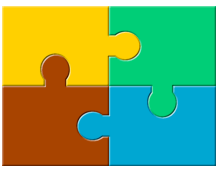


# Composition Mechanisms in OO Languages: Traits and ClassBoxes

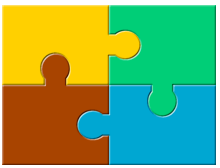
Roel Wuyts  
ULB Séminaire

25/03/04



## 4 talks

- ❏ “Logic Meta Programming and Language Symbiosis”
- ❏ “A Data-centric Approach to Composing Embedded, Real-time Software Components”
- ❏ “Unanticipated Integration of Development Tools and the StarBrowser”
- ❏ “Composition Mechanisms in OO Languages: Traits and ClassBoxes”



# Roadmap

 Context

 Traits

 Problem, model, validation

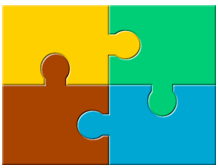
 Classboxes

 Problem, model, validation

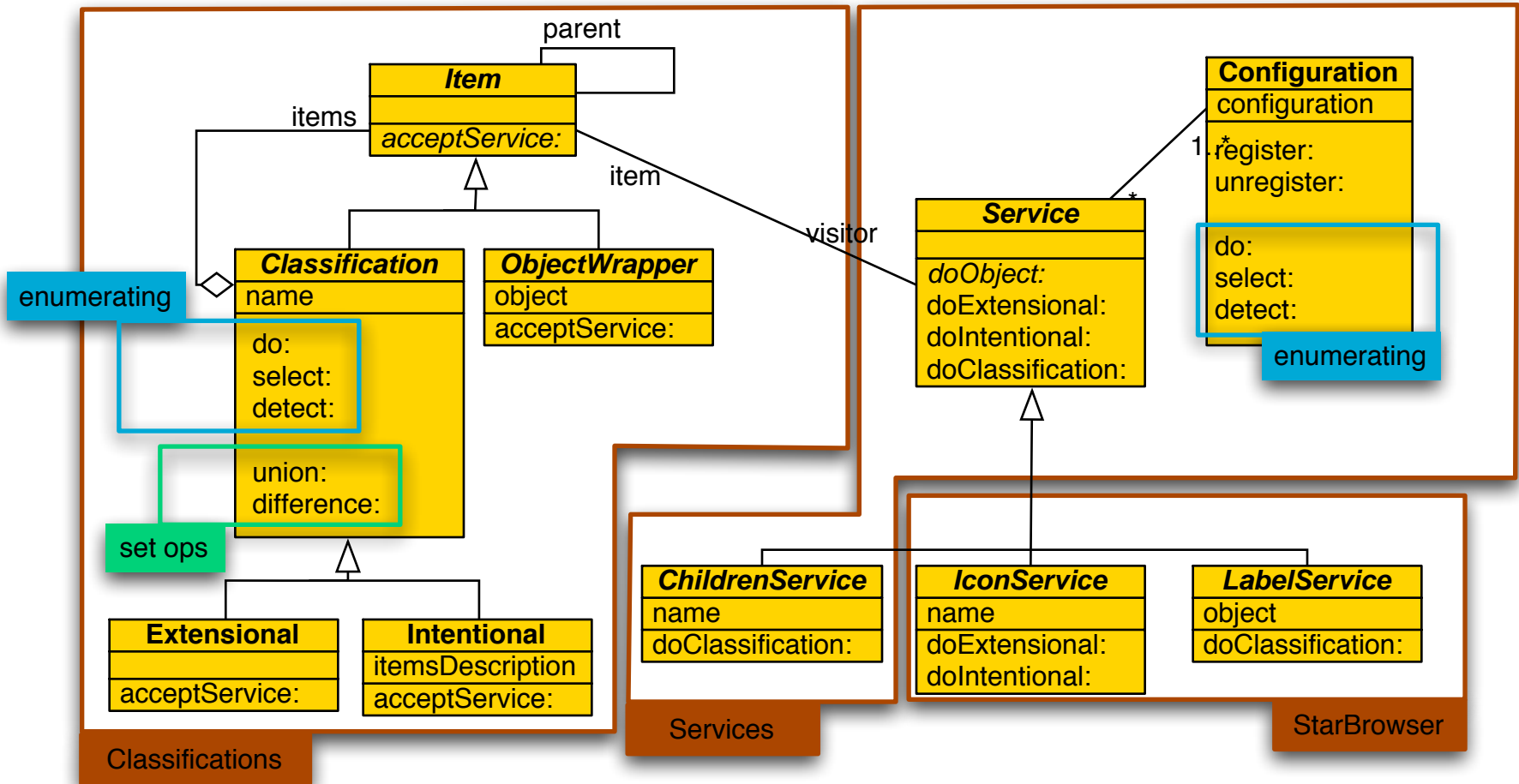
 Validation

 Conclusion





# Context: OO Systems

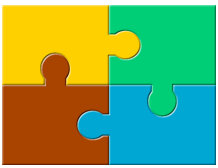




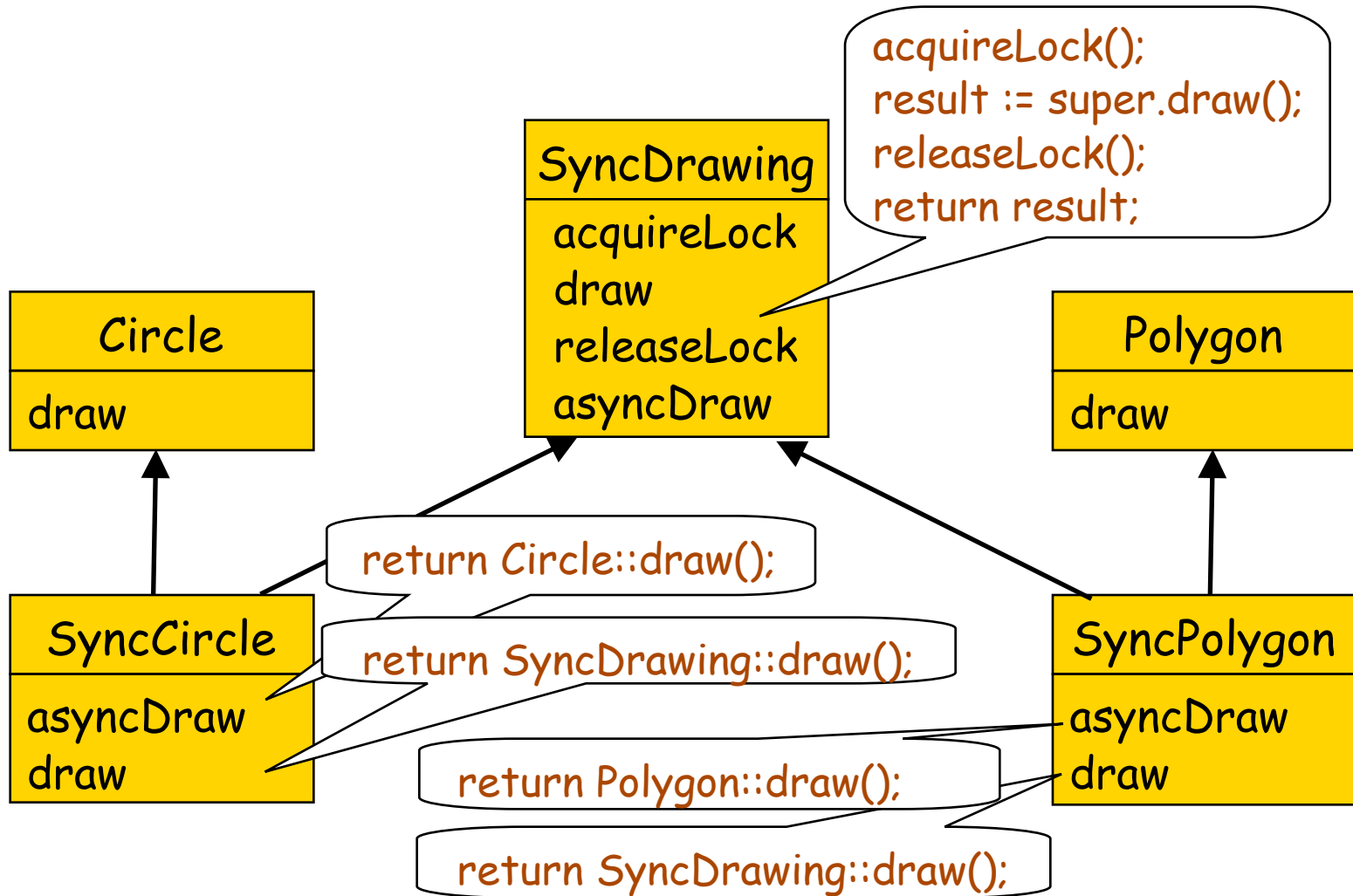
# Traits

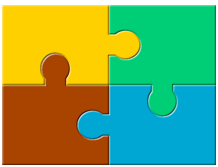
- ❑ Modularity of methods within classes
  - ❑ Solve shortcomings with inheritance
- ❑ Compose methods in groups
- ❑ Compose groups to form classes
- ❑ Advantage: level between single methods and complete classes



