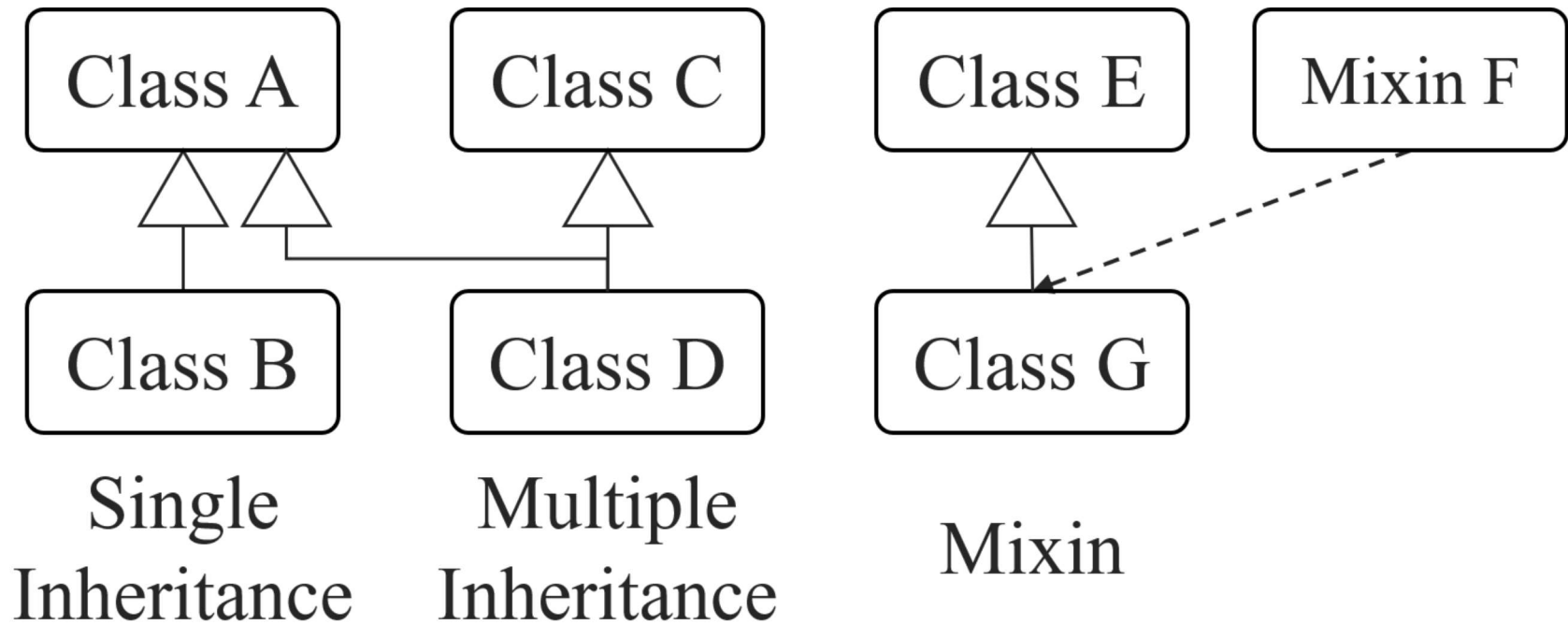


Traits: Composable Units of Behavior

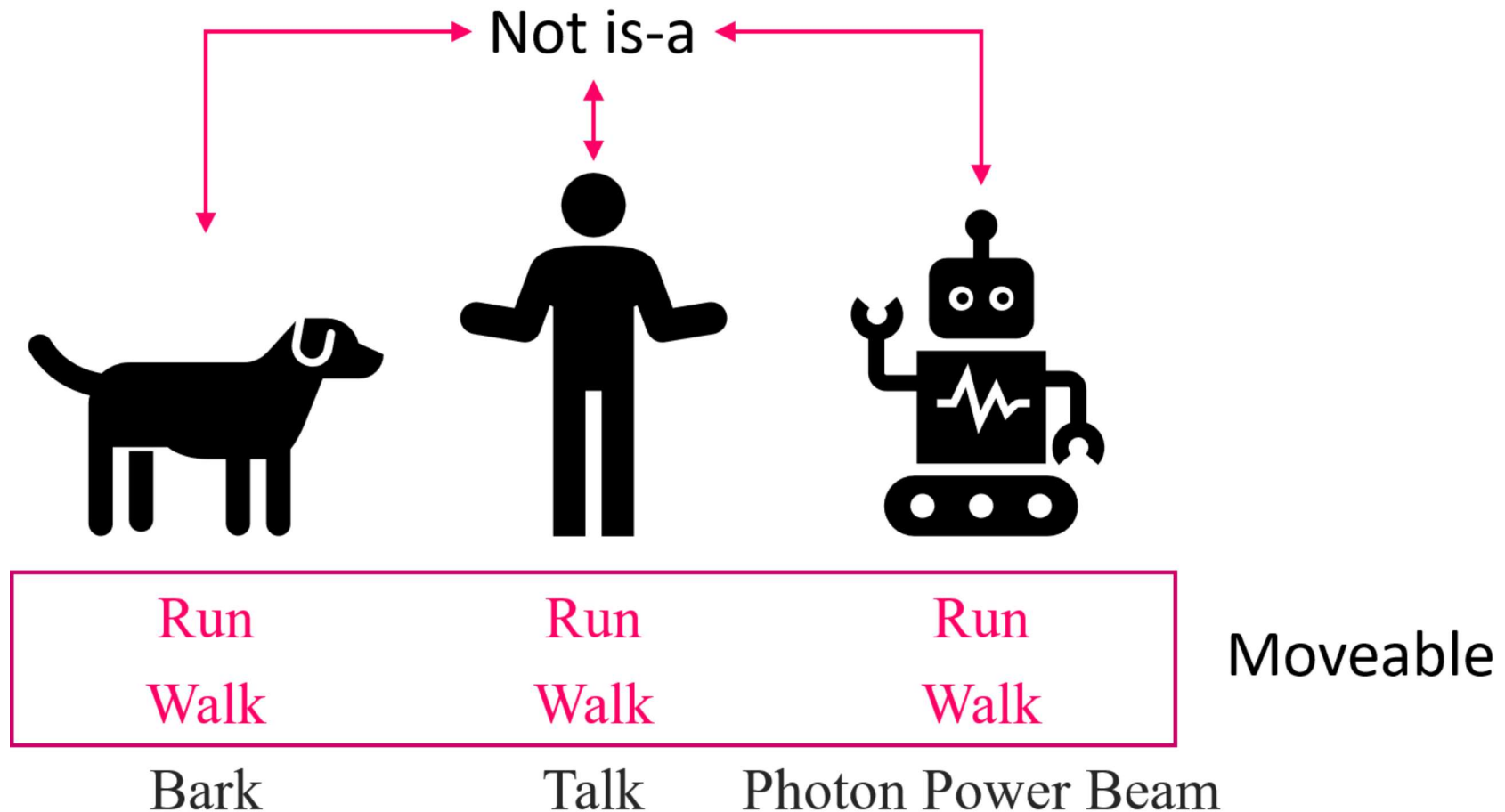
ECOOP 2003

Nathanael Schärli, Stéphane Ducasse, Oscar Nierstrasz
and Andrew Black

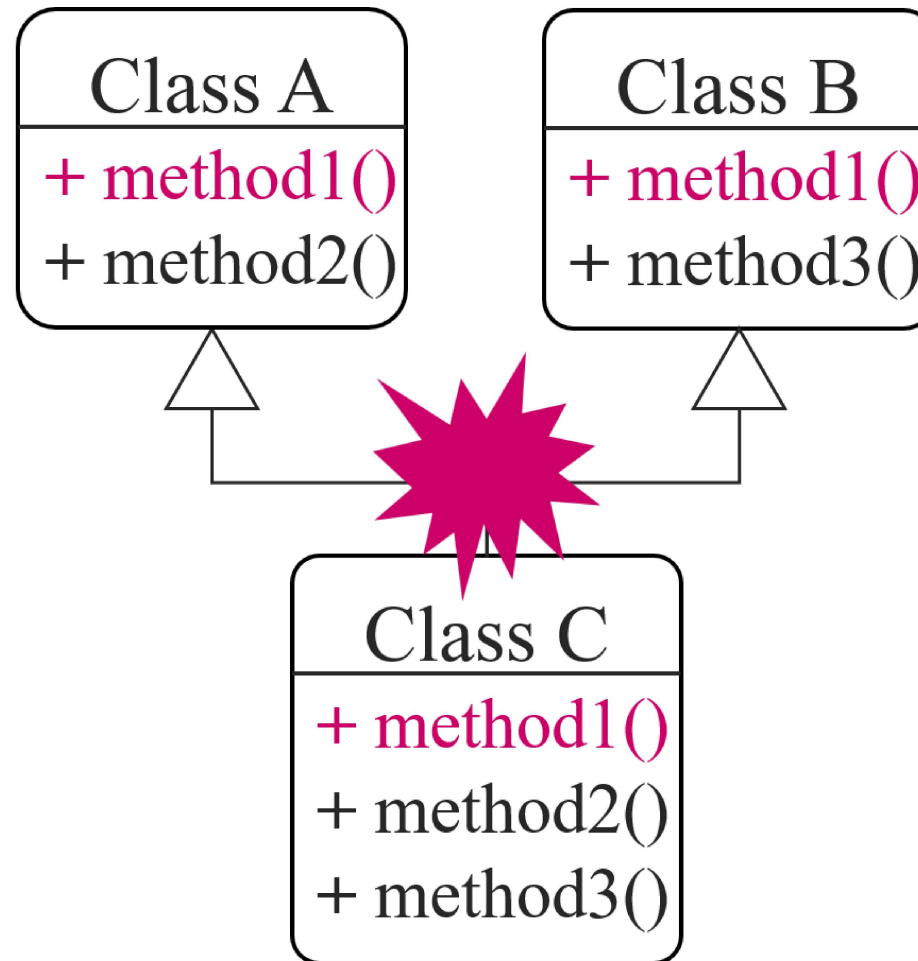
