



moose



**MOOSE IS A**

**POSTMODERN**

**OBJECT**

**SYSTEM**

**MOOSE**

**TA**

**A**

**POSTMO**

**STABLE**  
2+ YEARS OLD  
USED WIDELY  
IN PRODUCTION

**OBJECT**

**SYSTEM**

**MOOSE**

**FOR**

**A**

**STABLE**

2+ YEARS OLD  
USED WIDELY  
IN PRODUCTION

**POSTMODERN**

*Rich Ancestry*

*CLOS*

*Smalltalk*

*Perl6*

*...*

**OBJECT**

**SYSTEM**



**MOOSE**

**FOR**

**A**

**STABLE**

2+ YEARS OLD  
USED WIDELY  
IN PRODUCTION

**POSTMODERN**

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*Perl6*

...

**OBJECT**

**SYSTEMS**

**PERLISH**

Plays well with CPAN  
and vanilla perl 5 OOP

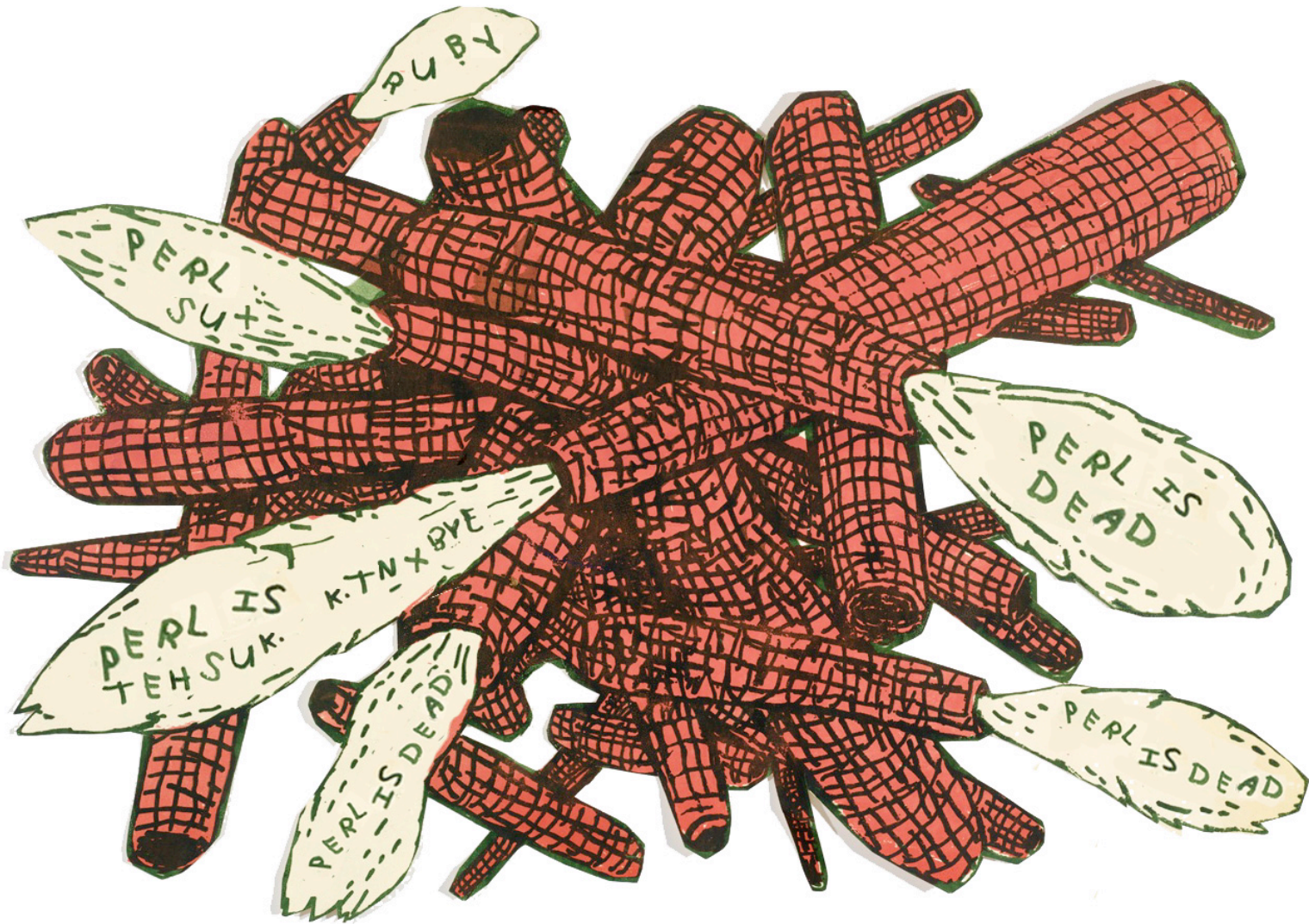
MOOSE IS  
NOT A TOY

IT IS  
SERIOUS  
BUSINESS!