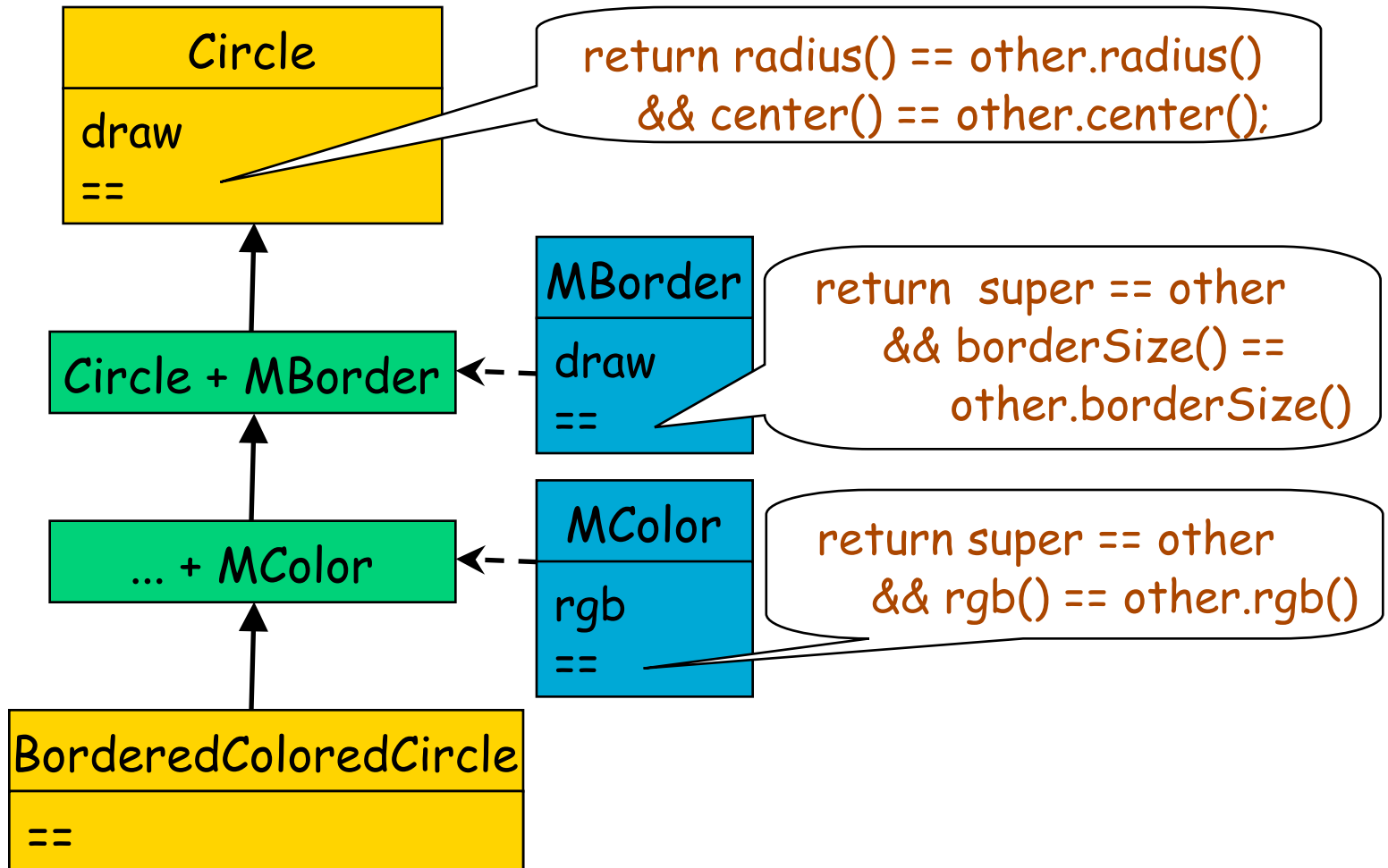


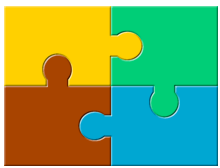
# Multiple inheritance problem





# Mixins



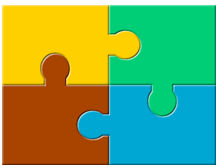


# Inheritance Problems

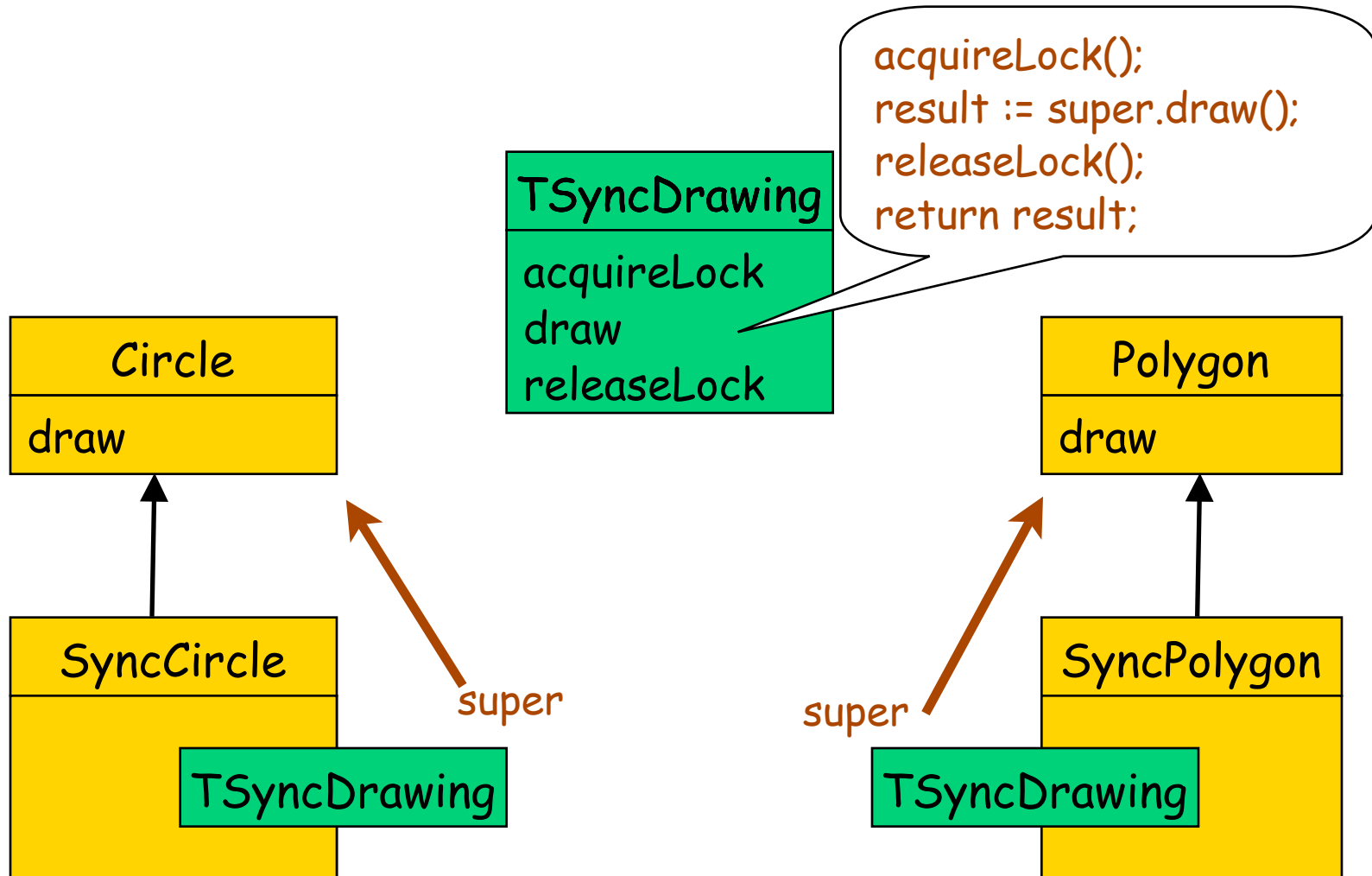
- Single: not expressive enough
- Multiple:
  - Complex solution → Hard to understand
  - Explicit class references → Fragile
  - Sometimes requires code duplication
- Mixins:
  - Implicit conflict resolution → Surprises!
  - Composite entity is not in full control
