

construction techniques for domain specific languages

NEAL FORD software architect / meme wrangler

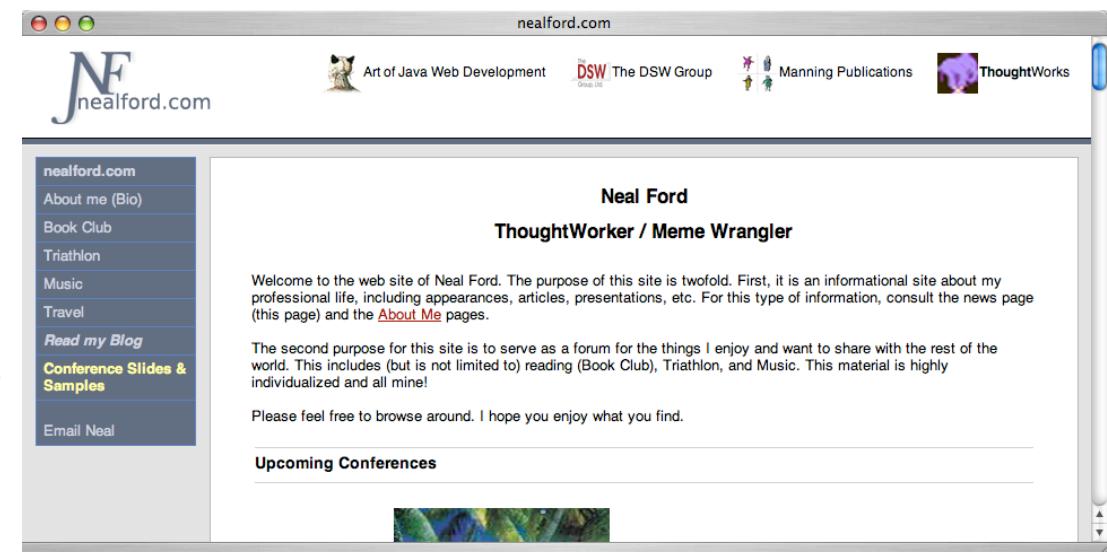
ThoughtWorks

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housekeeping

ask questions anytime

download slides from
nealford.com



The screenshot shows a Mac OS X window for the website nealford.com. The window title bar says "nealford.com". The main content area features a large photo of Neal Ford. Above the photo, his name "Neal Ford" and title "ThoughtWorker / Meme Wrangler" are displayed. Below the photo, there's a welcome message and sections for "Upcoming Conferences" and "Email Neal". On the left, a sidebar menu lists: nealford.com, About me (Bio), Book Club, Triathlon, Music, Travel, Read my Blog, Conference Slides & Samples, and Email Neal. At the top of the page, there are links to other sites: Art of Java Web Development, DSW The DSW Group, Manning Publications, and ThoughtWorks.