# THE RUMOR ON THE TUBES IS THAT PERL IS DEAD







**MOOSE**  
is a member of  
the zombie  
horde



# MOOSE IS AN AMPLIFIER



# The Old Way

```
package Person;

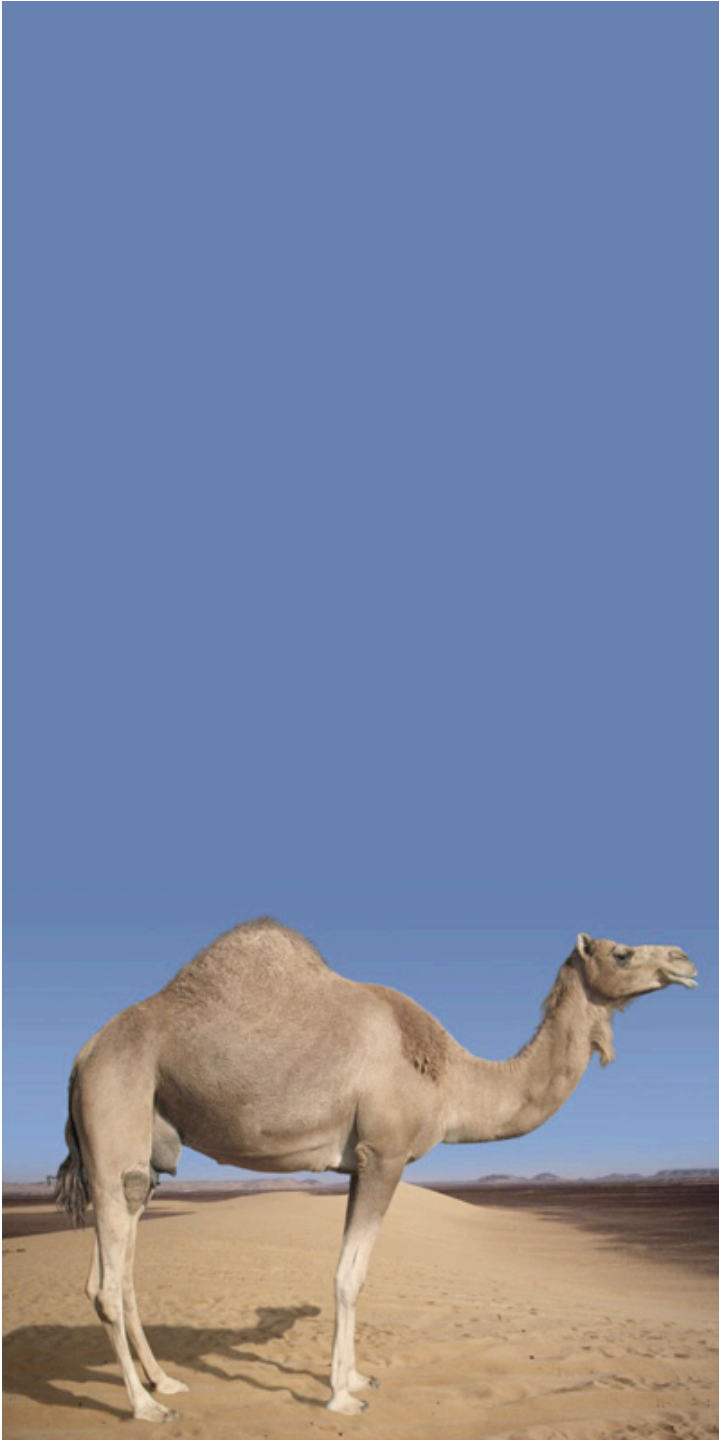
use strict;
use warnings;

sub new {
    my ($class, %args) = @_;
    bless {
        name => $args{name},
        age  => $args{age} || 0,
    } => ref($class) || $class;
}

sub name {
    my $self = shift;
    $self->{name} = shift if @_;
    $self->{name};
}

sub age {
    my $self = shift;
    $self->{age} = shift if @_;
    $self->{age};
}

1;
```





# The Old Way

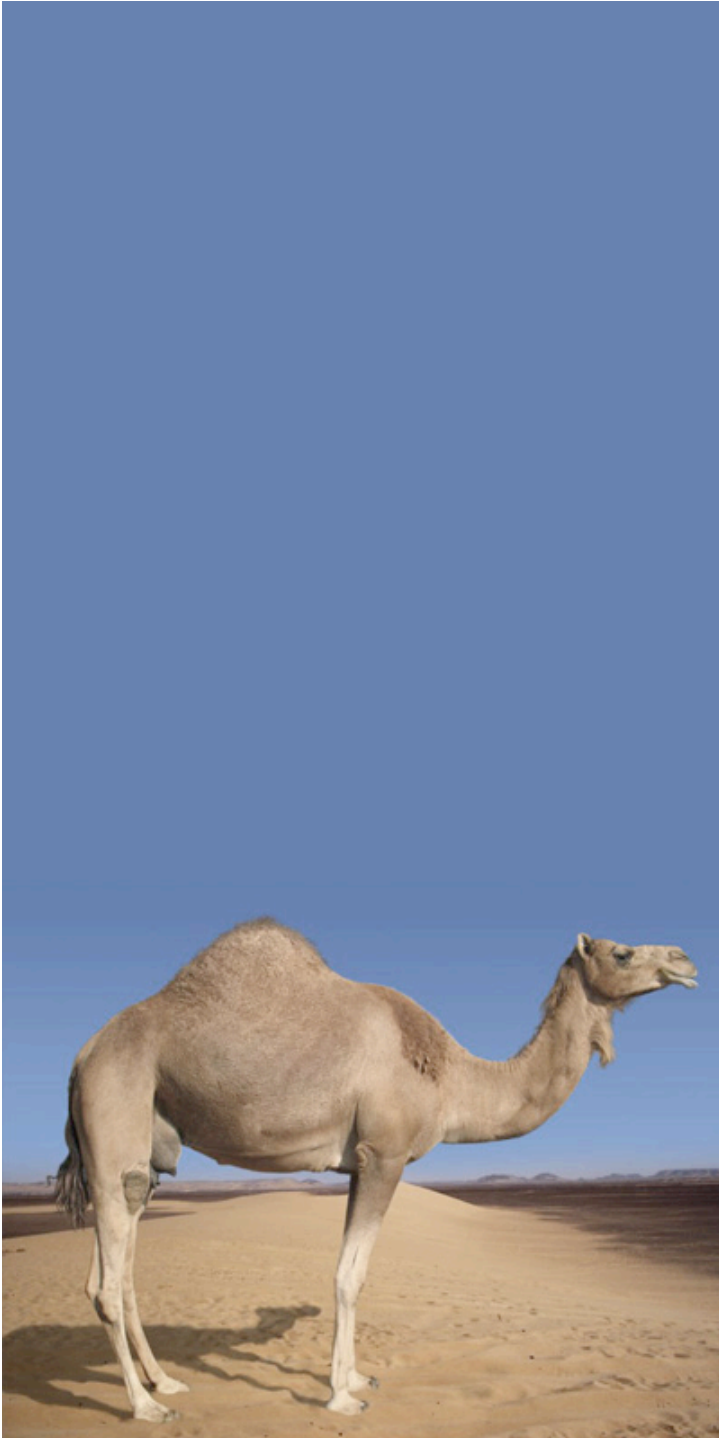
```
package Person;
```

```
use strict;  
use warnings;
```

```
use base 'Class::Accessor';
```

```
__PACKAGE__->mk_accessor(qw[name age]);
```

```
1;
```



