Decorators

Userland Extensions to ES6 Classes

Userland Classes

```
Class.new({
  init: function(firstName, lastName) {
    this.firstName = firstName;
    this.lastName = lastName;
    this._super();
  fullName: function() {
    return `${this.firstName} ${this.lastName}`
```

ES6 Classes

```
class {
  constructor(firstName, lastName) {
    this.firstName = firstName;
    this.lastName = lastName;
    super();
  fullName() {
    return `${this.firstName} ${this.lastName}`
```



Userland Classes: Knockout

```
var myViewModel = {
  personName: ko.observable('Bob'),
  personAge: ko.observable(123)
function AppViewModel() {
    var self = this;
    self.firstName = ko.observable('Bob');
    self.lastName = ko.observable('Smith');
    self.fullName = ko.computed(function() {
        return self.firstName() + " " + self.lastName();
    });
```

Userland Classes: YUI

```
var Person = Y.Base.create('person', Y.Base, [/* mixins */], { /* proto */
}, { /* static */
 ATTRS: {
    firstName: {},
    lastName : {},
    fullName: {
      readOnly: true,
      getter: function () {
        return this.get('firstName') + ' ' + this.get('lastName')
});
```

Userland Classes: Angular

```
module.factory('routeTemplateMonitor', ['$route', 'batchLog', '$rootScope',
  function($route, batchLog, $rootScope) {
    $rootScope.$on('$routeChangeSuccess', function() {
      batchLog($route.current ? $route.current.template : null);
   });
  }]);
```

ES6 Experiments: Angular

```
@NgDirective('[ng-bind]')
class NgBind {
 @Inject([Element])
  constructor(element) {
    this.element = element
 @NgMapExpression('ng-bind')
  setText(value) {
    this.element.textContent = value;
```

Userland Classes: Ember

```
App.Person = Ember.Object.extend({
  firstName: null,
  lastName: null,
  fullName: function() {
    return this.get('firstName') + ' ' + this.get('lastName');
  }.property('firstName', 'lastName'),
  fullNameChanged: function() {
    // deal with the change
  }.observes('fullName').on('init')
```

Userland Classes: Ember

```
App.Person = Ember.Object.extend({
  firstName: null,
  lastName: null,
  fullName: Em.computed(function() {
    return this.get('firstName') + ' ' + this.get('lastName');
  }, 'firstName', 'lastName'),
  fullNameChanged: Em.observes('fullName', Em.on('init', function() {
    // deal with the change
  }, 'fullName), 'init')
```

ES6 Experiments: Ember

```
class Person extends Ember.Object {
  - dependsOn('firstName', 'lastName')
  get fullName() {
    return this.get('firstName') + ' ' + this.get('lastName');
  - on('init')
  - observes('fullName')
  fullNameChanged() {
    // deal with the change
```

The General Problem

The General Problem: Expressions

```
key: <expression>,
Expressions
ko.observable(...)
function() { }.on(...) or Ember.on(function() { })
{ readOnly: true, getter: function() { } }
```

Proposal in General

Goals

- Decoration of methods and accessors
- Decoration of future declarative property syntax
- Modification of the property descriptor in addition to its value
- Can work without coordination with a class or other augmentor
- Installation of metadata for use by a class or other augmentor (DI?)
- (Ideally, should be expressible in human-writable ES5)

Property Decorators

```
class PostComponent extends HTMLElement {
  - readonly
  - on('click')
  clicked() { ... }
  - observes('value')
  valueChanged() { ... }
Object.defineProperty(PostComponent.prototype, 'clicked',
readonly(PostComponent.prototype, 'clicked',
Object.getOwnPropertyDescriptor(PostComponent.prototype, 'clicked'));
```

- readonly

```
function readonly(prototype, name, descriptor) {
  descriptor.writable = false;
  return descriptor;
```

- memoize

```
class {
  - memoize('firstName', 'lastName')
  get fullName() { return `${this.firstName} ${this.lastName}` }
let memoized = new WeakMap();
function memoize(...dependencies) {
  return function(prototype, name, descriptor) {
    // wrap getter to memoize result and insert it into the WeakMap
    // wrap setter to invalidate the memoized result
    // in the getter wrapper:
         add Object.observe to invalidate the memoized result (with sync flushing)
```

