

# A Basic Object System Using Macros

A Talk With Grant Rettke

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# How To Roll A Basic Object System

- Features
  - Public Methods, Private Variables, No Inheritance (Simple huh?!)
- Goals
  - Study Scheme, Macros, Language Constructs
  - Chat About It With My Friends
- Approach
  - Code First, Then Generation
  - Simplicity Trumps Efficiency
  - No Mystery Code!

# Destination Code Features

- Primitive Object Implementation
- Methods and Variables
- Encapsulation
- Message Passing
- Duplicate variable/method name warning
- Built on "Stock" Language Features
- Reference: 5-prim-obj-stx-smpl.scm,  
6-prim-obj-stx-smpl-tsts.scm

# Destination Code Sample

```
(define-object person
  (variables
    ([name #f]
     [age-years #f]
     [method-names-ls2 10])))
(methods
  ([set-name [arg] (set! name arg)]
   [get-name [] name]
   [set-age-years [arg] (set! age-years arg)]
   [get-age-years [] age-years]
   [age-in-days [] (* age-years 365)]
   [typed-name [] (cons (get-name) (class-name))]
   [method-names2 [] 'OVERWRITTEN]
   [typed-name2 [] 'OVERWRITTEN])))
```

- Brackets may be used anywhere parentheses are used
  - Primarily to enhance readability

# Step 1

- Exploring Primitive Language Features
  - Object Creation
  - Message Passing
  - Lexical Scope
- Reference: 1-prm-feat.scm

# Object Creation

```
(define prim-obj-creation
  (λ ()
    (λ ()
      #t))))
```

- Goal: An object is a thing that can be instantiated
- This code is a function that returns a 1st class function
- A 1st class function is a thing, virtually an "object"
- This is how objects will be instantiated in this system

# Message Passing

```
(define prim-obj-msg-passing
  (λ ()
    (λ (msg)
      msg))))
```

- Goal: An object is a thing that can receive a message
- The first class function above can receive messages
- This is how "message-passing" will occur in this object system

# Lexical Scope

```
(define prim-obj-lex-scope
  (λ ()
    (define x 11)
    (define y 12)
    (define frobnicate
      (λ (a b)
        (+ a b)))
    (λ (msg)
      (cons msg (frobnicate x y)))))
```

- Goal: Encapsulation, introduction of scope
- Lambda introduces lexical scope for internal `define` (aka `letrec`) appearing immediately after it
- The 1st class function returned by this function inherits the lexical scope in which it was created (`x`, `y`, and `frobnicate`)



## prim-obj-lex-scope usage

```
(define obj (prim-obj-lex-scope))  
(obj 'my-message)
```

- -> (my-message . 23)
- This is how objects may be instantiated and sent messages

# The Non-Macro Primitive Object

- Combine those three primitive features to hand-code a primitive object
- Reference: 3-A-prim-obj.scm

# The Non-Macro Primitive Object Code Sample

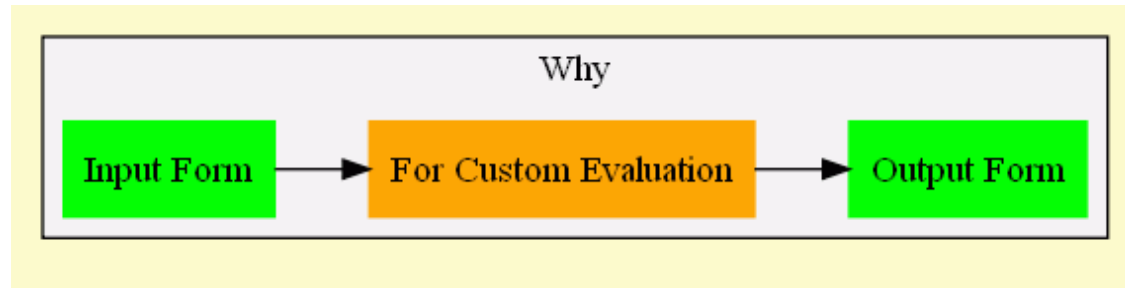
```
(define person
  (λ ()
    (define name #f)
    (define age-years #f)
    (define set-name (λ (arg) (set! name arg)))
    (define get-name (λ () name))
    <methods go here>
    (λ (msg . args)
      (case msg
        [(set-name) (apply set-name args)]
        [(get-name) (get-name)]
        [(set-age-years) (apply set-age-years args)]
        [(get-age-years) (get-age-years)]
        [(age-in-days) (age-in-days)]
        [else (error "message not understood" msg)]))))
```