# The Old Way

```
package Person;

use strict;
use warnings;

use base 'Class::Accessor';

__PACKAGE__->mk_accessor(qw[name age]);

sub new {
    my ($class, $params) = @_;
    $params = {} unless defined $params;
    $params->{age} = 0;
    $class->SUPER::new($params);
}

1;
```





# The Moose Way

```
package Person;  
use Moose;
```

```
has 'name' => (is => 'rw');  
has 'age' => (is => 'rw', default => 0);
```

```
1;
```



# The Moose Way

```
package Person;
use Moose;
use Moose::Util::TypeConstraints;

use DateTime::Duration;

class_type 'DateTime::Duration';

coerce 'DateTime::Duration'
  => from 'Int'
      => via { DateTime::Duration->new(years => $_) }
  => from 'HashRef'
      => via { DateTime::Duration->new( %$_ ) };

has 'name' => (
  is      => 'rw',
  isa     => subtype('Str' => where { length $_ > 0 }),
  required => 1,
);

has 'age' => (
  is      => 'rw',
  isa     => 'DateTime::Duration',
  coerce  => 1,
  lazy    => 1,
  default => sub { DateTime::Duration->new },
);

1;
```





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package Person;
use Moose;
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use DateTime::Duration;

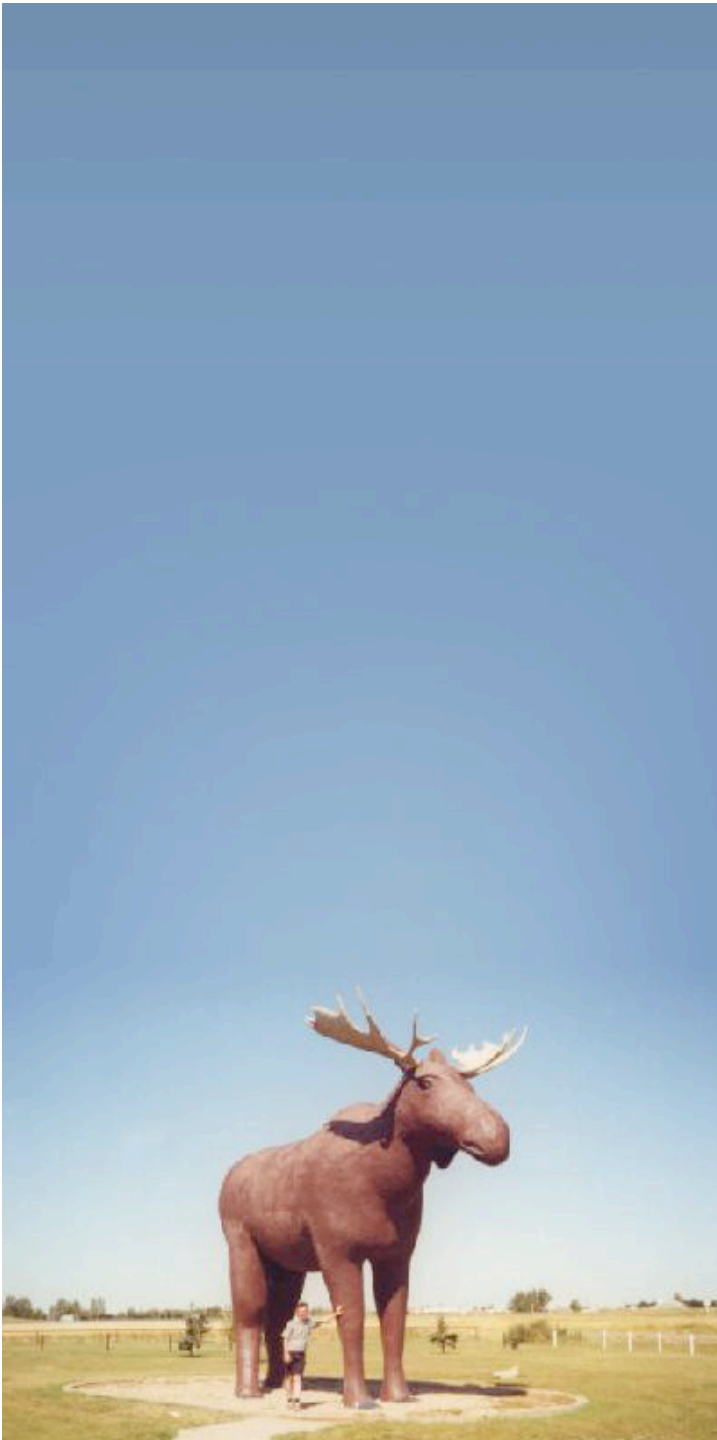
class_type 'DateTime::Duration';

coerce 'DateTime::Duration'
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  => from 'HashRef'
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  is      => 'rw',
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  coerce  => 1,
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package Person;
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package Person;
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has 'age' => (
  is      => 'rw',
  isa     => 'DateTime::Duration',
  coerce => 1,
  lazy   => 1,
  default => sub { DateTime::Duration->new },
);

1;
```



# The Old Way

```
package Person;

use strict;
use warnings;

use DateTime::Duration;
use Scalar::Util 'blessed', 'looks_like_number';
use Carp 'confess';

