Delegation vs. Inheritance

Basic but worth

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Goals

- Delegation-based and inheritance-based designs
- Compare designs using criteria/hints

Exercise setup

Imagine the class TextEditor and the definition of several algorithms:

- formatWithTeX(t) to color TeX
- formatFastColoring(t) to fastly color the text
- formatSlowButPreciseColoring(t) to color ...
- formatRTF(t)
- ...

How can we create an editor that will format differently different texts?

Agenda

- Two first solutions:
 - with inheritance
 - with one class and conditionals
- Define some criteria to compare solutions
- A third solution with delegation
- Evaluation

With inheritance

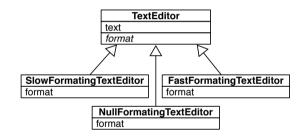
Object << #TextEditor slots: { #text }

TextEditor >> format self subclassResponsability

SlowFormatingTextEditor >> format self formatSlowButPreciseColoring: text

FastFormatingTextEditor >> format self formatFastColoring: text

NullFormatingTextEditor >> format ^ self "do nothing"



With one class and conditionals

text formatSlowButPrecise: t formatFastColoring: t formatWithTex: t

```
TextEditor >> format
   currentSelection = #slow
   ifTrue: [ self formatSlowButPreciseColoring: text]
   ifFalse: [
      currentSelection = #fast
      ifTrue: [self formatFastColoring: text]
   ....
]
```

With one class, a registry and meta-programming

```
Object << #TextEditor
slots: { #currentSelection. #formatters. #text }

TextEditor class >> initialize
self formatters
at: #slow put: #slowFormat:;
at: #fast put: #fastFormat:;
at: #null put: #nullFormat:;
at: #tex put: #texFormat:
```

```
TextEditor >> format self perform: (formatters at: currentSelection) with: text
```



How to compare solutions?

Some criteria:

- Addition
 - What is the cost to define a new formatting algorithm?
- Packaging
 - Can I deploy a new formatting algorithm separately from others?
- Dynamic switch
 - Can I dynamically switch to a another formatting algorithm?

Evaluating inheritance-based solution

Pros:

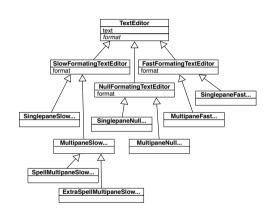
- Addition: adding a new formatting algorithm is done by subclassing
- Packaging: formatting algorithms are modularised in separate classes

Cons:

- Dynamic switch
 - Have to create the right TextEditor at beginning
 - Difficult to change it dynamically (external references) and we do not want to reopen the text editor
- Addition: combinatorial explosion (see next lecture)

Evaluating inheritance-based solution

- Do not want a hierarchy for each text editor features to be multiplied with previous ones (Single/Multi-Pane, completion, grammatical verification, compilation,....)
- API of TextEditor can get large: no clear identification of responsibilities



Evaluating conditionals-based solution

Pros:

 Dynamic switch: we can use a different formatting algorithm dynamically

Cons:

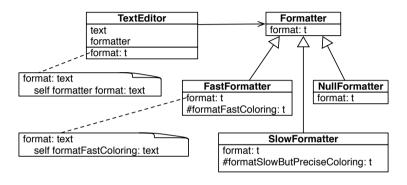
- Addition: adding a version requires to edit and recompile the conditionals
- Packaging: we cannot package a new algorithm separately

Solution with delegation

Imagine a solution using delegation to another object (a formatter)



Delegating to a formatter



myEditor formatter: FastFormatter new.

myEditor format.

myEditor formatter: SlowFormatter new.



Evaluating the delegation to a formatter

Pros:

- Addition: just add a new formatter subclass
- Packaging: formatting algorithms are well modularised in separate classes
- Dynamic switch: just create a new formatter instance and set it in the editor
- Uniform API between the Editors and the Formatters (format:)

Cons:

- The formatter should access the state of the text (i.e. the text, positions... contained in the text editor)
- The API of the TextEditor should be opened to support it

BTW, this is a typical example of the **Strategy Design Pattern**;-)

Conclusion

Inheritance

- is about **incremental static** definition
- can lead to static design
- helps defining abstractions

Delegation

brings runtime flexibility and modularity

but there's no such thing as a free lunch!

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Advanced Object-Oriented Design and Development with Pharo

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