- The last  $\lambda$  expression is the "object"

# Next Step: On To Generation

- High Level Macro Review

# Macros 1 - Why



- Modify input code to produce new output code
- Seemingly superior to C style pre-processor macros
- Change shape, and even order of evaluation of, the code

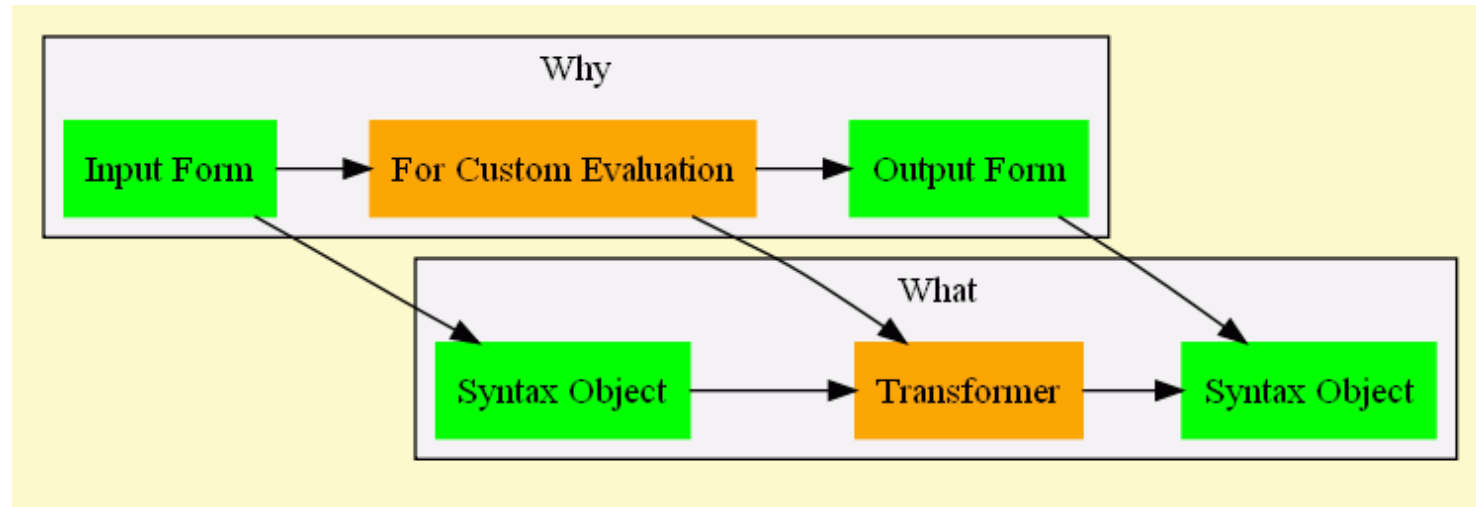
# Macros 1 - Why - Example

- In a conditional expression, every clause may not be evaluated
- Consider a typical if-null-then check (illustrated by the macro `my-if` moving forward)

```
(let ([fun null])
  (my-if (null? fun)
        (printf "Can't call fun, it is null~n")
        (printf "x is ~a~n" (fun))))
```

- `my-if` could never be a function because it would evaluate its arguments, resulting in a null pointer
- Reference: macros.scm

# Macros 2 - What



- The object sent to the macro is called a syntax object
- The macro itself is implemented by an object called a transformer

# Macros 2 - What - Example

- Syntax Object (everything enclosed by `my-if`)

```
(let ([fun null])
  (my-if (null? fun)
        (printf "Can't call fun, it is null~n")
        (printf "x is ~a~n" (fun))))
```

- Transformer (this is the `my-if` macro)

```
[(_ clause true-body false-body)
 #'(let ([c clause])
     (if c
         true-body
         false-body))]
```

- `#'` is shorthand for surrounding the following shape inside a call to `syntax`



# Macros 3 - How

- The macro `my-if` takes an input form as its argument

```
(my-if (null? fun)
      (printf "Can't call fun, it is null~n")
      (printf "x is ~a~n" (fun)))
```