Background



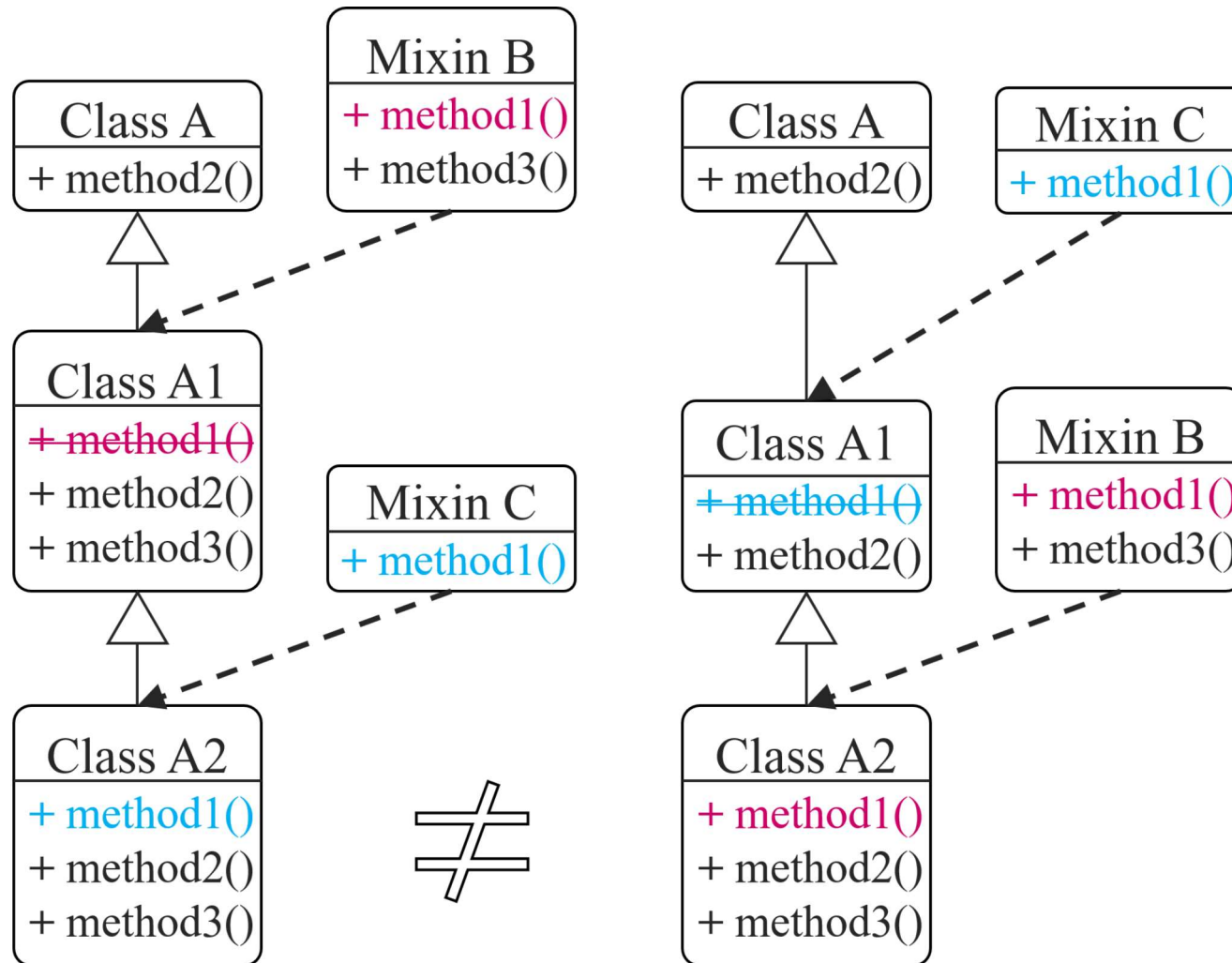
Issue: limited compositional power



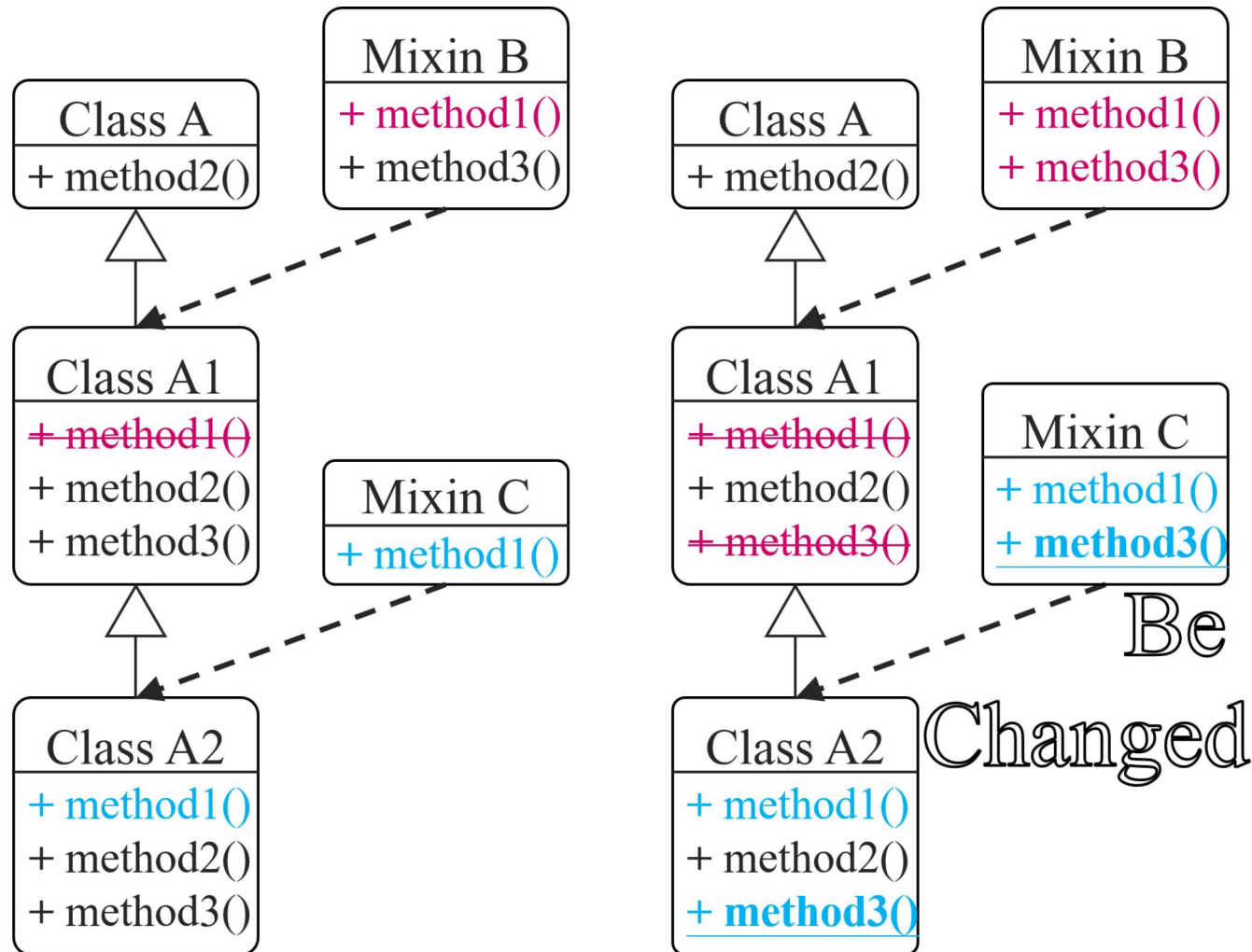
Issue: conflicting features



Issue: total ordering



Issue: fragile hierarchies



Issue (cont.)

- Limited compositional power.
- Conflicting features.
- Accessing overridden features.
- Total ordering.
- Dispersal of glue code.
- Fragile hierarchies.

Issue (cont.)

- Single Inheritance
Not expressive enough to factor out all the common features.
- Multiple Inheritance
Conflicting features, accessing overridden features, limited compositional power.

Issue (cont.)

- Mixin Inheritance
Related to mixing order.
- Interface
Not provide any help with the problem of code duplication.

Traits

$$\begin{aligned} \textit{Class} &= \mathbf{\textit{Traits}} + \textit{State} + \textit{Glue} \\ &= \mathbf{\textit{Traits}} + \textit{Class}' \end{aligned}$$

Traits (cont.)

