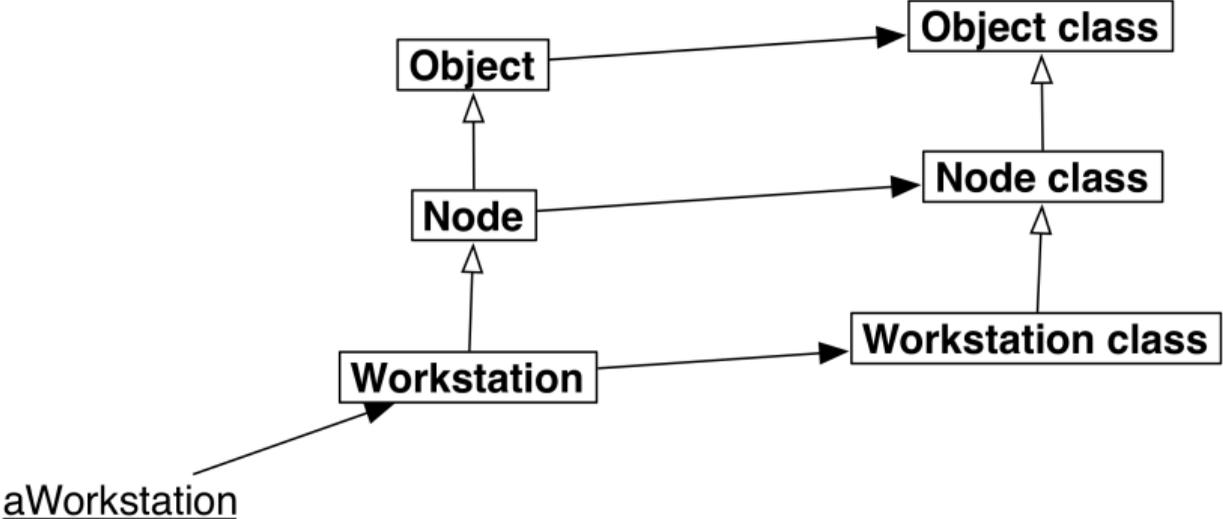
A Class is an Instance of Another Class

Class X is always the unique instance of the class X class:

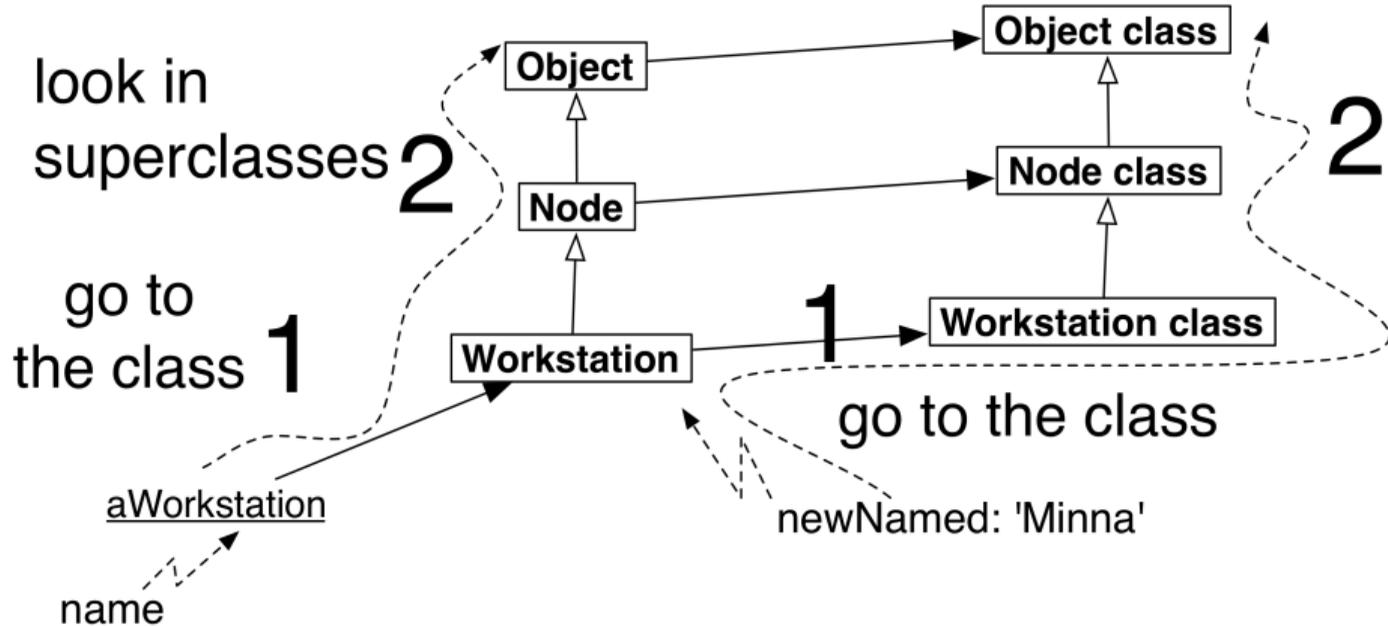
- Node is a class and an object
- each object is an instance of a class
- the class of Node is Node class
- the class Node class is automatically created



Superclass Chain



Lookup of Class Methods is No Different



What You Should Know

- A class is an object
- A class can receive messages
- Method lookup is exactly the same as for all objects:
 - go to the class of the receiver
 - follow inheritance chain
- More during the lecture *Understanding class methods*



Resources

- Pharo mooc - Videos W4S05: <http://mooc.pharo.org>
- Pharo by Example: <http://books.pharo.org>

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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