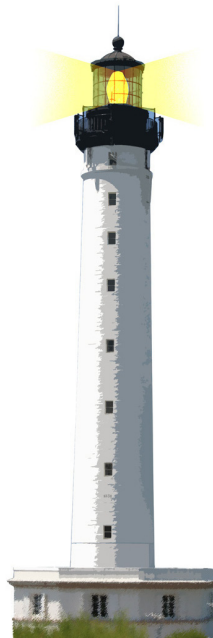


Inheritance and Lookup

101 Lookup



<http://www.pharo.org>



Goal

- Understanding
 - message sending
 - method lookup
 - semantics of `self`



Inheritance

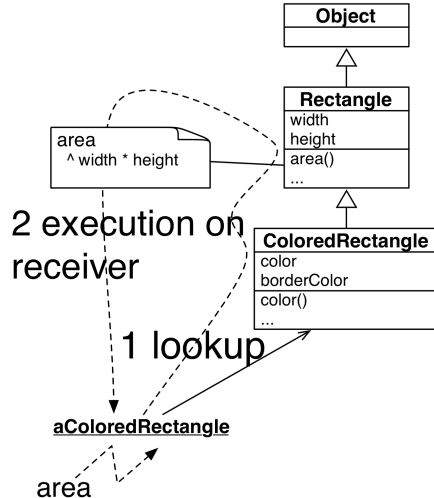
- Inheritance of state is static
- Inheritance of behavior is dynamic



Message Sending

Sending a message is a two-step process:

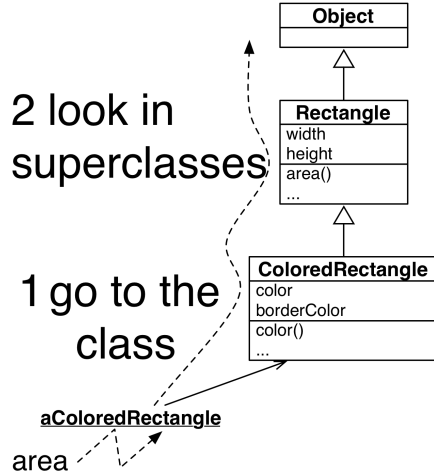
1. **look up** the **method** matching the message
2. execute this method on the **receiver**



Method Lookup

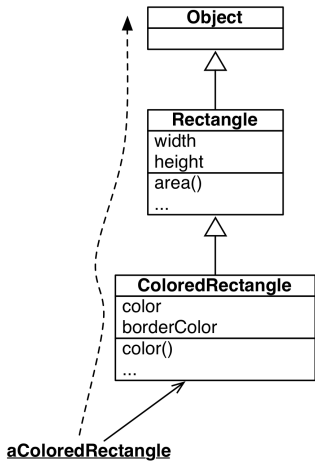
The lookup starts in the **class** of the **receiver** then:

- if the method is defined in the class, it is returned
- otherwise the search continues in the superclass



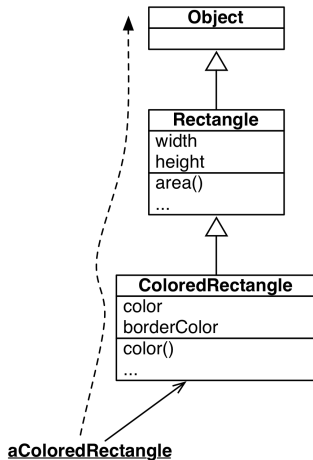
Some Lookup Cases

Sending the message `color` to `aColoredRectangle`

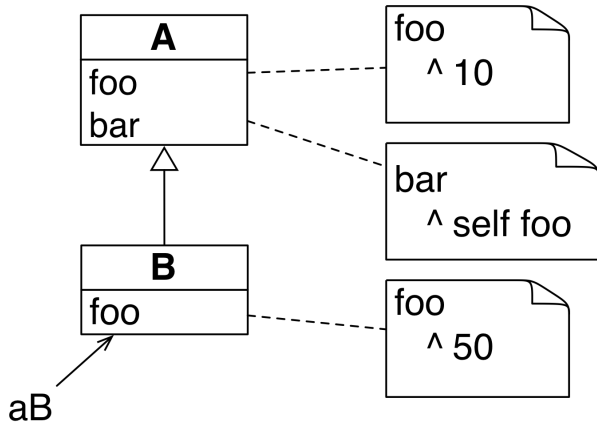


Some Lookup Cases

Sending the message `area` to `aColoredRectangle`

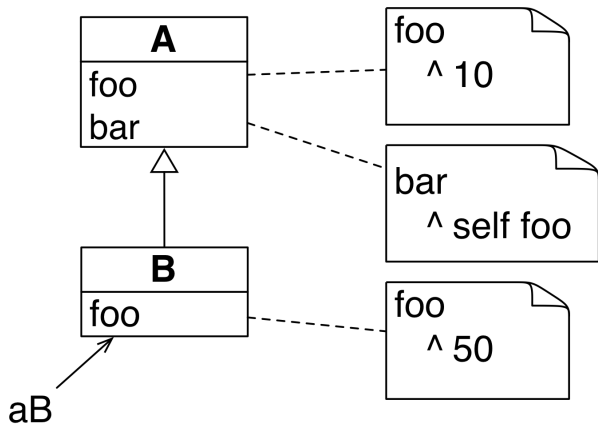


self Always Represents the Receiver



A new foo
> ...
B new foo
> ...

