

Extension methods let you add methods to a type after the type is defined, i.e., they let you add new methods to closed classes. For example, imagine that someone else has created a Circle class:

```
case class Circle(x: Double, y: Double, radius: Double)
```

Now imagine that you need a circumference method, but you can't modify their source code. Before the concept of term inference was introduced into programming languages, the only thing you could do was write a method in a separate class or object like this:

```
object CircleHelpers:
```

```
  def circumference(c: Circle): Double = c.radius * math.Pi * 2
```

Then you'd use that method like this:

```
val aCircle = Circle(2, 3, 5)
```

// without extension methods

```
CircleHelpers.circumference(aCircle)
```

But with extension methods you can create a circumference method to work on Circle instances:

```
extension (c: Circle)
```

```
  def circumference: Double = c.radius * math.Pi * 2
```

In this code:

Circle is the type that the extension method circumference will be added to

The c: Circle syntax lets you reference the variable c in your extension method(s)

Then in your code you use circumference just as though it was originally defined in the Circle class:

```
aCircle.circumference
```

Import extension method

Imagine, that circumference is defined in package lib, you can import it by

```
import lib.circumference
```

```
aCircle.circumference
```

The compiler also supports you if the import is missing by showing a detailed compilation error message such as the following:

value circumference is not a member of Circle, but could be made available as an extension method.

The following import might fix the problem:

```
import lib.circumference
```

Discussion

The extension keyword declares that you're about to define one or more extension methods on the type that's put in parentheses. To define multiple extension methods on a type, use this syntax:

```
extension (c: Circle)
```

```
def circumference: Double = c.radius * math.Pi * 2
```

```
def diameter: Double = c.radius * 2
```

```
def area: Double = math.Pi * c.radius * c.radius
```