download samples from github.com/nealford

agenda

an extended example

definitions

techniques for supplying implicit context

lots of language techniques in java, groovy, and
ruby

dsl variants



a word about
patterns

secret compartments

a company that supplies secret compartments

written in java, utilizing left-over java-powered
toasters

expensive to re-flash the toasters

general behavior

configuration

Mrs. H

1. close the door

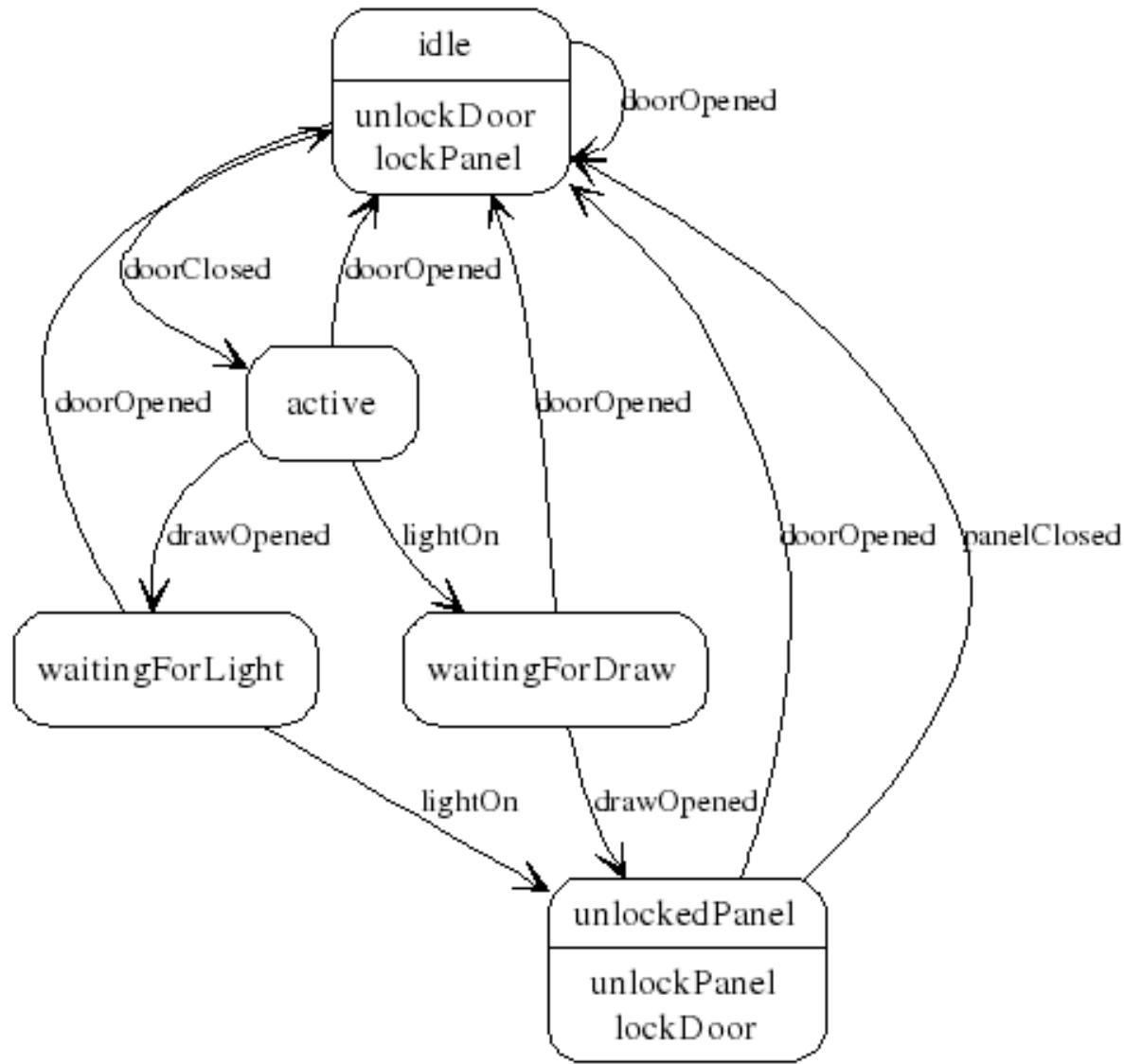
2. open the second draw in her chest

3. turn her bedside light on

must be in sequence

missed steps requires restart of the sequence

state diagram



events

```
class AbstractEvent
    private String name, code;

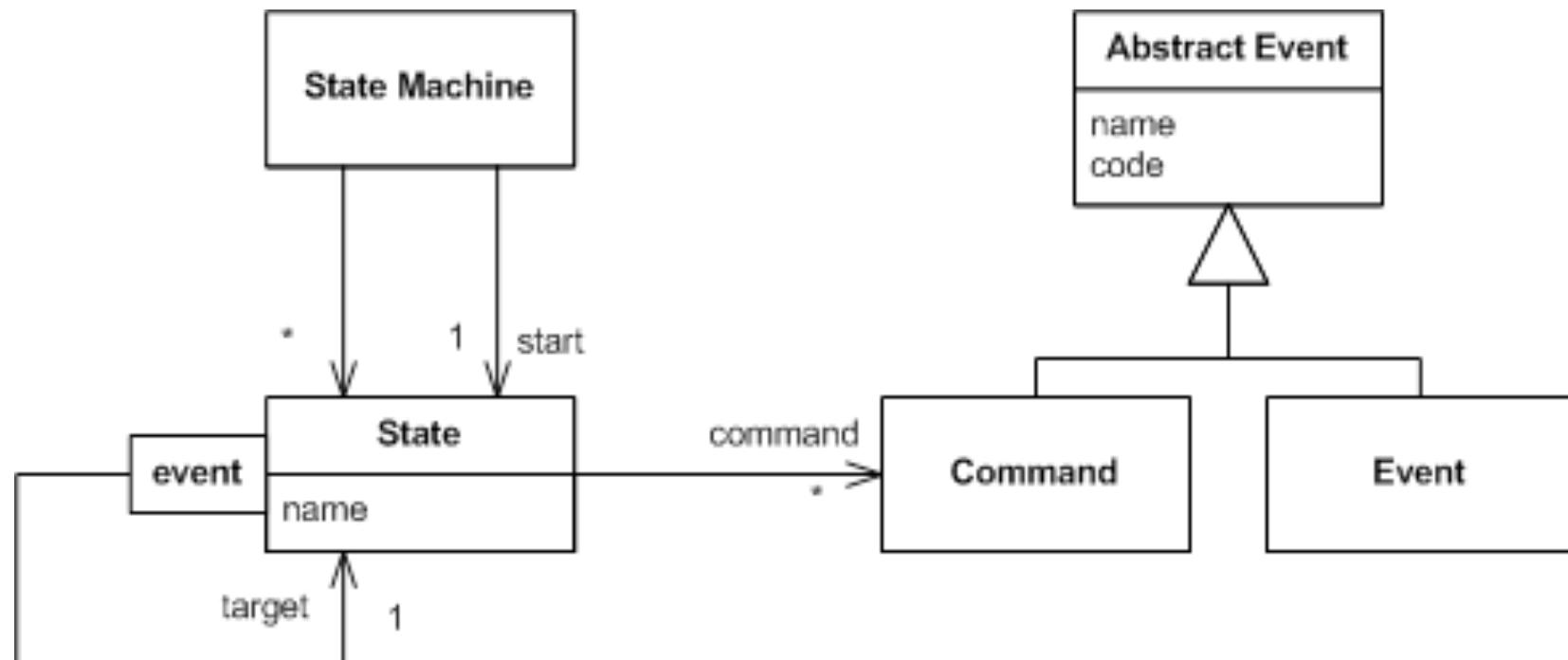
    public AbstractEvent(String name, String code) {
        this.name = name;
        this.code = code;
    }

    public String getCode() { return code; }
    public String getName() { return name; }
}

public class Command extends AbstractEvent {}

public class Event extends AbstractEvent {}
```

states



states

```
class State...
    private String name;
    private Map<Event, State> transitions = new HashMap<Event, State>();
    private Map<String, State> transitionsByCode = new HashMap<String, State>();
    private List<Command> commands = new ArrayList<Command>();

    public void addTransition(Event event, State targetState) {
        transitions.put(event, targetState);
        transitionsByCode.put(event.getCode(), targetState);
    }
```

state machine

```
class StateMachine
    private State start;

    public StateMachine(State start) {
        this.start = start;
    }

    public Collection<State> getStates() {
        List<State> result = new ArrayList<State>();
        gatherForwards(result, start);
        return result;
    }

    private void gatherForwards(Collection<State> result, State start) {
        if (result.contains(start)) return;
        else {
            result.add(start);
            for (State next : start.getAllTargets()) gatherForwards(result, next);
            return;
        }
    }
}
```

configuration

```
Event doorClosed = new Event("doorClosed", "D1CL");
Event drawOpened = new Event("drawOpened", "D20P");
Event lightOn = new Event("lightOn", "L10N");
Event doorOpened = new Event("doorOpened", "D10P");
Event panelClosed = new Event("panelClosed", "PNCL");

Command unlockPanelCmd = new Command("unlockPanel", "PNUL");
Command lockPanelCmd = new Command("lockPanel", "PNLK");
Command lockDoorCmd = new Command("lockDoor", "D1LK");
Command unlockDoorCmd = new Command("unlockDoor", "D1UL");

State idle = new State("idle");
State activeState = new State("active");
State waitingForLightState = new State("waitingForLight");
State waitingForDrawState = new State("waitingForDraw");
State unlockedPanelState = new State("unlockedPanel");
```

configuration

```
StateMachine machine = new StateMachine(idle);

idle.addTransition(doorClosed, activeState);
idle.addCommand(unlockDoorCmd);
idle.addCommand(clockPanelCmd);

activeState.addTransition(drawOpened, waitingForLightState);
activeState.addTransition(lightOn, waitingForDrawState);

waitingForLightState.addTransition(lightOn, unlockedPanelState);

waitingForDrawState.addTransition(drawOpened, unlockedPanelState);

unlockedPanelState.addCommand(unlockPanelCmd);
unlockedPanelState.addCommand(clockDoorCmd);
unlockedPanelState.addTransition(panelClosed, idle);

machine.addResetEvents(doorOpened);
```

alternate configuration: XML

```
<stateMachine start = "idle">
    <event name="doorClosed" code="D1CL"/>
    <event name="drawOpened" code="D2OP"/>
    <event name="lightOn" code="L10N"/>
    <event name="doorOpened" code="D10P"/>
    <event name="panelClosed" code="PNCL"/>

    <command name="unlockPanel" code="PNUL"/>
    <command name="lockPanel" code="PNLK"/>
    <command name="lockDoor" code="D1LK"/>
    <command name="unlockDoor" code="D1UL"/>

    <state name="idle">
        <transition event="doorClosed" target="active"/>
        <action command="unlockDoor"/>
        <action command="lockPanel"/>
    </state>

    <state name="active">
        <transition event="drawOpened" target="waitForLight"/>
        <transition event="lightOn" target="waitForDraw"/>
    </state>

    <state name="waitForLight">
        <transition event="lightOn" target="unlockedPanel"/>
    </state>

    <state name="waitForDraw">
        <transition event="drawOpened" target="unlockedPanel"/>
    </state>

    <state name="unlockedPanel">
        <action command="unlockPanel"/>
        <action command="lockDoor"/>
        <transition event="panelClosed" target="idle"/>
    </state>

    <resetEvent name = "doorOpened"/>
</stateMachine>
```

external configuration

late binding

no recompiling toaster code to change
configuration

more expressive

declarative

ubiquitous

another representation

```
events
  doorClosed  D1CL
  drawOpened  D20P
  lightOn     L10N
  doorOpened  D10P
  panelClosed PNCL
end

resetEvents
  doorOpened
end

commands
  unlockPanel PNUL
  lockPanel   PNLK
  lockDoor    D1LK
  unlockDoor  D1UL
end

state idle
  actions {unlockDoor lockPanel}
  doorClosed => active
end

state active
  drawOpened => waitingForLight
  lightOn    => waitingForDraw
end

state waitingForLight
  lightOn => unlockedPanel
end

state waitingForDraw
  drawOpened => unlockedPanel
end

state unlockedPanel
  actions {unlockPanel lockDoor}
  panelClosed => idle
end
```

characteristics of DSLs

very narrow focus

no control structures, exceptions, types, etc.

what's the difference between DSL and XML?

DSL written with a custom parser (ANTLR)

configuration file == DSL

another alternative

```
event :doorClosed, "D1CL"
event :drawOpened, "D2OP"
event :lightOn, "L1ON"
event :doorOpened, "D1OP"
event :panelClosed, "PNCL"

command :unlockPanel, "PNUL"
command :lockPanel, "PNLK"
command :lockDoor, "D1LK"
command :unlockDoor, "D1UL"

resetEvents :doorOpened

state :idle do
  actions :unlockDoor, :lockPanel
  transitions :doorClosed => :active
end
```

```
state :active do
  transitions :drawOpened => :waitingForLight,
              :lightOn => :waitingForDraw
end

state :waitingForLight do
  transitions :lightOn => :unlockedPanel
end

state :waitingForDraw do
  transitions :drawOpened => :unlockedPanel
end

state :unlockedPanel do
  actions :unlockPanel, :lockDoor
  transitions :panelClosed => :idle
end
```



types of DSLs

internal (or embedded):

DSL expressed within the syntax of a general purpose language

stylized use of language for a domain specific purpose

external:

separate language to the main programming language

is this a DSL?



```
Event doorClosed = new Event("doorClosed", "D1CL");
Event drawOpened = new Event("drawOpened", "D20P");
Event lightOn = new Event("lightOn", "L10N");
Event doorOpened = new Event("doorOpened", "D10P");
Event panelClosed = new Event("panelClosed", "PNCL");

Command unlockPanelCmd = new Command("unlockPanel", "PNUL");
Command lockPanelCmd = new Command("lockPanel", "PNLK");
Command lockDoorCmd = new Command("lockDoor", "D1LK");
Command unlockDoorCmd = new Command("unlockDoor", "D1UL");

State idle = new State("idle");
State activeState = new State("active");
State waitingForLightState = new State("waitingForLight");
State waitingForDrawState = new State("waitingForDraw");
State unlockedPanelState = new State("unlockedPanel");
```

OK, what about this one?

```
public class BasicStateMachine extends StateMachineBuilder {

    Events doorClosed, drawOpened, lightOn, panelClosed;
    Commands unlockPanel, lockPanel, lockDoor, unlockDoor;
    States idle, active, waitingForLight, waitingForDraw, unlockedPanel;
    ResetEvents doorOpened;

    protected void defineStateMachine() {
        doorClosed. define("D1CL");
        drawOpened. define("D2OP");
        lightOn. define("L1ON");
        panelClosed.define("PNCL");

        doorOpened. define("D1OP");

        unlockPanel.define("PNUL");
        lockPanel. define("PNLK");
        lockDoor. define("D1LK");
        unlockDoor. define("D1UL");
```

OK, what about *this* one?

