

BLOC: A Trait-Based Collections Library

Introduction

A library of behavior.

Behavior
A

Behavior
B

Behavior
C

Behavior
D

An object with the behaviors
A, B, C.

Behavior
B

Object's structure

Behavior
A

Behavior
C

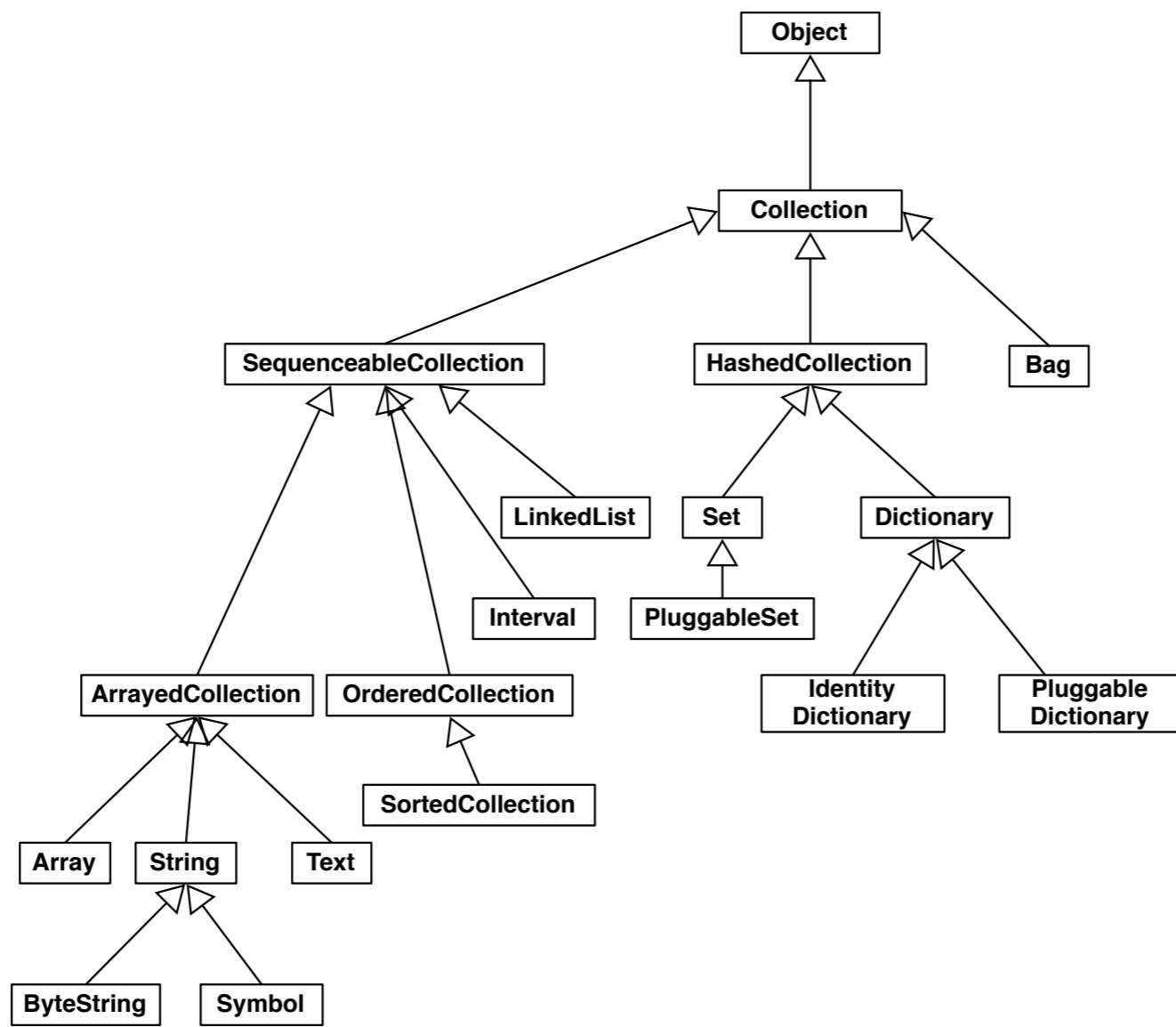
Problematic

- **Questions:**
 - What is the good granularity for a trait enabling the reuse as well as an easy way to plug it ?
 - How choose between the use of trait and inheritance ?
 - Can traits be used as modular blocks ?