    - Dispersal of glue code
    - Fragile hierarchies

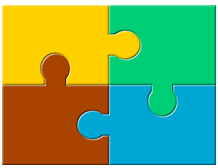






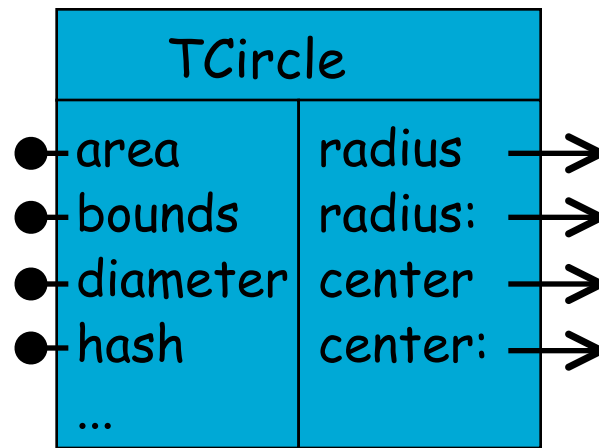
# What we want..





# What are Traits?

- ❏ Traits are parameterized behaviors
  - ❏ Traits provide a set of methods (● — )
  - ❏ Traits require a set of methods ( —> )
  - ❏ Traits are purely behavioral (no state)

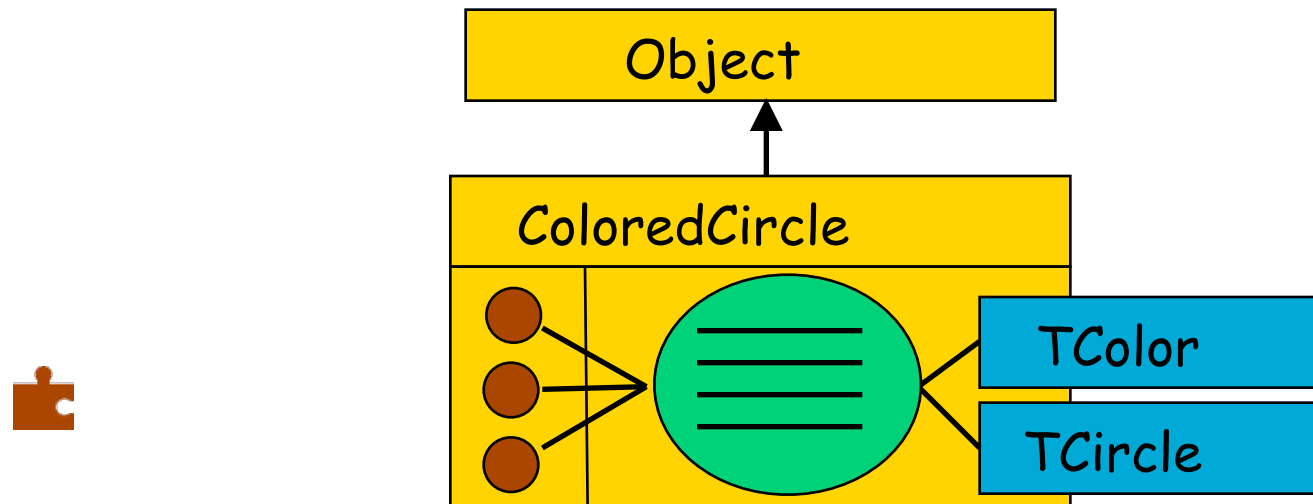




# How are Traits Used?

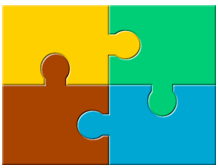
🧩 Traits are the building blocks of classes