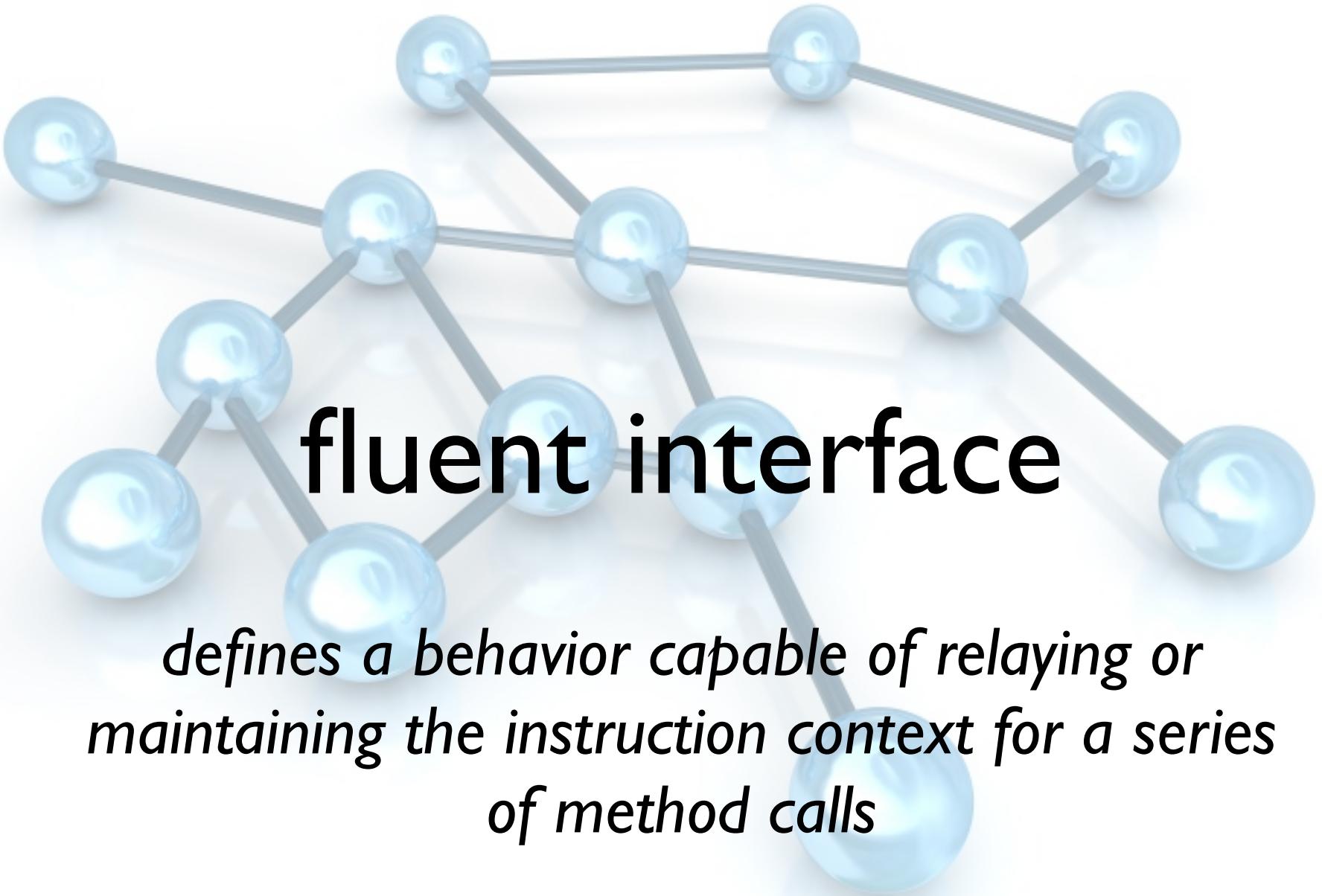
```
.actions(unlockDoor, lockPanel)
    .transition(doorClosed).to(active)
    ;

active
    .transition(drawOpened).to(waitingForLight)
    .transition(lightOn).  to(waitingForDraw)
    ;

waitingForLight
    .transition(lightOn).to(unlockedPanel)
    ;

waitingForDraw
    .transition(drawOpened).to(unlockedPanel)
    ;

unlockedPanel
    .actions(unlockPanel, lockDoor)
    .transition(panelClosed).to(idle)
    ;
}
```



domain specific language (noun)

a computer programming language of limited expressiveness focused on a particular domain

5 key elements

computer programming language

language nature

domain focus

limited expressiveness

not Turing complete

DSL or not DSL?

regular expressions?

XSLT?

serialized data structures (i.e., properties file)?

struts-config?

Starbucks?

context

calendars



A stack of various calendar pages showing different designs and months. The visible text includes:

- January
- February
- March
- April
- May
- June
- July
- August
- September
- October
- November
- December

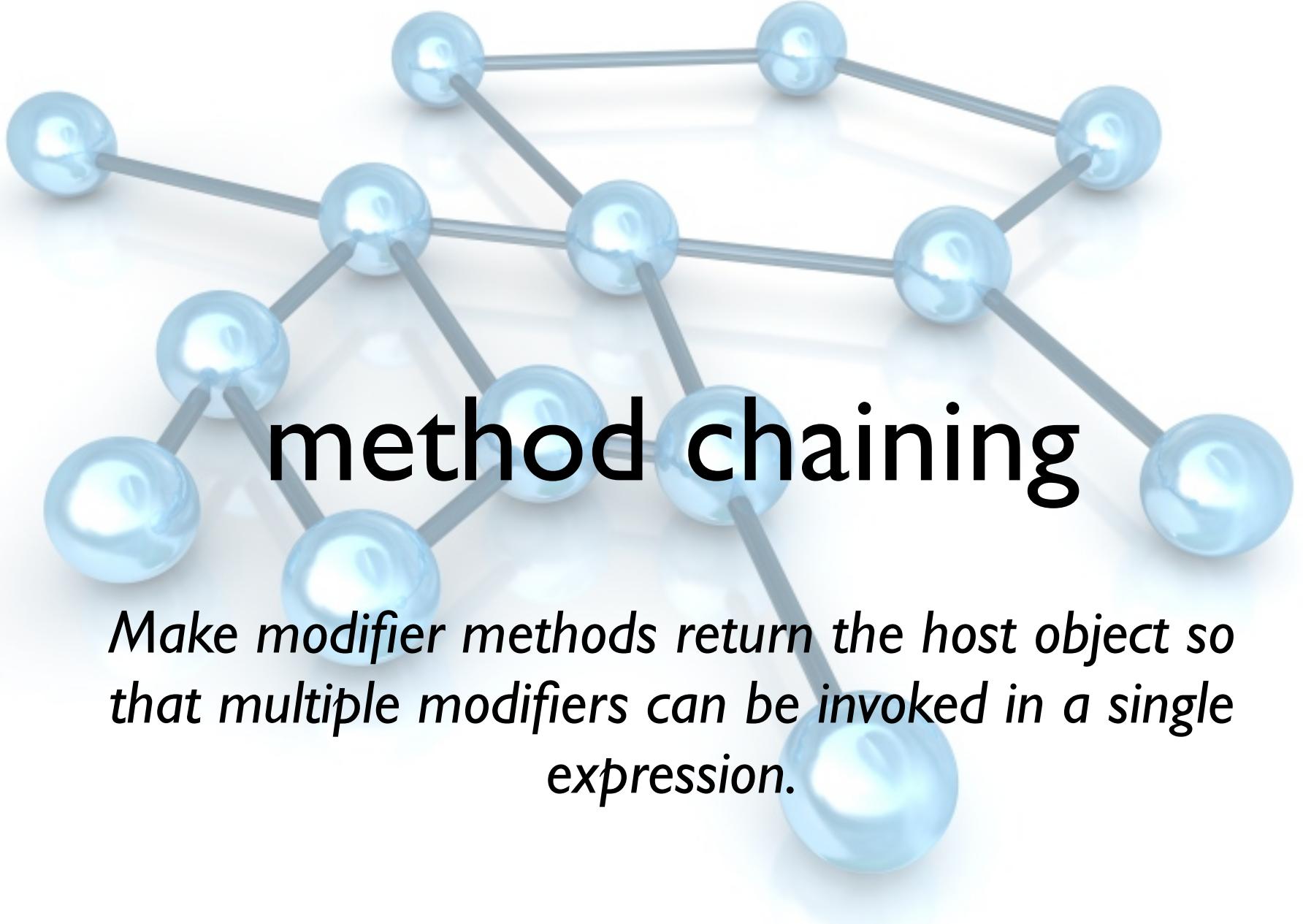
the goal syntax

```
Calendar fourPM = Calendar.getInstance();
fourPM.set(Calendar.HOUR_OF_DAY, 16);
Calendar fivePM = Calendar.getInstance();
fivePM.set(Calendar.HOUR_OF_DAY, 17);

AppointmentCalendarChained calendar =
    new AppointmentCalendarChained();

calendar.add("dentist")
    .from(fourPM)
    .to(fivePM)
    .at("123 main street");

calendar.add("birthday party").at(fourPM);
displayAppointments(calendar);
```



