

Adding state and visibility control to **traits** using **lexical nesting**

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Introduction

- Traits: composable units of behavior (*Schärli et al., 2003*)
- Original model: no state, no visibility control (private/public methods)
 - Stateful Traits (*Bergel et al., 2007*): operators to expose/merge state
 - Freezable Traits (*Ducasse et al., 2007*): operators to change visibility of names

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 - Stateful Traits (*Bergel et al., 2007*): operators to expose/merge state
 - Freezable Traits (*Ducasse et al., 2007*): operators to change visibility of names
- This work: state + visibility control without additional operators...
 - but: different trait model
 - state and visibility control through [lexical nesting](#)
 - implementation in [AmbientTalk](#)

Traits (Schärli et al., ECOOP 03)

- Alternative to Multiple Inheritance
- Composition order of multiple traits does not matter
- Explicit resolution of conflicts:
 - Local redefinition (with alias to original method)
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TCircle	
<code>area</code>	<code>center</code>
<code>bounds</code>	<code>center:</code>
<code>hash</code>	<code>radius</code>
<code>=</code>	<code>radius:</code>

TDrawable	
<code>draw</code>	<code>bounds</code>
<code>refresh</code>	<code>drawOn:</code>

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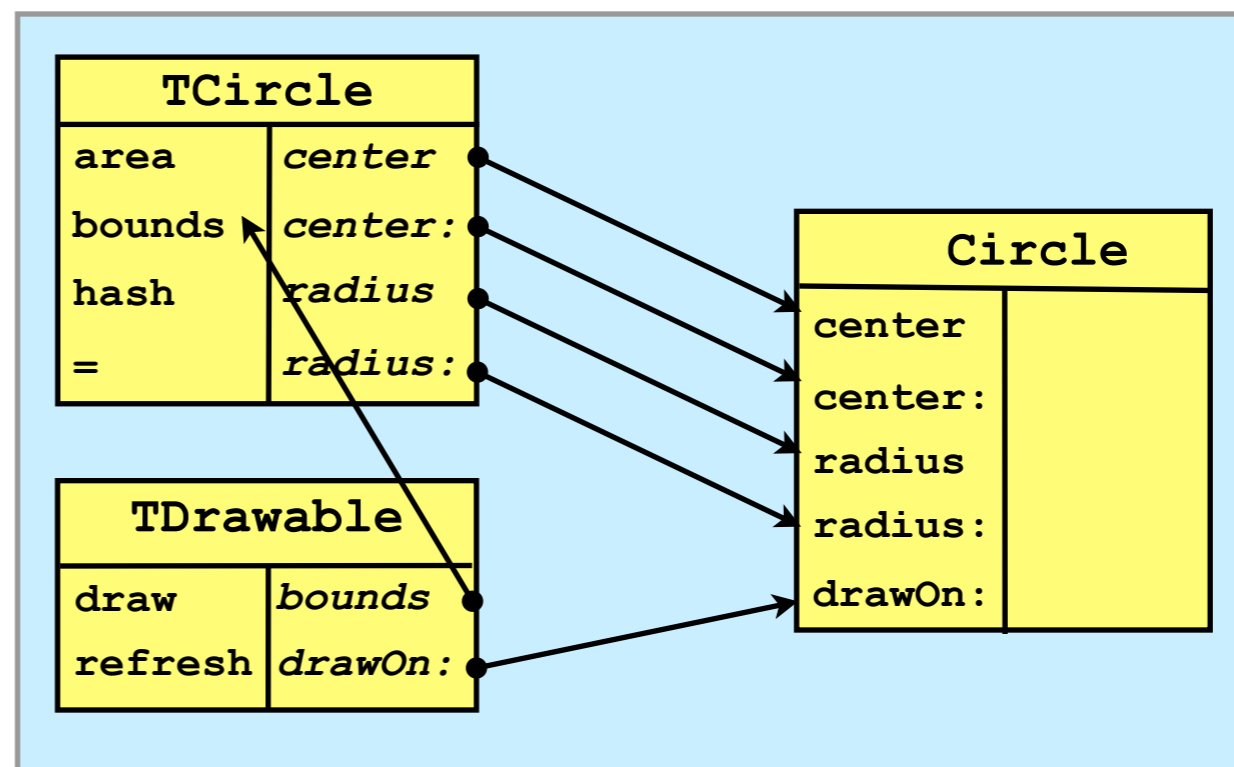
TCircle	
<i>area</i>	<i>center</i>
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TDrawable	
<i>draw</i>	<i>bounds</i>
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Circle	
<i>center</i>	
<i>center:</i>	
<i>radius</i>	
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AmbientTalk

- Concurrent & Distributed Programming Language
- Object-based (no classes)
- Anonymous lexically nested objects



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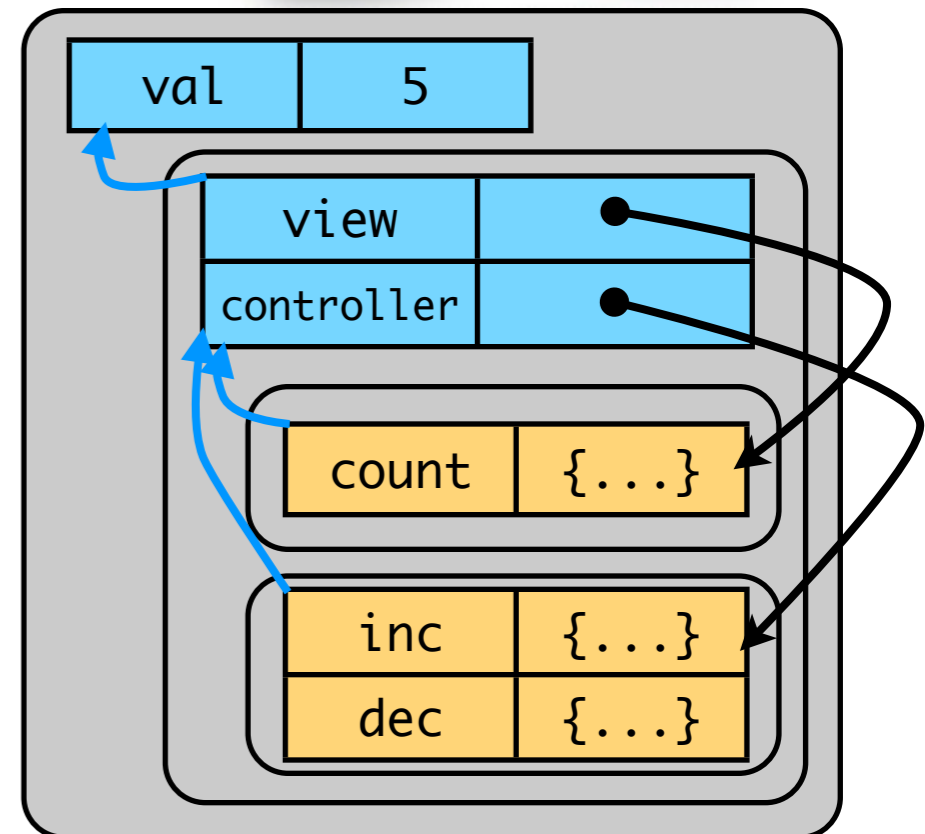
```
def makeCounter(val) {  
  def view := object: {  
    def count() { val }  
  }  
  def controller := object: {  
    def inc() { val := val + 1 }  
    def dec() { val := val - 1 }  
  }  
  [view, controller]  
}
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Traits in AmbientTalk

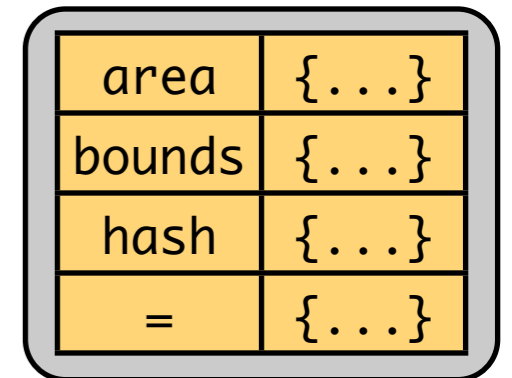
- Traits are ordinary objects (cf. Ungar & Smith's Self)
- Required methods are implicit (self sends in method implementations)