🧩 **Class** = superclass + state + traits + glue



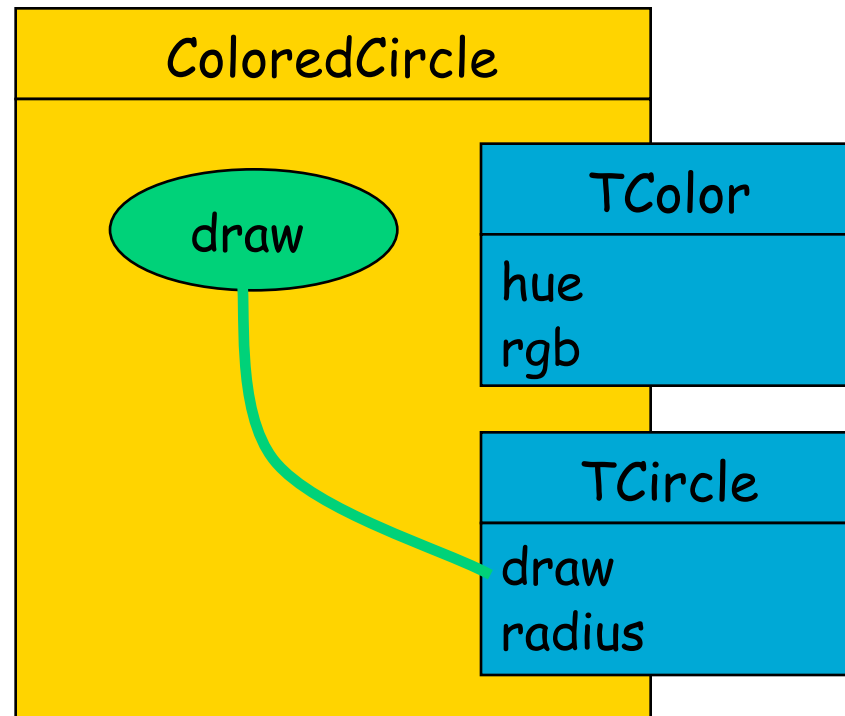
🧩 Traits do not replace single inheritance

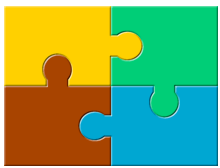
🧩 They provide modularity *within* classes



# Composition Rules

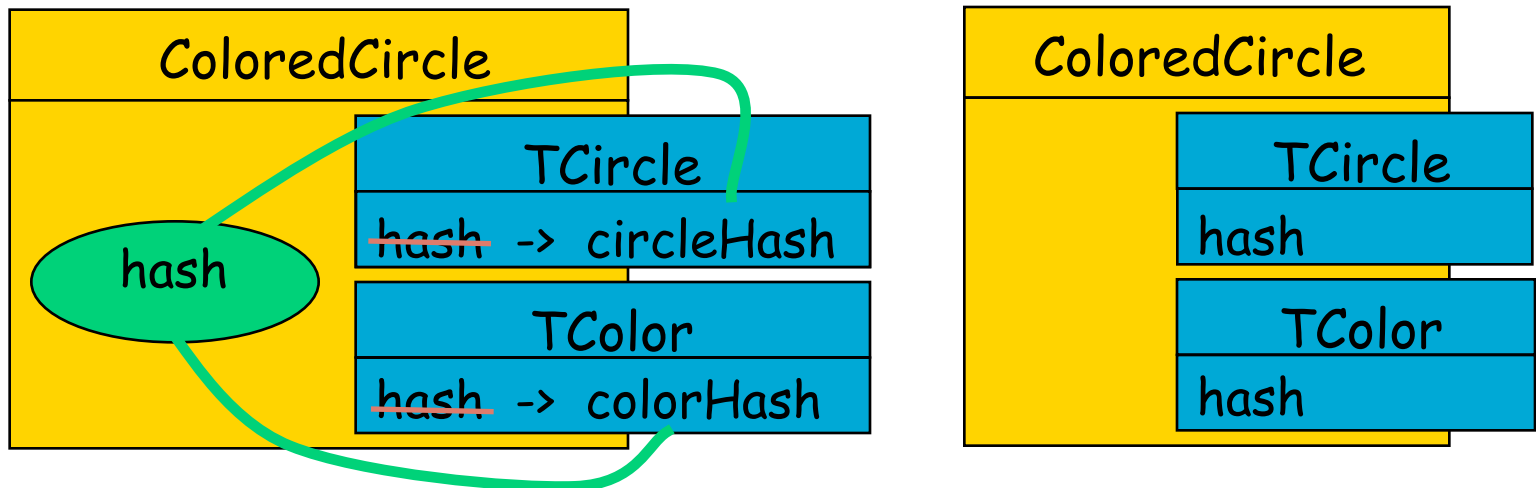
- Class methods take precedence over trait methods