method chaining

Make modifier methods return the host object so that multiple modifiers can be invoked in a single expression.

appointments

```
public class Appointment {  
    private String _name;  
    private String _location;  
    private Calendar _startTime;  
    private Calendar _endTime;  
  
    public Appointment at(String location) {  
        _location = location;  
        return this;  
    }  
  
    public Appointment at(Calendar startTime) {  
        _startTime = startTime;  
        return this;  
    }  
  
    public Appointment from(Calendar startTime) {  
        _startTime = startTime;  
        return this;  
    }  
}
```

appointment calendar

```
public class AppointmentCalendarChained {  
    private List<Appointment> appointments;  
  
    public AppointmentCalendarChained() {  
        appointments = new ArrayList<Appointment>();  
    }  
  
    public List<Appointment> getAppointments() {  
        return appointments;  
    }  
  
    public Appointment add(String name) {  
        Appointment appt = new Appointment(name);  
        appointments.add(appt);  
  
        return appt;  
    }  
}
```

run it!

```
public CalendarDemoChained() {  
    Calendar fourPM = Calendar.getInstance();  
    fourPM.set(Calendar.HOUR_OF_DAY, 16);  
    Calendar fivePM = Calendar.getInstance();  
    fivePM.set(Calendar.HOUR_OF_DAY, 17);  
  
    AppointmentCalendarChained calendar =  
        new AppointmentCalendarChained();  
  
    calendar.add("dentist").  
        from(fourPM).  
        to(fivePM).  
        at("123 main street");  
  
    calendar.add("birthday party").at(fourPM);  
    displayAppointments(calendar);  
}
```

```
Appointment:dentist, location:123 main street, Start time:16, End time: 17  
Appointment:birthday party, Start time:16
```

but!...

```
public class AppointmentCalendarChained {  
    private List<Appointment> appointments;  
  
    public AppointmentCalendarChained() {  
        appointments = new ArrayList<Appointment>();  
    }  
  
    public List<Appointment> getAppointments() {  
        return appointments;  
    }  
  
    public Appointment add(String name) {  
        Appointment appt = new Appointment(name);  
        appointments.add(appt);  
        System.out.println(appt.toString());  
        return appt;  
    }  
}
```

OOPS

```
public CalendarDemoChained() {  
    Calendar fourPM = Calendar.getInstance();  
    fourPM.set(Calendar.HOUR_OF_DAY, 16);  
    Calendar fivePM = Calendar.getInstance();  
    fivePM.set(Calendar.HOUR_OF_DAY, 17);  
  
    AppointmentCalendarChained calendar =  
        new AppointmentCalendarChained();  
  
    calendar.add("dentist").  
        from(fourPM).  
        to(fivePM).  
        at("123 main street");  
  
    calendar.add("birthday party").at(fourPM);  
    displayAppointments(calendar);  
}
```

```
Exception in thread "main" java.lang.NullPointerException  
at com.nealford.dsl.calendar.stopping.Appointment.toString(Appointment.java:42)  
at com.nealford.dsl.calendar.stopping.AppointmentCalendarChained.add(AppointmentCalen...  
at com.nealford.dsl.calendar.stopping.CalendarDemoChained.<init>(CalendarDemoChai...  
at com.nealford.dsl.calendar.stopping.CalendarDemoChained.main(CalendarDemoChaine...
```

finishing problem

```
public class AppointmentCalendarChained {  
    private List<Appointment> appointments;  
  
    public AppointmentCalendarChained() {  
        appointments = new ArrayList<Appointment>();  
    }  
  
    public List<Appointment> getAppointments() {  
        return appointments;  
    }  
  
    public Appointment add(String name) {  
        Appointment appt = new Appointment(name);  
        appointments.add(appt);  
        System.out.println(appt.toString());  
        return appt;  
    }  
}
```

appointment calendar redux

```
public class AppointmentCalendar {  
    private List<Appointment> appointments;  
  
    public AppointmentCalendar() {  
        appointments = new ArrayList<Appointment>();  
    }  
  
    public AppointmentCalendar add(Appointment appt) {  
        appointments.add(appt);  
        return this;  
    }  
  
    public List<Appointment> getAppointments() {  
        return appointments;  
    }  
}
```

wrapper via parameter

```
calendar.add(  
    new Appointment("Dentist")  
    .at(fourPM));  
calendar.add(  
    new Appointment("Conference Call")  
    .from(fourPM)  
    .to(fivePM)  
    .at("555-123-4321"));  
calendar.add(  
    new Appointment("birthday party")  
    .from(fourPM)  
    .to(fivePM))  
    .add(  
        new Appointment("Doctor")  
        .at("123 Main St"));  
calendar.add(  
    new Appointment("No Fluff, Just Stuff")  
    .at(fourPM));  
displayAppointments(calendar);
```

wrapping context

method chaining

wrapping via parameters

functional specification

the target

```
public AppointmentCalendarContextDemo() {
    final Calendar fourPM = Calendar.getInstance();
    fourPM.set(Calendar.HOUR_OF_DAY, 16);
    final Calendar fivePM = Calendar.getInstance();
    fivePM.set(Calendar.HOUR_OF_DAY, 17);

    AppointmentCalendar calendar = new AppointmentCalendar();
    calendar.add(new Appointment() {{
        name("dentist");
        from(fourPM);
        to(fivePM);
        at("123 main street");
    }});

    calendar.add(new Appointment() {{
        name("birthday party");
        at(fourPM);
    }});

    displayAppointments(calendar);
}
```

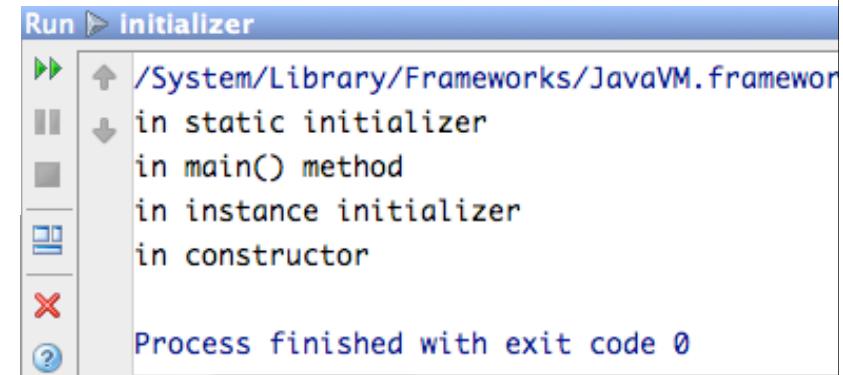
initializers

```
public class InitializerDemo {  
    public InitializerDemo() {  
        out.println("in constructor");  
    }  
  
    static {  
        out.println("in static initializer");  
    }  
  
    {  
        out.println("in instance initializer");  
    }  
  
    public static void main(String[] args) {  
        out.println("in main() method");  
        new InitializerDemo();  
    }  
}
```