```
def TCircle := object: {  
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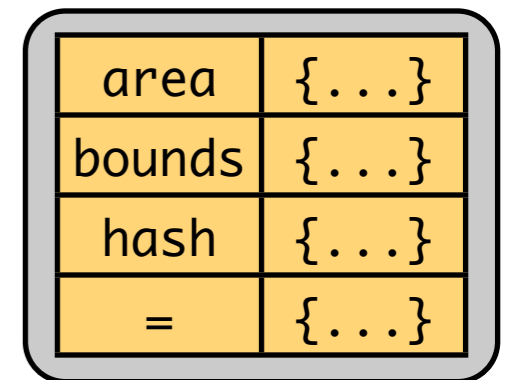
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```
def makeCircle(c, r) {  
  object: {  
    import TCircle;  
    import TDrawable;  
    def radius() { r }  
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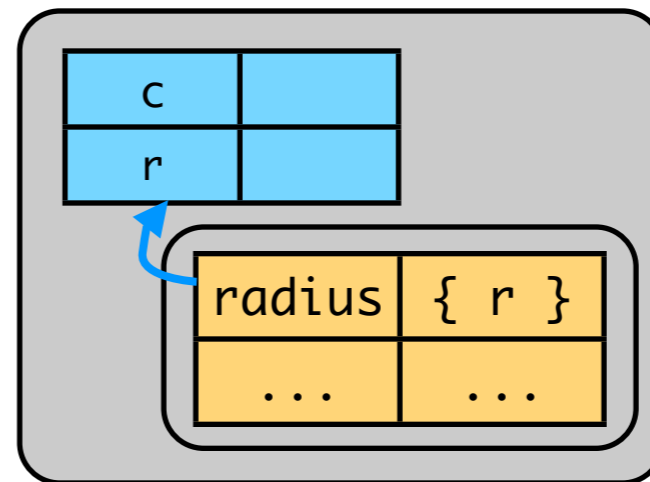
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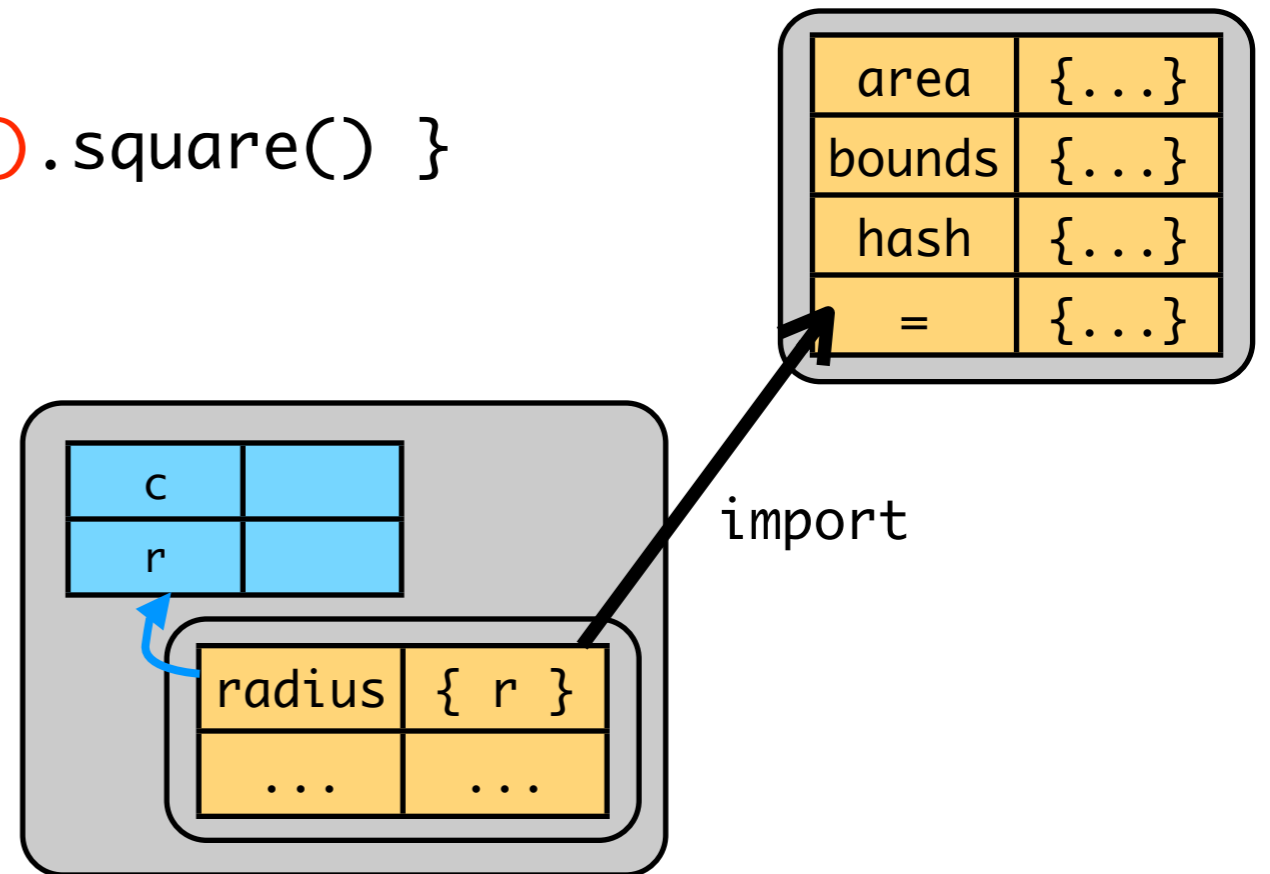


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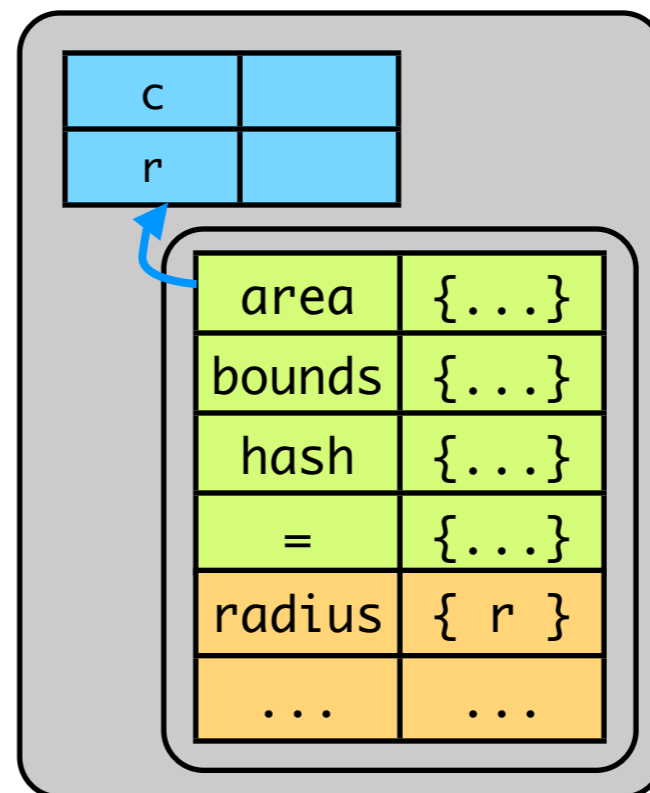


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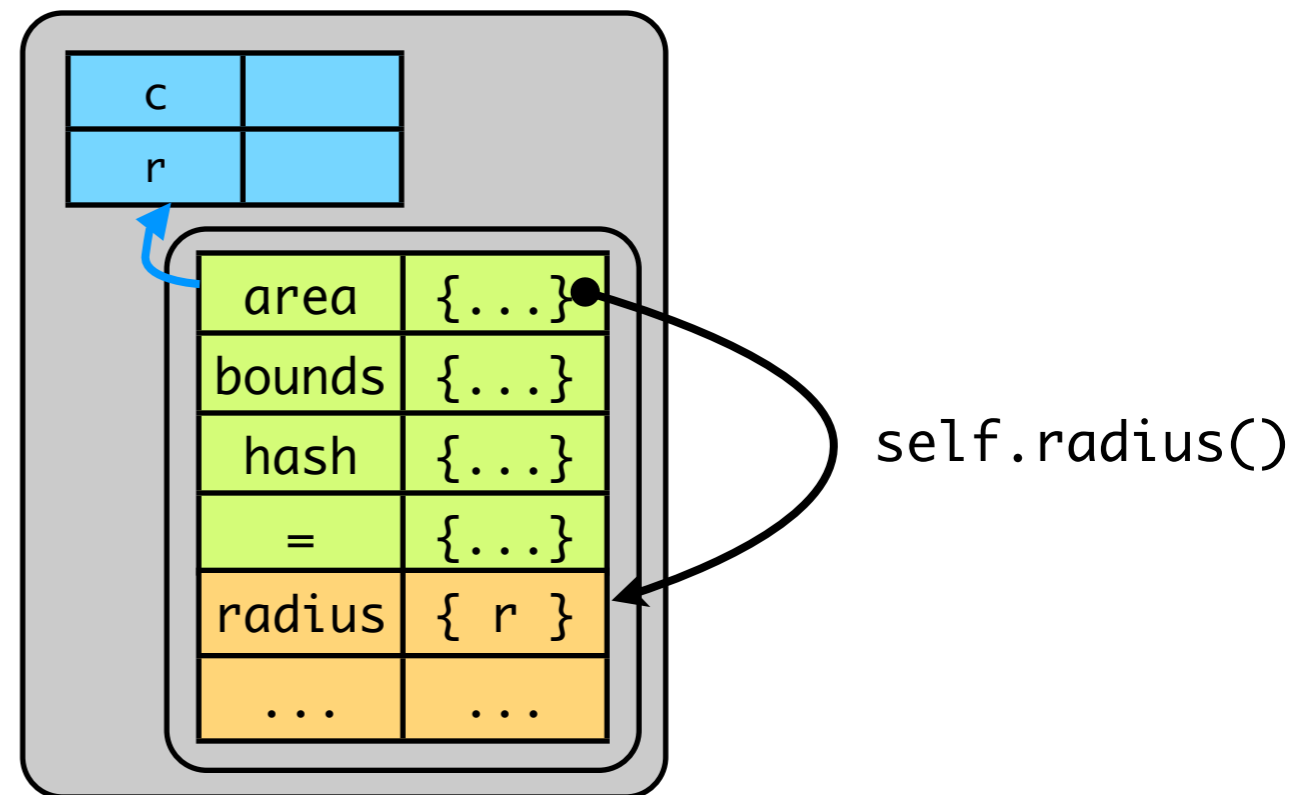
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Traits in AmbientTalk: Conflict Resolution