- De-structures it using pattern matching into 3 different parts: `clause`, `true-body`, and `false-body`

```
(my-if clause true-body false-body)
```

- Defines a template for the new form (the resulting syntax object)

```
#' (let ([c clause]) (if c true-body false-body))
```

# Macros 3 - How

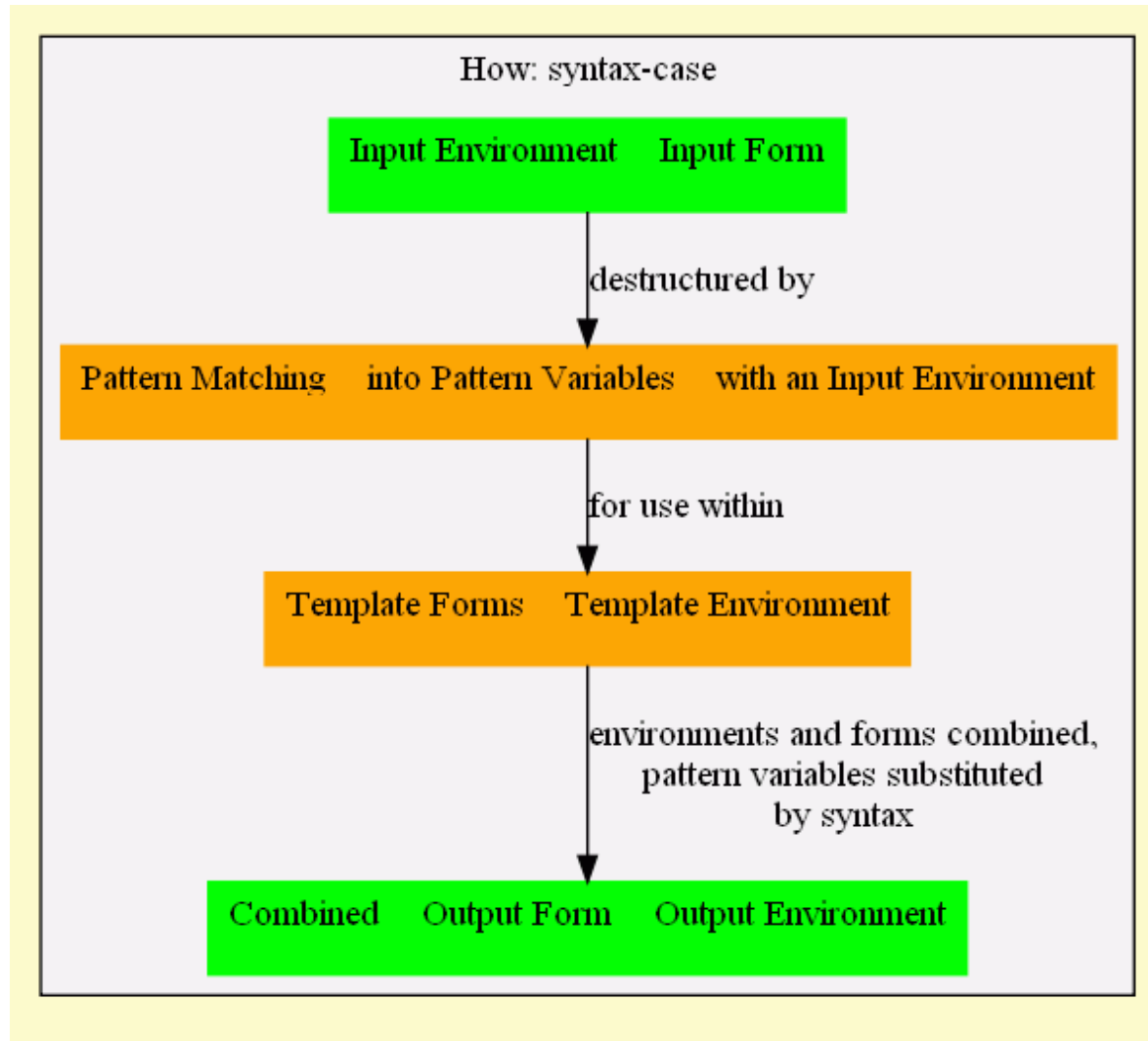
- Expands the template by replacing the pattern variables with their actual values and environment, and returns the resulting syntax-object

```
(my-if (null? fun)
      (printf "Can't call fun, it is null~n")
      (printf "x is ~a~n" (fun)))
```

