# Programação Avançada

- Marcos Santos, nº 94051
- João Marques , nº 90865

#### Make Class

```
C1 = make_class(:C1, [], [:a])
C2 = make_class(:C2, [], [:b, :c])
C3 = make_class(:C3, [C1, C2], [:d])
```

#### Make\_class

```
struct Class
    name :: Symbol
    superclasses :: Vector{Class}
    slots :: Set{Symbol}
end
function make_class(name, superclasses, slots)
    for sc in superclasses
        slots = [slots..., sc.slots...]
    end
    Class(name, superclasses, Set(slots))
end
```

#### DefClass

```
@defclass(C1, [], a)
@defclass(C2, [], b, c)
@defclass(C3, [C1, C2], d)
```

```
macro defclass(name, superclasses, slots...)
   :($(esc(name)) = make_class($(Meta.quot(name)), $superclasses, $slots))
end
```

#### Make\_instance

```
c3i1 = make_instance(C3, :a=>1, :b=>2, :c=>3, :d=>4)
c3i2 = make_instance(C3, :b=>2)

make_instance(class, slot_val...) = Instance(class, slot_val...)
```

#### Make\_instance

```
struct Instance
    class :: Class
    slot_val :: Dict{Symbol, Any}
    function Instance(class, slot_val...)
        dict = Dict()
        for (s,v) in slot_val
            if any(x \rightarrow x == s, class.slots)
                 dict[s] = v
            else
                 error("Slot ", s, " is missing")
            end
        end
        new(class, dict)
    end
end
```

## Get/Set\_slot

```
get_slot(c3i2, :b) 2
set_slot!(c3i2, :b, 3) 3
```

### Get/Set\_slot

```
function get_slot(x::Instance, field::Symbol)
    slot val = getfield(x, :slot val)
    if all(sv -> sv[1] != field, slot_val)
        error("Slot ", field, any(slot -> slot == field
                , getfield(x, :class).slots) ? " is unbound" : " is missing")
    end
    slot val[field]
end
function set_slot!(x::Instance, field::Symbol, value)
    if all(slot -> slot != field, getfield(x, :class).slots)
        error("Slot ", field, " is missing")
    end
    getfield(x, :slot_val)[field] = value
end
```

## Get/Set\_property

```
Base.getproperty(x::Instance, field::Symbol) = get_slot(x, field)
Base.setproperty!(x::Instance, field::Symbol, value) = set_slot!(x, field, value)
```

```
mutable struct Method
    types :: Vector{Symbol}
    lambda :: Function
end
mutable struct Generic
    name :: Symbol
    parameters :: Vector{Symbol}
    methods :: Vector{Method}
end
```

```
macro defgeneric(expr)
  name = expr.args[1]
  parameters = expr.args[2:end]
  if length(parameters) != length(Set(parameters))
      error("Duplicate variable name")
  end
  :($(esc(name)) = Generic($(Base.Meta.quot(name)), $parameters, $[]))
end
```

```
macro defmethod(expr)
    name = expr.args[1].args[1]
    parameters = expr.args[1].args[2:end]
    body = expr.args[2].args[2]
    varnames = [p.args[1] for p in parameters]
    vartypes = [p.arqs[2] for p in parameters]
    if length(varnames) != length(Set(varnames))
        error("Duplicate variable name")
    end
    :(defmethod($(name), $vartypes, ($(varnames...),)->$body))
end
```

```
function defmethod(gen, vartypes, lambda)
    if length(vartypes) != length(gen.parameters)
        error("Required ", length(gen.parameters),
            " parameter(s) but ", length(vartypes), " given")
    end
    for m in gen.methods
        if m.types == vartypes
            m.lambda = lambda
            return
        end
    end
    gen.methods = [gen.methods..., Method(vartypes, lambda)]
end
```

```
function getEffectiveMethod(methods, args...)
    args_classes = [getfield(a, :class) for a in args]
    for ac in expand(args_classes)
        method = findApplicable(methods, ac)
        if method != nothing
            return method
        end
    end
    error("No applicable method")
end
(f::Method)(args...) = f.lambda(args...)
(f::Generic)(args...) = getEffectiveMethod(f.methods, args...)(args...)
```

```
function recursive(idx, args_classes, ignore)
    ret = ignore ? [] : [[c.name for c in args classes]]
    for class in args_classes[idx].superclasses
        ret = [ret..., recursive(
                    idx
                    , [args_classes[1:idx-1]..., class, args_classes[idx+1:end]...]
                    , false)...]
    end
    return ret
end
function expand(args classes)
    expanded = [[c.name for c in args_classes]]
    for idx in range(1,length=length(args_classes))
        expanded = [expanded..., recursive(idx, args classes, true)...]
    end
    return expanded
end
```

```
function findApplicable(methods, args_classes)
  for method in methods
    if method.types == args_classes
        return method
    end
    end
  return nothing
end
```