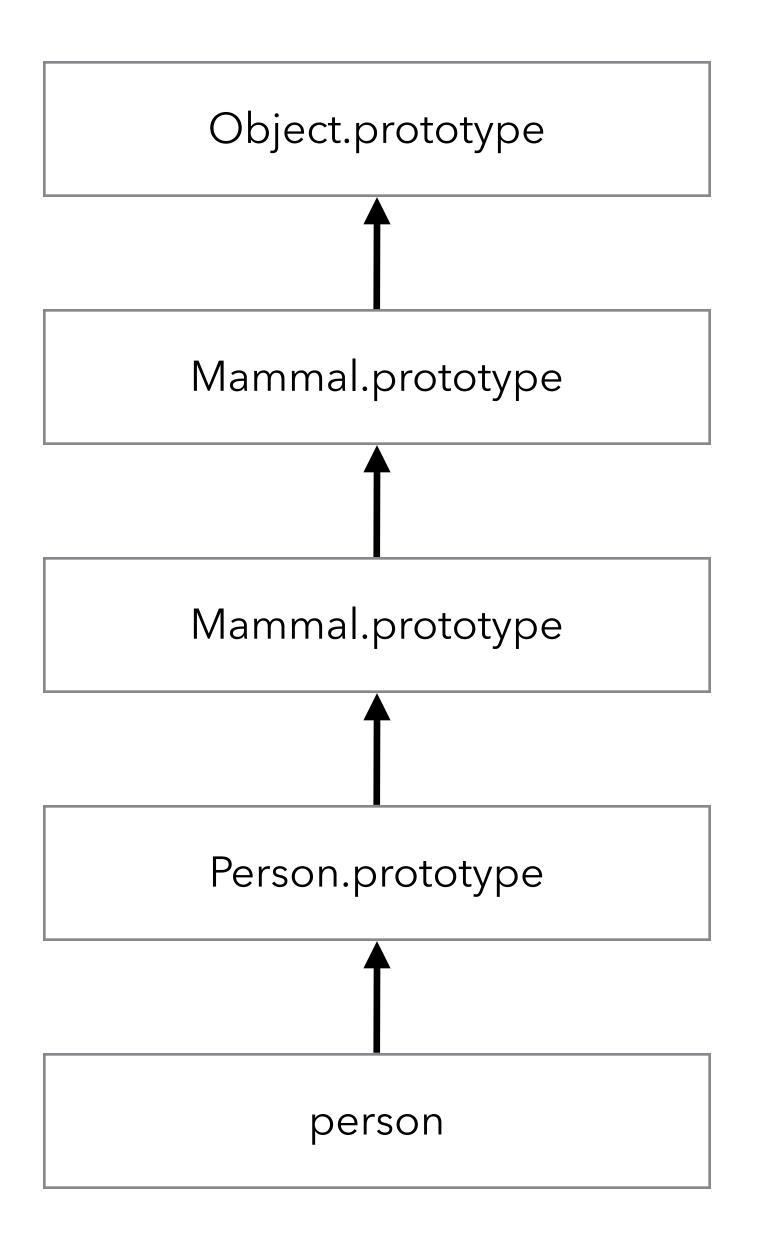
```
class {
  - dynamic(function() { ... })
 boringMethod() {}
```

