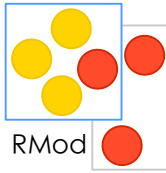


Precision about the Cascade

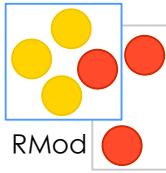
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Let's be Precise!



- The semantics of the cascade is to send all the messages in the cascade to the receiver of the FIRST message involved in the cascade.
- Workstation new name: #mac ; nextNode: aNode
- Where the msg name: is sent to the newly created instance of workstation and the msg nextNode: too.

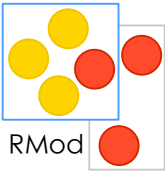
Let's be Precise!



(OrderedCollection with: 1) add: 25; add: 35

In the example the FIRST message involved in the cascade is the first add: msg and not #with:. So all the messages are sent to the result of the parenthesised expression, the newly created instance of anOrderedCollection

One Problem



(OrderedCollection with: 1)

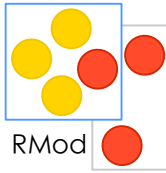
add: 25;

add: 35

PrIt-> 35

One problem: the expression returns 35 and not the collection object.

Let's analyze a bit...



OrderedCollection>>add: **newObject**

"Include newObject as one of the receiver's elements. Answer newObject."

^self addLast: newObject

OrderedCollection>>addLast: **newObject**

"Add newObject to the end of the receiver. Answer newObject."

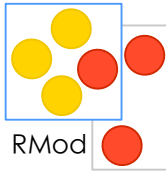
lastIndex = self basicSize ifTrue: [self makeRoomAtLast].

lastIndex := lastIndex + 1.

self basicAt: lastIndex put: newObject.

^newObject

Yourself: Accessing the Receiver



- Use yourself
- yourself returns the receiver of the cascade.

(OrderedCollection with: 1)

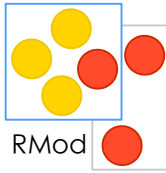
add: 25;

add: 35 ;

yourself

-> OrderedCollection(1 25 35)

Really got it?



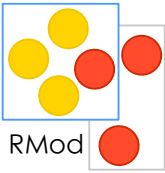
yourself returns the receiver of the cascade:

Here the receiver of the cascade is a newly created instance `anOrderedCollection` and not the class `OrderedCollection`. The `self` in the `yourself` method is linked to this instance

```
(OrderedCollection with: 1) add: 25; add: 35 ; yourself
```

```
anOrderedCollection(1) = self
```

Of course!



Object>>yourself
^ self