Outline Introduction Seeing is believing Mouse The End

Moooooooooooose

sunnavy@bestpractical.com

November 08, 2008





Introduction

What's Moose?

Seeing is believing

Let's Compare!

Attributes - has

Roles - with

Method Modifiers

Other Methods

Mouse

What's Mouse?

Why?

Mouse is not enough in future?

The End





▶ NOT a cow



- ▶ NOT a cow
- ▶ NOT contain any melamine





- ▶ NOT a cow
- NOT contain any melamine
- NOT Perl 6





- NOT a cow
- NOT contain any melamine
- NOT Perl 6
- ▶ NOT just a toy

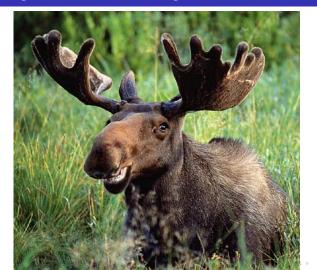


- NOT a cow
- NOT contain any melamine
- NOT Perl 6
- NOT just a toy
- NOT a new object system





Google knows something about Moose





Interested in that animal?

Let's talk about that animal later



▶ an extension of the existing object system of Perl 5



- ▶ an extension of the existing object system of Perl 5
- very much inspired by Perl 6





- ▶ an extension of the existing object system of Perl 5
- very much inspired by Perl 6
- built on top of Class::MOP(Welcome to Meta world!)



- ▶ an extension of the existing object system of Perl 5
- very much inspired by Perl 6
- built on top of Class::MOP(Welcome to Meta world!)
- postmodern(just like Perl ;)



- ▶ an extension of the existing object system of Perl 5
- very much inspired by Perl 6
- built on top of Class::MOP(Welcome to Meta world!)
- postmodern(just like Perl ;)
- ready to use



Official Definition

Moose is a postmodern object system for Perl 5 that takes the tedium out of writing object-oriented Perl. It borrows all the best features from Perl 6, CLOS (LISP), Smalltalk, Java, BETA, OCaml, Ruby and more, while still keeping true to its Perl 5 roots.

The Request

```
1 #!/usr/bin/perl
 2 use strict;
 3 use warnings;
 4 use TTT:
 5
 6 # create an object with foo is 3
 7 my \phi = TTT->new(foo => 3);
 8
  # we can get foo value via ->foo
  my $foo = $obj->foo;
11
12 # we can set foo value via ->foo too
13 \phi_j - \phi_0(20);
```



What we normally OOP

```
1 package TTT;
 2 use strict;
  use warnings;
 4
   sub new {
       my $class = shift;
       my %args = @_:
       my \ ref = {};
       bless $ref, $class;
10
       $ref->foo($args{foo}) if exists $args{foo};
11
       return $ref:
12 }
13
14
  sub foo {
15
       my $self = shift;
       $self->{foo} = shift if @_;
16
17
       return $self->{foo};
18 }
19 1;
20
```



If we have Moose . . .

```
1 package TTT;
2 use Moose;
3
4 has 'foo' => ( is => 'rw' );
5
6 1;
```



You may point out...

You skipped use strict; and use warnings; on purpose to reduce lines!



So, I'm telling you...

Well, I skipped those two lines because Moose does that for me.



Outline Introduction Seeing is believing Mouse The End Let's Compare! Attributes - has Roles - with Method Modifiers Other Methods

Thanks, Moose!





use 'has' to install attributes

has name = 0 *names* = *options*



▶ is ('ro|rw')



- ▶ is ('ro|rw')
- ▶ isa (type constraints)



- ▶ is ('ro|rw')
- ▶ isa (type constraints)
- ▶ does (\$role)





- ▶ is ('ro|rw')
- ▶ isa (type constraints)
- does (\$role)
- ▶ required (1|0)





- ▶ is ('ro|rw')
- ▶ isa (type constraints)
- does (\$role)
- ▶ required (1|0)
- ▶ default





- ▶ is ('ro|rw')
- ▶ isa (type constraints)
- does (\$role)
- ▶ required (1|0)
- ▶ default
- predicate (method name to check for initialization)



- ▶ is ('ro|rw')
- ▶ isa (type constraints)
- does (\$role)
- ▶ required (1|0)
- default
- predicate (method name to check for initialization)
- clearer (method name to uninitialize)



