Messages for Java Programmers

Damien Cassou, Stéphane Ducasse and Luc Fabresse

W2S02





Only Objects and Messages

- code in Pharo only manipulates objects: mouse, booleans, arrays, numbers, compressed, strings, windows, scrollbars, canvas, files, trees, compiler, sound, url, socket, fonts, text, collections, stack, shortcut, streams, ...
- messages and assignments are the only way to do something

Equivalence

In Java

ArrayList<String> strings = new ArrayList<String>();

In Pharo

strings := OrderedCollection new.

- 1 assignment, 1 message sent
- new is a message sent to a class
- no static typing
- no generics



Equivalence

In Java

```
Thread regThread = new Thread(
  new Runnable() {
    @Override
    public void run() {
      this.doSomething();
    }
    });
regThread.start();
```

In Pharo

[self doSomething] fork



Equivalence

```
In Java 8
```

```
new Thread(() -> this.doSomething()).start();
```

In Pharo

[self doSomething] fork

Three Kinds of Messages

Unary

5 factorial Transcript cr

Binary

Keyword-based

Transcript show: 'hello world' 2 between: 0 and: 5

In Java

receiver.keyword1keyword2(arg1, arg2)

In Pharo

anObject keyword1: arg1 keyword2: arg2



In Java

postman.send(mail,recipient);

```
postman.send(mail,recipient);
postman.send(mail,recipient);
```

```
postman.send(mail,recipient);
postman.send ( mail, recipient );
postman send mail recipient
```

```
postman.send(mail,recipient);
postman.send (mail,recipient);
postman send mail recipient
postman send mail to recipient
```

```
postman.send(mail,recipient);
postman . send (mail, recipient);
postman send mail recipient
postman send mail to recipient
postman send: mail to: recipient
```

In Java

postman.send(mail,recipient);

In Pharo

postman send: mail to: recipient

- the message
 - is named send:to:
 - o is sent to postman
 - includes two arguments (mail and recipient)

Conditionals are Just Messages

- in Java, if, else, for, while, do, ... are language keywords
- in Pharo, conditional expressions are messages
- booleans are objects

```
fullName isEmpty
  ifTrue: [ 'FirstnameLastname' ]
  ifFalse: [ fullName ]
```

Loops are Just Messages

```
4 timesRepeat: [ self doSomething ]

0 to: 100 do: [ :i | ... ]

0 to: 100 by: 3 do: [ :i | ... ]

aCollection do: [ :each | ... ]
```

Summary

- Three kinds of messages: unary, binary and keywords
- () > unary > binary > keywords
- Conditionals are messages
- Loops too

A course by



and



in collaboration with











Inria 2020