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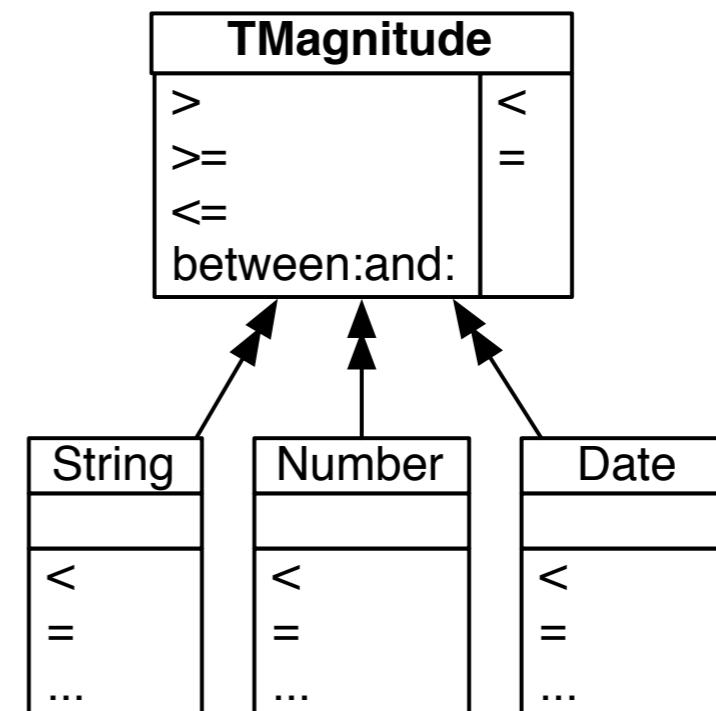
I) Context

Pharo Collections



Traits

- Define a behavior
- Block reusable methods
- Traits required methods



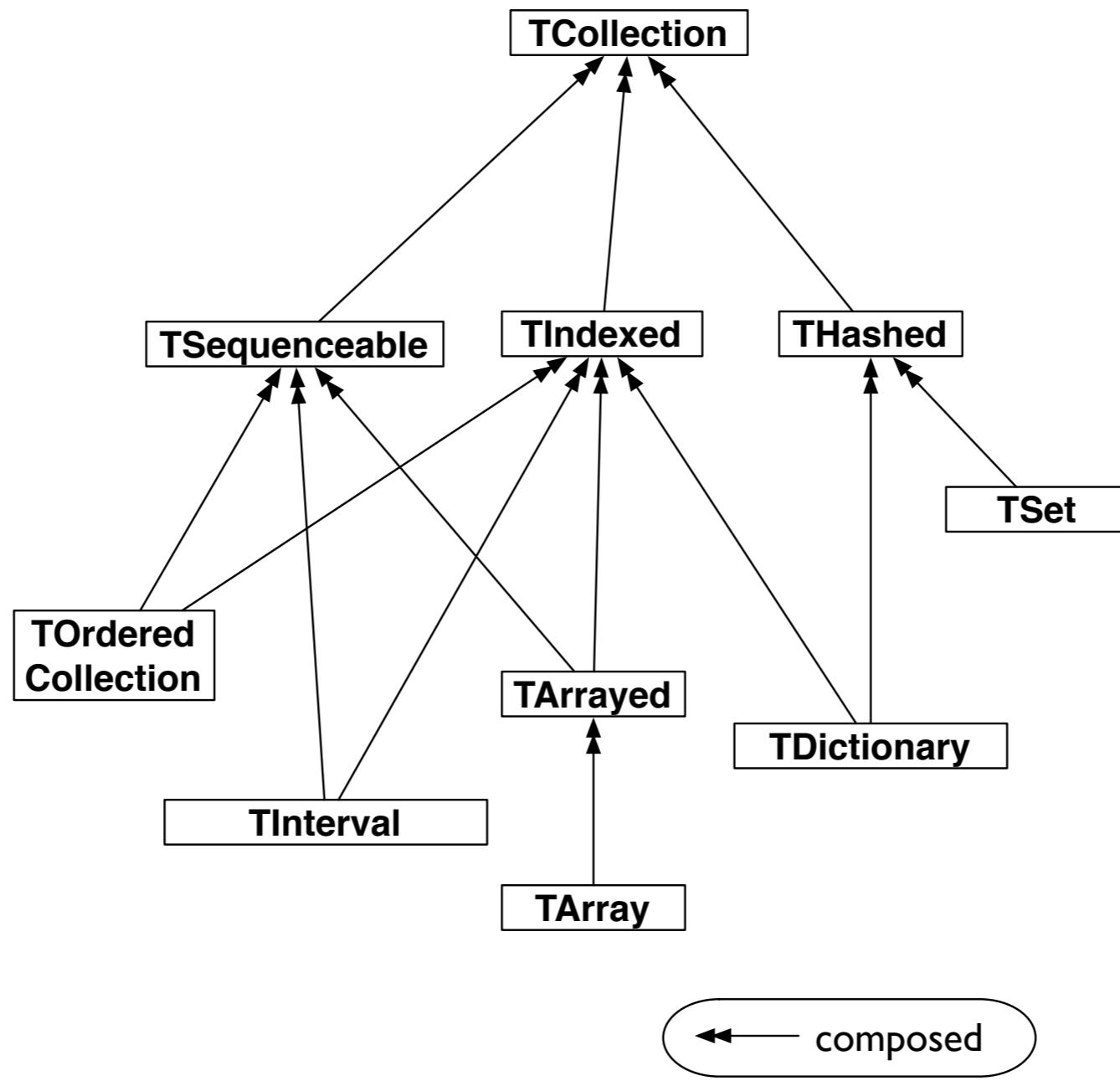
Legend:



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II) Granularity

Specific collection behavior

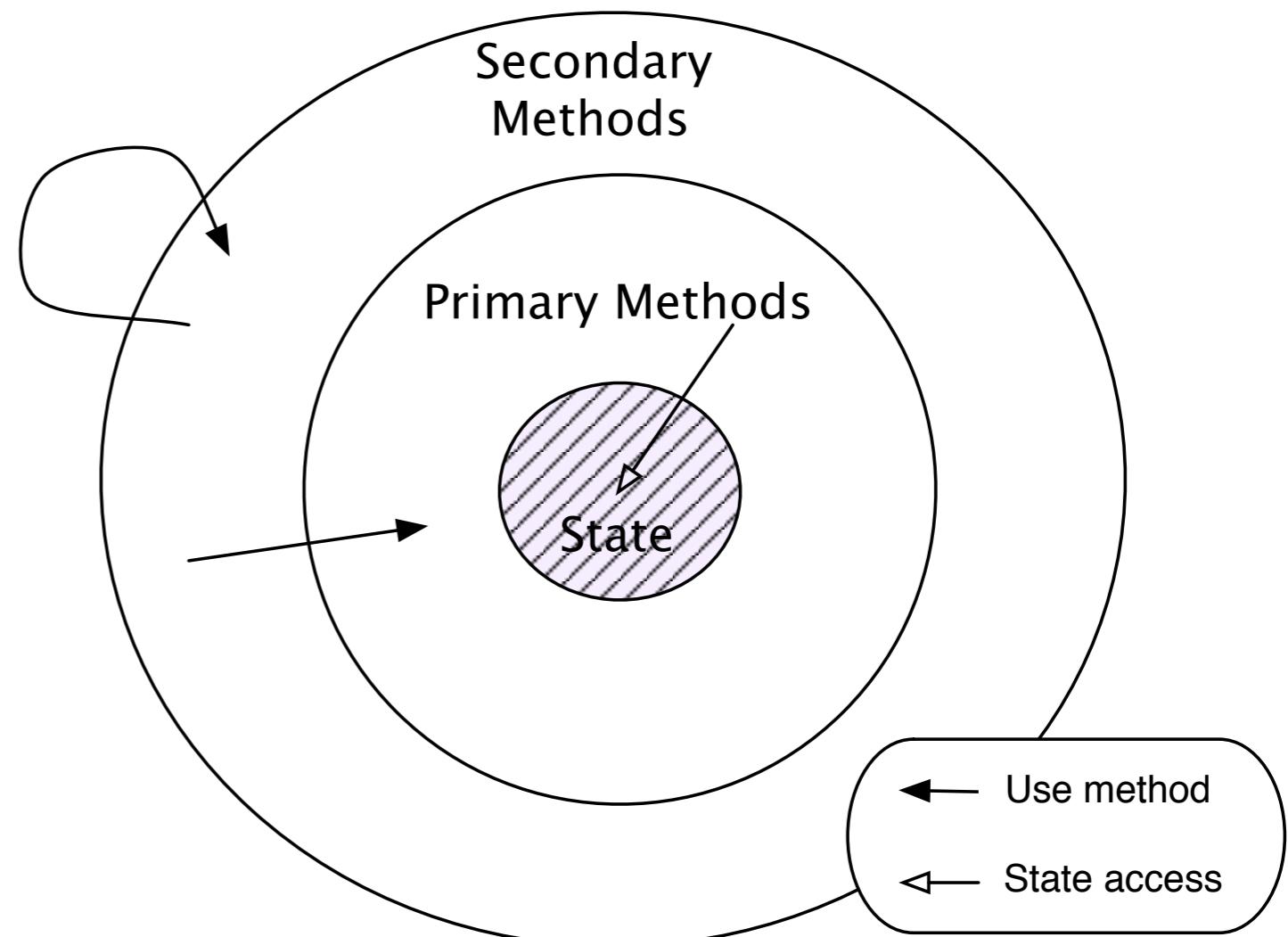


Global behaviors collections

- **TOrdered:**
 - TOrderedAccessing
 - TOrderedAdding
 - TOrderedCollection
 - TOrderedCopying
 - TOrderedCreation
 - TOrderedEnumerating
 - TOrderedRemoving
 - TOrderedTesting
 - TOrderedUpdatable
- **TArray:**
 - TArrayAccessing
 - TArrayCollection
 - TArrayCopying
 - TArrayCreation
 - TArrayEnumerating
 - TArrayRemoving
 - TArrayTesting
 - TArrayUpdatable

Traits protocols defining: Primary/secondary methods

- Allows separation between traits and the structure.
- Simulated encapsulation.
- Allows to don't waste time because of accessors.

