## MASSACHVSETTS INSTITVTE OF TECHNOLOGY Department of Electrical Engineering and Computer Science 6.001—Structure and Interpretation of Computer Programs Fall Semester, 1998

## Lecture Notes, October 29 - OOP with Inheritance

## Inheritance

The notion of a class of objects that is a specialization or "subclass" of another class is a useful tool for organizing complex systems. It enables us to localize shared behavior in the *superclass* and isolate just the new or changed behavior in the *subclass* that *inherits from* the superclass.

When inheritance is used, the object oriented programming system (OOPS) must also define an *inheritance rule* that tells us what method to use. In single inheritance this is relatively easy. With *multiple inheritance* (one class directly inheriting from more than one superclass) this can be very confusing and byzantine.

Here is a simple class diagram showing

- "is-a" (or "inherits-from") relationships between classes
- "composed of" relationships
- other relationships

# Object Oriented Design of a Lecturer/Singer System

Sketch the class diagram for a system consisting of speaker, lecturer, arrogant lecturer, and singer classes.

## **OOP** Implementation in Scheme

We will implement the elements of OOP in Scheme as follows:

- No new mechanisms needed: just some conventions
- *Objects* will be implemented as:
  - object *identity* is achieved because:
  - *local state* for each object instance is achieved by:
  - *methods* are implemented as:
  - *inheritance* will be achieved by:
- *Classes* will be implemented as:

## **OOP** System - Version 1: Methods

Abstract out retrieval of method from the object (given the message)...

```
(define (get-method message object)
  (object message))
```

... and the combined (1) retrieval and (2) application of that method to the arguments:

```
(define (ask object message . args)
 (let ((method (get-method message object)))
  (if (method? method)
        (apply method args)
        (error "No method for message" message))))
```

Detection of methods (or missing methods):

```
(define no-method
 (let ((tag (list 'NO-METHOD)))
   (lambda () tag)))
(define (method? x)
   (cond ((procedure? x) #T)
        ((eq? x (no-method)) #F)
        (else (error "Object returned non-message" x))))
```

Example using this approach:

```
(define p (make-speaker 'George))
(ask p 'NAME)
==> george
(ask p 'SAY '(the sky is blue))
the sky is blue
==> nuf-said
```

### **OOP System - Version 2: Inheritance by Delegation**

We need to extend our OOP system in two ways: (1) we need our objects to have access to "themselves" (as a variable that can be used in methods); and (2) we need a way to inherit (or gain use of) the structure and methods of a superclass.

#### (1) The self variable

What if we want a speaker to call its own method? The **problem** with our first implementation is that object methods have no access to the "object" itself! The **solution** is to require that all methods take **self** as their first parameter, and always pass the "object" as the first argument.

Let's reimplement the speaker class to do this:

```
(define (make-speaker name)
 (lambda (message)
  (case message
      ((NAME) (lambda (self) name))
      ((CHANGE-NAME)
        (lambda (self new-name)
            (set! name new-name)
            (set! name new-name)
            (ask self 'SAY (list 'call 'me name))))
        ((SAY)
        (lambda (self list-of-stuff)
            (display-message list-of-stuff)
            'NUF-SAID))
        (else (no-method))))))
```

with the following extension to **ask** so that the object is always passed:

```
(define (ask object message . args)
 (let ((method (get-method message object)))
  (if (method? method)
        (apply method object args)
        (error "No method for message" message))))
```

And an example:

(ask p 'CHANGE-NAME 'fred)
call me fred

## (2) Inheritance by Delegation

We want a lecturer to be a kind of speaker - that inherits the behavior of speakers but adds to that behavior. Our approach to inheritance using **delegation**:

• Inherit speaker behavior by adding an "internal" speaker object

- Get internal object to act on behalf of object by delegation
- If message is not recognized, pass the buck
- Can change or specialize behavior:
  - Add new methods
  - Change operation of methods

For example, lecturer inherits from speaker:

```
(define (make-lecturer name)
 (let ((speaker (make-speaker name)))
  (lambda (message)
      (case message
            ((LECTURE)
                  (lambda (self stuff)
                        (delegate speaker self 'SAY
                                 (append '(therefor) stuff))))
        (else (get-method message speaker))))))
(define d (make-lecturer 'Duane))
(ask d 'LECTURE '(the sky is blue))
```

therefor the sky is blue

This requires the following new OOP system mechanism:

```
(define (delegate to from message . args)
 (let ((method (get-method message to)))
   (if (method? method)
        (apply method from args)
        (error "No method" message))))
(define (ask object message . args)
   (apply delegate object object message args))
```

A chain of inheritance is thus possible. For example, consider an "Arrogant Lecturer" that changes the basic way of talking: he/she appends "obviously" to \*everything\* he/she says...

```
(ask b 'SAY '(the sky is blue))
the sky is blue obviously
(ask b 'LECTURE '(the sky is blue))
therefor the sky is blue ;; BUG!
```

#### Fixing the Bug - ask vs delegate

To get the lecturer to change the way he/she says \*everything\* as desired:

```
(define (make-lecturer name)
  (let ((speaker (make-speaker name)))
    (lambda (message)
      (case message
        ((LECTURE)
         (lambda (self stuff)
           (delegate speaker self 'SAY
  ;;
                        (append '(therefor) stuff))
  ;;
           (ask self 'SAY
                      (append '(therefor) stuff))))
        (else (get-method message speaker)))))))
(define b (make-arrogant-lecturer 'Bill))
(ask b 'SAY '(the sky is blue))
he sky is blue obviously
(ask b 'LECTURE '(the sky is blue))
therefor the sky is blue obviously
```

## **OOP** System - Version 3: Multiple Inheritance

We might want objects that inherit methods from more than one type. Suppose in addition to a named speaker we have an anonymous singer:

```
(define (make-singer)
 (lambda (message)
  (case message
      ((SAY)
      (lambda (self stuff)
           (display-message (append stuff '(tra la la))))
      ((SING)
           (lambda (self)
               (ask self 'SAY '(the hills are alive))))
  (else (no-method)))))
```

Now we'll create a singing arrogant lecturer:

```
(define julie
  (let ((singer (make-singer)))
```

```
(lecturer (make-arrogant-lecturer 'Julie)))
(lambda (message)
   (find-method message singer lecturer))))
(ask julie 'SING)
the hills are alive tra la la
(ask julie 'LECTURE '(the sky is blue))
therefor the sky is blue tra la la
```

This requires an additional find-method that gives power over the order of method lookup:

## Alternative Multiple Inheritance

We could give ourselves (build an OOPS with) lots of flexibility - suppose we want to pass the message on to multiple internal objects (not just some "preferred" one)?

```
(define julie
 (let ((singer (make-singer))
        (lecturer (make-arrogant-lecturer 'Julie)))
      (lambda (message)
        (lambda (self . args)
            (apply delegate-to-all
                      (list singer lecturer)
                      self
                      args)))))
(ask julie 'SAY '(the sky is blue))
the sky is blue tra la la
therefore the sky is blue tra la la
```

With the following additional "method routing" procedure:

```
(define (delegate-to-all to-list from message . args)
  (foreach
      (lambda (to-whom)
          (apply delegate to-whom from message args))
  to-list)
```