. is

▶ ro



- ▶ ro
- ► rw



```
1 #!/usr/bin/perl
   package TTT;
 3 use Moose;
   has 'foo';
   package main;
   my $ttt = TTT->new( foo => "I'm foo!" );
   # works, but we'd better not do this at $work
  $ttt->{foo};
11
12 # wrong, there's no foo accessor
13 $ttt->foo;
```



isa - type

```
Any
Item
    Bool.
    Maybe[`a]
    Undef
    Defined
        Value
            Num
               Int
            Str
               ClassName
        Ref
            ScalarRef
            ArrayRef[`a]
            HashRef[`a]
            CodeRef
            RegexpRef
            GlobRef
               FileHandle
            Object
                 Role
```



isa - type

```
1 #!/usr/bin/perl
   package TTT:
 3 use Moose;
 4
   has 'shipwright' => ( is => 'rw', isa => 'Shipwright' );
   package main:
   use Shipwriaht:
9
10 my $ttt = TTT->new;
11
12 my $sw = Shipwright->new( repository => 'fs:/tmp/fs' );
13
   # invalid type, so this will die
   $ttt->shipwright( "I'm not Shipwright" );
16
17 # this's ok
18 $ttt->shipwright( $sw );
```



does - Role

Let's talk about Roles later



required

```
1 #!/usr/bin/perl
2 package TTT;
3 use Moose;
4 has 'foo' => ( is => 'rw', required => 1 );
5
6 package main;
7 my $ttt;
8 $ttt = TTT->new; # wrong
9 $ttt = TTT->new( foo => "I'm foo!" ); # ok
```

default

```
1 # for simple var, this's ok.
2 has 'foo' => ( is => 'rw', default => 'Hello' );
3
4 # for ref, this's wrong usually.
5 has 'foo' => ( is => 'rw', default => [1,2] );
6
7 # for ref, we need to wrap the ref value to a sub.
8 has 'foo' => ( is => 'rw', default => sub { [1,2] });
```



predicate and clearer

```
1 #!/usr/bin/perl
 2 package TTT;
 3 use Moose;
 4 has 'foo' => (
 5
       predicate => 'has_foo'.
 6
       clearer => 'clear_foo'
 8
 9 package main;
10 my $ttt = TTT->new( foo => "I'm foo!" );
11 print $ttt->has_foo; # true
12
13 $ttt->clear_foo;
14 print $ttt->has_foo; # false
```



Code Reuse

From S12: Classes are primarily in charge of object management, and only secondarily in charge of software reuse. In Perl 6, roles take over the job of managing software reuse.



What's a Role?

From S12: Depending on how you care to look at it, a role is like a partial class, or an interface with default implementation, or a set of generic methods and their associated data, or a class closed at compile time.

use 'with' to apply Roles

```
1 #!/usr/bin/perl
 2 package TTT::Role;
 3 use Moose::Role;
  has 'message' => (
       is
       isa
               => 'Str'.
       default => 'Hello, I am TTT'
 9
  );
10
   package My::TTT;
12 use Moose:
13
14 with 'TTT::Role':
15
16 package main;
17
18 # wrong! Role can't be instanced
19 my $ttt = TTT::Role->new;
20
21 my $my_ttt = My::TTT->new();
22 $mv_ttt->message: # 'Hello, I am TTT'
```



before



- before
- ▶ after



- before
- ▶ after
- around





```
1 #!/usr/bin/perl
 2 package TTT:
 3 use Moose;
 4 use Perl6::Say;
 5 sub foo { sav 'foo is called': return 'foo': };
 6 before 'foo' => sub { say 'before 1' };
 7 before 'foo' => sub { say 'before 2' };
 8 after 'foo' => sub { say 'after 1' };
 9 after 'foo' => sub { say 'after 2' }:
10 around 'foo' => sub {
11
       say 'around 1':
       $_[<del>0</del>]->();
13
       return 'returns around 1'
14 };
15 around 'foo' => sub {
16
       say 'around 2';
17
       $_[<del>0</del>]->();
18
       return 'returns around 2'
19 };
20
21 package main;
22 my $ttt = TTT->new():
23 print $ttt->foo;
```



- 1 before 2
- 2 before 1
- 3 around 2
- 4 around 1
- 5 foo is called
- 6 after 1
- 7 after 2
- 8 returns around 2



Let's Compare! Attributes - has Roles - with Method Modifiers Other Methods

override/super



- override/super
- augment/inner



- override/super
- augment/inner

•



an easy way to speed up Moose

```
#!/usr/bin/perl
package TTT;
use Mouse;
has 'foo' => ( is => 'rw' );

__PACKAGE__->meta->make_immutable;
}
```



Mouse is a lightweighted Moose. It provides a subset of Moose's functionality.



the compile time penalty

Though significant progress has been made over the years, the compile time penalty is a non-starter for some applications.



It's easy to do

s/Mouse/Moose/g;





Less is better sometimes

▶ less code



Less is better sometimes

- less code
- ▶ less tests





Less is better sometimes

- ▶ less code
- less tests
- less bugs





So. . .

Let's Moose from now on



Until...

Perl 6 is finished



More Info

http://www.iinteractive.com/moose



More Info

http://www.iinteractive.com/moose

#moose on irc.perl.org



More Info

- http://www.iinteractive.com/moose
- #moose on irc.perl.org
- subscribe to moose@perl.org





Thanks!

Any Questions?