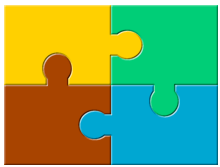




# Explicit Conflict Resolution

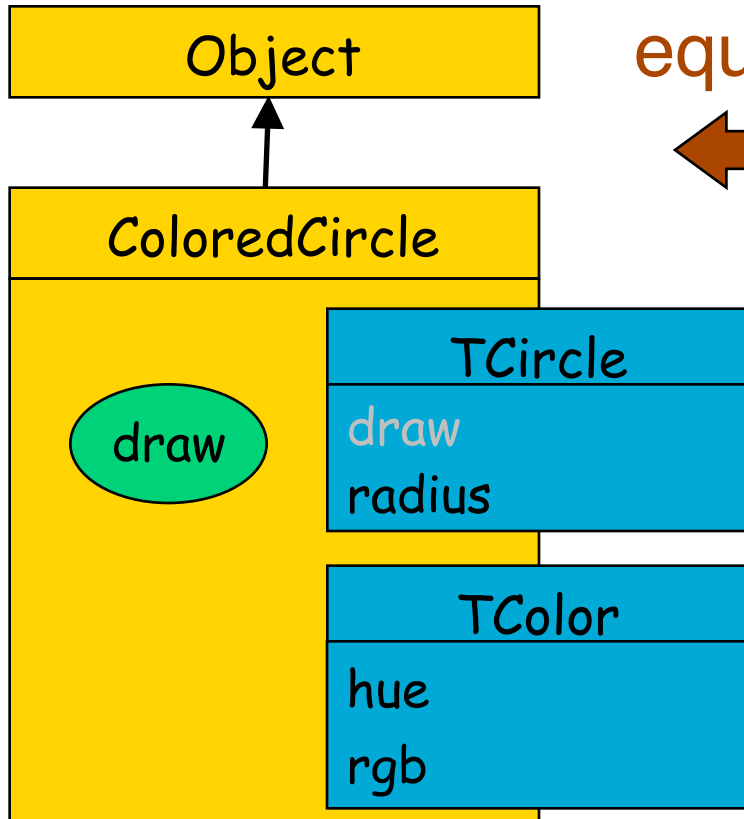
- ❏ Override the conflict with a glue method
  - ❏ Aliases to access to the conflicting methods
- ❏ Avoid the conflict
  - ❏ Exclude conflicting method from one trait





# Flattening Property (2 views on code)

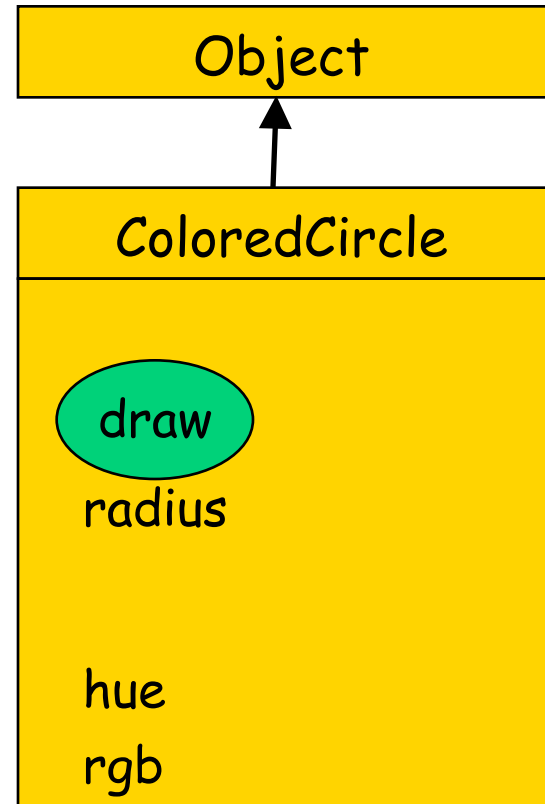
## Structured view

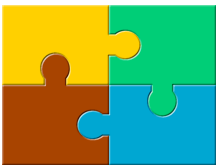


equivalent



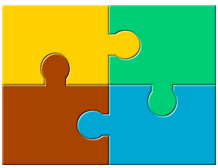
## Flat view





# Validation

- Implemented in Smalltalk
  - Smart method dictionary manipulation
  - Development environment extended
- Set-theoretic formalization to prove the flattening property
- Applications
  - Refactored the collection hierarchy
  - applied on metaclass composition
- Broad impact

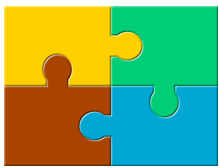


# Classboxes

- Modularity of (groups of) classes
  - address packaging problems
- Compose classes and methods
- Import classes
- Extend existing classes locally
- Advantage: Module system for OO language handling class extensions

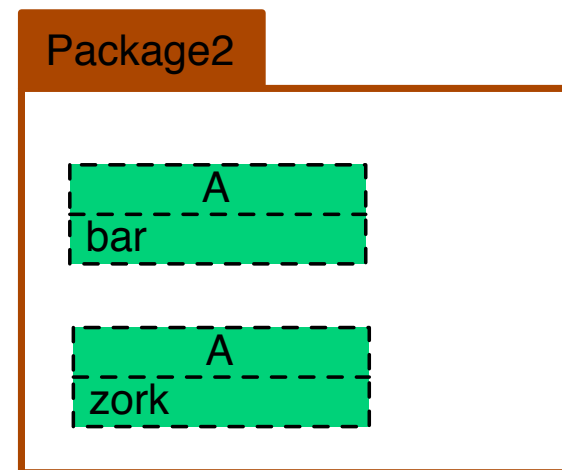
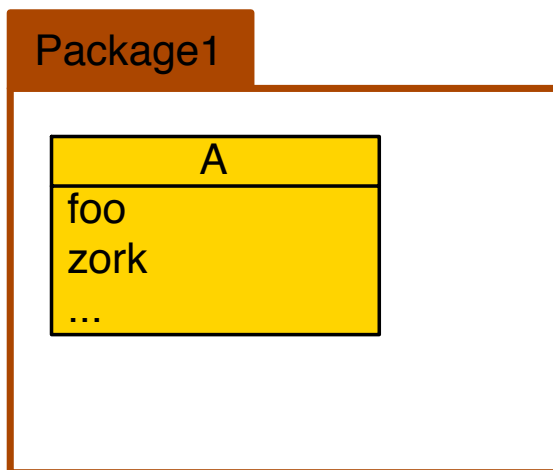