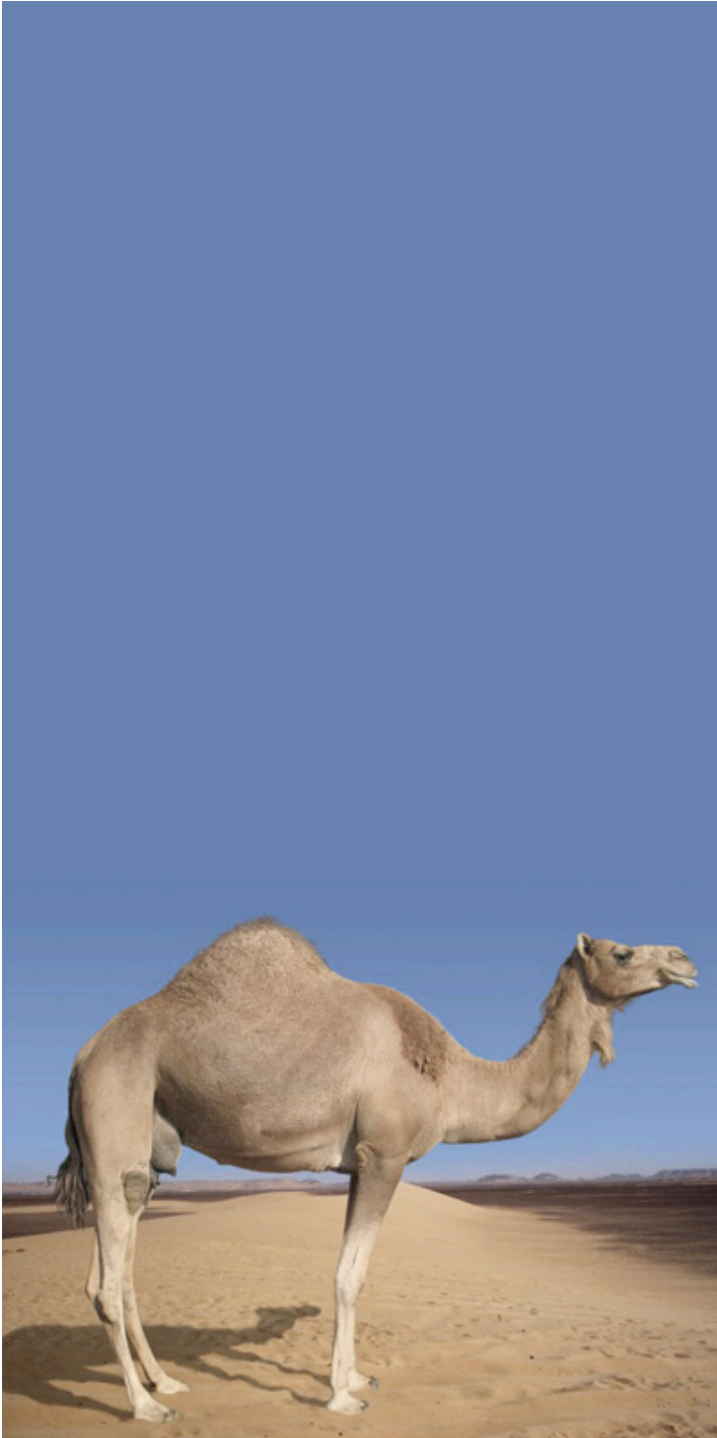
sub new {
    my $class = shift;
    my %params;
    if (@_ == 1 && ref $_[0] eq 'HASH') {
        %params = %{$_[0]};
    }
    else {
        %params = @_;
    }
    (exists $params{name} && length $params{name} > 0)
    || confess "You must supply a name";
    if (exists $params{age}) {
        $params{age} = _coerce_date_time_duration($params{age});
    }
    return bless \%params => ref $class || $class;
}

sub _coerce_date_time_duration {
    my ($val) = @_;
    if (blessed $val) {
        return $val if $val->isa('DateTime::Duration');
        confess "A blessed value must be a DateTime::Duration object, not $val";
    }
    elsif (ref $val) {
        return DateTime::Duration->new( %$val ) if ref $val eq 'HASH';
        confess "We can only convert HASH refs to DateTime::Duration objects, not $val";
    }
    elsif (looks_like_number($val)) {
        return DateTime::Duration->new(years => $val);
    }
    else {
        confess "Cannot coerce $val into DateTime::Duration object";
    }
}

sub name {
    my $self = shift;
    if (@_) {
        my $name = shift;
        (length $name > 0)
        || confess "You must supply a name";
        $self->{name} = $name;
    }
    return $self->{name};
}

sub age {
    my $self = shift;
    if (@_) {
        $self->{age} = _coerce_date_time_duration(shift);
    }
    else {
        $self->{age} ||= DateTime::Duration->new;
    }
    return $self->{age};
}

1;
```



WAIT JUST A MINUTE!

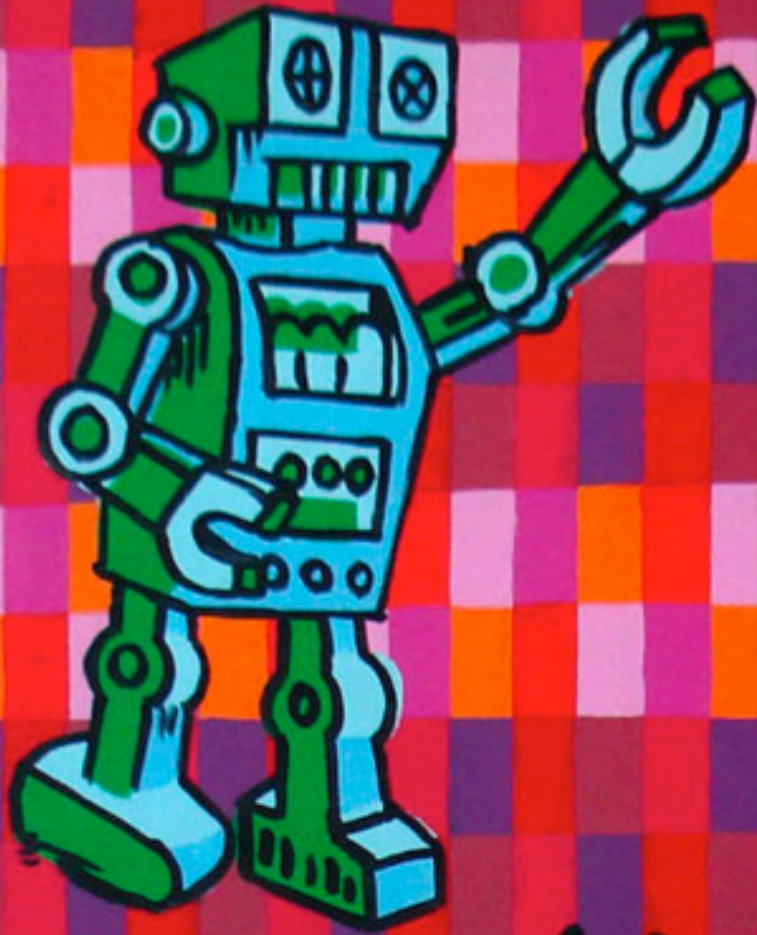




WAIT JUST A MINUTE!



Isn't Moose  
slow?