- Methods may be aliased or excluded

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def TCircle := object: {  
  def area() { PI * self.radius().square() }  
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  def hash() { ... }  
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}
```

```
def TColor := object: {  
  def red() { self.color.red }  
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}
```

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  ...  
  def hash() { ... }  
  def =(o) { ... }  
}
```

```
def makeCircle(c, r, col) {  
  object: {  
    import TCircle exclude hash;  
    import TColor alias = > color=;  
    def radius() { r }  
    def color() { col }  
    ...  
  }  
}
```

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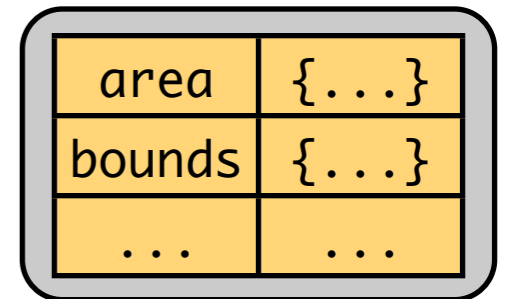
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Traits and lexical nesting

- Traits can hide state and methods in their lexical scope

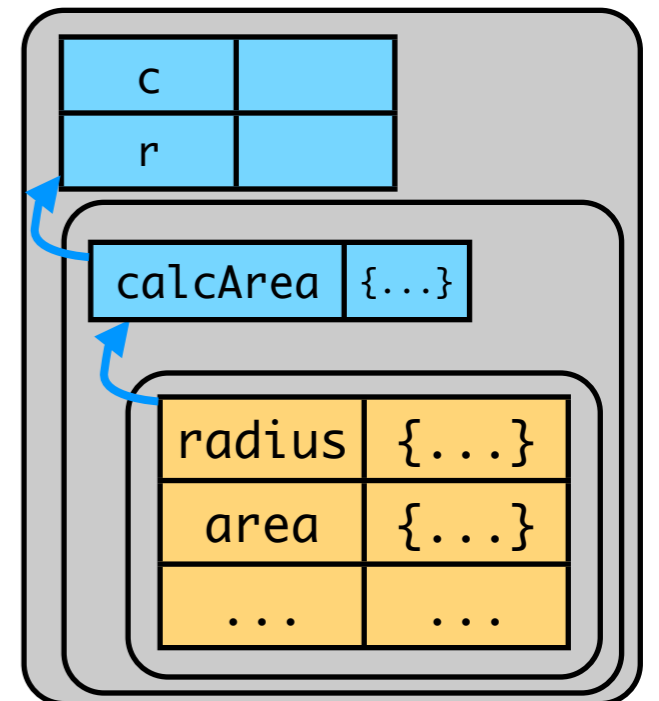
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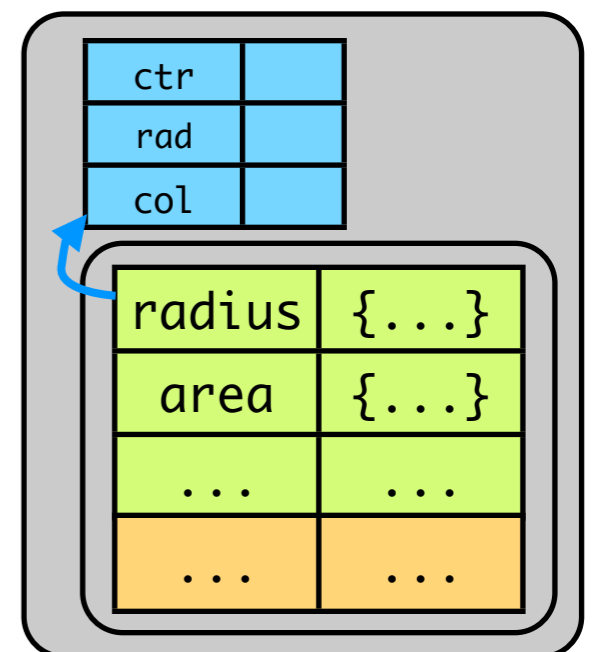
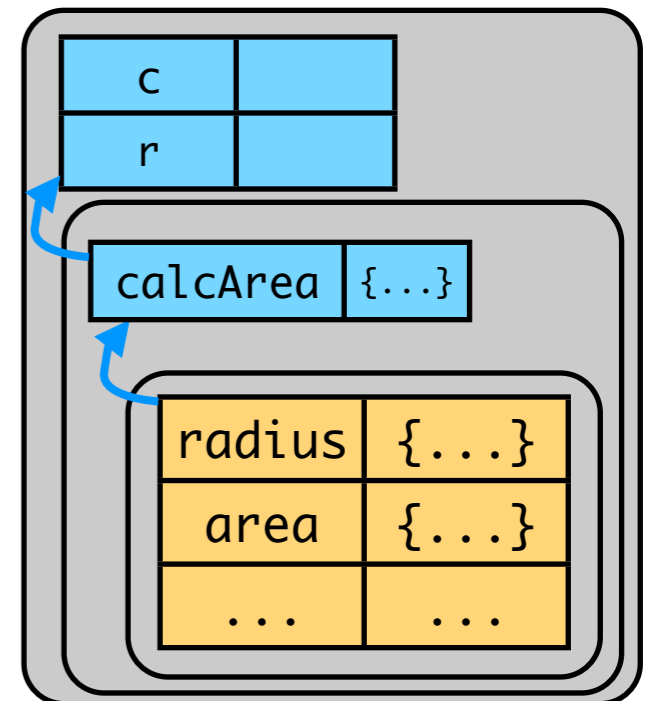
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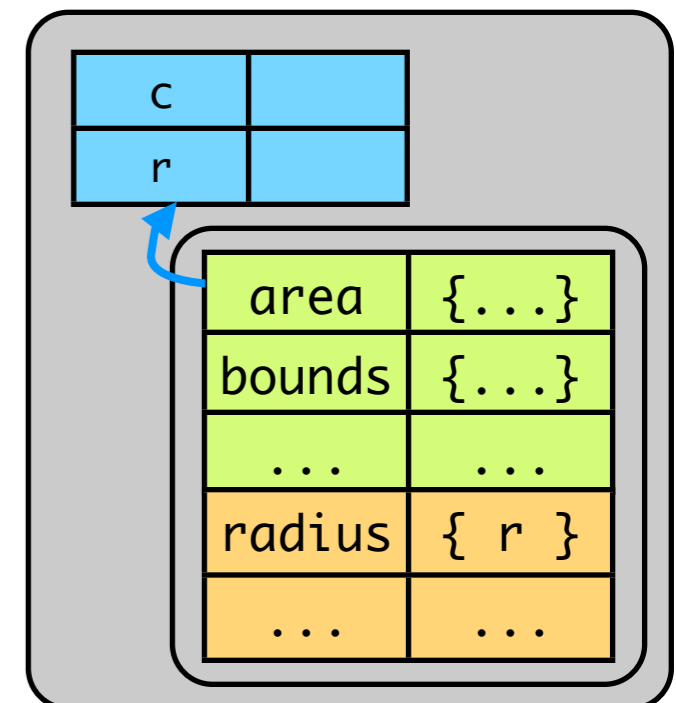
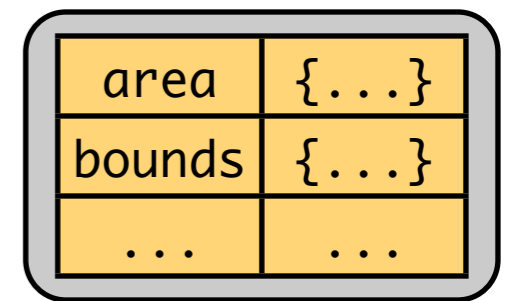


