

Object Oriented Languages

Metaobject Protocols

Structure: how are values to be stored in an object?

Object Oriented Languages

Metaobject Protocols

Structure: how are values to be stored in an object?

Most objects are implemented as vectors with the object accessors implemented as simple vector references

Object Oriented Languages

Metaobject Protocols

Structure: how are values to be stored in an object?

Most objects are implemented as vectors with the object accessors implemented as simple vector references

The generic function `compute-and-ensure-slot-accessors` describes how slots are accessed

Object Oriented Languages

Metaobject Protocols

Structure: how are values to be stored in an object?

Most objects are implemented as vectors with the object accessors implemented as simple vector references

The generic function `compute-and-ensure-slot-accessors` describes how slots are accessed

The standard method does a simple vector access

Object Oriented Languages

Metaobject Protocols

Structure: how are values to be stored in an object?

Most objects are implemented as vectors with the object accessors implemented as simple vector references

The generic function `compute-and-ensure-slot-accessors` describes how slots are accessed

The standard method does a simple vector access

So if you want slots that live on disk rather than in memory, or count the number of times they are accessed, add a method here

Object Oriented Languages

Metaobject Protocols

Classes: The generic functions `allocate` and `initialize` describe how objects are created

Object Oriented Languages

Metaobject Protocols

Classes: The generic functions `allocate` and `initialize` describe how objects are created

So if you want to have an object that lives outside the normal class hierarchy, or has a different structure, add methods here

Object Oriented Languages

Metaobject Protocols

Classes: The generic functions `allocate` and `initialize` describe how objects are created

So if you want to have an object that lives outside the normal class hierarchy, or has a different structure, add methods here

And so on

Object Oriented Languages

Metaobject Protocols

There are standard methods everywhere, of course, that do the “usual” things, i.e., they implement the behaviour you would expect from a normal OO language

Object Oriented Languages

Metaobject Protocols

There are standard methods everywhere, of course, that do the “usual” things, i.e., they implement the behaviour you would expect from a normal OO language

For example, a method on `initialize` that fills in a newly allocated object

```

(defmethod initialize ((cl <class>) keywords)
  (call-next-method)
  (let ((direct-supers (class-direct-superclasses cl))
        (direct-slots (find-keyword :direct-slots keywords ()))
        (direct-inits (find-keyword :direct-keywords keywords ())))
    (unless (compatible-superclasses-p cl direct-supers)
      (error "incompatible superclasses:~%~s can not be a subclass of ~%~s"
             cl direct-supers))
    (setf (class-precedence-list cl)
          (compute-class-precedence-list cl direct-supers))
    (setf (class-keywords cl)
          (compute-keywords cl direct-inits
                            (compute-inherited-keywords cl direct-supers)))
    (let* ((inherited-slots (compute-inherited-slots cl direct-supers))
           (effective-slots
            (compute-and-ensure-slot-accessors
             cl (compute-slots cl direct-slots inherited-slots)
             inherited-slots)))
      (setf (class-slots cl) effective-slots)
      (setf (class-instance-length cl) (length effective-slots)))
    (mapcar #'(lambda (super)
                (add-subclass super cl)) direct-supers))
  cl)

```

Object Oriented Languages

Metaobject Protocols

Exercise. Investigate the `Metaobject` class in Java

Exercise. Investigate `Joose`, the JavaScript Metaobject system

Exercise. Investigate `Moose`, the Perl Metaobject system

Object Oriented Languages

Metaobject Protocols

Metaobject protocols are very powerful and so are easy to abuse

Object Oriented Languages

Metaobject Protocols

Metaobject protocols are very powerful and so are easy to abuse

And easy to misuse accidentally

Object Oriented Languages

Metaobject Protocols

Metaobject protocols are very powerful and so are easy to abuse

And easy to misuse accidentally

But they do allow you to do exactly what you want in an OO system

Object Oriented Languages

Metaobject Protocols

Metaobject protocols are very powerful and so are easy to abuse

And easy to misuse accidentally

But they do allow you to do exactly what you want in an OO system

You are not limited by the language, only your imagination

Object Oriented Languages

End of OO

Object Oriented languages and OO concepts are widely used

Object Oriented Languages

End of OO

Object Oriented languages and OO concepts are widely used

There are a large number of ways of doing OO

Object Oriented Languages

End of OO

Object Oriented languages and OO concepts are widely used

There are a large number of ways of doing OO

From no classes and no inheritance all the way to MOPs

Object Oriented Languages

End of OO

Object Oriented languages and OO concepts are widely used

There are a large number of ways of doing OO

From no classes and no inheritance all the way to MOPs

You need to be able to make a choice!

Object Oriented Languages

End of OO

Object-oriented programming is an exceptionally bad idea which could only have originated in California

Edsger Dijkstra

End of Languages

There are many languages out there, both general purpose and specialist

End of Languages

There are many languages out there, both general purpose and specialist

It's not a case that one language is better than another, more that one is *better for the problem in hand*

End of Languages

There are many languages out there, both general purpose and specialist

It's not a case that one language is better than another, more that one is *better for the problem in hand*

Be aware and learn the *concepts*, they are transferable between many languages

End of Languages

There are many languages out there, both general purpose and specialist

It's not a case that one language is better than another, more that one is *better for the problem in hand*

Be aware and learn the *concepts*, they are transferable between many languages

Pick the right tool for the job