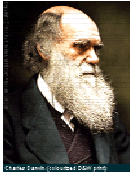


Darwin & Lava

– Object-based Dynamic Inheritance ... in Java –



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Why dynamic inheritance?

Rigidity Problem

- Class-based inheritance is too rigid.
- It cannot express dynamically evolving object structure and behaviour.
- The inherited interface and the inherited code are determined at compile-time.

Solution

- Only a part of the inherited interface is declared statically.
- The inherited code and part of the inherited interface is determined at run-time.

Why object-based inheritance?

Granularity Problem

- Class-based inheritance is too coarse-grained.
- It cannot express *variations of structure and behaviour* among instances of one class.
- It cannot express *sharing of state* between objects.

Solution

- Differences between instances of the same class can be expressed by letting them *inherit behaviour and state from instances* of other different classes.

Delegation

- What is "Delegation"?
 - ◆ "Delegation" is a shorthand for "object based, dynamic inheritance".
- General Syntax
 - ◆ object variable annotation `delegatee`
- General Effects
 - ➔ automatic forwarding of method and variable accesses to delegatee
 - ➔ binding of "`this`" to delegator within forwarded method invocations
 - ➔ overriding of delegatee's methods by delegator
 - ➔ the **delegator class** is a subtype of the **declared delegatee type** (e.g. in all examples, `EuroWrapper` is a subtype of `Finance`)

Fixed Delegation

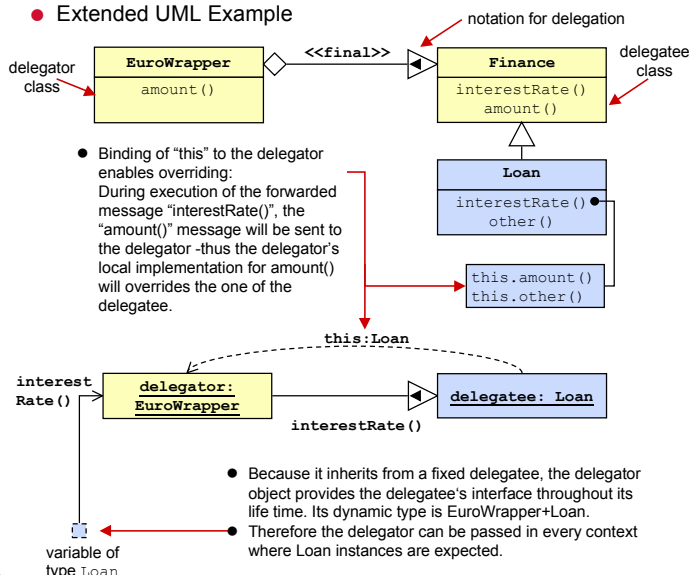
- Syntax
 - ◆ object variable annotation `final delegatee`
- Additional Effects
 - ➔ after instantiation the delegator never changes its delegatee
 - ➔ the **delegator object's type** is a subtype of the **delegatee object's type**

Code Example

```
// EuroWrapper adapts Finance objects to Euro
// calculation by redefining their amount() method
class EuroWrapper {
    // Everything that is not declared locally will
    // be delegated automatically to _delegatee:
    ... final delegatee Finance _delegatee;
    // overriding behaviour:
    public double amount() {
        _delegatee.amount() / ExchangeRate;
    }
}
```

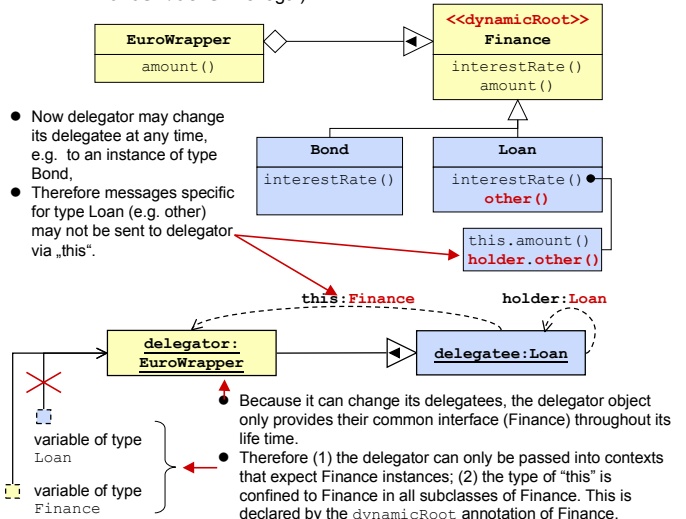
explicit delegation (equivalent of super call)

Extended UML Example



Mutable Delegation

- Additional Problem
 - ◆ Mutable delegation allows delegators to change their delegatees at any time.
 - ◆ Therefore messages specific for one particular delegatee type (e.g. `Loan`) may not be sent to delegators via "`this`".
- Solution: "Split self" approach
 - ◆ "`this`" refers to the object that initially received the delegated message
 - ◆ "`holder`" refers to the object that executes the current method
 - ◆ annotation "`dynamicRoot`" for classes and interfaces
 - ➔ "`this`" has the annotated type in all subclasses (e.g. in the example below it has type `Finance` in class `Finance` and all its subclasses)
 - ➔ therefore methods that are not in the annotated type cannot be invoked on `this` (e.g. `this.other` would be illegal in class `Loan`),
 - ➔ specific local methods can be invoked on `holder`, which is always of local type (e.g. in class `Loan` `holder` has type `Loan`, so `holder.other` is legal)



Darwin and Lava

- What is Darwin?
 - ◆ a model for class-based, statically typed, object-oriented languages with object-based, dynamic inheritance (delegation)
- What is Lava?
 - ◆ an extension of Java with object-based dynamic inheritance (delegation)
- Contributions
 - ➔ static type-safety of object-based, dynamic inheritance
 - ➔ easy modelling of object-specific behaviour and behaviour evolution
 - ➔ non-monotonic (new behaviour can be *acquired and abandoned*)
 - ➔ unanticipated, identity-changing (wrapper-/decorator-style)
 - ➔ anticipated, identity-preserving evolution (state-/strategy-style)
- More Information
 - ➔ <http://javalab.cs.uni-bonn.de/research/darwin/>