2

4

1
3



the target

```
public AppointmentCalendarContextDemo() {
    final Calendar fourPM = Calendar.getInstance();
    fourPM.set(Calendar.HOUR_OF_DAY, 16);
    final Calendar fivePM = Calendar.getInstance();
    fivePM.set(Calendar.HOUR_OF_DAY, 17);

    AppointmentCalendar calendar = new AppointmentCalendar();
    calendar.add(new Appointment() {{
        name("dentist");
        from(fourPM);
        to(fivePM);
        at("123 main street");
    }});

    calendar.add(new Appointment() {{
        name("birthday party");
        at(fourPM);
    }});

    displayAppointments(calendar);
}
```

changes to Appointment

default constructor

nothing else!

functional specification allows you to reuse
existing classes with minor impact

fluentizing existing classes...

...with ugly syntax!

jmock expectations

```
@RunWith(JMock.class)
public class ClassifierWithMockTest {
    Mockery context = new JUnit4Mockery() {{
        setImposteriser(ClassImposteriser.INSTANCE);
    }];

    @Test public void external_factors() {
        final Finder facts = context.mock(Finder.class);
        Classifier7 c = new Classifier7(42, facts);
        final Set<Integer> expected =
            new HashSet(Arrays.asList(1, 2, 3, 6, 7, 21, 14, 42));
        context.checking(new Expectations() {{
            one(facts).factors(); will(returnValue(expected));
        });
        assertThat(c.sumOfFactors(), is(1 + 2 + 3 + 6 + 7 + 21 + 14 + 42));
        context.assertIsSatisfied();
    }
}
```

limits in java

```
public AppointmentCalendarContextDemo() {
    final Calendar fourPM = Calendar.getInstance();
    fourPM.set(Calendar.HOUR_OF_DAY, 16);
    final Calendar fivePM = Calendar.getInstance();
    fivePM.set(Calendar.HOUR_OF_DAY, 17);

    AppointmentCalendar calendar = new AppointmentCalendar();
    calendar.add(new Appointment() {{
        name("dentist");
        from(fourPM);
        to(fivePM);
        at("123 main street");
    }});

    calendar.add(new Appointment() {{
        name("birthday party");
        at(fourPM);
    }});

    displayAppointments(calendar);
}
```



support for DSLs

dynamic typing

closures for context

two different open class techniques:

categories

expando metaclass

groovy calendars

```
def calendar = new AppointmentCalendar()  
  
use (IntegerWithTimeSupport) {  
    calendar.add new Appointment("Dentist")  
        .from(4.pm)  
    calendar.add new Appointment("Conference call")  
        .from(5.pm)  
        .to(6.pm)  
        .at("555-123-4321")  
}
```

categories

```
class IntegerWithTimeSupport {  
    static Integer getAm(Integer self) {  
        self == 12 ? 0 : self  
    }  
  
    static Integer getPm(Integer self) {  
        self == 12 ? 12 : self + 12  
    }  
  
    static Calendar getFromToday(Integer self) {  
        def target = Calendar.instance  
        target.roll(Calendar.DAY_OF_MONTH, self)  
        return target  
    }  
}
```

am / pm

```
@Test void am_returns_number() {
    use (IntegerWithTimeSupport) {
        1.upto(11) { i ->
            assertThat(i.am, is(i))
        }
        assertThat(12.am, is(0))
    }
}

@Test void pm_returns_correct_number() {
    use (IntegerWithTimeSupport) {
        1.upto(11) { i ->
            assertThat(i.pm, is(i + 12))
        }
        assertThat(12.pm, is(12))
    }
}
```

categories

```
class IntegerWithTimeSupport {  
    static Integer getAm(Integer self) {  
        self == 12 ? 0 : self  
    }  
  
    static Integer getPm(Integer self) {  
        self == 12 ? 12 : self + 12  
    }  
  
    static Calendar getFromToday(Integer self) {  
        def target = Calendar.instance  
        target.roll(Calendar.DAY_OF_MONTH, self)  
        return target  
    }  
}
```

fromToday

```
@Test void from_today_gets_correct_date() {
    use (IntegerWithTimeSupport) {
        def expected = Calendar.instance
        expected.roll(Calendar.DAY_OF_MONTH, 4)
        assertThat(4.fromToday.DAY_OF_MONTH, is(expected.DAY_OF_MONTH))
    }
}

@Test void from_today_responds_to_negative_days() {
    use (IntegerWithTimeSupport) {
        def expected = Calendar.instance
        expected.roll(Calendar.DAY_OF_MONTH, -4)
        assertThat((-4).fromToday.DAY_OF_MONTH, is(expected.DAY_OF_MONTH))
    }
}
```

categories

```
class IntegerWithTimeSupport {  
    static Integer getAm(Integer self) {  
        self == 12 ? 0 : self  
    }  
  
    static Integer getPm(Integer self) {  
        self == 12 ? 12 : self + 12  
    }  
  
    static Calendar getFromToday(Integer self) {  
        def target = Calendar.instance  
        target.roll(Calendar.DAY_OF_MONTH, self)  
        return target  
    }  
}
```

expando target syntax

```
def calendar = new AppointmentCalendar()  
  
calendar.add new Appointment("Dentist")  
            .from(4.pm)  
calendar.add new Appointment("Conference call")  
            .from(5.pm)  
            .to(6.pm)  
            .at("555-123-4321")  
  
calendar.print()
```

expando metaclass

```
Integer.metaClass.getAm = { ->
    delegate == 12 ? 0 : delegate
}

Integer.metaClass.getPm = { ->
    delegate == 12 ? 12 : delegate + 12
}

Integer.metaClass.getFromToday = { ->
    def target = Calendar.instance
    target.roll(Calendar.DAY_OF_MONTH, delegate)
    target
}
```

expando tests

```
class TestIntegerMeta {  
  
    @Test void am() {  
        0.upto(11) {  
            assertThat it, is(it.am)  
        }  
    }  
  
    @Test void pm() {  
        0.upto(11) {  
            assertThat it+12, is(it.pm)  
        }  
    }  
  
    @Test void from_today() {  
        0.upto(100) {  
            def c = Calendar.instance  
            c.roll(Calendar.DAY_OF_MONTH, it)  
            assertThat it.fromToday.DAY_OF_MONTH, is(c.DAY_OF_MONTH)  
        }  
    }  
}
```

category vs. expando

```
def calendar = new AppointmentCalendar()

use (IntegerWithTimeSupport) {
    calendar.add new Appointment("Dentist")
        .from(4.pm)
    calendar.add new Appointment("Conference call")
        .from(5.pm)
        .to(7.pm)
        .at("555-123-4321")
}

calendar.print()

def calendar = new AppointmentCalendar()

    calendar.add new Appointment("Dentist")
        .from(4.pm)
    calendar.add new Appointment("Conference call")
        .from(5.pm)
        .to(6.pm)
        .at("555-123-4321")

calendar.print()
```



behavior driven development testing
framework

written in groovy

mimics several ruby BDD DSLs

```
def scenario(scenarioDescription, scenarioClosure)

scenario "a valid person has been entered", {

    when "filling out the person form with a first and last name", {
        selenium.open("http://acme.racing.net/greport/personracereport.html")
        selenium.type("fname", "Britney")
        selenium.type("lname", "Smith")
    }
    def when(whenDescription, closure = {})

    and "the submit link has been clicked", {
        selenium.click("submit")
    }

    then "the report should have a list of races for that person", {
        selenium.waitForPageToLoad("5000")
        values = ["Mclean 1/2 Marathon", "Reston 5K", "Herndon 10K", "Leesburg 10K"]
        for(i in 0..<values.size()){
            selenium.getText("//table//tr[${(i+3)}]/td").shouldEqual values[i]
        }
    }
}
```

```
description "This is how a Queue must work"

before "initialize the queue for each spec", {
    queue = new Queue()
}

it "should dequeue item just enqueued", {
    queue.enqueue(2)
    queue.dequeue().shouldBe(2)
}

it "should throw an exception when null is enqueued", {
    ensureThrows(RuntimeException.class) {
        queue.enqueue(null)
    }
}

it "should dequeue items in same order enqueued", {
    [1..5].each {val ->
        queue.enqueue(val)
    }
    [1..5].each {val ->
        queue.dequeue().shouldBe(val)
    }
}
```

```
it "should dequeue items in same order enqueued", {
    [1..5].each {val ->
        queue.enqueue(val)
    }
    [1..5].each {val ->
        queue.dequeue().shouldBe(val)
    }
}

def it(spec, closure) {
    stepStack.startStep(listener, BehaviorStepType.IT, spec)
    closure.delegate = new EnsuringDelegate()
    try {
        if (beforeIt != null) {
            beforeIt()
        }
        listener.gotResult(new Result(Result.SUCCEEDED))
        use(BehaviorCategory) {
            closure()
        }
        if (afterIt != null) {
            afterIt()
        }
    } catch (Throwable ex) {
        listener.gotResult(new Result(ex))
    }
    stepStack.stopStep(listener)
}
```