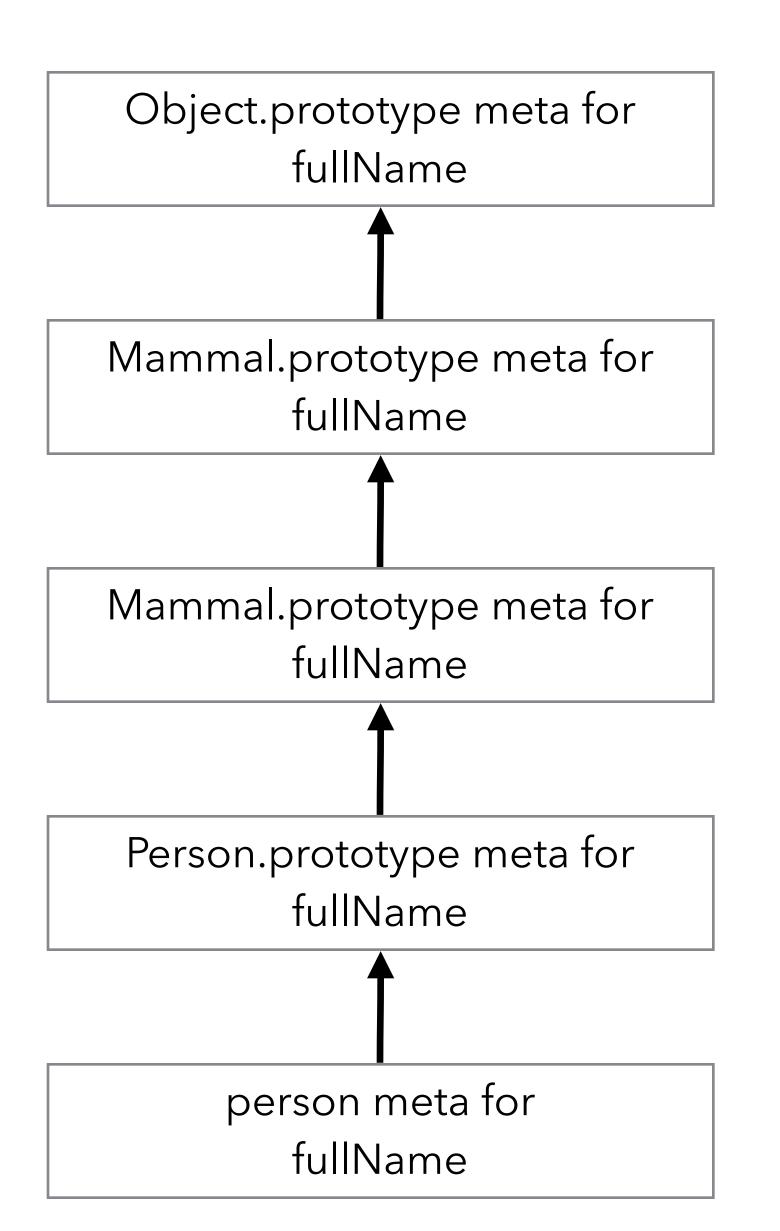
Metadata

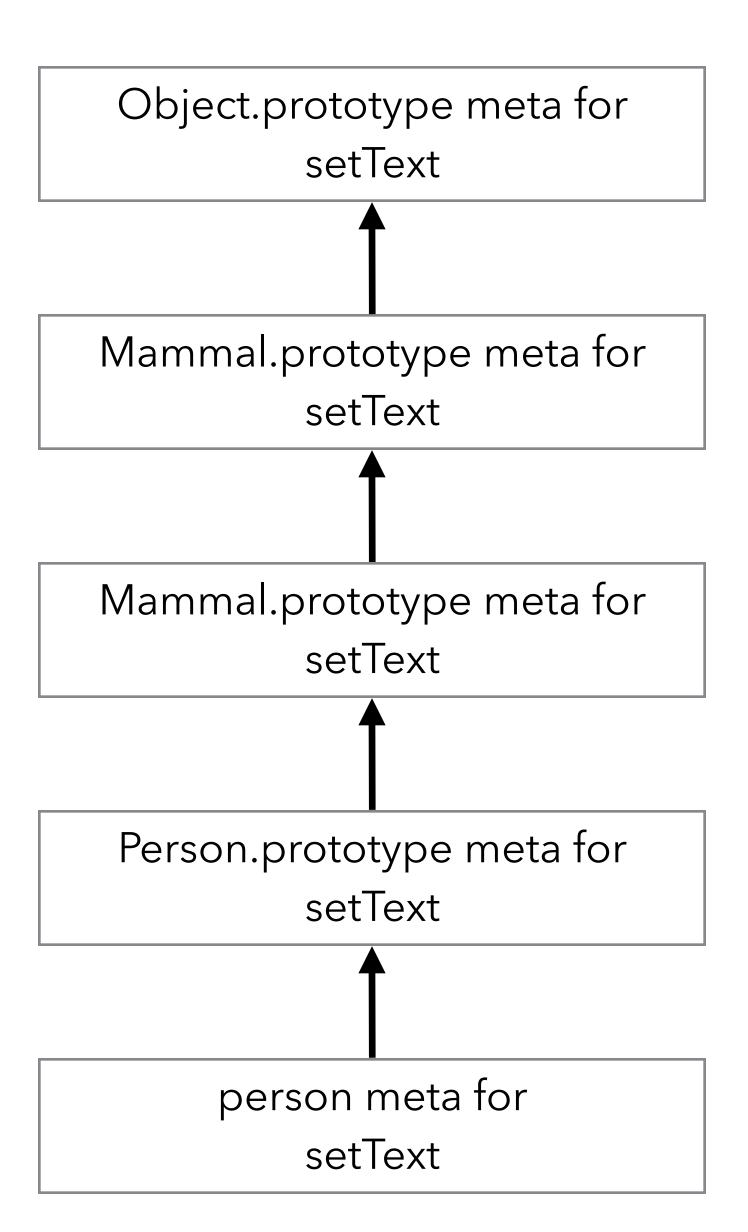
```
class NgBind {
  - NgMapExpression('ng-bind')
  setText(value) {
    this.element.textContent = value;
```

