

# From FP to OOP

Start with data:

```
; A posn is  
; (make-posn num num)  
(define-struct posn (x y))
```



```
class Posn {  
    int x;  
    int y;  
    Posn(int x, int y) {  
        this.x = x;  
        this.y = y;  
    }  
}
```

# From FP to OOP

Start with data:

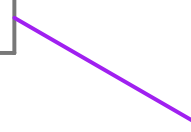
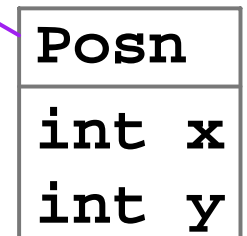
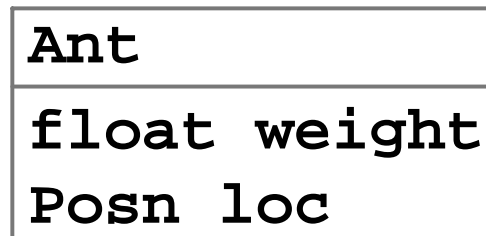
```
; A posn is  
; (make-posn num num)  
(define-struct posn (x y))
```



Posn	
int	x
int	y

# From FP to OOP

```
; An ant is  
; (make-ant num posn)  
  
; A posn is  
; (make-posn num num)
```



# From FP to OOP

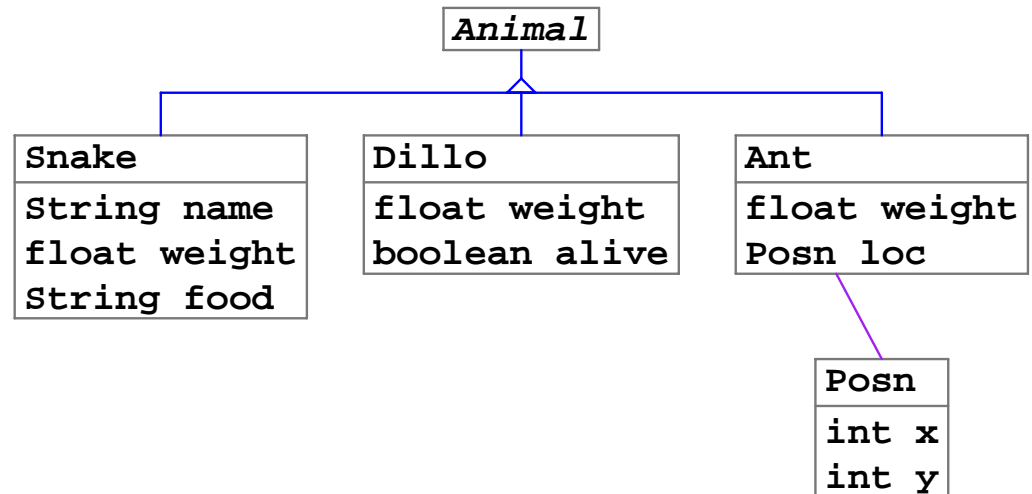
```
; An animal is either
; - snake
; - dillo
; - ant

; A snake is
; (make-snake sym num sym)

; A dillo is
; (make-dillo num bool)

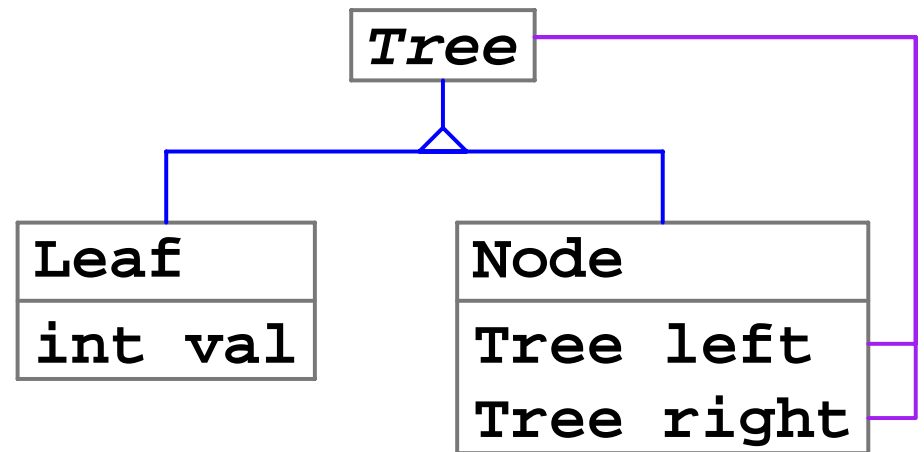
; An ant is
; (make-ant num posn)

; A posn is
; (make-posn num num)
```