The Flattening Property

- “the semantics of a class defined using traits is exactly the same as that of a class constructed directly from all of the non-overridden methods of the traits” (Schärli et al., 2003)

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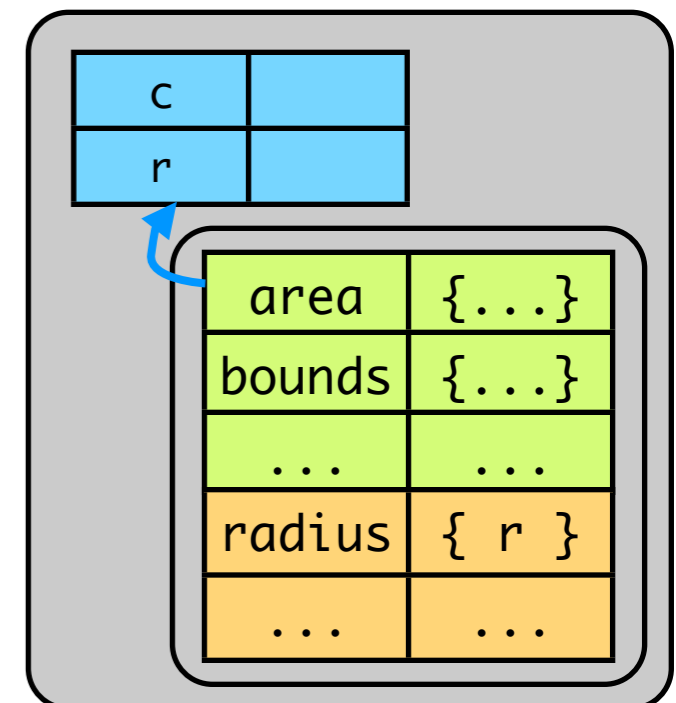
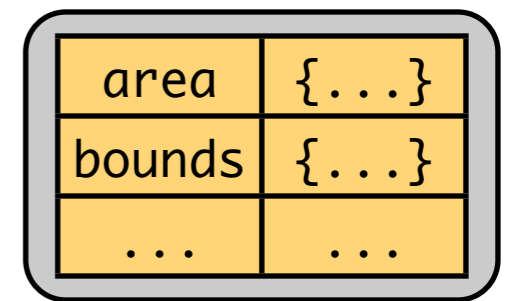


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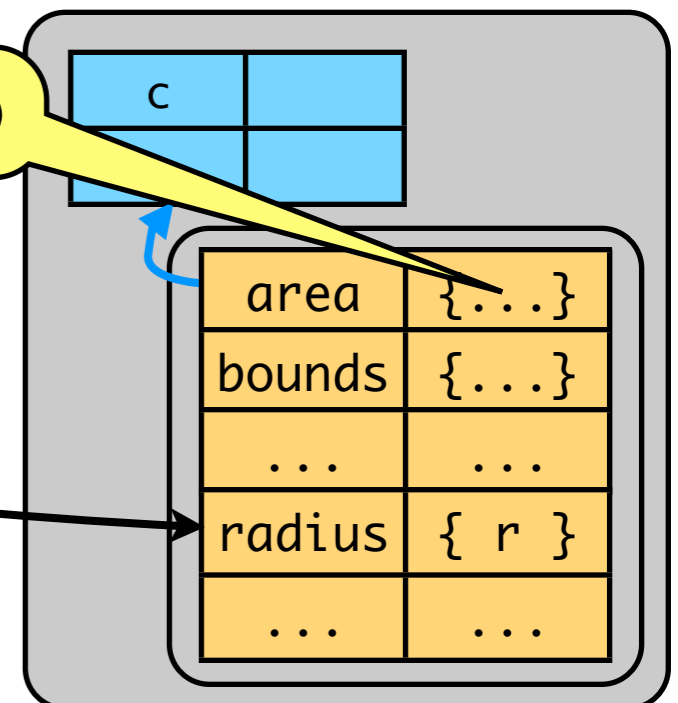
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  ...  
}
```

area	{...}
bounds	{...}
...	...

```
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    def radius() { r }  
    ...  
  }  
}
```

PI * self.radius().square()

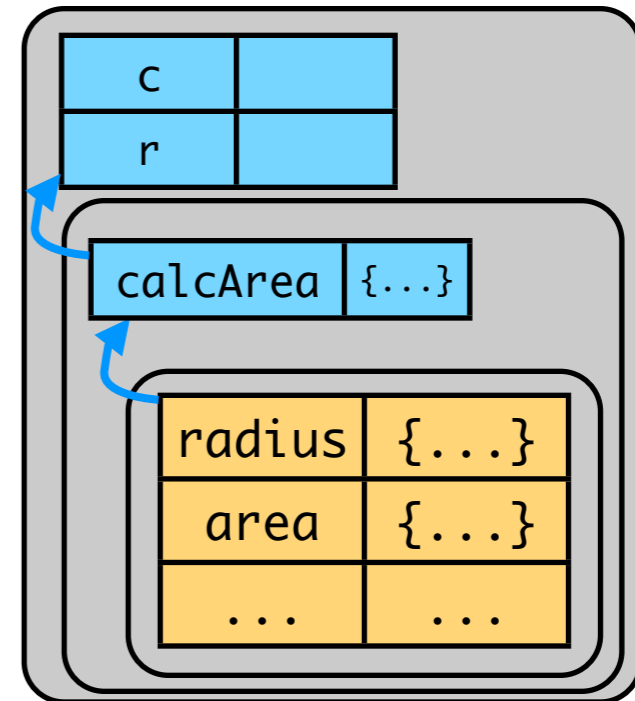
self.radius()



The Flattening Property

- No longer holds in the case of lexical nesting

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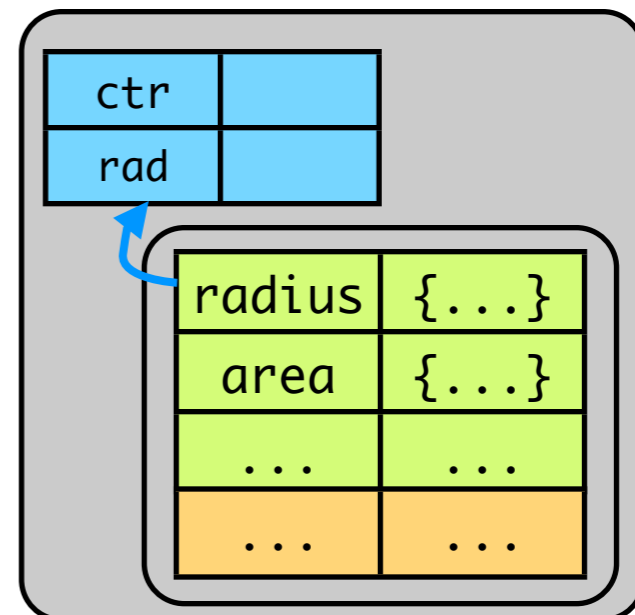
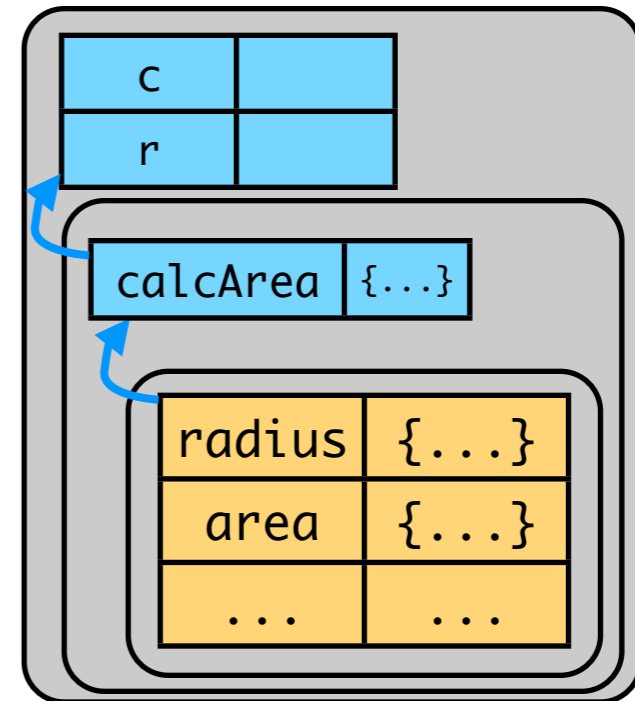


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  }  
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```

```
def makeCircle(ctr, rad, col) {  
  object: {  
    import makeCircleTrait(ctr, rad);  
    ...  
  }  
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```