- Expanding into

```
(let ((c (null? fun)))
  (if c
      (printf "Can't call fun, it is null~n")
      (printf "x is ~a~n" (fun))))
```

# Macros 3 - How - Visual



# Two Kinds of Macros

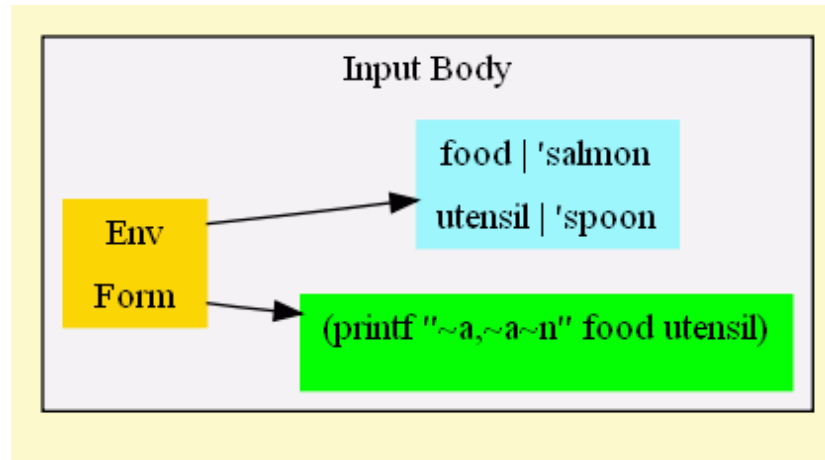
- Hygienic
  - Guarantee that expansion will not redefine existing name bindings
- Lexical Scope Twisting (Un-Hygienic)
  - By design allows you to modify existing bindings
  - Why? To introduce a **return** statement, or see "On Lisp" Anaphoric Macros
  - Anaphora: use of a grammatical substitute (as a pronoun or a pro-verb) to refer to the denotation of a preceding word or group of words.

# Hygienic Macro 'hm' Template Source

```
[ ( _ body )  
  #' (begin  
      (define food 'perch)  
      (define utensil 'fork)  
      (printf "~a, ~a~n" food utensil)  
      body ) ]
```

- `_` is the first argument of the pattern, and is always ignored. Using `_` is both loved and hated by Schemers
- `body` matches the entire form appearing as the argument to `hm`
- Everything following `#'` is the template

# Hygienic Macro 'hm' Template Body



```
(let ([food 'salmon]
      [utensil 'spoon])
  (hm
    (printf
      "~a, ~a~n"
      food utensil)))
```

- Everything following `hm`, along with its environment, is the argument for `hm`

# Hygienic Macro 'hm' Template Expansion

```
(let ([food 'salmon]
      [utensil 'spoon])
  (hm (printf "~a, ~a~n" food utensil)))
```