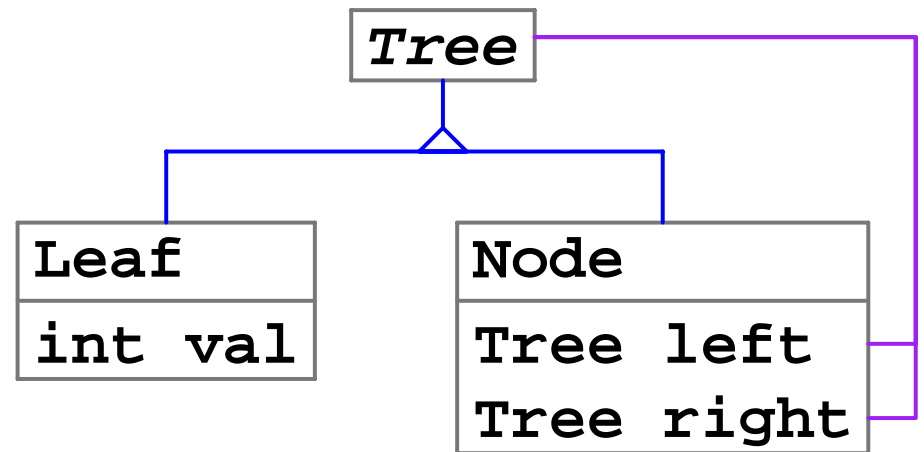
# From FP to OOP

```
type tree =  
  Leaf of int  
  | Node of tree * tree
```



# From FP to OOP

```
type tree =  
  Leaf of int  
  | Node of tree * tree
```



And so on (for mutually referential data definitions)...

# From Functions to Methods

```
; An animal is either
; - snake
; - dillo
; - ant
; ...

; animal-is-lighter? : animal num -> bool
(define (animal-is-lighter? a n)
  (cond
    [(snake? a) (snake-is-lighter? s n)]
    [(dillo? a) (dillo-is-ligheter? s n)]
    [(ant? a) (ant-is-lighter? s n)]))

; snake-is-lighter? : snake num -> bool
(define (snake-is-lighter? s n) ...)

; dillo-is-lighter? : dillo num -> bool
(define (dillo-is-lighter? d n) ...)

; ant-is-lighter? : ant num -> bool
(define (ant-is-lighter? a n) ...)
```

```
interface Animal {
  boolean isLighter(double n);
}

class Snake extends Animal {
  ...
  boolean isLighter(double n) { ... }
}

class Dillo extends Animal {
  ...
  boolean isLighter(double n) { ... }
}

class Ant extends Animal {
  ...
  boolean isLighter(double n) { ... }
}
```

# From Functions to Methods

```
; An animal is either  
; - snake  
; - dillo  
; - ant  
; ...
```

```
; animal-is-lighter? : animal num -> bool  
(define (animal-is-lighter? a n)  
  (cond  
    [(snake? a) (snake-is-lighter? s n)]  
    [(dillo? a) (dillo-is-lighter? d n)]  
    [(ant? a) (ant-is-lighter? a n)]))
```

```
; snake-is-lighter? : snake num -> bool  
(define (snake-is-lighter? s n) ...)
```

```
; dillo-is-lighter? : dillo num -> bool  
(define (dillo-is-lighter? d n) ...)
```

```
; ant-is-lighter? : ant num -> bool  
(define (ant-is-lighter? a n) ...)
```