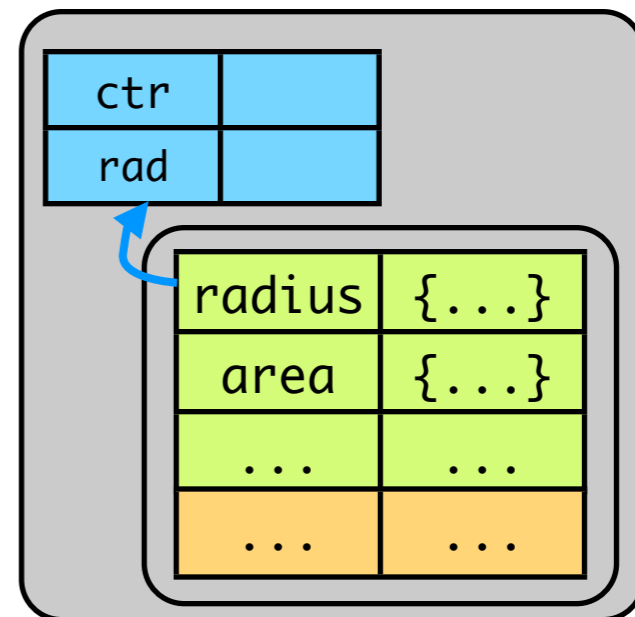
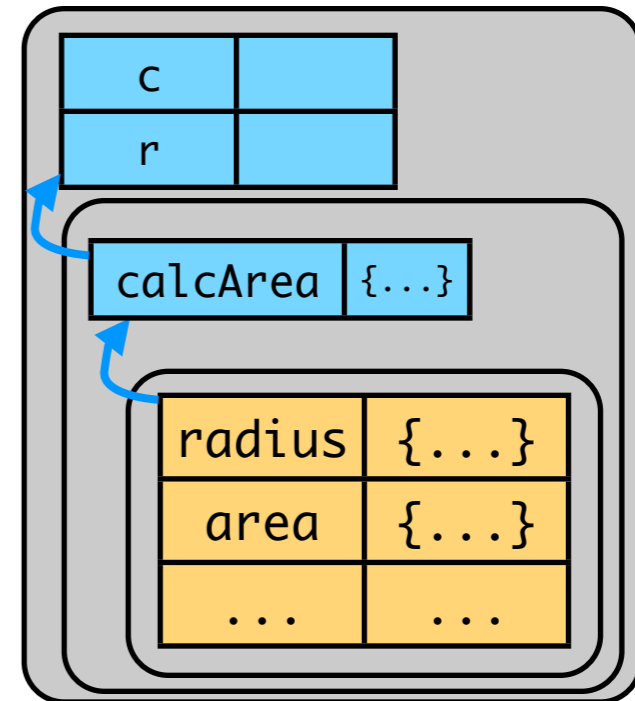


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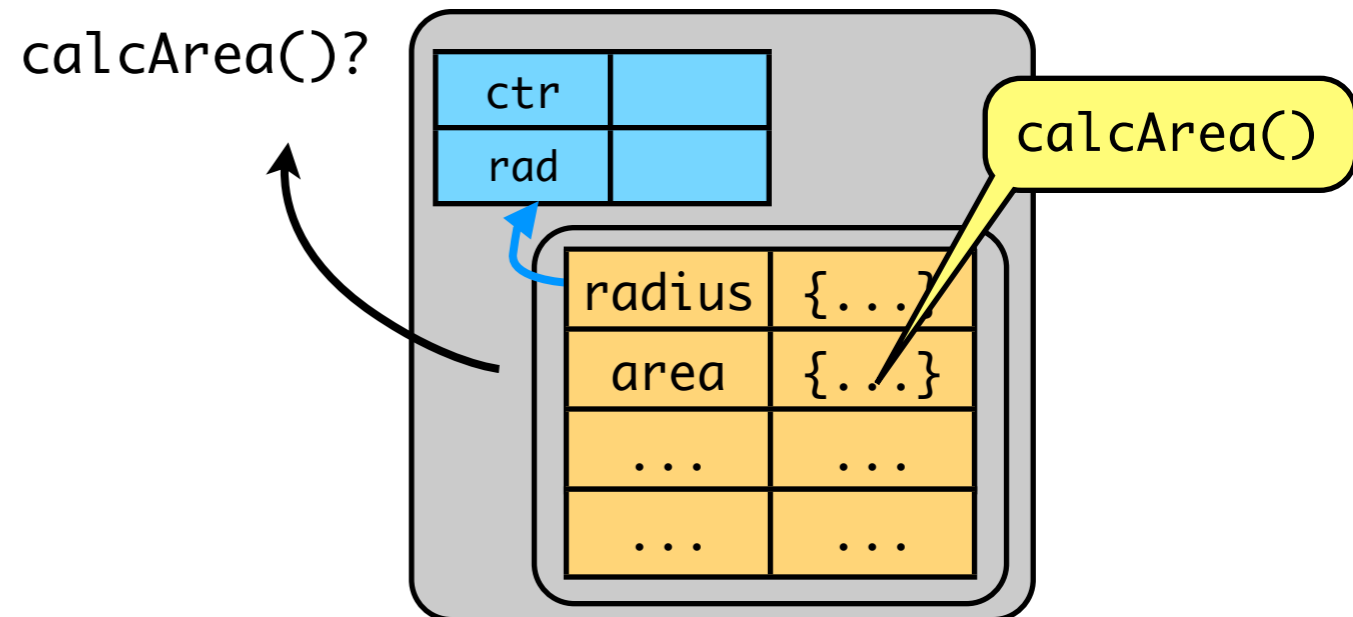
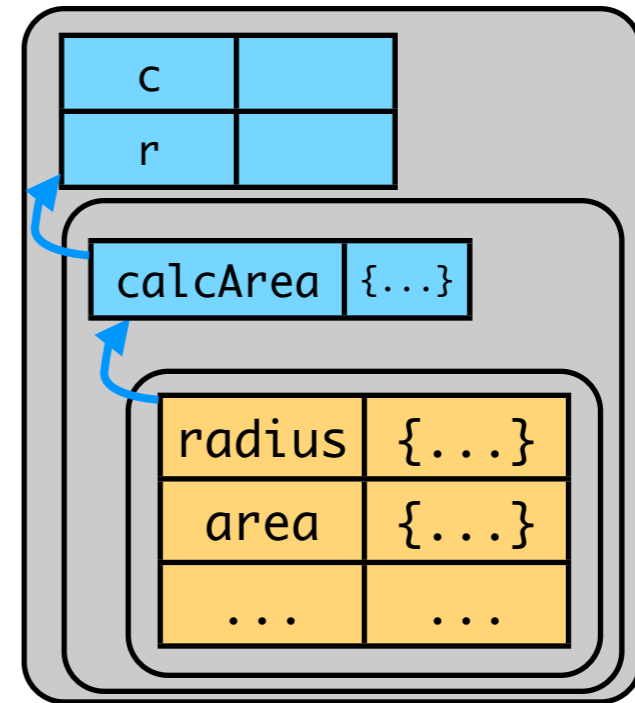


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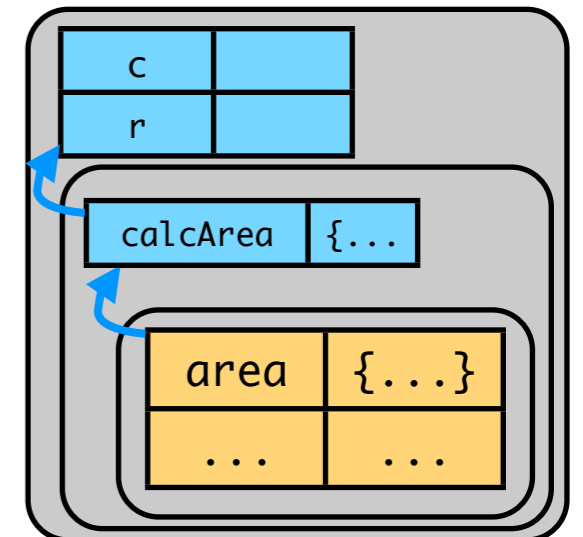
Trait composition via delegation

- In a trait method, **self** must be bound to the composite, yet the method's **lexical scope** should not change => use delegation (*Lieberman, 1986*)

