

1 Mutable Objects

We now implement mutable objects. We start with inheritance:

```
data BaseCons x = BaseCons x

instance (o ~ (BaseCons bo Cons no), Record o Ref ST s => Object o Ref ST s where
  type Base o = bo
  get_base self_ref =
    Ref(do ((BaseCons base) Cons tl) <- eval self_ref
        return base)
  (\base -> do (_ Cons tl) <- eval self_ref
    self_ref := ((BaseCons base) Cons tl)
    return ())

...

instance (o ~ (Unit Cons so), Record o Ref ST s => Object o Ref ST s where
  type Base o = o
  get_base self_ref = self_ref

...
```

In our mutable encoding the first field of the object must be either the value of the inherited value or unit when the object does not inherit anything.

Methods enjoy the same implementation in both cases, so we just give one:

```
data MethodCons t a b = MethodCons(t -> a -> (b,t))

instance (o ~ (Unit Cons so), Record o Ref ST s => Object o Ref ST s where
  ...

  type Method ro ref st a b = MethodCons ro a b
  self_ref <=| (Label read write) =
    \x -> do self <- eval self_ref
      let (MethodCons m) = read self
      (res, self) = m self x
      self_ref := self
      return res
```

It can prove very useful to take advantage of our existing infrastructure to create methods from references and statements, so that the user of our system will not be forced to define methods by explicitly tracking mutations to the value of *this*; for this reason we add a function to the *Object* predicate that converts a method from reference to state into our format (the implementation here is the same for both instances of *Object*, so we provide only one:

```
class (Record o ref st s, Recursive o, ro~Rec o) => Object o ref st s where
  ...
  mk_method :: (ref o o -> a -> st o b) -> Method ro ref st a b

instance (o ~ (Unit Cons so), Record o Ref ST s => Object o Ref ST s where
  ...
  mk_method m = Method(\this->\args->
    let (ST res_st) = m state_ref args
    in res_st this)
```