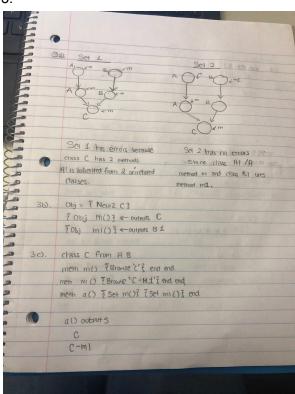
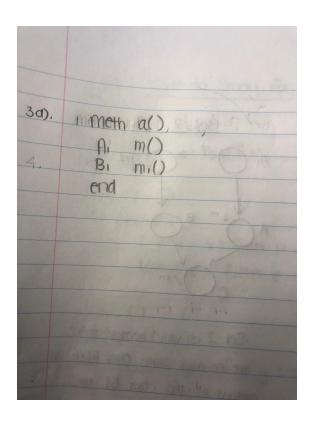
```
Madhuri Pyreddy
12/12/19
```

```
CSCI 117 Lab 15
1a). fun {New2 Obj} Temp in
 class Temp from Obj
                            % inheritance
                         % init method
   meth init() skip
   end
 end
   {New Obj init()}
                                    % function return
end
1b). fun {New2 Obj} A Temp in
 A = {NewName}
 class Temp from Obj
                            % inheritance
                        % init method
   meth !A(init)
       skip end
   end
                                % function return
   {New Obj A}
end
2. local
proc {Transfer2 M S}
  transfer2(Amt) = M in
@(S.balance):= Amt + @S.balance
proc {GetBalance M S}
       getBalance(Bal) = M in
       Bal = @(S.balance)
end
proc {BatchTransfer M S}
       batchtransfer{AmtList} M in
for A in AmtList do {Transfer transfer(A) S} end
 end
proc {Transfer M S}
  transfer (Amt) = M in
       {LogObj addentry(transfer(Amt))}
       {Transfer2 transfer2(A) S}
  end
in
```

LoggedAccount=I(attrs:[balance]) methods:m(transfer:Transfer getBalance:GetBalance batchTransfer:BatchTransfer) end

3.





4. The example for forwarding on page 518 shows that the object can forward to any object. The argument M is a first-class message that can be passed to another object. The example define NewF, a version of New that creates objects that can forward the class. Objects created with NewF have a method setForward(F) that lets them set dynamically the object to which they will forward messages they do not understand. The example calls Obj1 and Obj2. Each object keeps its own local state, that Obj2 "inherits" the inc and c methods from object Obj1, and that Obj2 "overrides" the browse method. ObjX inherits all its behavior from Obj2. It is identical to Obj2 except that it has a different local state. The delegation hierarchy now has three levels: ObjX, Obj2, and Obj1. By changing ObjX delegate to Obj1, ObjX inherits its behavior from Obj1 in the new hierarchy. In foreshadowing, Obj1 and Obj2 keep their separate identities whereas Delegation allows Obj2 to self call to call Obj1. Forwarding does not imply a common self unlike delegation.