



Revisiting the Die DSL: a Case for Double Dispatch

```
[Die >> sumWithDie: aDie
  ^ DieHandle new
    addDie: self;
    addDie: aDie; yourself
]

[Die >> + aDicable
  ^ aDicable sumWithDie: self
]

[DieHandle >> sumWithDie: aDie
  | handle |
  handle := self class new.
  self dice do: [ :each | handle addDie: each ].
  handle addDie: aDie.
  ^ handle
]

[DieHandle >> sumWithHandle: aDieHandle
  | handle |
  handle := self class new.
  self dice do: [ :each | handle addDie: each ].
  aDieHandle dice do: [ :each | handle addDie: each ].
  ^ handle
]

[DieHandle >> + aDicable
  ^ aDicable sumWithHandle: self
]
```

```
Die >> sumWithHandle: aDieHandle
| handle |
handle := DieHandle new.
aDieHandle dice do: [ :each | handle addDie: each ].
handle addDie: self.
^ handle
```