Data definition turns into class declarations

```
interface Animal {  
  boolean isLighter(double n);  
}
```

```
class Snake extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}
```

```
class Dillo extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}
```

```
class Ant extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}
```



# From Functions to Methods

```
; An animal is either
; - snake
; - dillo
; - ant
; ...

; animal-is-lighter? : animal num -> bool
(define (animal-is-lighter? a n)
  (cond
    [(snake? a) (snake-is-lighter? s n)]
    [(dillo? a) (dillo-is-lighter? d n)]
    [(ant? a) (ant-is-lighter? a n)]))
```

```
; snake-is-lighter? : snake num -> bool
```

```
(define (snake-is-lighter? s n) ...)
```

```
; dillo-is-lighter? : dillo num -> bool
```

```
(define (dillo-is-lighter? d n) ...)
```

```
; ant-is-lighter? : ant num -> bool
```

```
(define (ant-is-lighter? a n) ...)
```

Variant functions turn into variant methods – all with the same contract after the implicit argument

```
interface Animal {
  boolean isLighter(double n);
}

class Snake extends Animal {
  ...
  boolean isLighter(double n) { ... }
}

class Dillo extends Animal {
  ...
  boolean isLighter(double n) { ... }
}

class Ant extends Animal {
  ...
  boolean isLighter(double n) { ... }
}
```

# From Functions to Methods

```
; An animal is either  
; - snake  
; - dillo  
; - ant  
; ...
```

```
; animal-is-lighter? : animal num -> bool  
(define (animal-is-lighter? a n)  
  (cond  
    [(snake? a) (snake-is-lighter? s n)]  
    [(dillo? a) (dillo-is-lighter? s n)]  
    [(ant? a) (ant-is-lighter? s n)]))
```

```
; snake-is-lighter? : snake num -> bool  
(define (snake-is-lighter? s n) ...)
```

```
; dillo-is-lighter? : dillo num -> bool  
(define (dillo-is-lighter? d n) ...)
```

```
; ant-is-lighter? : ant num -> bool  
(define (ant-is-lighter? a n) ...)
```

Function with variant-based `cond` turns into just an **abstract** method declaration

```
interface Animal {  
  boolean isLighter(double n);  
}  
  
class Snake extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}  
  
class Dillo extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}  
  
class Ant extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}
```

# Extensibility Problem

If we need new **animal** operations...

- FP: add a function (no change to old code)
- OOP: change interfaces & classes to add method

If we need new **animal** variants...

- FP: change all functions to add case
- OOP: add a subclass (no change to old code)

***Design patterns*** in each style provide some benefits of the other

# The Object Pattern for FP

```
(define-struct animal (lighter?-proc))
```

```
(define (animal-is-lighter? a n)  
  ((animal-lighter?-proc a) n))
```

```
(define (make-snake name weight food)  
  (make-animal (lambda (n) (< weight n))))
```

...

# The Visitor Pattern for OOP

```
interface Animal {
    <T> accept(Visitor<T> v);
}
class Snake implements Animal {
    ...
    <T> accept(Visitor<T> v) { return v.visit(this); }
}
...
interface Visitor<T> {
    <T> visit(Snake s);
    ...
}

class IsLighter implements Visitor<boolean> {
    int n;
    ...
    boolean visit(Snake s) { return s.weight < n; }
    ...
}
```

# Language Cores

FP core:

- Closures
- Datatype case dispatch
- Parametric polymorphism

OOP core:

- Object creation
- Dynamic method dispatch
- Static method dispatch (e.g., **super**)

# Static and Dynamic Dispatch

```
class Snake implements Animal {  
    ...  
    boolean endangers(Animal a) {  
        return (a.slowerThan(100)  
                && a.isLighter(this.weight/2));  
    }  
}
```

dynamic  
static

```
class Rattlesnake extends Snake {  
    ...  
    boolean endangers(Animal a) {  
        return (!a.hasThickSkin()  
                || super.endangers(a))  
    }  
}
```

```
Animal a = new Rattlesnake(...);  
Animal b = new Dillo(...);
```

```
a.endangers(b);
```