ExampleStory

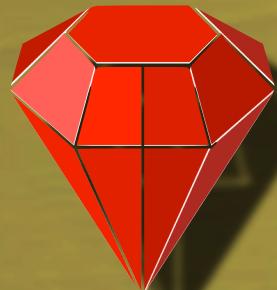
```
it "should dequeue items in same order enqueueued", {  
    [1..5].each {val ->  
        queue.enqueue(val)  
    }  
    [1..5].each {val ->  
        queue.dequeue().shouldBe(val)  
    }  
}
```

SpecificationKeywords

```
use(BehaviorCategory) {  
    closure()  
}
```

BehaviorCategory

```
static void shouldBe(Object self, value) {  
    shouldBe(self, value, null)  
}
```



recipes

the goal

```
recipe = Recipe.new "Spicy bread"  
recipe.add 200.grams.of Flour  
recipe.add 1.lb.of Nutmeg
```

open classes

```
class Numeric
  def gram
    self
  end
  alias_method :grams, :gram

  def pound
    self * 453.59237
  end
  alias_method :pounds, :pound
  alias_method :lb, :pound
  alias_method :lbs, :pound
end
```

recipe redux

```
recipe = Recipe.new "Spicy bread"  
recipe.add 200.grams.of Flour  
recipe.add 1.lb.of Nutmeg
```

of

```
class Numeric
  def of ingredient
    if ingredient.kind_of? String
      ingredient = Ingredient.new(ingredient)
    end
    ingredient.quantity = self
    ingredient
  end
end
```

who returns what?

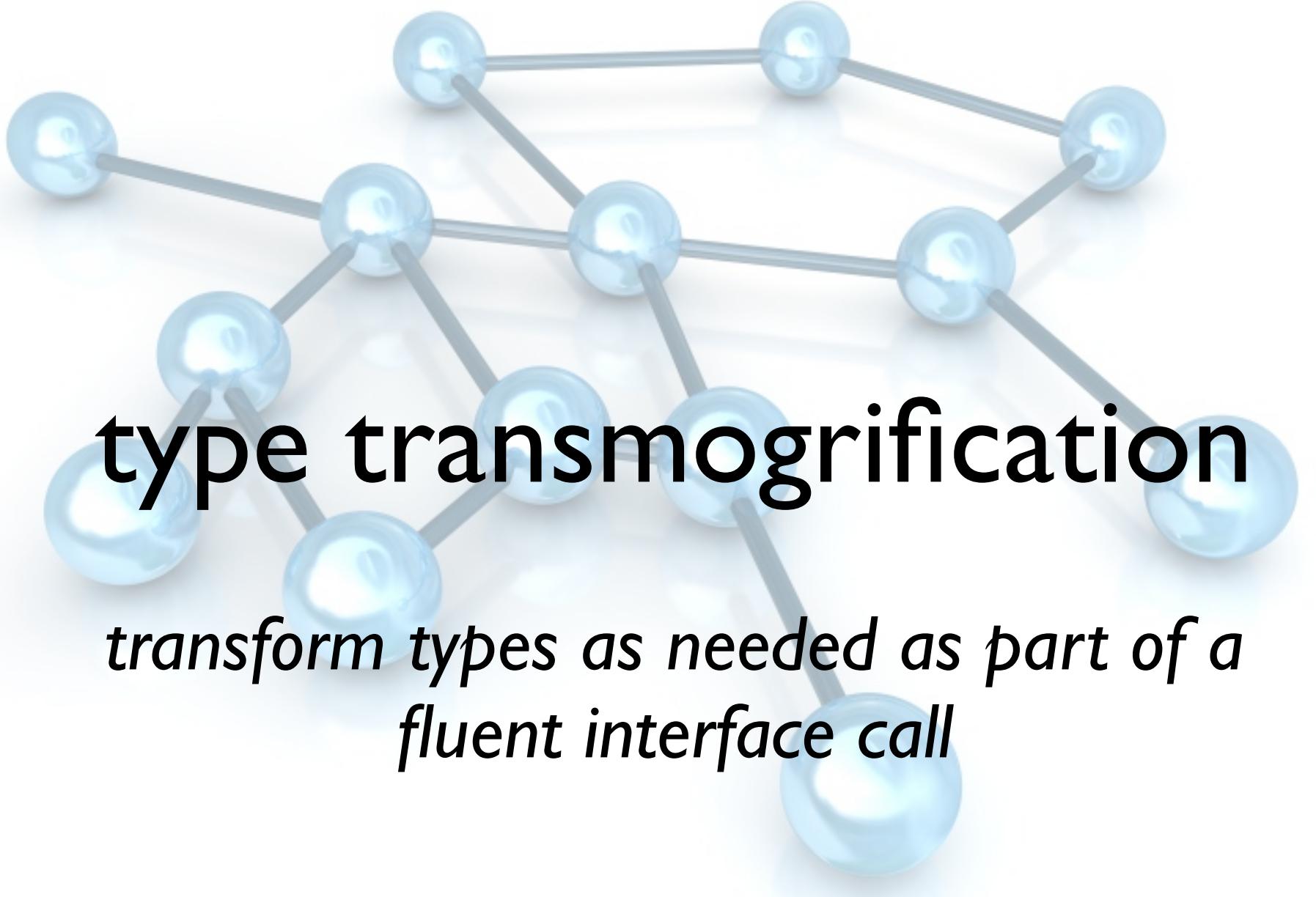
Numeric

Ingredient

1. pound.of("Flour")

Integer

Ingredient



type transmogrification

transform types as needed as part of a fluent interface call

killing noise characters

```
recipe.add 200.grams.of Flour  
recipe.add 1.lb.of Nutmeg
```

const_missing

```
class Object
  def self.const_missing(sym)
    Ingredient.new(sym.to_s)
  end
end
```



`constant_missing` factory

*using “missings” as factories to
create types*

ingredient factory

yikes!



```
class Object
  def self.const_missing(sym)
    Ingredient.new(sym.to_s)
  end
end
```

mix it in

```
module IngredientBuilder
  def self.included(target)
    def target.const_missing(name)
      Ingredient.new(name.to_s)
    end
    super
  end
end
```

safer const factories

```
class TestIngredients < Test::Unit::TestCase
  include IngredientBuilder
```

```
def test_ingredient_factory
  i = Flour
  assert i.kind_of? Ingredient
  assert_equal(i.name, "Flour")
end
```

smarter const factories

```
module SmartIngredientBuilder
  @@INGREDIENTS = {
    "Flour" => %w(Flour Fluor Flower Flur),
    "Nutmeg" => %w(Nutmeg Knutmeg)
  }
  def self.included(target)
    def target.const_missing(name)
      i = @@INGREDIENTS.find { |k, v| v.include? name.to_s }
      unless i.nil?
        return Ingredient.new(i[0]) unless i.nil?
      else
        raise "No such ingredient"
      end
    end
  end
end
```

```
class TestSmartIngredients < Test::Unit::TestCase
  include SmartIngredientBuilder

  def test_correct_spelling
    i = Flour
    assert i.kind_of? Ingredient
    assert_equal(i.name, "Flour")
  end

  def test_misspelling
    i = Flower
    assert i.kind_of? Ingredient
    assert_equal(i.name, "Flour")
  end

  def test_missing_ingredient
    assert_raise(RuntimeError) {
      i = BakingSoda
    }
  end
end
```

