

## NAME

TAP::Object - Base class that provides common functionality to all TAP:::\* modules

## VERSION

Version 3.38

## SYNOPSIS

```
package TAP::Whatever;

use strict;

use base 'TAP::Object';

# new() implementation by TAP::Object
sub _initialize {
    my ( $self, @args ) = @_;
    # initialize your object
    return $self;
}

# ... later ...
my $obj = TAP::Whatever->new(@args);
```

## DESCRIPTION

TAP::Object provides a default constructor and exception model for all TAP:::\* classes. Exceptions are raised using *Carp*.

## METHODS

### Class Methods

#### new

Create a new object. Any arguments passed to `new` will be passed on to the `_initialize` method. Returns a new object.

### Instance Methods

#### \_initialize

Initializes a new object. This method is a stub by default, you should override it as appropriate.

*Note:* `new` expects you to return `$self` or raise an exception. See `_croak`, and *Carp*.

#### \_croak

Raise an exception using `croak` from *Carp*, eg:

```
$self->_croak( 'why me?', 'aaarrgh!' );
```

May also be called as a *class* method.

```
$class->_croak( 'this works too' );
```

#### \_confess

Raise an exception using `confess` from *Carp*, eg:

```
$self->_confess( 'why me?', 'aaarrgh!' );
```

May also be called as a *class* method.

```
$class->_confess( 'this works too' );
```

### **\_construct**

Create a new instance of the specified class.

### **mk\_methods**

Create simple getter/setters.

```
__PACKAGE__->mk_methods( @method_names );
```