# CAE Grammar

```
<prog> ::= <decl>* <CAE>
<decl> ::= {class <cid> <fid>* <meth>*}
<meth> ::= {<mid> <CAE>}
<CAE> ::= <num>
        | {+ <CAE> <CAE>}
        | {- <CAE> <CAE>}
        | {if0 <CAE> <CAE> <CAE>}
        | arg
        | this
        | {new <cid> <CAE>*}
        | {get <CAE> <fid>}
        | {dsend <CAE> <mid> <CAE>}
        | {ssend <CAE> <cid> <mid> <CAE>}
```

```
{class posn
  x y
  {mdist {+ {get this x} {get this y}}}}
  {addDist {+ {dsend arg mdist 0}
            {dsend this mdist 0}}}}
{dsend {new posn 1 2} addDist {new posn 3 4}}
```

Analogous Java code:

```
class Posn {
  int x, y; ...
  int mdist() {
    return this.x + this.y;
  }
  int addDist (Posn p) {
    return p.mdist() + this.mdist();
  }
}
new Posn(1,2).addDist(new Posn(3,4))
```



# CAE Grammar

```
<prog> ::= <decl>* <CAE>
<decl> ::= {class <cid> <fid>* <meth>*}
<meth> ::= {<mid> <CAE>}
<CAE> ::= <num>
        | {+ <CAE> <CAE>}
        | {- <CAE> <CAE>}
        | {if0 <CAE> <CAE> <CAE>}
        | arg
        | this
        | {new <cid> <CAE>*}
        | {get <CAE> <fid>}
        | {dsend <CAE> <mid> <CAE>}
        | {ssend <CAE> <cid> <mid> <CAE>}
```

```
{class posn ...
  {addDist {+ {dsend arg mdist 0}
            {dsend this mdist 0}}}}
{class posn3D
  x y z
  {mdist {+ {get this z}
           {ssend this posn mdist arg}}}}
  {addDist {ssend this posn addDist arg}}}}
{send {new posn3D 1 2 3} addDist {new posn 3 4}}
```

```
Analogous Java code:
class Posn {
  ... as before ...
}
class Posn3D extends Posn {
  int z; ...
  int mdist() {
    return this.z + super.mdist();
  }
}
new Posn3D(1,2,3).addDist(new Posn(3,4))
```

# Object Values

How does

```
{send {new posn3D 1 2 3} mdist ...}
```

dispatch to the right `mdist`?

The result of `{new posn3D 1 2 3}` must contain a class tag and field values:

<code>posn3d</code>
<code>1</code>
<code>2</code>
<code>3</code>

# CAE Datatypes

```
(define-type CAE
  [num (n : number)]
  [str (s : string)]
  [add (lhs : CAE) (rhs : CAE)]
  [sub (lhs : CAE) (rhs : CAE)]
  [if0 (test-expr : CAE)
       (then-expr : CAE)
       (else-expr : CAE)]
  [arg]
  [this]
  [new (class : symbol)
       (args : (listof CAE))]
  [get (obj-expr : CAE)
       (field-name : symbol)]
  [dsend (obj-expr : CAE)
         (method-name : symbol)
         (arg-expr : CAE)]
  [ssend (obj-expr : CAE)
         (class-name : symbol)
         (method-name : symbol)
         (arg-expr : CAE)])
```

# CAE Datatypes

```
(define-type CDecl
  [class (name : symbol)
    (fields : (listof Field))
    (methods : (listof Method))])
```

```
(define-type Field
  [field (name : symbol)])
```

```
(define-type Method
  [method (name : symbol)
    (body-expr : CAE)])
```

```
(define-type CAE-Value
  [numV (n : number)]
  [strV (s : string)]
  [objV (class : CDecl)
    (field-values : (listof CAE-Value))])
```