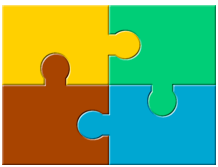




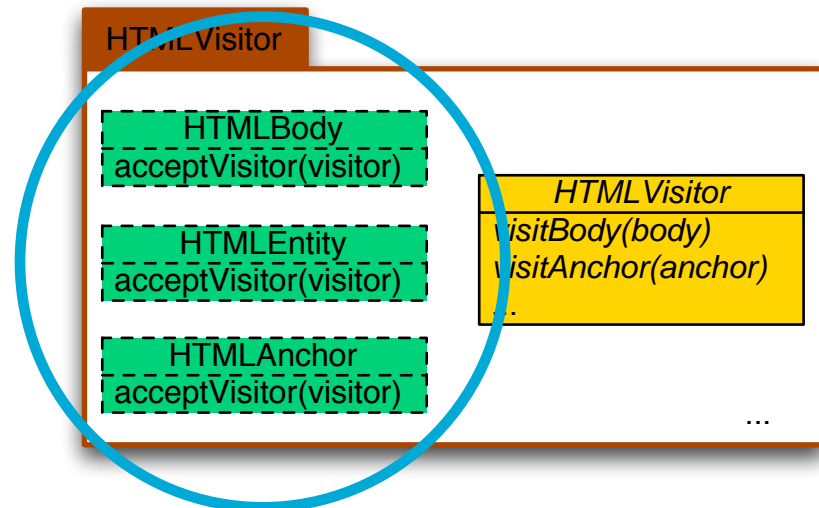
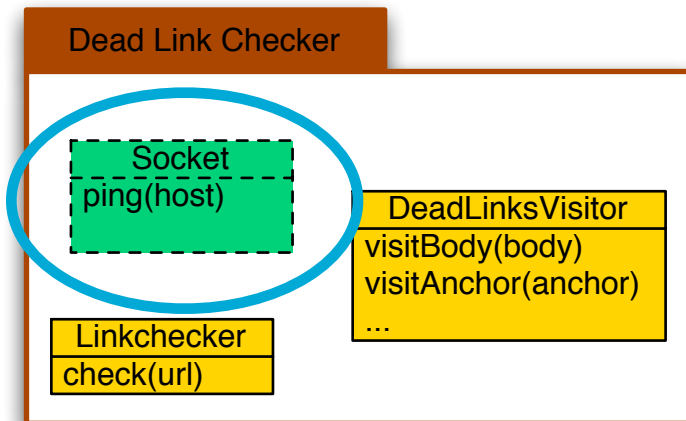
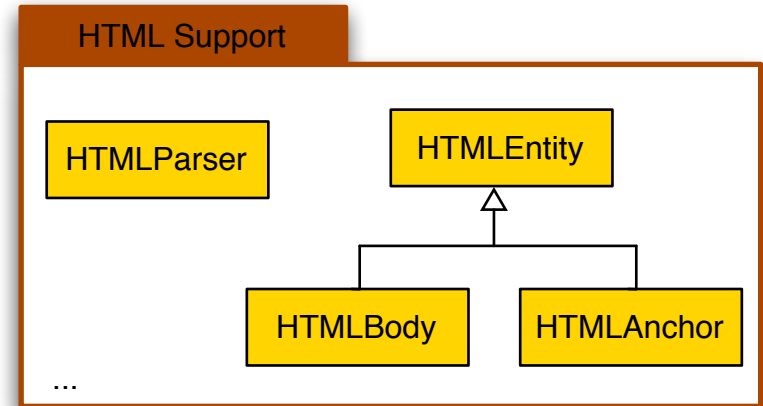
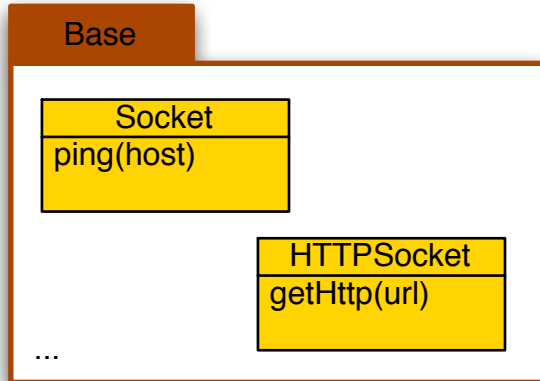
# Class extensions

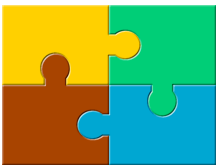
- method defined in a package whose class is defined elsewhere
- can be an *extension* or a *redefinition*
- exists in CLOS, Smalltalk, Ruby, ...





# What we want...





# Classbox Model Definition

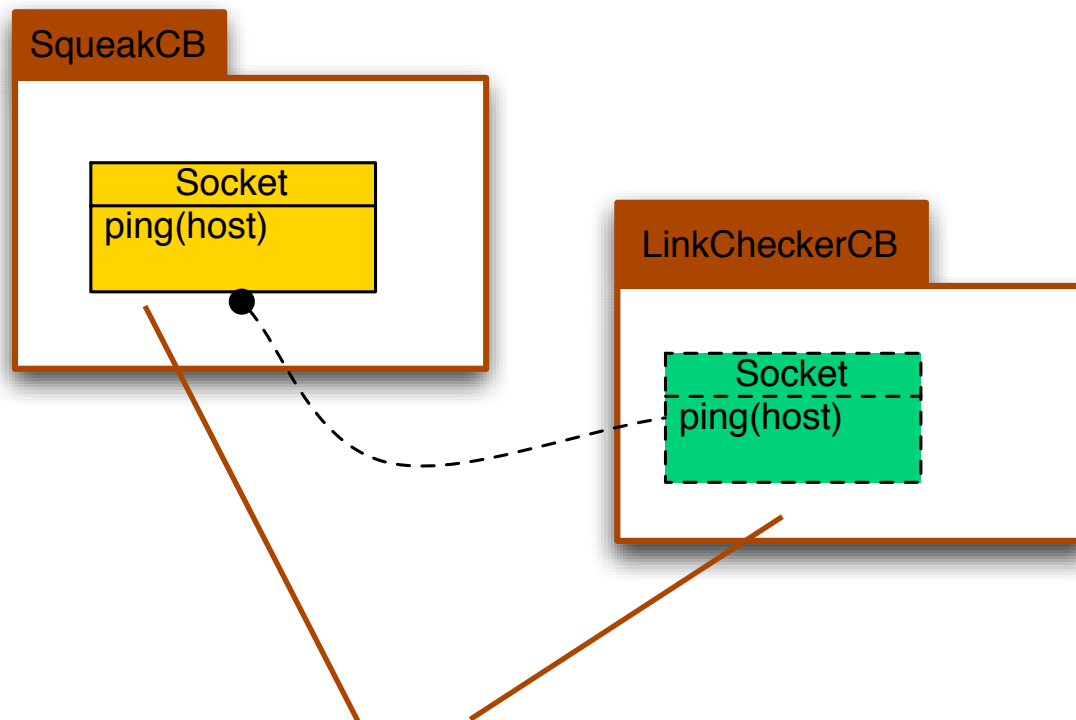
- ❏ The Classbox Model is a module system supporting local rebinding
- ❏ A Classbox
  - ❏ Is a unit of scoping (acts as a namespace)
  - ❏ Can define classes, methods, variables
  - ❏ Can import class definitions
- ❏ Classes and methods always belong to exactly one classbox