self Always Represents the Receiver



A new foo
> 10
B new foo
> 50



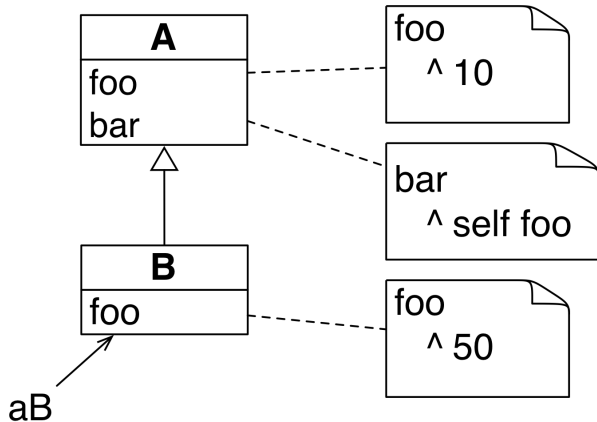
What is self/this?

Take 5 min and write the definition of `self` (this in Java).

- your definition should have two points:
 - what does `self` represent?
 - how is a method looked up when a message is sent to `self`?

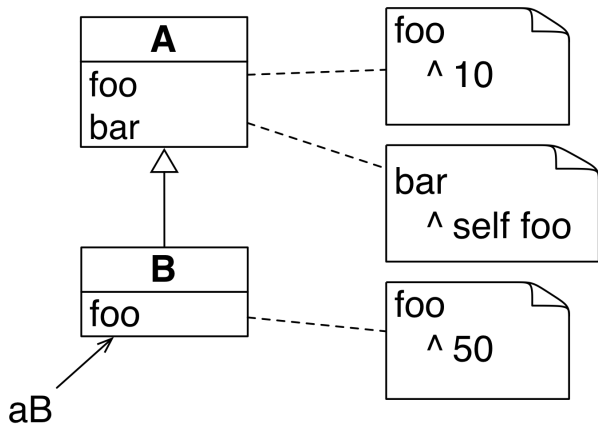


self Always Represents the Receiver



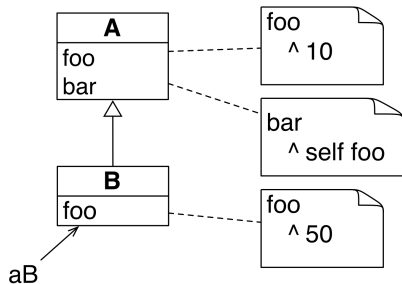
A new bar
> ...
B new bar
> ...

self Always Represents the Receiver



A new bar
> 10
B new bar
> 50

self Always Represents the Receiver



B new bar
> 50

Evaluation of `aB.bar`

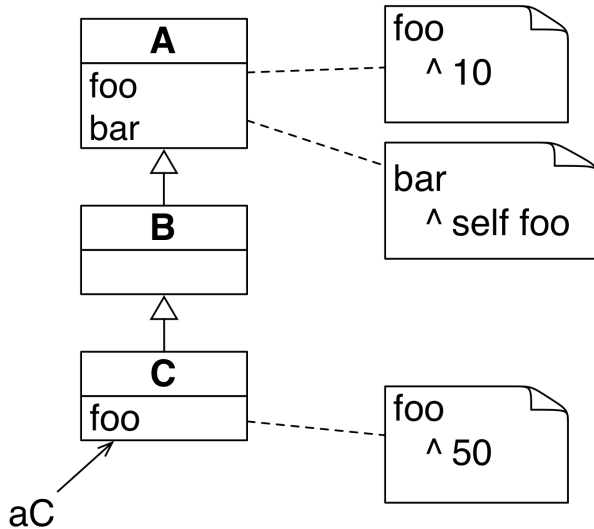
1. `aB`'s class is B
2. no method `bar` in B
3. look up in A - `bar` is found
4. method `bar` is executed
5. `self` refers to the receiver `aB`
6. `foo` is sent to `self`
7. look up `foo` in the `aB`'s class: B
8. `foo` is found there and executed

self/this

- `self` represents the receiver of the message
- `self` in **Pharo**, `this` in **Java**
- The method lookup starts in the class of the receiver

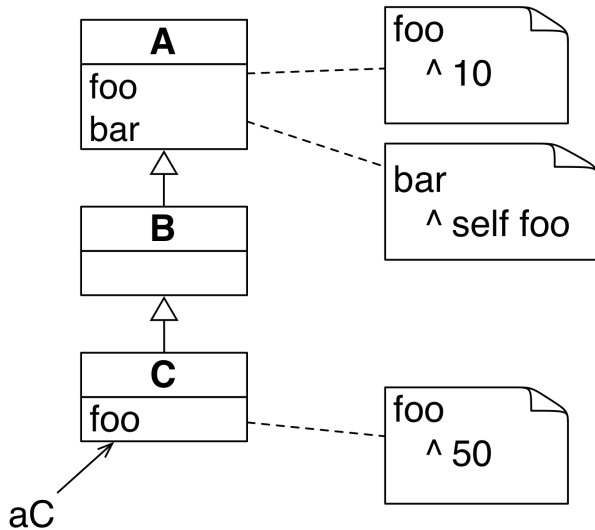


self Always Represents the Receiver



```
A new bar
> ...
B new bar
> ...
C new bar
> ...
```

self Always Represents the Receiver



A new bar
> 10
B new bar
> 10
C new bar
> 50



What You Should Know

- `self` always represents the receiver
- Sending a message is a two-step process:
 1. Look up the method matching the message
 2. Execute this method on the receiver
- Method lookup maps a message to a method
- Method lookup starts in the class of the receiver
 - ...and goes up in the hierarchy



A course by

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