

# Metaprogramming

# Outline

1. Reflection
2. Metaprogramming basic (`#send`, `#method_missing`, `#define_method`)
3. Metaprogramming advance (`#eval`, `#instance_variable_set`,  
`#instance_variable_get`)

# 1. Reflection

...a program can examine its state and its structure.

```
#print out all of the objects in our system
ObjectSpace.each_object(Class) {|c| puts c}

#Get all the methods on an object
"Some String".methods

#see if an object responds to a certain method
obj.respond_to?(:length)

#see if an object is a type
obj.kind_of?(Numeric)
obj.instance_of?(FixNum)
```

## 2. Metaprogramming basic

“**Metaprogramming** is a programming technique in which computer programs have the ability to treat programs as their data”

<https://en.wikipedia.org/wiki/Metaprogramming>

# Example code without metaprogramming

## 2. Metaprogramming basic

`#send( )` is an instance method of the *Object class*

```
class Rubyist
  def welcome(*args)
    "Welcome " + args.join(" ")
  end
end
obj = Rubyist.new
puts(obj.send(:welcome, "famous", "Rubyists")) # => Welcome famous Rubyists
```

## 2. Metaprogramming basic

```
class Rubyist
end

rubyist = Rubyist.new

if rubyist.respond_to?(:also_railist)
  puts rubyist.send(:also_railist)
else
  puts "No such information available"
end
```

```
class Rubyist
  private

  def say_hello name
    "#{name} rocks!!"
  end
end

obj = Rubyist.new
puts obj.send(:say_hello, "Matz")
```

## 2. Metaprogramming basic

The **Module#define\_method( )** is a private instance method of the class *Module*

```
class A
  define_method(:wilma) {puts "Touch me!!!" }
end

class B < A
  define_method(:barney) {puts "Call me!!!" }
end

b = B.new
b.barney => "Call me!!!"
b.wilma => "Touch me!!!"
```

## 2. Metaprogramming basic

`Kernel#method_missing( )` responds by raising a *NoMethodError*

```
class Caller
  def method_missing(m, *args, &block)
    puts "Called #{m} with #{args.inspect} and #{block}"
  end
end

Caller.new.anything
# => Called anything with [ ] and

Caller.new.anything(3, 4) {something}
# => Called anything with [3, 4] and #<Proc:0x02efd664@tmp2.rb:7>
```



### 3. Metaprogramming advance

The module **Kernel** has the **eval()** method and is used to execute code in a string

```
str = "Hello"  
puts eval("str + ' Rubyist'") # => "Hello Rubyist"
```

### 3. Metaprogramming advance

The **eval()** method can evaluate strings spanning many lines, making it possible to execute an entire program embedded in a string

=> Slow

=> Dangerous (difficult to manage external data)

=> Considered a method of last resort

Read more about **#instance\_eval**, **#module\_eval**, **#class\_eval**

### 3. Metaprogramming advance

```
class Person
  def initialize(p1, p2)
    @geek, @country = p1, p2
  end
end

obj = Person.new("Matz", "USA")
puts obj.instance_variable_get(:@geek) # => Matz
puts obj.instance_variable_get(:@country) # => USA
```

## 3. Metaprogramming advance

```
class Person
  def initialize(p1, p2)
    @geek, @country = p1, p2
  end
end

obj = Person.new("Matz", "USA")
obj.instance_variable_set(:@country, "Japan")
puts obj.inspect # => #<Rubyist:0x2ef8038 @country="Japan", @geek="Matz">
```

Read more about: `#class_variable_get`, `#class_variable_set`, `#const_get`, `#const_set`, `#class_variables`

# References

- ❖ <http://ruby-doc.org/>
- ❖ [https://github.com/awesome-academy/RubyExample\\_TFW](https://github.com/awesome-academy/RubyExample_TFW)

# Question & Answer?