shotgun approach to open classes

*don't provide universe-wide access to the whacky
stuff you've implemented for your **dsl***

control your context

context

implicit context tersifies **dsl's**

context

```
def test_verbose_syntax
  recipe = Recipe.new "Milky Gravy"
  recipe.add 1.lb.of Flour
  recipe.add 200.grams.of Milk
  recipe.add 1.gram.of Nutmeg
  assert_equal 3, recipe.ingredients.size
end
```

```
def test_consists_of
  recipe = Recipe.new "Milky Gravy"
  recipe.consists_of {
    add 1.lb.of Flour
    add 200.grams.of Milk
    add 1.gram.of Nutmeg
  }
  assert_equal 3, recipe.ingredients.size
end
```

add context

```
def consists_of &block  
  instance_eval &block  
end
```

evaluates ruby code by switching *self* to the
instance of the object calling `instance_eval`

context

```
def test_consists_of
  recipe = Recipe.new "Milky Gravy"
  recipe.consists_of {
    add 1.lb.of Flour
    add 200.grams.of Milk
    add 1.gram.of Nutmeg
  }
  assert_equal 3, recipe.ingredients.size
end
```

expression builder

building a simple language for recipes allows
you to build other stuff underneath

for example, a nutrition profile

recipe nutrition profile

```
def nutrition_profile
  profile = NutritionProfile.new
  ingredients.each { |i|
    foo = NutritionProfileDatabase.get_profile_for(i)
    add_to profile, NutritionProfileDatabase.get_profile_for(i)
  }
  profile
end
```

nutrition profile

```
class NutritionProfile
  attr_accessor :protein, :lipid, :sugars, :calcium, :sodium

  def initialize(protein=0, lipid=0, sugars=0, calcium=0, sodium=0)
    @protein, @lipid, @sugars = protein, lipid, sugars
    @calcium, @sodium = calcium, sodium
  end

  def to_s()
    "\tProtein: " + @protein.to_s      +
    "\n\tLipid: " + @lipid.to_s        +
    "\n\tSugars: " + @sugars.to_s      +
    "\n\tCalcium: " + @calcium.to_s    +
    "\n\tSodium: " + @sodium.to_s
  end
end
```

testing profile

```
def test_nutrition_profile_for_recipe
  recipe = Recipe.new
  expected = []
  << 2.lbs.of(Flour) << 1.gram.of(Nutmeg)
  expected.each { |i| recipe.add i}
  protein = 11.5 + 5.84
  lipid = 1.45 + 36.31
  sugar = 1.12 + 28.49
  calcium = 20 + 184
  sodium = 2 + 16
  expected_profile = recipe.nutrition_profile
  assert_equal expected_profile.protein, protein
  assert_equal expected_profile.lipid, lipid
  assert_equal expected_profile.sugars, sugar
  assert_equal expected_profile.calcium, calcium
  assert_equal expected_profile.sodium, sodium
end
```

profile target

```
ingredient "flour" has Protein=11.5, Lipid=1.45, Sugars=1.12, Calcium=20, Sodium=0  
ingredient "nutmeg" has Protein=5.84, Lipid=36.31, Sugars=28.49, Calcium=184, Sodium=16  
ingredient "milk" has Protein=3.22, Lipid=3.25, Sugars=5.26, Calcium=113, Sodium=40
```

what is this?

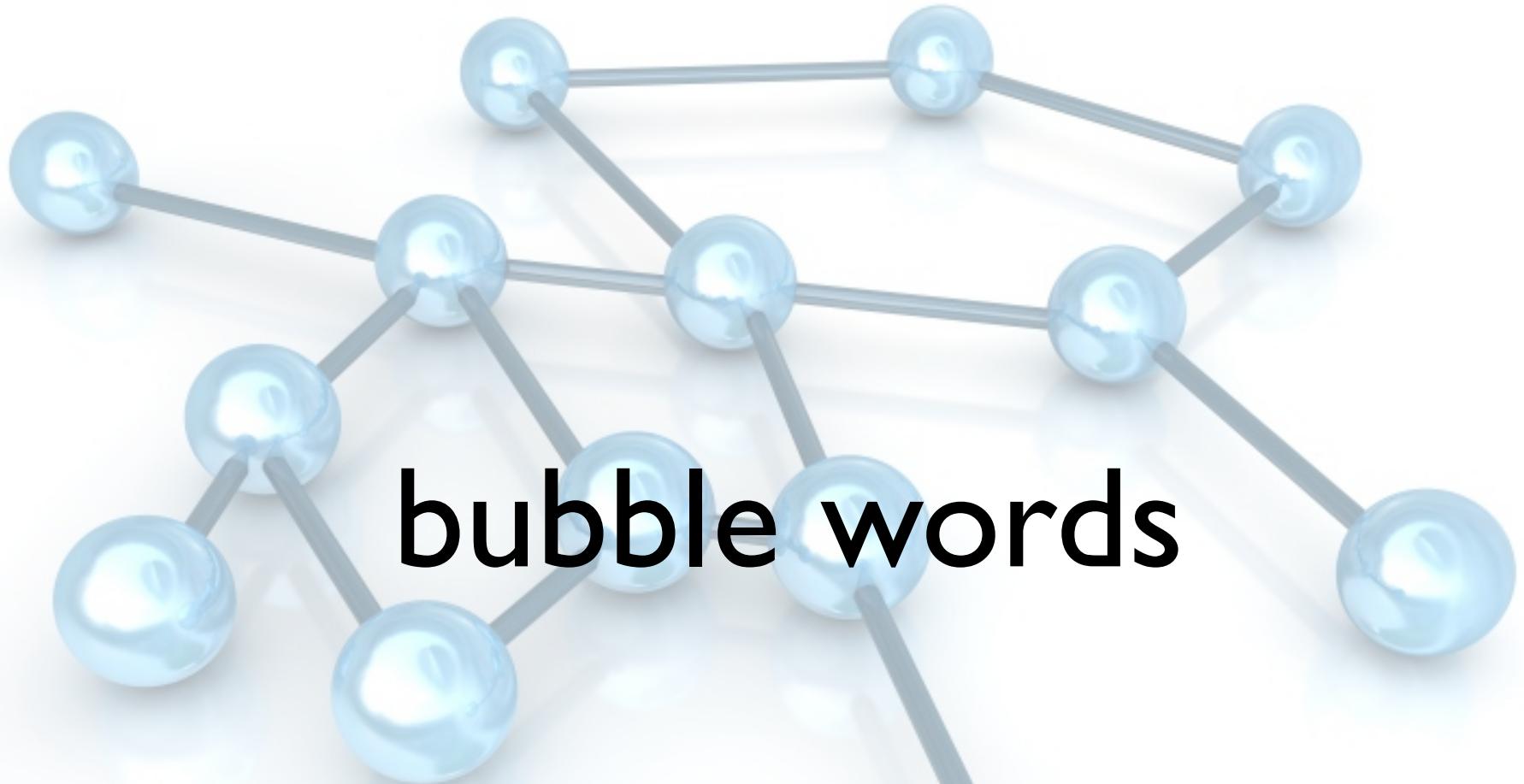
method

“bubble” word

ingredient "flour" has Protein=11.5, Lipid=1.45, ...