# Local rebinding

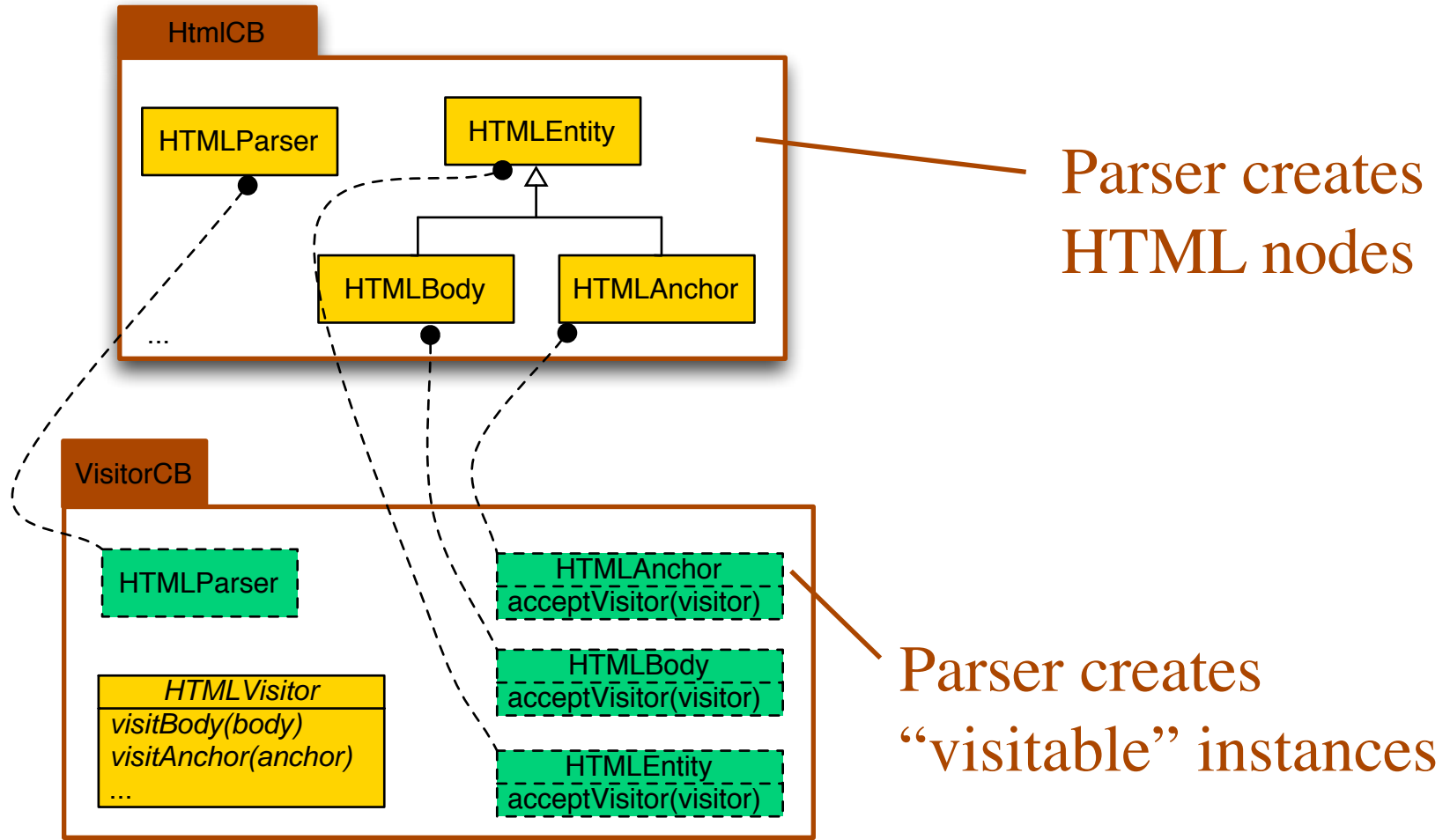
- Extensions act as if they were global, but they are local to the classbox

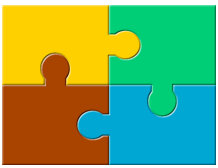


Two different implementations!



# Local rebinding (ctd)





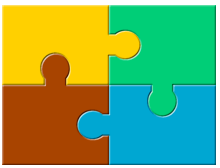
# Validation

## ❏ Implemented in Smalltalk

- ❏ new method lookup algorithm
- ❏ extended development environment

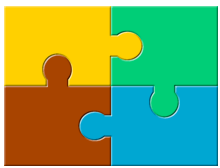
## ❏ Classboxes

- ❏ Set-theoretic formalization to prove the local rebinding property
- ❏ applied on web application framework



# Conclusion

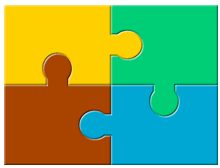
- ❑ Composition at different levels
  - ❑ Traits: methods in classes
  - ❑ Classboxes: classes in modules
- ❑ Automatic conflict detection
- ❑ Explicit (manual) conflict resolution
  - ❑ overriding, cancellation, aliasing



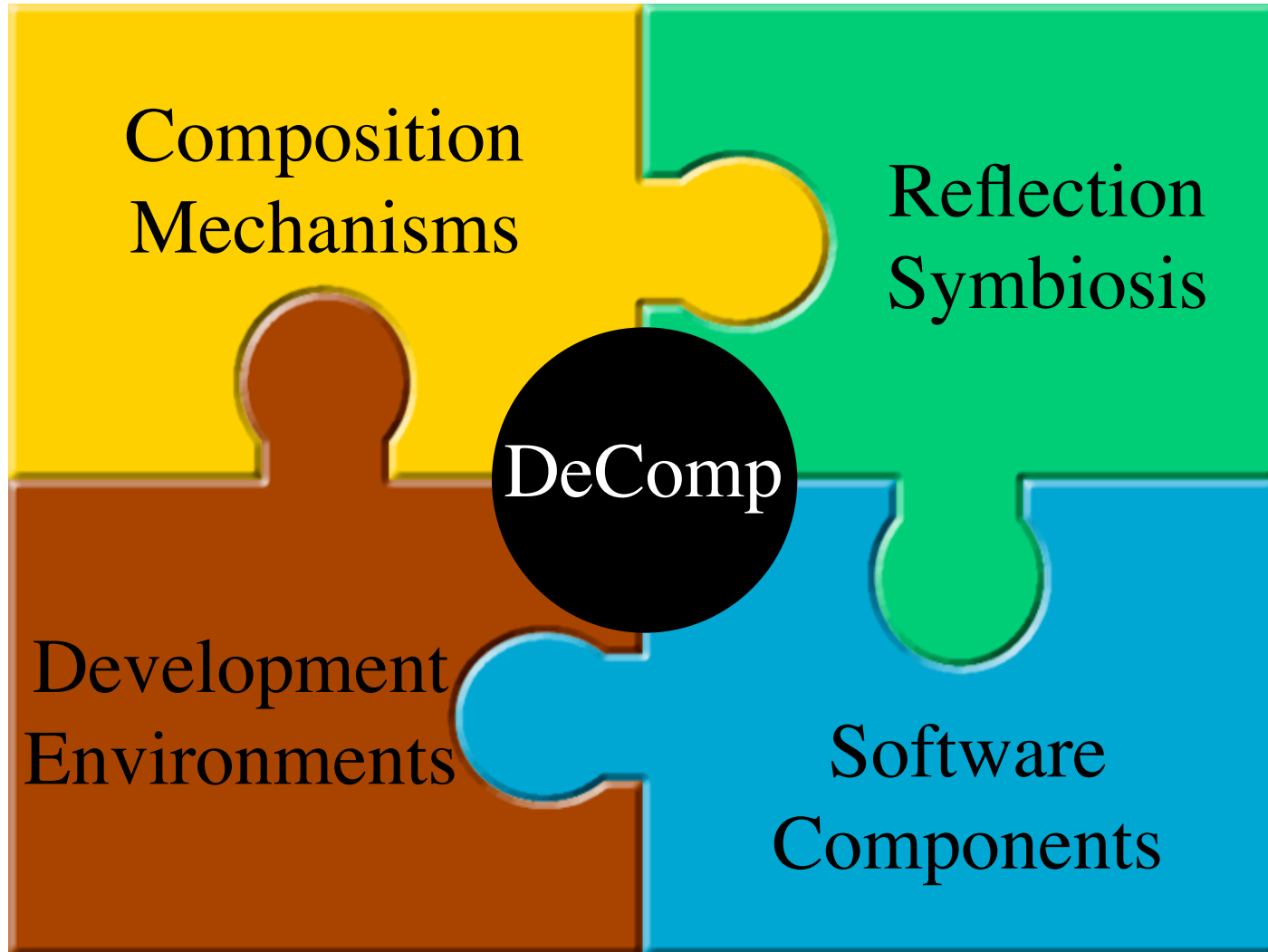
## More Information...