```
stevan% /usr/bin/time perl Moose.pl  
0.23 real    0.21 user    0.02 sys  
stevan% /usr/bin/time perl NoMoose.pl  
0.02 real    0.01 user    0.00 sys
```







```
stevan% /usr/bin/time perl Moose.pl
```

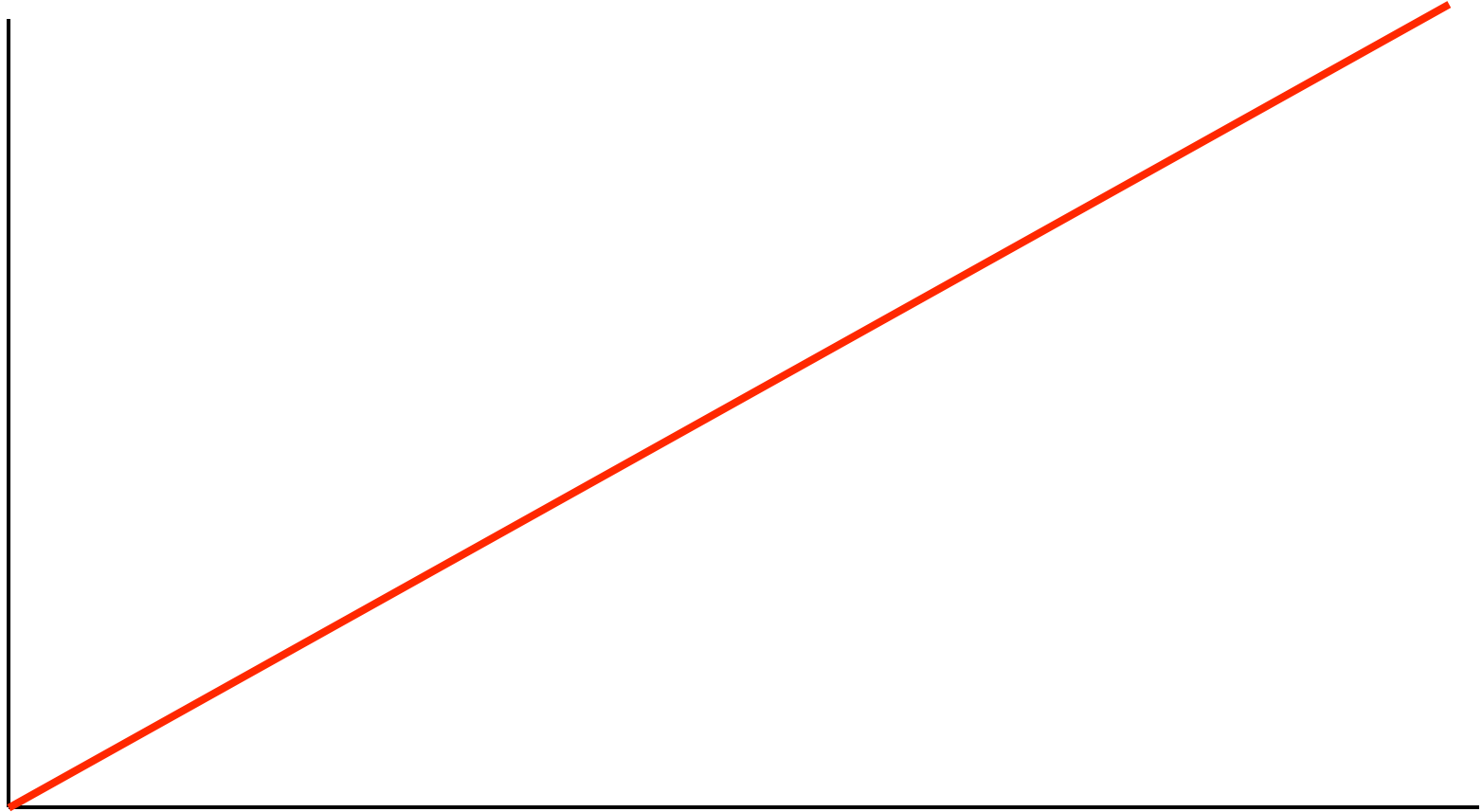
```
stevan
```