1st parameter

2nd parameter(s)



bubble words

*terms in a dsl that don't contribute
to the definition but rather to the
readability*

```
class NutritionProfileDefinition
  class << self
    def const_missing(sym)
      sym.to_s.downcase
    end
  end

  def ingredient(name, ingredients)
    NutritionProfile.create_from_hash name, ingredients
  end

  def process_definition(definition)
    t = polish_text(definition)
    instance_eval polish_text(definition)
  end

  def polish_text(definition_line)
    polished_text = definition_line.clone
    polished_text.gsub!(/=/, '=>')
    polished_text.sub!(/and /, '')
    polished_text.sub!(/has /, ',')
    polished_text
  end

end
```

```
def test_polish_text
  test_text = "ingredient \"flour\" has Protein=11.5, Lipid=1.45, Sugars=1.12, Calcium=20, and Sodium=0"
  expected = 'ingredient "flour" ,Protein=>11.5, Lipid=>1.45, Sugars=>1.12, Calcium=>20, Sodium=>0'
  assert_equal expected, NutritionProfileDefinition.new.polish_text(test_text)
end
```

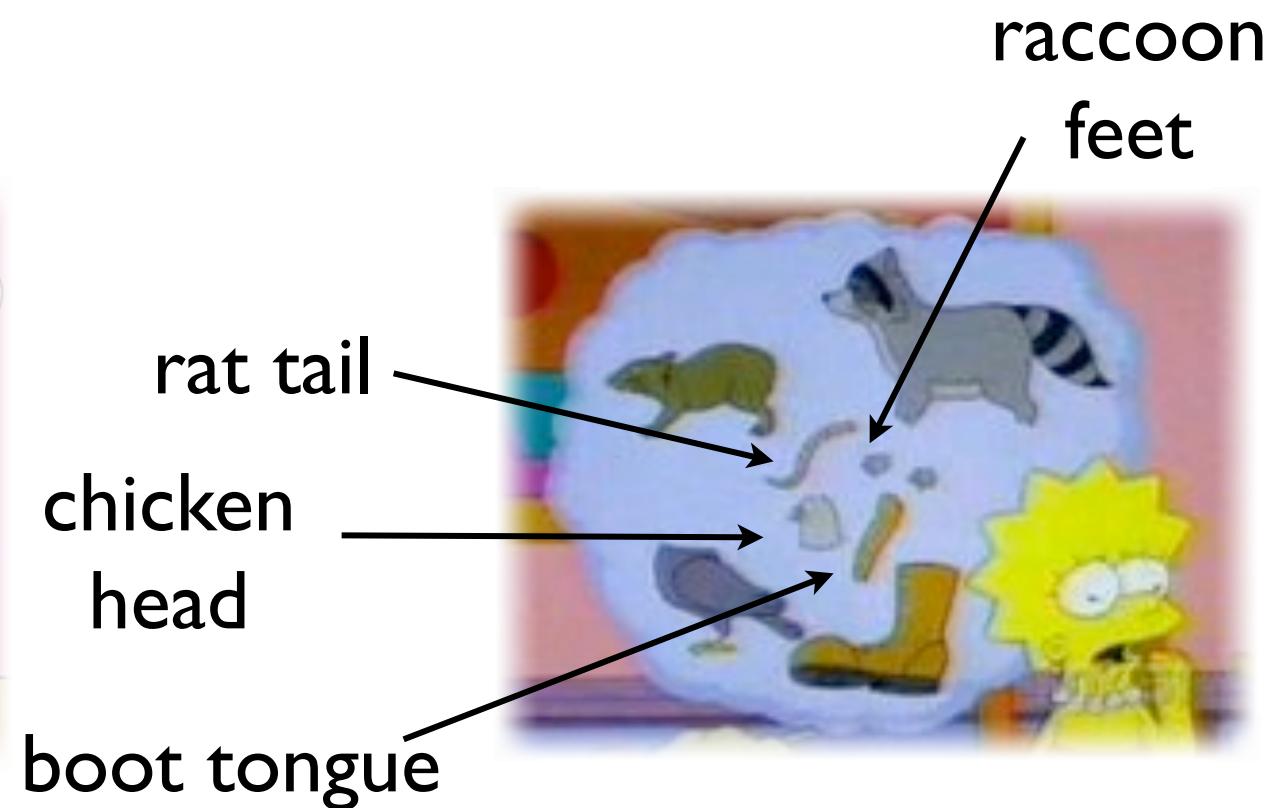
```
def polish_text(definition_line)
  polished_text = definition_line.clone
  polished_text.gsub!(/=/, '=>')
  polished_text.gsub!(/and /, '')
  polished_text.gsub!(/has /, ',')
  polished_text
end
```

```
def process_definition(definition)
  instance_eval polish_text(definition)
end
```

```
'ingredient "flour" ,Protein=>11.5, Lipid=>1.45,
```

```
def ingredient(name, ingredients)
  NutritionProfile.create_from_hash name, ingredients
end
```

polish vs.
preprocess vs.
parse



polish

simple string
substitutions to
convert *nearly ruby*
to *actual ruby*



pre-process

load strings and
modify to coerce
them into ruby code



business natural languages

term defined by jay fields (www.jayfields.com)

use natural language to represent business logic

bnl is a **dsl**, but not all **dsl**'s are **bni**'s

example

employee John Jones

compensate \$2500 for each deal closed in the past 30 days

compensate \$500 for each active deal that closed more than 365 days ago

compensate 5% of gross profits if gross profits are greater than \$1,000,000

compensate 3% of gross profits if gross profits are greater than \$2,000,000

compensate 1% of gross profits if gross profits are greater than \$3,000,000

process_payroll.rb

```
Dir[File.dirname(__FILE__) + "/*.bnl"].each do |bnl_file|
  vocabulary = CompensationVocabulary.new(File.basename(bnl_file, '.bnl'))
  compensation = CompensationParser.parse(File.read(bnl_file), vocabulary)
  puts "#{compensation.name} compensation: #{compensation.amount}"
end
```

vocabulary.rb

```
module Vocabulary

  def phrase(name, &block)
    define_method :"_#{name.to_s.gsub(" ", "_")}", block
  end

end
```

compensation_vocabulary.rb

```
class CompensationVocabulary
  extend Vocabulary

  def initialize(data_for)
    @data_for = data_for
  end

  phrase "active deal that closed more than 365 days ago!" do
    SalesInfo.send(@data_for).year_old_deals.to_s
  end

  phrase "are greater than" do
    " > "
  end

  phrase "deal closed in the past 30 days!" do
    SalesInfo.send(@data_for).deals_this_month.to_s
  end

  phrase "for each" do
    "*"
  end
```

compensation_parser.rb

```
class CompensationParser

  class << self
    def parse(script, vocabulary)
      root = Root.new(vocabulary)
      script.split(/\n/).each { |line| root.process(preprocess(line)) }
      root
    end

    def preprocess(line)
      line.chomp!
      line.delete!('$')
      line.gsub!(/(\d+)%/, '\1percent')
      line.gsub!(/\s/, '_')
      "_#{line.downcase}!"
    end
  end
end
```

```
class Compensation

  def initialize(vocabulary)
    @phrase, @compensation_logic = '', ''
    @vocabulary = vocabulary
  end

  def method_missing(sym, *args)
    @phrase = reduce(@phrase + sym.to_s)
    if @phrase.any? && sym.to_s =~ /!$/
      raise NoMethodError.new("#{@phrase} not found")
    end
    self
  end

  def reduce(phrase)
    case
    when phrase =~ /^_d+[(percent)|!]*$/i
      append(extract_number(phrase))
    when @vocabulary.respond_to?(phrase)
      append(@vocabulary.send(phrase))
    else
      phrase
    end
  end

  def append(piece)
    @compensation_logic += piece
    ""
  end

  def extract_number(string)
    string.gsub(/\d+percent$/i, '0.0\1').delete('_!')
  end

  def amount
    instance_eval(@compensation_logic) || 0
  end
end
```



parse

parse strings (and files) into
your own language



context



Bringing the simplicity of Ruby
to syntactic analysis.

a DSL for writing *parser expression grammars*

describes a formal language in terms of a set of rules for recognizing strings in the language

makes it easy to write limited grammars in ruby

without going all the way to BNF

```
grammar Arithmetic
    rule additive
        multitive '+' additive / multitive
    end

    rule multitive
        primary '*' multitive / primary
    end

    rule primary
        '(' additive ')' / number
    end

    rule number
        [1-9] [0-9]*
    end
end
```

```
grammar Arithmetic
  rule additive
    multitive '+' additive {
      def value
        multitive.value + additive.value
      end
    }
  /
  multitive
end
```

other rules below ...
end

usage

inline
grammar
rules

```
Treetop.load "arithmetic"

parser = ArithmeticParser.new
if parser.parse('1+1')
  puts 'success'
else
  puts 'failure'
end
```

summarizing DSLs

limited computer languages

used for:

configuration

fluent interfaces

“little” languages

summarizing DSLs

context is king!

readability matters...a lot

build solutions by composition, not elaboration

start with the end

evolutionary, not revolutionary

? , S

please fill out the session evaluations
samples at github.com/nealford



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resources



<http://martinfowler.com/bliki/DomainSpecificLanguage.html>
<http://martinfowler.com/articles/languageWorkbench.html>



http://www.theserverside.com/news/thread.tss?thread_id=46674



<http://homepages.cwi.nl/~arie/papers/dslbib/>