

# About magic literals

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# What you will learn

- Think about setters
- Think about customization



# Case study

```
Node >> setWindowWithRatioForDisplay  
| defaultNodeSize |  
defaultNodeSize := mainCoordinate / maximizeViewRatio.  
self window add: (UINode new with: bandWidth * 55 / defaultWindowSize).  
previousNodeSize := defaultNodeSize.
```

How programmers can change 55 to 65?



# Introduce an instance variable

```
Object << Node  
  slots: {percent};  
  ...
```

```
Node >> setWindowWithRatioForDisplay  
  | defaultNodeSize |  
  defaultNodeSize := mainCoordinate / maximizeViewRatio.  
  self window add: (UINode new with: bandWidth * percent / defaultWindowSize).  
  previousNodeSize := defaultNodeSize.
```



# Initialize it and add a setter

Initialize the value:

```
Node >> initialize  
  super initialize.  
  percent := 55
```

and add a setter:

```
Node >> percent: aZeroToHundred  
  percent := aZeroToHundred
```



# Now clients decide

Clients can customize this value:

Node new percent: 65

Node new percent: 70

But, how subclasses can encapsulate certain configurations (values)?



# Defining a hook

```
Node >> defaultPercent  
  ^ 55
```

```
Node >> initialize  
  super initialize  
  percent := self defaultPercent.
```



# Customizing a hook

```
MyNode >> defaultPercent  
^ 65
```

- Subclasses can:
  - override the value (initialize)
  - override the default value (defaultPercent)
- Clients can:
  - set the value (percent:)
  - reuse the default value (defaultPercent)





# Conclusion

- Magic numbers are specific values that may be constant
- Do not hide them in code
- Let clients customize these values (setters) if applicable
- Use hooks to define and reuse magic numbers (meaningful names)
- Use shared pools (a.k.a. enums) that can be shared among hierarchies



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# Advanced Object-Oriented Design and Development with Pharo

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