```
stevan% /usr/bin/time perl -MMoose -e 1  
0.21 real      0.19 user      0.02 sys
```

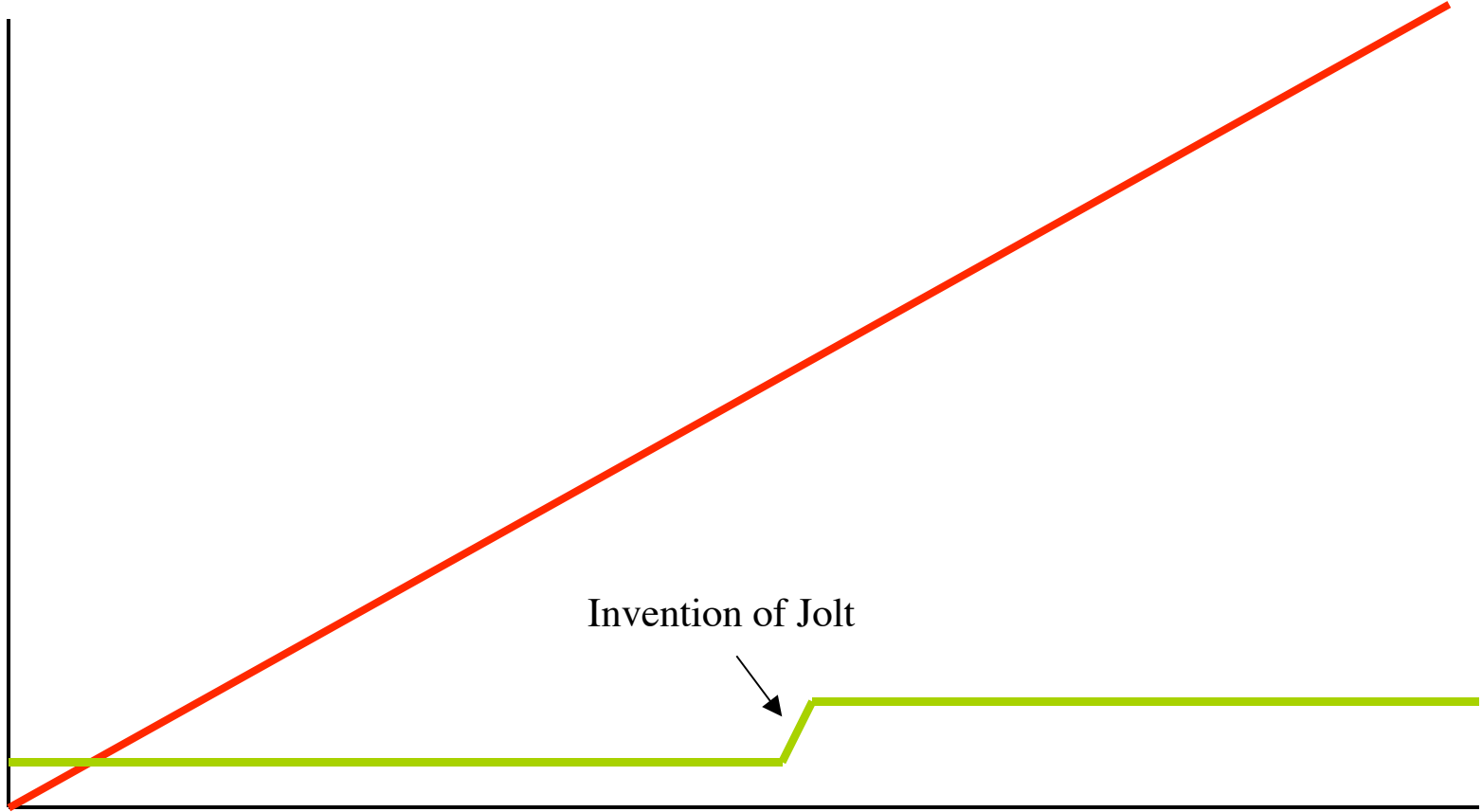
Moose is mostly  
compile time overhead



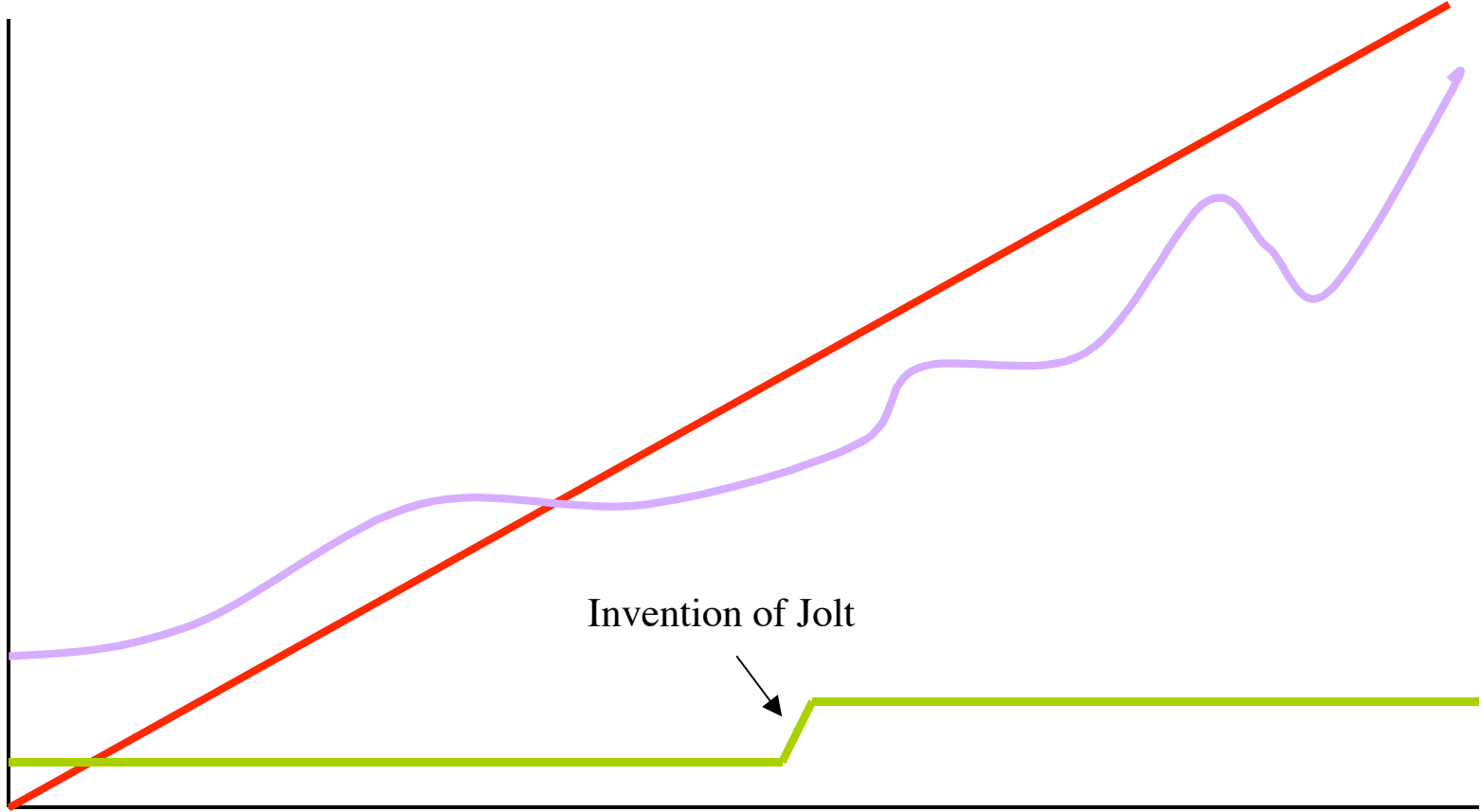




■ Moore's Law



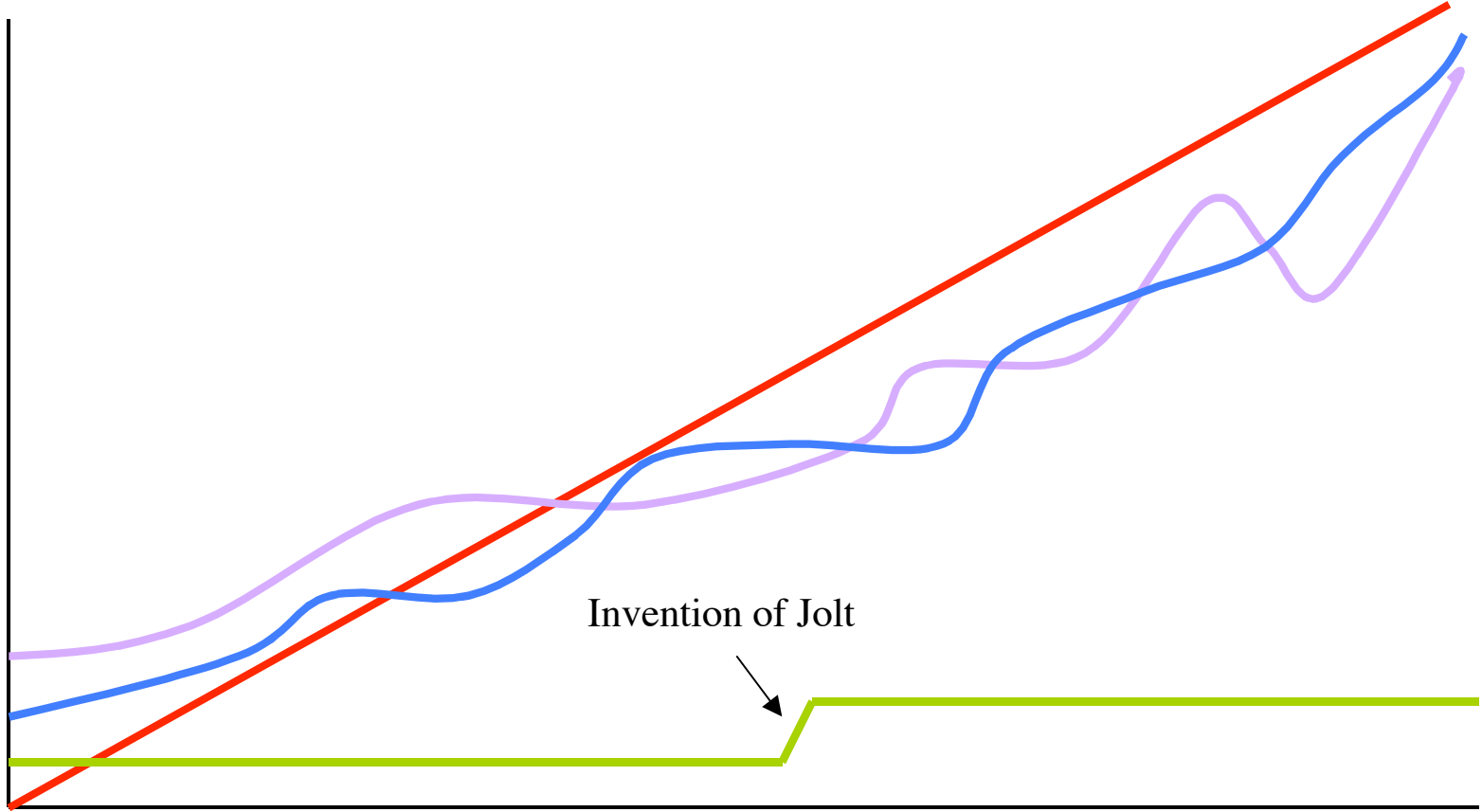
- Moore's Law
- Developer Speed



Invention of Jolt