Implementation

```
var metadata = new WeakMap();
export function getMetadata(obj, propName, key) {
  return metadataFor(obj, propName)[name];
export function setMetadata(obj, propName, key, value) {
 metadataFor(obj, propName)[key] = value;
// returns a Object with slots for metadata (with parallel proto hierarchy)
function metadataFor(obj, propName) {
 // if there is a metadata dict for this object and propName, return it
 // otherwise, create a parallel hierarchy of metadata objects (to the nearest object in the
       prototype chain with metadata for this property) and return the metadata for this obj's
  // propName.
```







Other Experiments Possible

- NgMapExpression

```
export function NgMapExpression(value) {
  return function(prototype, name, descriptor) {
    setMetadata(prototype, name, 'NgMapExpression', true);
```

Other Metadata

```
class Person extends Ember.Object {
  - property('firstName', 'lastName')
  get fullName() {
    return this.get('firstName') + ' ' + this.get('lastName');
```

- property

```
export function property(...args) {
  return function(prototype, name, descriptor) {
    setMetadata(prototype, name, 'computed', args);
```

Proposal in Detail

Static Semantics

 MethodDefinition and static MethodDefinition have a list of DecoratorExpressions (AssignmentExpression)

Runtime Semantics

- Extend DefinePropertyOrThrow to take the DecoratorExpressions.
- (before the current algorithm) For each expr in decorator expressions:
 - let func be the result of evaluating expr
 - let desc be the result of calling func with obj, name, and desc
- Continue with the algorithm, using desc as the descriptor for the remainder.
- NOTE: With the exception of an apparent spec bug, this spec strategy means that getters and setters will get decorated **together**. This is intentional, and falls out of the fact that we're decorating property descriptors, not functions.
- NOTE: The ClassDefinitionEvaluation has already set the running execution context to an appropriate lexical environment.

Future (?) Considerations

Class Decorators

```
class Articles {
 + hasMany('comments')
                                     // "metaprogramming" style
 + belongsTo('user')
class NgBind {
 + NgDirective('[ng-bind]')
                            // "attribute" style
 NgMapExpression('ng-bind')
 setText(value) {
   this.element.textContent = value;
```

Why Not Above the Class?

- It's a totally different kind of thing (property descriptor decorator vs. class decorator)
- Class Expressions make stacking decorators awkward
- When using class decorators to generate properties or methods, grouping them together with other class elements is clearer.

Awkward

```
register('articles',
 @hasMany('comments')
 @belongsTo('user')
 @attr('title')
 @attr('author')
 @attr('body')
 class Articles {
    constructor() {
    // ...
   @property('title', 'author')
    get byline() {
      return `${this.title} by ${this.author}`
```

More Like Custom Syntax

```
register('articles',
 class Articles {
  + hasMany('comments')
  + belongsTo('user')
  + attr('title')
  + attr('author')
  + attr('body')
   constructor() {
    // ...
    - property('title', 'author')
    get byline() {
      return `${this.title} by ${this.author}`
```

Syntax Options

```
class Articles {
  - on('click')
                   - readonly // my choice because of class decorators
 @on('click')
                                   !on('click')
                   @readonly
                                                     !readonly
  [on('click')]
                                   #on('click')
                                                     #readonly
                   [readonly]
 <on('click')>
                                   %on('click')
                                                     %readonly
                   <readonly>
                                   on('click')
#[on('click')]
                 #[readonly]
                                                     readonly
  on('click')
                   readonly
                                   &on('click')
                                                     &readonly
 // even if we don't put class decorators inside the class body, we may
 // still not want to use the same sigil for property decorators and
  // class (or function?) decorators
```

Attributes?

- Work well with a superclass that can understand them or a global augmentor that uses the attributes to implement decorators
- Work poorly for attributes that need to imperatively manipulate descriptor metadata
- Userland metadata can be implemented easily on top of decorators, so decorators are strictly more powerful
- We could consider supporting the attribute pattern through additional metadata in the property descriptor (or other options)

Decorating the constructor?

- Default position: No, because the constructor is actually not part of the same algorithm, but open to arguments.
- Question: Are you decorating the property descriptor on the prototype?
- Question: What happens if you try to replace the constructor function? Does it become constructor we're building via class?
- No matter what, it seems like we would have to special-case decorating the constructor if we wanted to support it.