- Alexandre Bergel, Stéphane Ducasse, and Roel Wuyts, *Classboxes: A Minimal Module Model Supporting Local Rebinding*, In Proceedings of JMLC 2003 (Joint Modular Languages Conference), LNCS, Volume 2789, Springer-Verlag, pp. 122--131, 2003
- Andrew P. Black, Nathanael Schärli, Stéphane Ducasse, *Applying Traits to the Smalltalk Collection Hierarchy*, Proceedings of OOPSLA 2003, Springer-Verlag, pp. 47--64, 2003.
- Nathanael Schärli, Stéphane Ducasse, Oscar Nierstrasz, Andrew P. Black, *Traits: Composable Units of Behavior*, Proceedings of ECOOP 2003
- Stéphane Ducasse, Nathanael Schärli, Oscar Nierstrasz, Roel Wuyts and Andrew Black, *Traits: A Mechanism for fine-grained Reuse*, Submitted to TOPLAS.

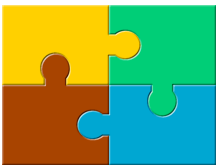




# Meta conclusion







# Resulting Class Hierarchy



## Result consists of 3 parts

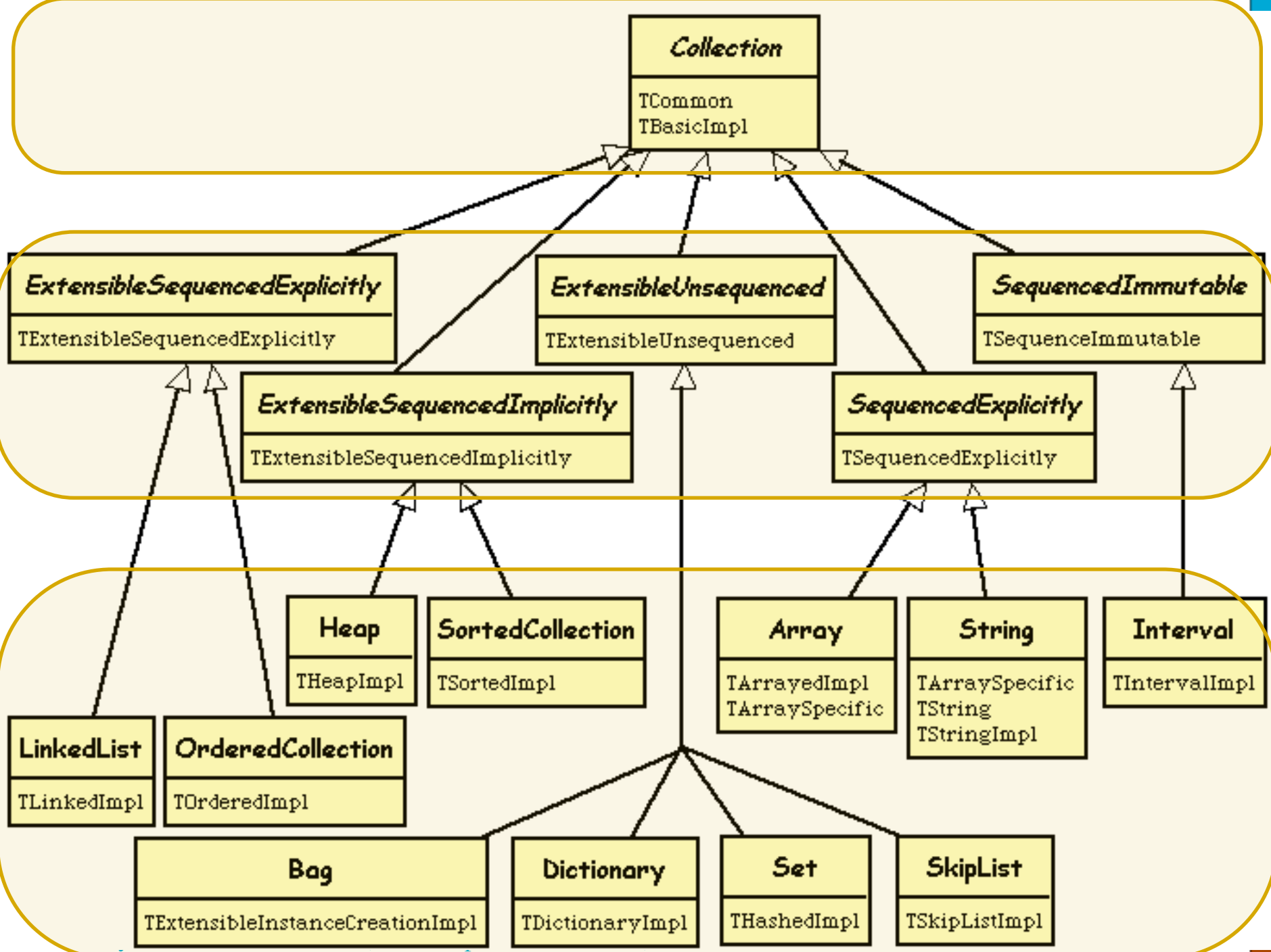
### Abstract root class Collection

-  Only contains the methods supported by all collection classes

### Abstract classes with the public functionality for different kind of collections

### Layer of concrete collection classes

-  They inherit the public functionality from one of the functionality classes
-  They use a trait that adds a specific implementation





# Resulting Trait Hierarchies

- Two trait hierarchies
  - Functional Traits
  - Implementation Traits
- Very fine-grained
  - Most traits consist of multiple subtraits



