

NAME

Data::Dump::Trace – Helpers to trace function and method calls

SYNOPSIS

```
use Data::Dump::Trace qw(autowrap mcall);

autowrap("LWP::UserAgent" => "ua", "HTTP::Response" => "res");

use LWP::UserAgent;
$ua = mcall(LWP::UserAgent => "new");      # instead of LWP::UserAgent->new;
$ua->get("http://www.example.com")->dump;
```

DESCRIPTION

The following functions are provided:

```
autowrap( $class )
autowrap( $class => $prefix )
autowrap( $class1 => $prefix1, $class2 => $prefix2, ... )
autowrap( $class1 => \%info1, $class2 => \%info2, ... )
```

Register classes whose objects are automatically wrapped when returned by one of the call functions below. If `$prefix` is provided it will be used as to name the objects.

Alternative is to pass an `%info` hash for each class. The recognized keys are:

```
prefix => $string
```

The prefix string used to name objects of this type.

```
proto => \%hash
```

A hash of prototypes to use for the methods when an object is wrapped.

```
wrap( name => $str, func => \&func, proto => $proto )
```

```
wrap( name => $str, obj => $obj, proto => \%hash )
```

Returns a wrapped function or object. When a wrapped function is invoked then a trace is printed after the underlying function has returned. When a method on a wrapped object is invoked then a trace is printed after the methods on the underlying objects has returned.

See “Prototypes” for description of the `proto` argument.

```
call( $name, \&func, $proto, @ARGS )
```

Calls the given function with the given arguments. The trace will use `$name` as the name of the function.

See “Prototypes” for description of the `$proto` argument.

```
mcall( $class, $method, $proto, @ARGS )
```

```
mcall( $object, $method, $proto, @ARGS )
```

Calls the given method with the given arguments.

See “Prototypes” for description of the `$proto` argument.

```
trace( $symbol, $prototype )
```

Replaces the function given by `$symbol` with a wrapped function.

Prototypes

Note: The prototype string syntax described here is experimental and likely to change in revisions of this interface.

The `$proto` argument to `call()` and `mcall()` can optionally provide a prototype for the function call. This give the tracer hints about how to best format the argument lists and if there are *in/out* or *out* arguments. The general form for the prototype string is:

```
<arguments> = <return_value>
```

The default prototype is “@ = @”; list of values as input and list of values as output.

The value '%' can be used for both arguments and return value to say that key/value pair style lists are used.

Alternatively, individual positional arguments can be listed each represented by a letter:

- i input argument
- o output argument
- O both input and output argument

If the return value prototype has ! appended, then it signals that this function sets errno (\$!) when it returns a false value. The trace will display the current value of errno in that case.

If the return value prototype looks like a variable name (with \$ prefix), and the function returns a blessed object, then the variable name will be used as prefix and the returned object automatically traced.

SEE ALSO

Data::Dump