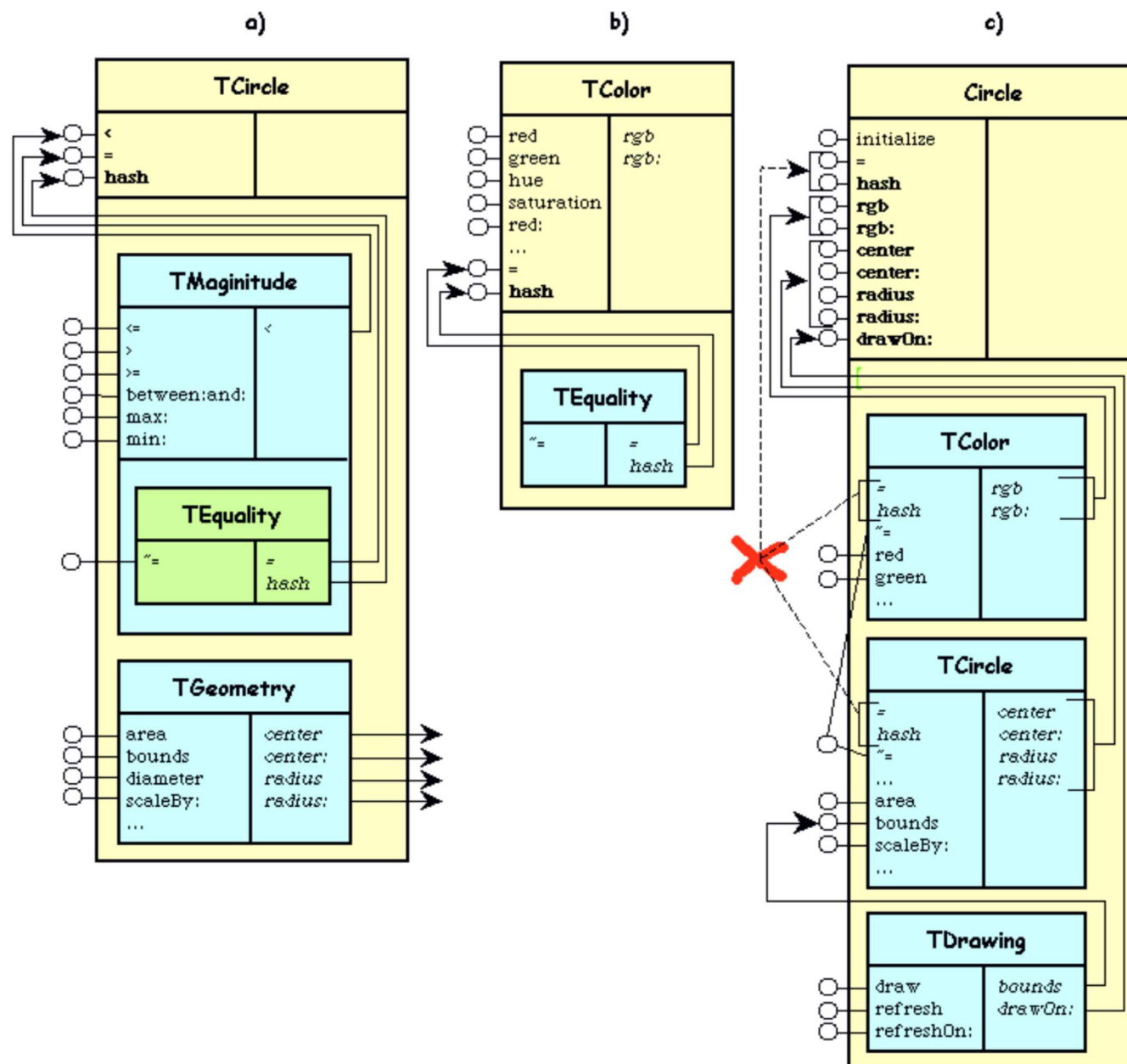
Properties

- Grouped by functionality.
- A set of methods that implement behaviour.
- Non state.
- Flattening. (Order independent)
- Can be nested, but nested traits are equivalent to flattened traits.

Traits (cont.)

Flattening

1. $T = T_1 + D, D = T_2 + T_3$
 $\Rightarrow T = T_1 + T_2 + T_3$
2. $Class > Trait_1 = Trait_2 = \dots$
 $= Trait_n > Super Class$
3. Alias: If there is a conflict between traits, you can alias these methods or exclude them from composition.



Traits (cont.)

$$\begin{aligned} T :: &= D \\ &| \dots D \text{ with } T \\ &| \dots T_1 + T_2 \\ &| \dots T - x \\ &| \dots T[x \rightarrow y] \end{aligned}$$

Conclusion

- More lightweight than classes
- Non define state, so the diamond problem does not arise.
- Use method aliasing to avoid both tangled class references in the source and code.

Conclusion (cont.)

- Not impose total ordering
- Can be combined with inheritance, which allows a wide variety of partially ordered compositions.
- Separates the glue code from the code that implements the different aspects.

Thanks for your attention.

Q&A