- Expands into

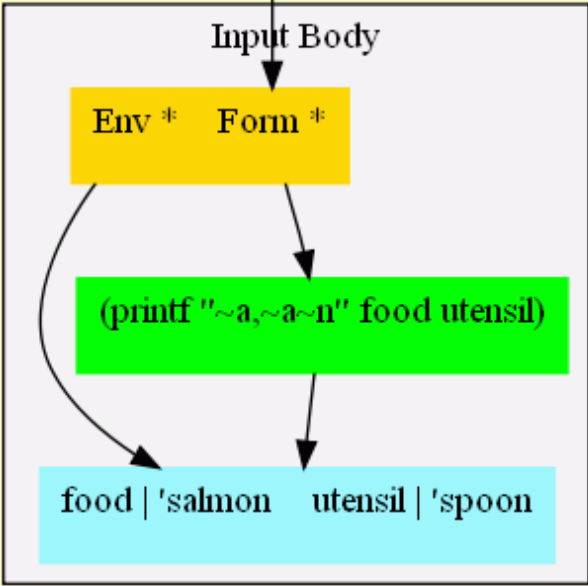
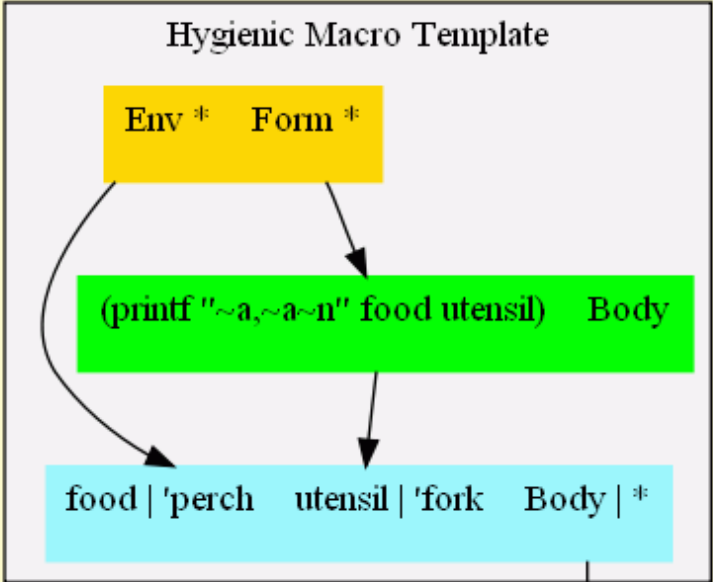
```
(let ([food 'salmon]
      [utensil 'spoon])
  (begin
    [define food 'perch]
    [define utensil 'fork]
    (printf "~a, ~a~n" food utensil)
    (printf "~a, ~a~n" food utensil)))
```

- On the next page is the interesting part; the `printfs` still use the correctly bound values

# Hygienic Macro 'hm' Template Expansion

- [Review code in macro stepper and tracing arrows]
- Prints "perch, fork", then "salmon, spoon"





Output:  
perch,fork  
salmon,spoon

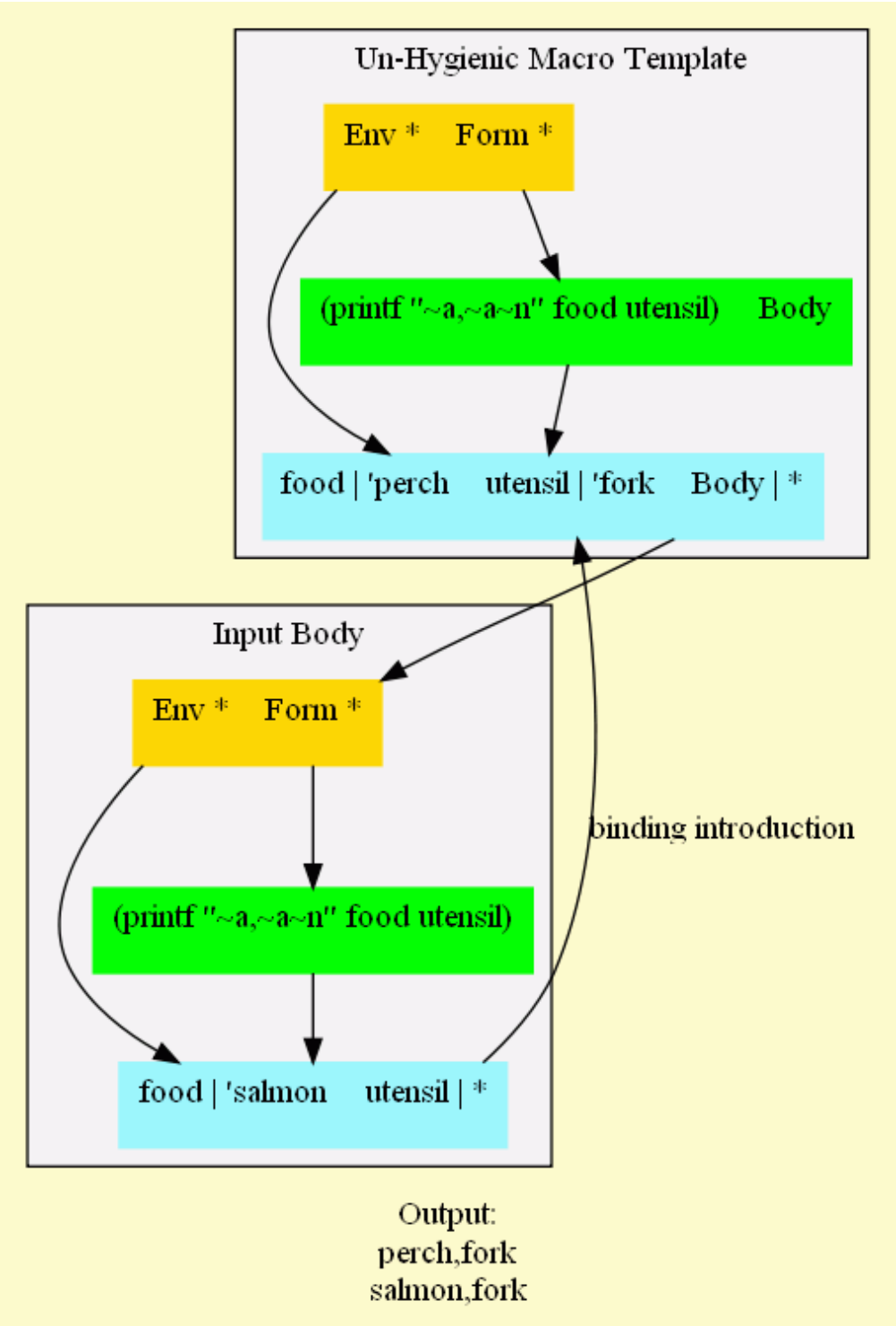
# Un-Hygienic Macro 'uhm' Template Source

```
[ (_ body)
  (with-syntax
    ([utensil
      (datum->syntax #'body 'utensil)])
    #'(begin
      (define food 'perch)
      (define utensil 'fork)
      (printf "~a, ~a~n" food utensil)
      body)))]
```

