

Sexy development with ClassX

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ClassXとは?

- perlの**Moose**っぽいインターフェース
 - Class::MOP(= CLOSの実装)のラッパ―
 - Role
 - **Attribute**

簡単な例

```
require 'classx'  
class Point < ClassX  
  has :x  
end
```

```
Point.new({})
```

```
#=>
```

```
./lib/classx.rb:37:in `initialize':  
param: :x is required to {}  
(ClassX::AttrRequiredError)
```

簡単な例(続き)

```
require 'classx'
```

```
class Point < ClassX
```

```
  has :x
```

```
end
```

```
point = Point.new({ :x => 10 })
```

```
point.x #=> 10
```

```
point.x = 10
```

```
#=> NoMethodError: private method  
`x=' called for #<Point:0x31f114>
```

Q. 書きかえ可能にしたい!!

A. writableを有効に

```
require 'classx'
```

```
class Point < ClassX
```

```
  has :x, :writable => true
```

```
end
```

```
point = Point.new({ :x => 10 })
```

```
point.x = 20
```

```
point.x
```

```
  #=> 20
```

Q. newしたときに
データなくてもよい
ようにしたい!!

A. optionalを有効に

```
require 'classx'
```

```
class Point < ClassX
```

```
  has :x,
```

```
    :optional => true,
```

```
    :writable => true
```

```
end
```

```
point = Point.new #=> not error!!
```

```
point.x           #=> nil
```

```
point.x = 20
```

```
point.x           #=> 20
```


Q. デフォルトで初期
値が欲しい!!

A. :defaultを使う

```
require 'classx'  
class Point < ClassX  
  has :x,  
      :optional => true,  
      :default  => proc { 10 }  
end
```

```
point = Point.new  
point.x  #=> 10
```

Q. なぜProcを渡すのか？

```
require 'classx'
class Point < ClassX
  has :x,
      :optional => true,
      :default  => proc { 10 }
end
```

```
point = Point.new
point.x  #=> 10
```

A. インスタンスごとに別なオブジェクトを保持させたいから。

```
require 'classx'
class Stack < ClassX
  has :data,
      :optional => true,
      :default  => proc { [] }
end
```

```
Stack.new.data.object_id  #=> 1592010
Stack.new.data.object_id  #=> 1586750
```

Q. 値をvalidationし
たい

A. :validateを使う

```
require 'classx'
class Point < ClassX
  has :x,
    :validate => proc { |val|
val.is_a? Fixnum },
    :writable => true
end

point = Point.new({ :x => 'hoge' })
#=> raise
ClassX::InvalidAttrArgument
```

A. :validateを使う

```
require 'classx'
class Point < ClassX
  has :x,
    :validate => proc { |val|
val.is_a? Fixnum },
    :writable => true
end
point = Point.new({ :x => 10 })
point.x = "str"
#=> raise
ClassX::InvalidAttrArgument
```

A. also :kind_of (:isa)

```
require 'classx'
class Point < ClassX
  has :x,
      :kind_of => Fixnum,
      :writable => true
end
point = Point.new({ :x => 10 })
point.x = "str"
#=> raise
ClassX::InvalidAttrArgument
```


A. Duck typing?

```
require 'classx'
class Point < ClassX
  has :x,
    :respond_to => :to_int,
    :writable => true
end
point = Point.new({ :x => 10 })
point.x = "str"
#=> raise
ClassX::InvalidAttrArgument
```

ClassXの書き方のメモ

リット

```
# old style
class YourClass
  def
initialize( a,b,c,d )
  @a, @b, @c, @d =
    a, b, c, d
end
```

```
# with ClassX
class YourClass < X
  has :a
  has :b
  has :c
  has :d
end
```

ClassXの書き方のメモ

リット

```
# old style
class YourClass
  def initialize h
    @config = h
  end
end
```

```
# with ClassX
class YourClass < X
  has :host,
      :default => proc
  { ... }
  has :port,
      :default => 8080
end
```

Q. コンストラクタ以外の
Hashをとるメソッドで
使えないの？

A. use ClassX::Validate

```
require 'classx'
require 'classx/validate'
class YourClass
  include ClassX::Validate
  def run opts={}
    valid_opts = validate opts do
      has :host
      has :port
    end
    valid_opts.host ==> 'wassr.jp'
  end
end
```

A. CLIアプリが簡単に

```
require 'classx'
require 'classx/commandable'
class YourApp < ClassX
  extend ClassX::Commandable
  has :file,
      :kind_of => String,
      :desc => 'filename'
end
```

```
YourApp.from_argv
```

```
#=>
```

```
bin/your_app.rb [options]
```

--file VAL	filename
-h, --help	show this document

Thanks!!

Any Question?

site: <http://github.com/walf443/classx/>

install: `gem install classx`

`git clone git://github.com/walf443/classx.git && cd classx && rake install`

Q. ClassXの速度

- A. すごく...遅いです。ただしまだまだ最適化の余地はあるかも。
- ClassXで作ったクラスを1000回newさせるベンチマークだと0.4s(0.15s)(real)で通常のClassをnewするより100倍(約35倍)遅い

Q. attribute情報はメタプログラミング ができますか?

- A. できます。(割と新しめの機能なので、インターフェースは変わるかもしれませんが)

```
p = Point.new
p.attribute_of
p.attribute_of['x'].class.optional?
p.attribute_of['x'].set(10)
p.attribute_of['x'].get #=> 10
Point.attribute_of['x'].optional?
```

Q. attributeの属性は拡張できますか？

- まだ仕組みを施行錯誤中。
- どういう時にどういう風に拡張したいかの具体的な例が今のところあまり思いついていない。