

Tcl Variable Utilities

Version 3.0

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<https://github.com/ambaker1/vutil>

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Abstract

This package provides various utilities for working with variables in Tcl, including read-only variables and a framework for TclOO garbage collection.

Default Variable Values

The command *default* assigns a default value to a variable if it does not exist.

```
default $varName $value
```

\$varName	Name of variable to set
\$value	Default value for variable

The example below shows how default values are only applied if the variable does not exist.

Example 1: Variable defaults

Code:

```
set a 5
default a 7; # equivalent to "if {[info exists a]} {set a 7}"
puts $a
unset a
default a 7
puts $a
```

Output:

```
5
7
```

Read-Only Variables

The command *lock* uses Tcl variable traces to make a read-only variable. If attempting to modify a locked variable, it will throw a warning, but not an error.

```
lock $varName <$value>
```

\$varName Variable name to lock.

\$value Value to lock variable at. Default self-locks (uses current value).

The command *unlock* unlocks previously locked variables so that they can be modified again.

```
unlock $name1 $name2 ...
```

\$name1 \$name2 ... Variables to unlock.

Example 2: Variable locks

Code:

```
lock a 5
set a 7; # throws warning to stderr channel
puts $a
unlock a
set a 7
puts $a
```

Output:

```
failed to modify "a": read-only
5
7
```

Note: You can lock array elements, but not an entire array.

Variable-Object Ties

As of Tcl version 8.6, there is no garbage collection for Tcl objects, they have to be removed manually with the “destroy” method. The command *tie* is a solution for this problem, using variable traces to destroy the corresponding object when the variable is unset or modified. For example, if an object is tied to a local procedure variable, the object will be destroyed when the procedure returns.

```
tie $varName <$object>
```

\$varName	Name of variable for garbage collection.
\$object	Object to tie variable to. Default self-ties (uses current value).

In similar fashion to *unlock*, tied variables can be untied with the command *untie*.

```
untie $name1 $name2 ...
```

\$name1 \$name2 ...	Variables to untie.
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Example 3: Variable-object ties

Code:

```
oo::class create foo {
    method sayhello {} {
        puts {hello world}
    }
}
tie a [foo create bar]
set b $a; # object alias
$a sayhello
$b sayhello
unset a; # destroys object
$b sayhello; # throws error
```

Output:

```
hello world
hello world
invalid command name "::bar"
```

Note: You can tie array elements, but not an entire array, and you cannot tie a locked variable.

Garbage Collection Superclass

The class “`::vutil::GC`” is a TclOO superclass that includes garbage collection. This class is not exported, and not intended for direct use, as it is simply a template for classes with built-in garbage collection, by tying the object to a specified variable using *tie*. In addition to tying the object to a variable in the constructor, the “`::vutil::GC`” superclass also provides a copy method that sets up garbage collection: “`-->`”.

```
$obj --> $varName
```

\$obj Object that inherits the “`::vutil::GC`” superclass.

\$varName Name of variable for garbage collection.

Below is an example of how this superclass can be used to build garbage collection into a TclOO class.

Example 4: Creating a class with garbage collection

Code:

```
oo::class create container {  
    superclass ::vutil::GC  
    variable myValue  
    constructor {varName {value {}}} {  
        set myValue $value  
        next $varName  
    }  
    method set {value} {set myValue $value}  
    method value {} {return $myValue}  
}  
[container new x] set {hello world}  
puts [$x value]  
unset x; # also destroys object
```

Output:

```
hello world
```