- Moore's Law
- Developer Speed
- Developer Salaries



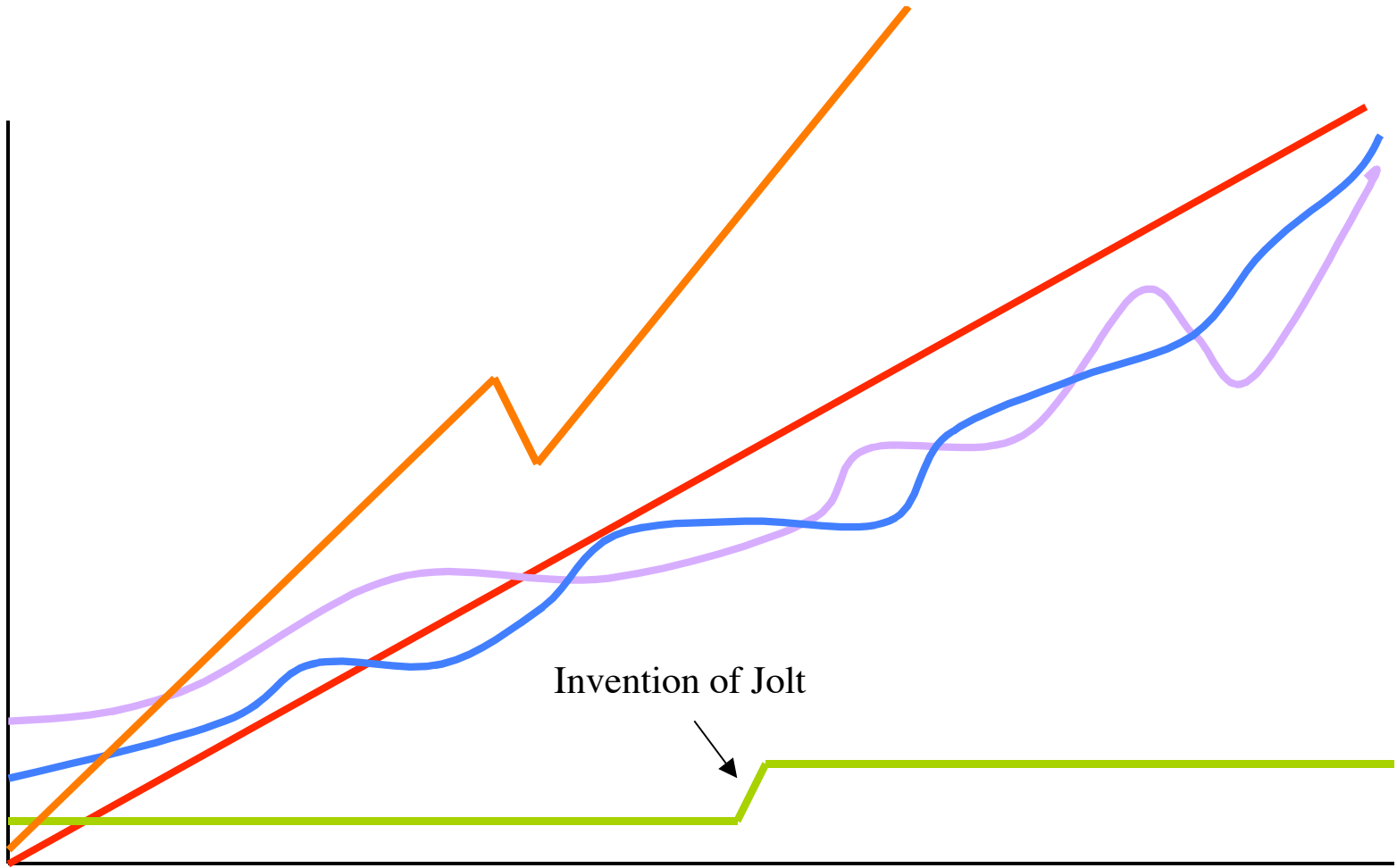


■ Moore's Law

■ Inflation

■ Developer Speed

■ Developer Salaries



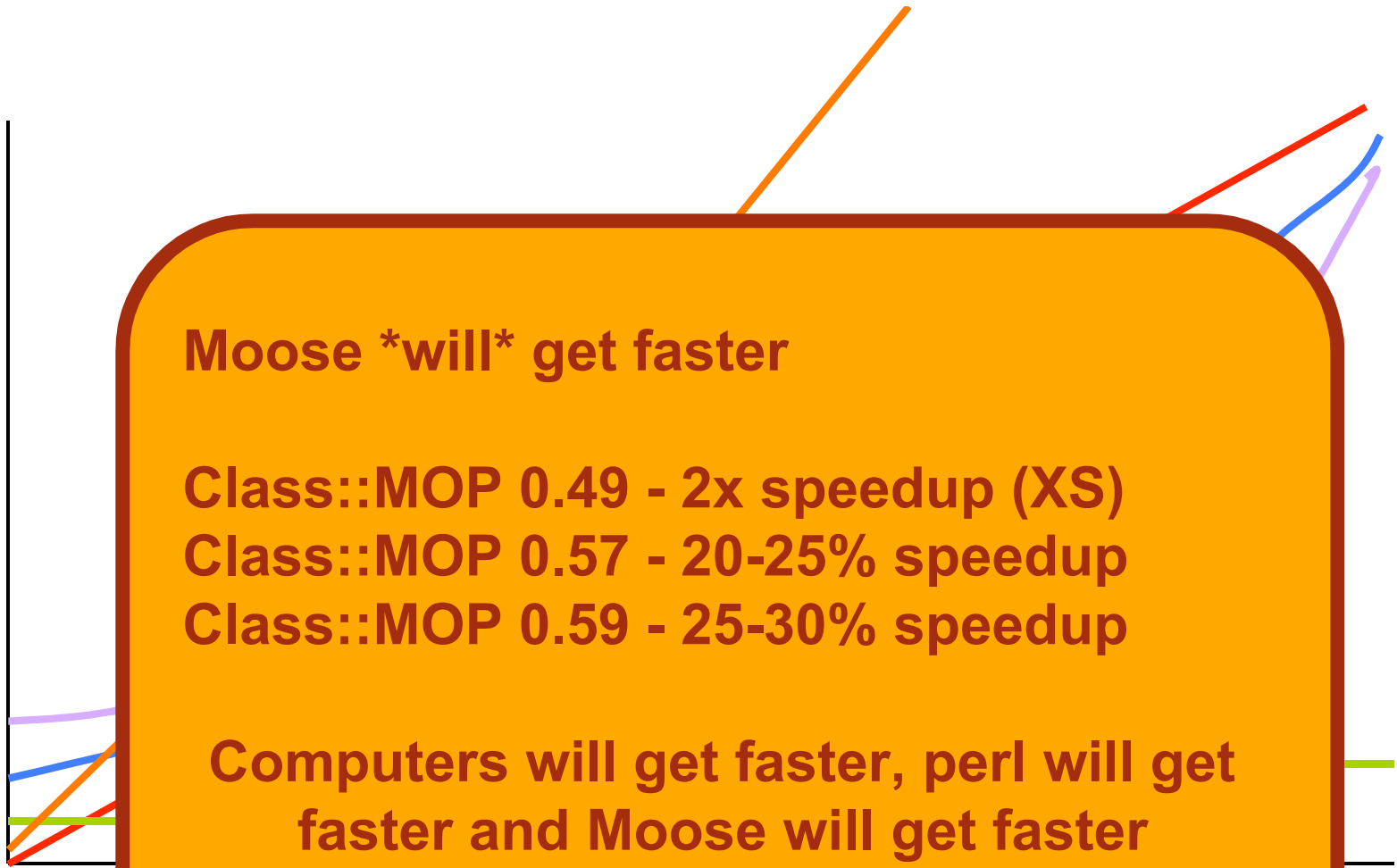
■ Moore's Law

■ Inflation

■ Developer Speed

■ Rate of Bullsh\*t in my graph

■ Developer Salaries



**Moose *\*will\** get faster**

**Class::MOP 0.49 - 2x speedup (XS)**

**Class::MOP 0.57 - 20-25% speedup**

**Class::MOP 0.59 - 25-30% speedup**

**Computers will get faster, perl will get  
faster and Moose will get faster  
... but your brain never will.**

■ Moore's Law

■ Developer Speed

■ Developer Salaries

■ Rate of Bullsh\*t in my graph