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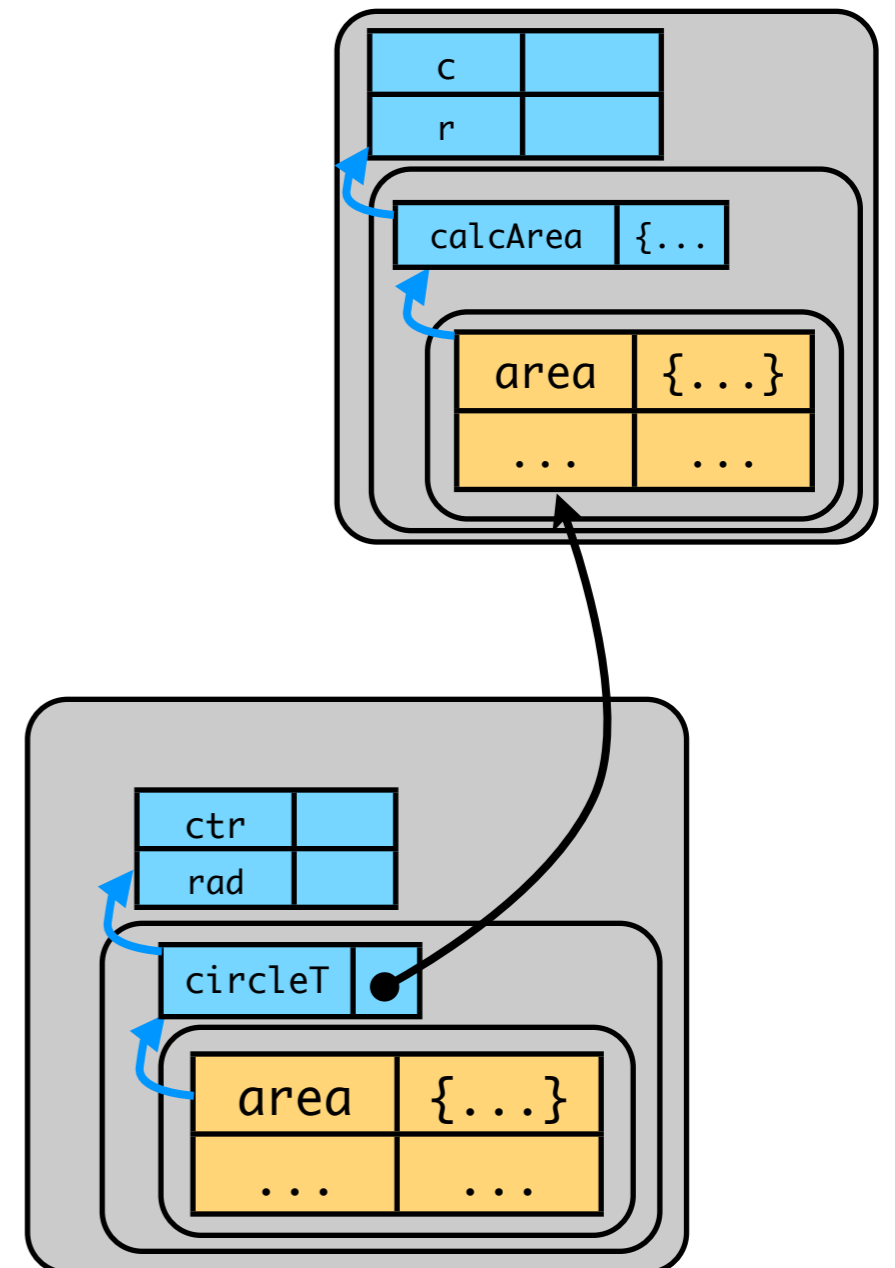


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def makeCircle(ctr, rad) {  
  def circleT := makeCircleTrait(ctr, rad);  
  object: {  
    def area() { circleT^area() }  
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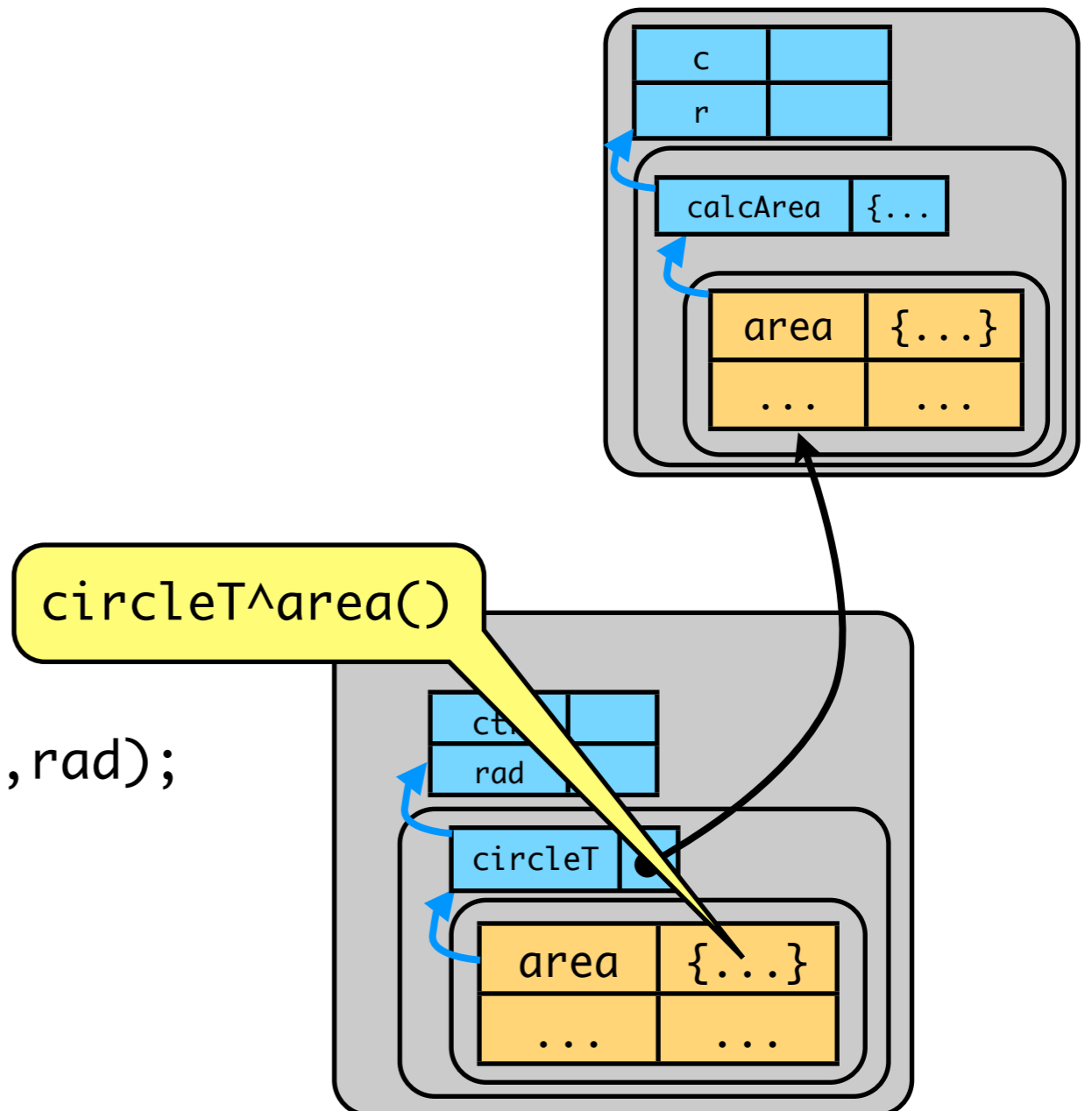