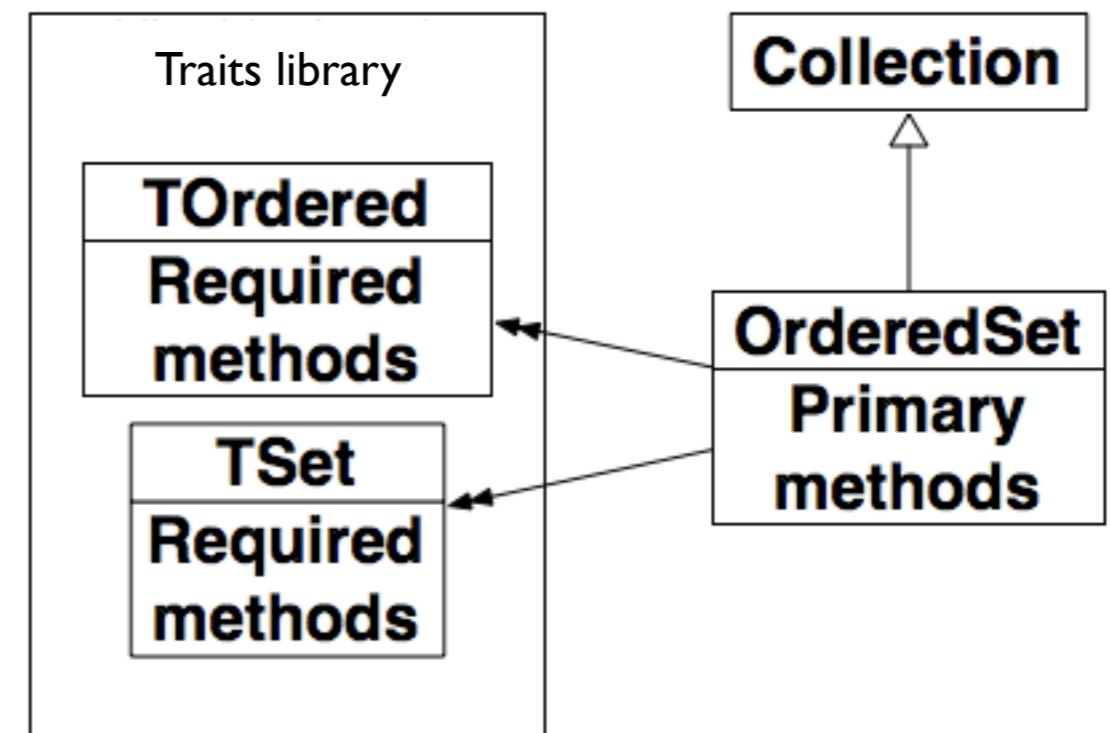


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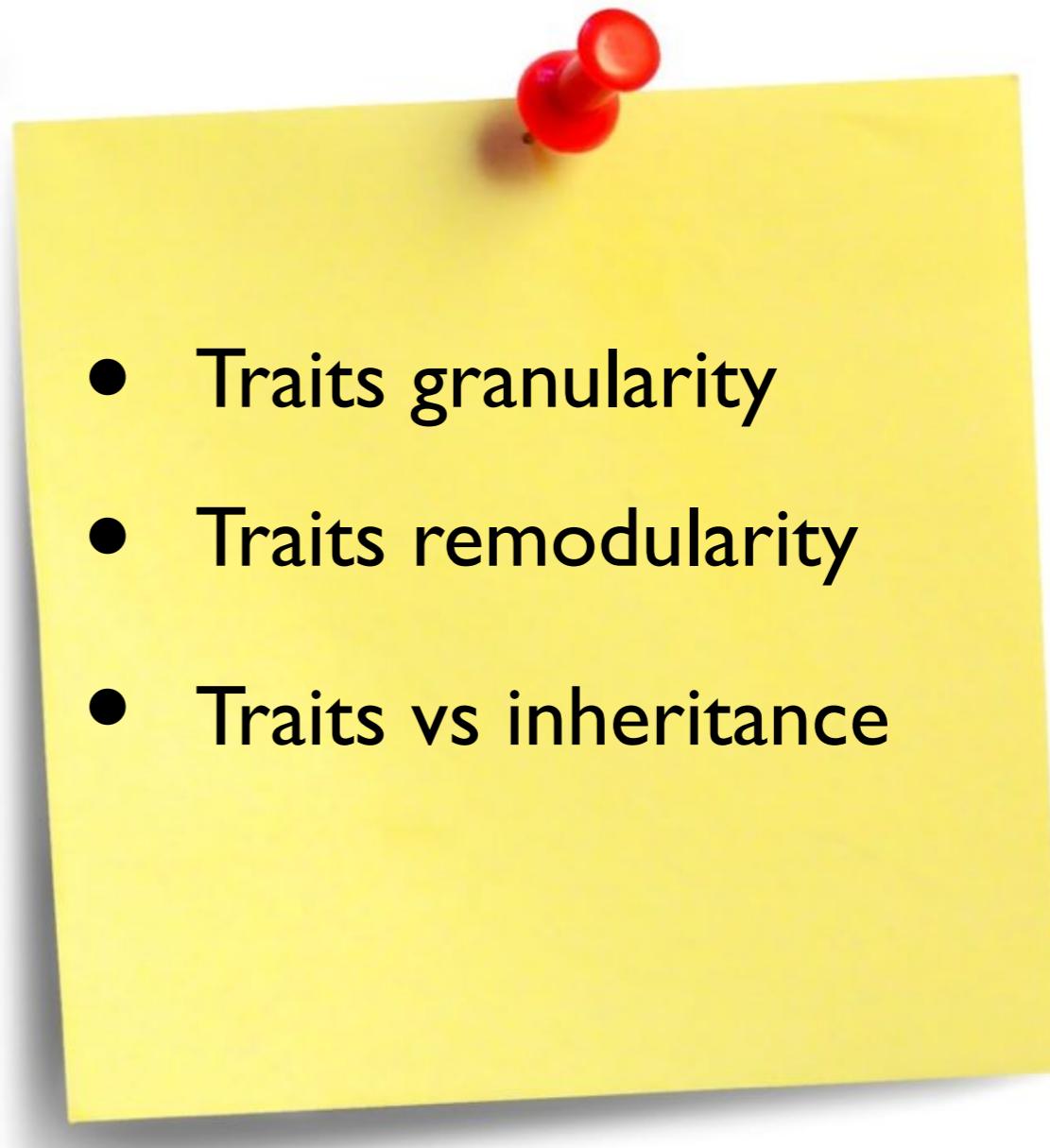
III) Case study and discussions

Case study: OrderedSet

- Step 1) Select the behaviors in the traits library.
- Step 2) Define the structure of the new collection.
- Step 3) Implement all the required methods for the new collection.



Discussions



- Traits granularity
- Traits remodularity
- Traits vs inheritance

Thanks for your
attention

