Inheritance and Lookup

4: doesNotUnderstand: aMessage

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W4S04





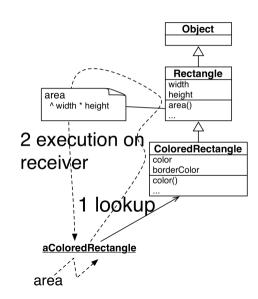
Goal

- A hook message is sent when the lookup fails
- Classes can customize the reaction to this failure

Message Sending

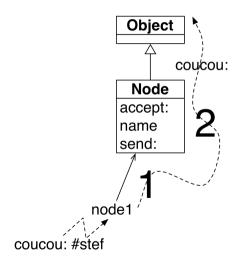
Sending a **message** is a two-step process:

- look up the method matching the message
- execute this method on the receiver

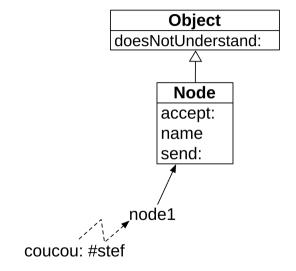


When No Method is Found

- if no method is found in the hierarchy, doesNotUnderstand: is sent to the receiver
- the initial message is passed as parameter



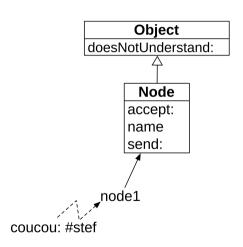
When No Method is Found



Step by Step...

node1 coucou: #stef

- 1. coucou: looked up in Node
- not defined in Node -> continues in Object
- not defined in Object -> send doesNotUnderstand: to node1
- doesNotUnderstand: looked up in Node
- not defined in Node -> continues in Object
- doesNotUnderstand: is found and executed





doesNotUnderstand: is a Message

- doesNotUnderstand: is a message
- any class can implement the corresponding method
- used for automatic delegation, proxy, distribution

doesNotUnderstand: and the Debugger

When no class redefines doesNotUnderstand:

- o doesNotUnderstand: in Object is executed
 - this method raises a MessageNotUnderstood exception
 - o when not handled, this exception opens a debugger

Catching MessageNotUnderstood Error

MessageNotUnderstood is just an exception, code can handle it:

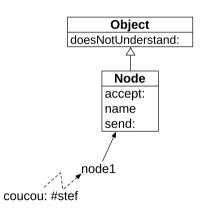
Node >> sayHello self coucou: #stef

Node >> welcome [self savHello]

on: MessageNotUnderstood

do: [Transcript show: 'Something

went wrong with a message']



What You Should Know

- The lookup sends doesNotUnderstand: when it can not find a method
- Each class can implement this method
- The default implementation of doesNotUnderstand: raises an exception that can be handled

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