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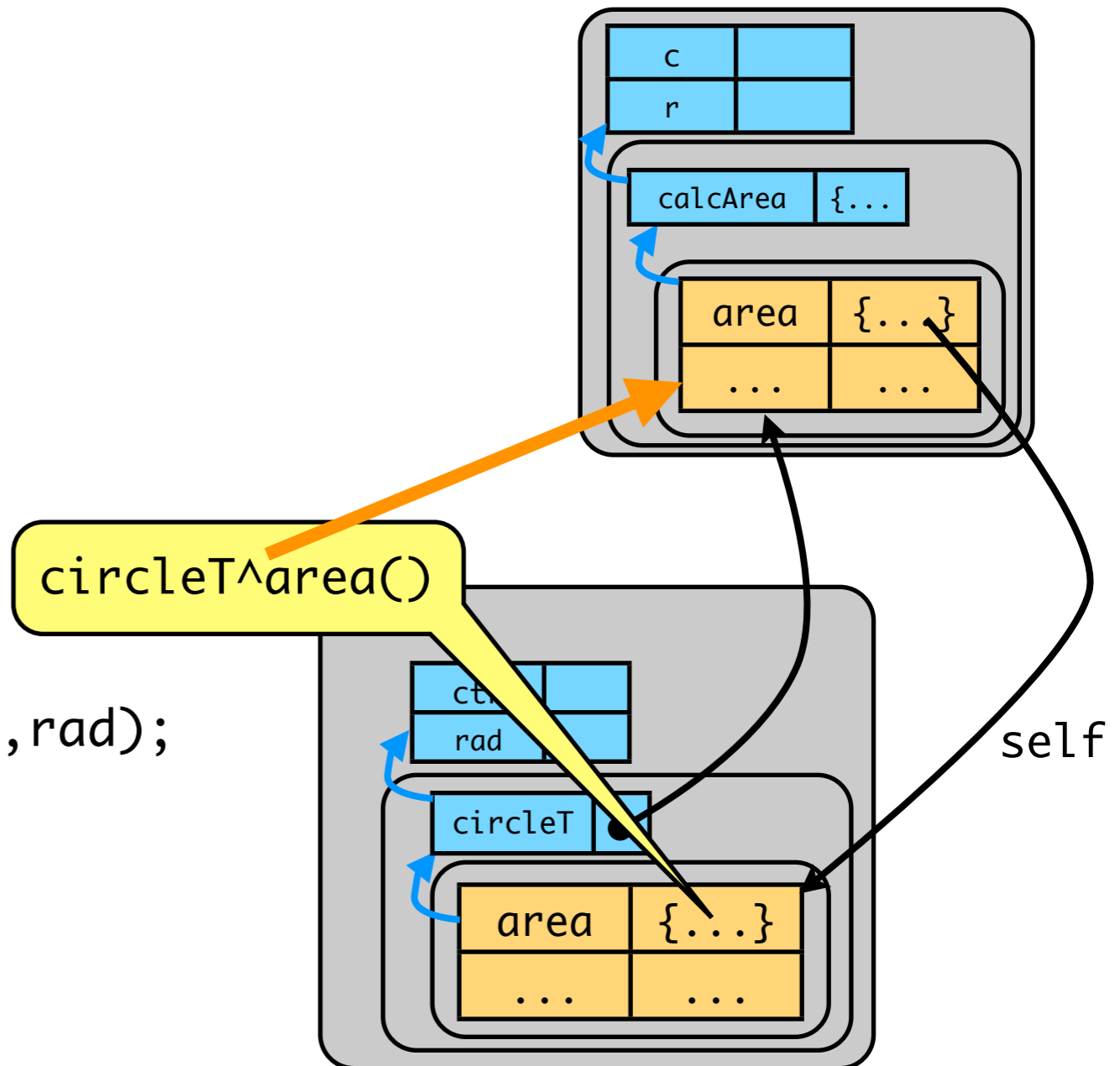
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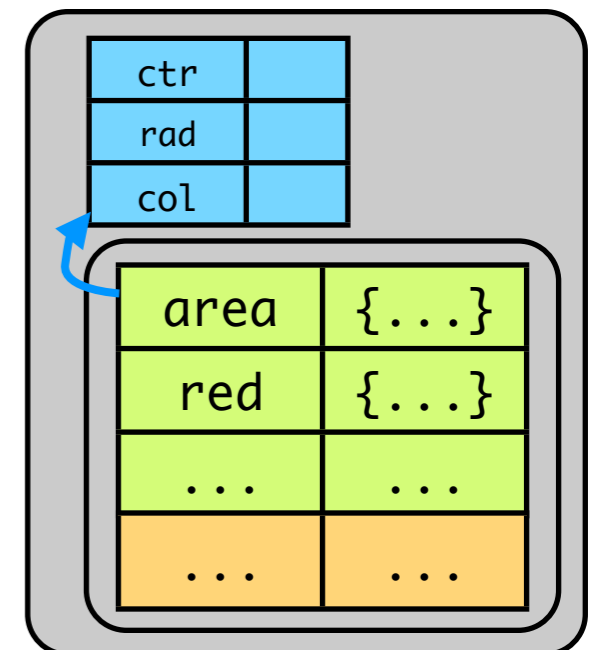
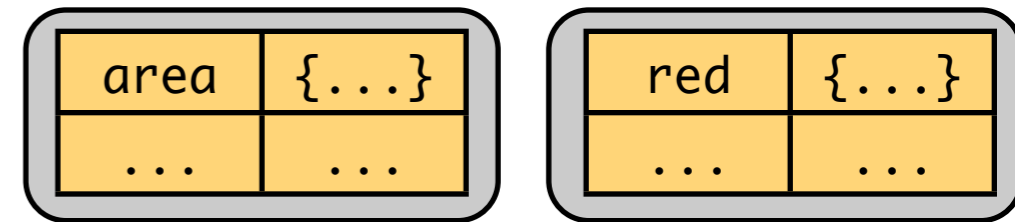
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Trait composition as delegate method generation