# CAE Interpreter

```
(define interp : (CAE (listof CDecl) CAE-Value CAE-Value -> CAE-Value)
  (lambda (a-cae cdecls this-val arg-val)
    (local [(define (recur expr)
              (interp expr cdecls this-val arg-val))])
      (type-case CAE a-cae
        ...
        [num (n) (numV n)]
        [str (s) (strV s)]
        [add (l r) (num+ (recur l) (recur r))]
        [sub (l r) (num- (recur l) (recur r))]
        [if0 (test-expr then-expr else-expr)
             (if (numzero? (recur test-expr))
                 (recur then-expr)
                 (recur else-expr))]
        [this () this-val]
        [arg () arg-val]
        ...))))
```

# CAE Interpreter

```
(define interp : (CAE (listof CDecl) CAE-Value CAE-Value -> CAE-Value)
  (lambda (a-cae cdecls this-val arg-val)
    (local [(define (recur expr)
              (interp expr cdecls this-val arg-val))])
      (type-case CAE a-cae
        ...
        [new (class-name field-exprs)
              (local [(define cdecl (find-class class-name cdecls))
                      (define vals (map recur field-exprs))])
                (objV cdecl vals))]
        ...))))
```

# CAE Interpreter

```
(define interp : (CAE (listof CDecl) CAE-Value CAE-Value -> CAE-Value)
  (lambda (a-cae cdecls this-val arg-val)
    (local [(define (recur expr)
              (interp expr cdecls this-val arg-val))])
      (type-case CAE a-cae
        ...
        [get (obj-expr field-name)
         (type-case CAE-Value (recur obj-expr)
           [objV (cdecl field-vals)
            (type-case CDecl cdecl
              [class (name fields methods)
               (get-field field-name fields field-vals)]])]
           [else (error 'interp "not an object")])]
        ...))))
```

# CAE Interpreter

```
(define interp : (CAE (listof CDecl) CAE-Value CAE-Value -> CAE-Value)
  (lambda (a-cae cdecls this-val arg-val)
    (local [(define (recur expr)
              (interp expr cdecls this-val arg-val))])
      (type-case CAE a-cae
        ...
        [dsend (obj-expr method-name arg-expr)
         (local [(define obj (recur obj-expr))
                  (define arg-val (recur arg-expr))])
          (type-case CAE-Value obj
            [objV (cdecl field-vals)
             (type-case CDecl cdecl
               [class (name fields methods)
                (type-case Method
                  (find-method method-name methods)
                  [method (name body-expr)
                       (interp body-expr
                                cdecls
                                obj
                                arg-val)])])]
            [else (error 'interp "not an object")])])
          ...))))))
```



# CAE Interpreter

```
(define interp : (CAE (listof CDecl) CAE-Value CAE-Value -> CAE-Value)
  (lambda (a-cae cdecls this-val arg-val)
    (local [(define (recur expr)
              (interp expr cdecls this-val arg-val))])
      (type-case CAE a-cae
        ...
        [ssend (obj-expr class-name method-name arg-expr)
          (local [(define obj (recur obj-expr))
                  (define arg-val (recur arg-expr))])
            (type-case CDecl (find-class class-name cdecls)
              [class (name fields methods)
                (type-case Method
                  (find-method method-name methods)
                  [method (name body-expr)
                    (interp body-expr
                              cdecls
                              obj
                              arg-val)]]))])
          ...)))))
```

# CAE Helpers

```
(define (find what name-of)
  (lambda (name vals)
    (cond
      [(empty? vals)
       (error 'find (string-append
                  (string-append
                    "cannot find "
                    what)
                  (string-append
                    " "
                    (to-string name)))))]
      [else (if (equal? name (name-of (first vals)))
                 (first vals)
                 ((find what name-of) name (rest vals))))]))

(define find-class
  (find "class" (lambda (c)
                  (type-case CDecl c
                    [class (name fields methods) name])))
```

# CAE Helpers

```
(define find-method
  (find "method" (lambda (m)
                  (type-case Method m
                    [method (name body-expr) name])))

(define (get-field name fields vals)
  (local [(define-values (n v)
                      ((find "field"
                            (lambda (n+v)
                              (local [(define-values (n v) n+v)]
                                n))))
          name
          (map2 (lambda (f v)
                 (type-case Field f
                   [field (name) (values name v)]))
                fields
                vals))]
    v))
```