- `with-syntax` provides the functionality to twist the lexical scope within the macro
- In this macro, `utensil` is inserted into the macro body's environment
- On the next page, you will see that the macro overrode the existing binding in the body

# Un-Hygienic Macro 'uhm' Template Expansion

- [Review code in macro stepper and tracing arrows]
- Prints "perch, fork", then "salmon, fork"
- The template inserts a new binding into the body for `utensil`, breaking hygiene



# Next Steps

- Implement a Primitive Object Syntax
- Implement Collision Detection
- Added Default Class Name & Methods Query

# Prim Obj Stx: Pattern

```
(syntax-case stx (variables methods)
  [(define-object name
    (variables ([v-name v-val] ...))
    (methods ([m-name m-args m-body] ...)))])
```

- Reference: 4-prim-obj-stx.scm

# Prim Obj Stx: Template

```
#' (define name
    (λ ()
      (define class-name (λ () 'name))
      (define method-names (λ () method-names-ls))
      (define method-names-ls
        '(class-name method-names m-name ...))
      (define v-name v-val) ...
      (define m-name (λ m-args m-body)) ...
      (λ (msg . args)
        (case msg
          [(class-name) (class-name)]
          [(method-names) (method-names)]
          [(m-name) (apply m-name args)] ...
          [else
            (raise 'err)]))))))
```

# Prim Obj Stx: Support Code

- invalid/duplicate identifier detection
  - Implementing using `identifier?` and `bound-identifier=?`



# Thoughts

- Toys are for Learning
- The H-Word, and Other Hang-Ups
- Ideas Matter Most, Language Slavery, Innovation
- CoE: A Perfect "First Time"
- Thoughtful Teacher, Thoughtful Student
- As Difficult As [I] Make It
- The Midget vs. the Digits

# Resources

- The Scheme Programming Language, Third Edition. R. Kent Dybvig
  - Inspiration for this task, the "K&R" book for Scheme
- PLT Scheme v4.02
  - mzscheme, DrScheme, Documentation, Discussion List
  - This presentation is written in Scheme, see `bos-pres.scm` and `run.bat`
  - Hit F5 to evaluate and work with any code in the REPL
  - Use the `#scheme` module language. All code unit tested

# Version

- `$LastChangedDate: 2008-08-17 11:08:59 -0500`  
`(Sun, 17 Aug 2008) $`
- `$LastChangedRevision: 2727 $`
- `$HeadURL:`  
`svn://osiris/scheme-bos-clug/tags/2.01/bos-pres.scm`  
`$`