- Import clause expanded into delegating methods

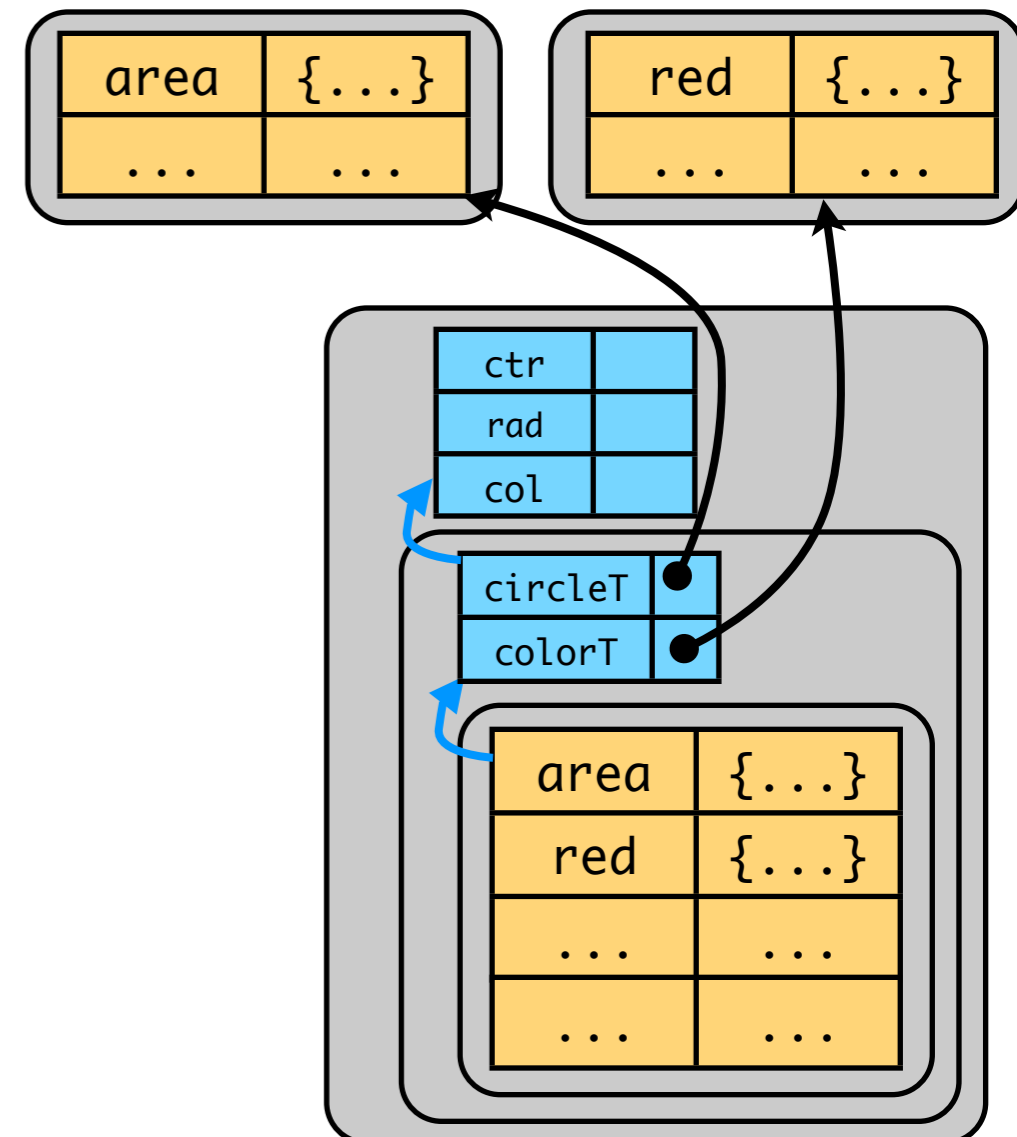
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def makeCircle(ctr, rad, col) {  
  object {  
    import makeCircleTrait(ctr, rad);  
    import makeColorTrait(col);  
    ...  
  }  
}
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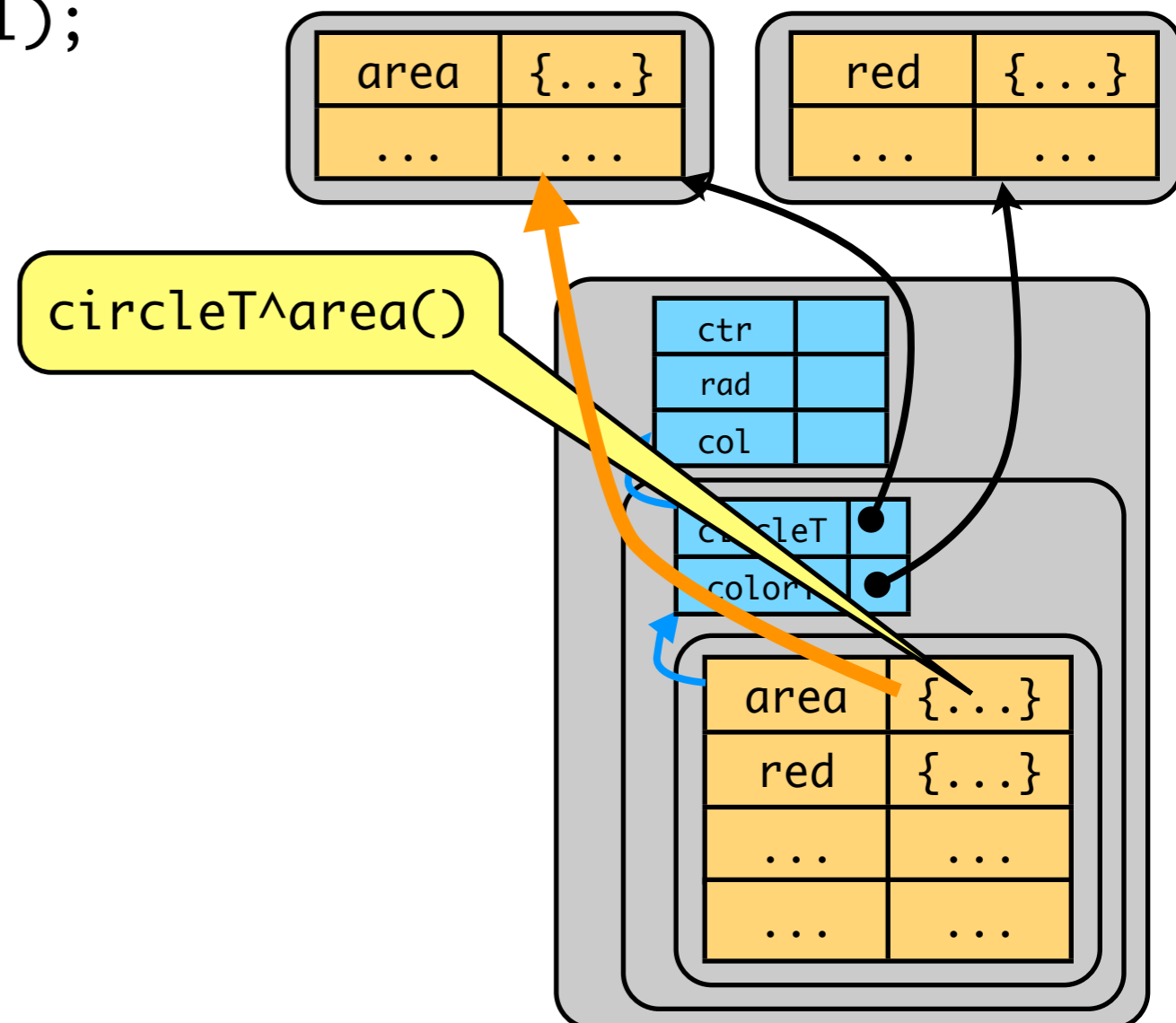
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  def colorT := makeColorTrait(col);  
  object {  
    def area() { circleT^area() }  
    def red() { colorT^red() }  
    ...  
  }  
}
```



Trait composition as delegate method generation

- Import clause expanded into delegating methods

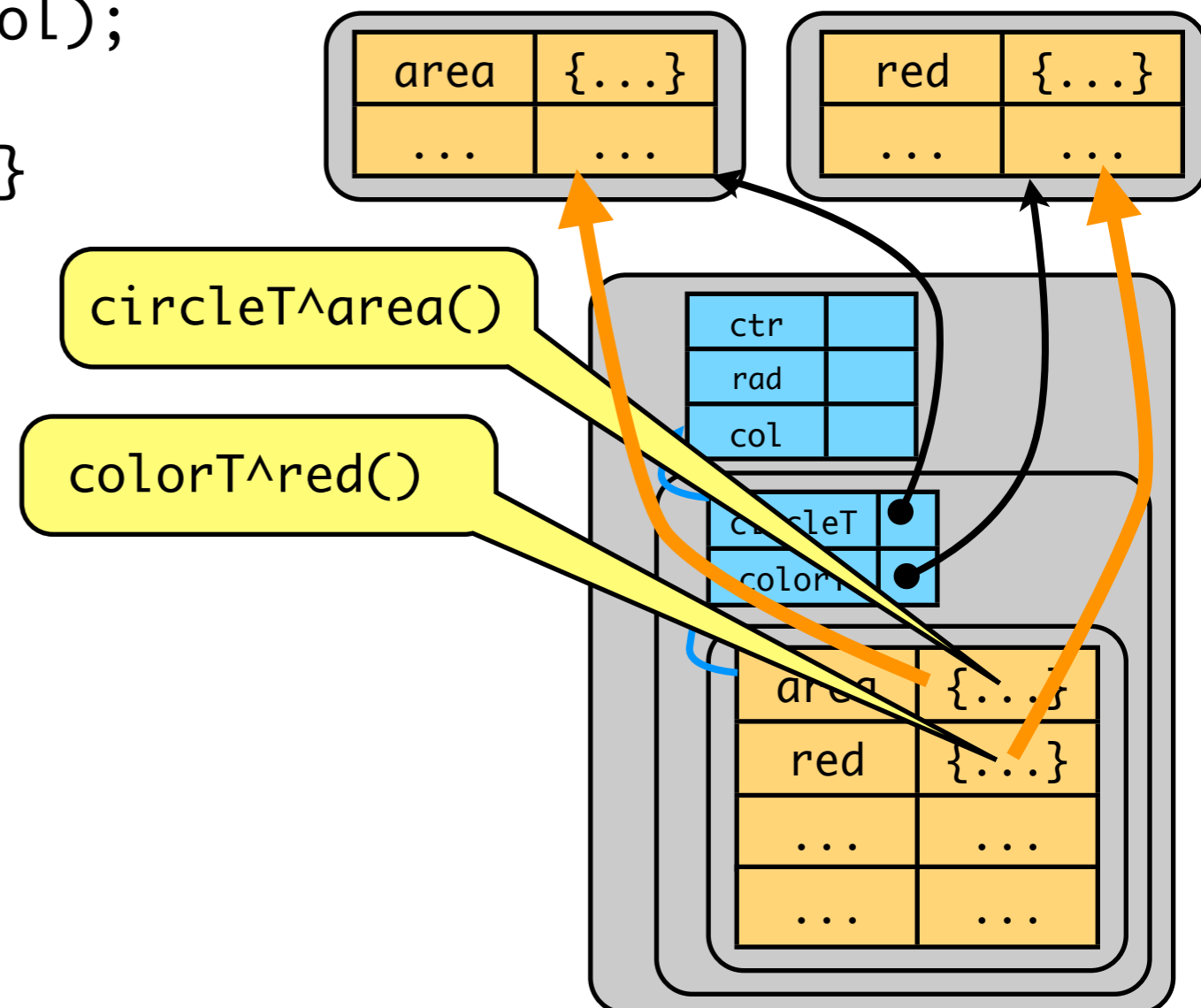
```
def makeCircle(ctr, rad, col) {  
  def circleT := makeCircleTrait(ctr, rad);  
  def colorT := makeColorTrait(col);  
  object {  
    def area() { circleT^area() }  
    def red() { colorT^red() }  
    ...  
  }  
}
```



Trait composition as delegate method generation

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    def red() { colorT^red() }  
    ...  
  }  
}
```



Trait composition as delegate method generation

12

- Exclusion = don't generate a delegate method
- Aliasing = generate a delegate method with an aliased name

```
def makeCircle(c, r, col) {  
  object {  
    import TCircle exclude hash;  
    import TColor alias = → color=;  
    ...  
  }  
}
```

Trait composition as delegate method generation

- Exclusion = don't generate a delegate method
- Aliasing = generate a delegate method with an aliased name

```
def makeCircle(c, r, col) {
  object: {
    import TCircle exclude hash;
    import TColor alias = → color=;
    ...
  }
}

def makeCircle(c, r, col) {
  def circleT := TCircle;
  def colorT := TColor;
  object: {
    def area() { circleT^area() }
    def red() { colorT^red() }
    ...
    def hash() { colorT^hash() }
    def =(o) { circleT^=(o) }
    def color=(o) { colorT^=(o) }
    ...
  }
}
```

Trait composition as delegate method generation

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Trait composition as delegate method generation

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  def circleT := TCircle;  
  def colorT := TColor;  
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    def red() { colorT^red() }  
    ...  
    def hash() { colorT^hash() }  
    def =(o) { circleT^=(o) }  
    def color=(o) { colorT^=(o) }  
    ...  
  }  
}
```

Limitations

- Diamond “imports” with stateful traits: **no merging** of state
- Unlike freezable traits, no way to make private state/methods public again
- No additional composition operators, but **reliance on lexical nesting** instead
 - Limits number of languages to which our model can be applied
 - But not limited to prototype-based languages (classes can be nested too!)

Conclusion

- Added state and visibility control to traits
- Different trait model: traits as *lexically nestable* objects
- In a language with nesting, traits cannot simply be flattened:
 - used explicit delegation of messages instead
 - explicit composition/conflict detection maintained by generating delegate methods (vs. Self's use of implicit delegation)
- Operational semantics: cf. paper