Perl Short Course: Sixth Session

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- **Modularity**: splitting a large program into *separate source files*. All serious languages have some form of this capability, often linked with *separate compilation* and *control of the interface*. These separate components are variously called *modules, units* or (in extreme cases) *classes*.

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- **Modularity**: splitting a large program into *separate source files*. All serious languages have some form of this capability, often linked with *separate compilation* and *control of the interface*. These separate components are variously called *modules, units* or (in extreme cases) *classes*.
- Now, let's dive straight in, and see how easy it is to build a Perl module from scratch: suppose we're working with word frequencies in a set of files (a *corpus*), and want to know the most frequent words.

- We might speculatively write the following main program (**eg1**), using a module that doesn't exist yet. (You'll find this in the examples tarball inside the `wordfreq-v0/` directory):

```
use maxfreq;  # if it exists!

die "Usage: eg1 wordfile [wordfile...]\n" unless @ARGV;
# read all words in all files, build a frequency hash...
my %freq = ();
while( my $line = <> )
{
        chomp $line;
        $line =~ s/^\s+//; $line =~ s/\s+$//; $line = lc($line);
        my @wd = split( /\s+/, $line );
        foreach my $word (@wd)
        {
                print "word is blank\n" if $word eq "";
                $freq{$word}++;
        }
}
# tell maxfreq about our frequency data
maxfreq::forget();
maxfreq::remember( %freq );
# now maxfreq can tell us the maximum frequency in the
# whole data set, and all words with that frequency..
my( $maxfreq, @mostfreqwords ) = maxfreq::getbest();
my $str = join( ',', @mostfreqwords );
print "maximum word frequency: $maxfreq, most frequent words: $str\n";
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my $str = join( ',', @mostfreqwords );
print "maximum word frequency: $maxfreq, most frequent words: $str\n";
```

- Syntax check this with `perl -cw eg1` - even Perl complains about a missing module!

- Create a stub module as follows (in examples tarball in the `wordfreq-v1/` directory):

```
package maxfreq;
use strict;
use warnings;

# frequency module: record any amount of item frequency data (via "remember")
# and then report the maximum frequency, and items with that frequency.

#
# forget(); initialize/reset - forget all frequency data
#
sub forget () { print "forget(): stub call\n"; }

#
# remember( %data );
#   add more frequency data to what we remember, accumulating
#   frequencies across multiple remember() calls.  eg. if first
#   told remember freq{x}=3 and later freq{x}=7, then freq{x}=10.
#
sub remember (%) { my(%data) = @_; print "remember(): stub call\n"; }

#
# my( $maxfreq, @mostfreqitems ) = getbest();
#   report the maximum frequency in all remembered items,
#   and all items with precisely that frequency.
#
sub getbest () { print "getbest(): stub call returning 0\n"; return (0); }

1;
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- Now syntax check both the module (`perl -cw maxfreq.pm`) and eg1 (`perl -cw eg1`). Run `eg1 ../corpus/*` to make it analyse a small corpus of words.

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  - Such a module is imported into a program by the usual `use maxfreq` syntax, just like pre-written modules.
- Now syntax check both the module (`perl -cw maxfreq.pm`) and `eg1` (`perl -cw eg1`). Run `eg1 ../corpus/*` to make it analyse a small corpus of words.
- Of course it doesn't produce any answers - with a stub module. We have to implement **maxfreq**!

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- There is a choice of whether to store the *maximum frequency seen* and the *items with that maximum frequency*, or whether to calculate them on demand. We choose to store them:

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my %freq = ();          # cumulative freqencies of everything we've seen.
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- `remember(%data)` is implemented by:

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while( my($k,$v) = each(%data) )
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      $freq{$k} += $v;
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- `updatemaxfreq($k,$f)` is a private routine implemented by:

```
if( $f == $maxfreq )
{
        push @mostfreq, $k;     # add to most frequent list
} elsif( $f > $maxfreq )
{
        $maxfreq = $f;          # new maximum frequency
        @mostfreq = ( $k );     # only $k is most frequent
}
```

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- After syntax checking, if we rerun `eg1 ../corpus/*` it should tell us the most frequent single word. Any guesses what it will be beforehand?
- If we wanted to know the top 10 (most frequent) words, an obvious extension would be to extend **maxfreq**, adding:

```
#
# delbest();
#   delete all the "most frequent" items, recalculate the
#   new maximum frequency and most frequent items
#
sub delbest ()
{
  # implement me..
}
```

- Then extend **eg1** to say:

```
my $howmany = 10;
print "top $howmany word-sets by word frequency:\n\n";
foreach (1..$howmany)
{
      my( $maxfreq, @freqwords ) = maxfreq::getbest();
last if $maxfreq < 1;
      my $str = join( ',', @freqwords );
      print "word frequency: $maxfreq, words: $str\n";
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- You can find the extended versions of `eg1` and `maxfreq.pm` in the examples tarball inside the `wordfreq-v3/` directory.
- Running this version, we get the top 10 words:

```
word frequency: 440, words: the
word frequency: 190, words: of
word frequency: 98, words: and
word frequency: 94, words: in
word frequency: 68, words: to
word frequency: 57, words: a
word frequency: 54, words: is
word frequency: 49, words: binding
word frequency: 46, words: energy
word frequency: 41, words: potential
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- Anyone care to guess what specialised subject the input documents referred to?

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- '`our`' variables belong to the *package* not the *file*. They are accessible outside the package via naughty people writing (for example) `push @maxfreq::mostfreq, "hello"`.
- In summary, use '`my`' variables most of the time. Only in special cases - where other parts of Perl need to be able to inspect package variables - should you use '`our`'.

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  - The set of named *tags*, each of which represents a set of symbols which may be imported via the tag name (`our %EXPORT_TAGS`).
- We will cover the first two - see **perldoc Exporter** for all the gory details (tagged symbol sets, importing symbols matching a regex, etc).

- On the client side, we control what is imported via variations on the use syntax:

`use module;`	*import the default set of symbols* - everything on the module's `@EXPORT` list.
`use module ();`	*import no symbols*.
`use module qw(A B C);`	*import only symbols* `A`, `B` *and* `C` - these symbols must either be on the default list `@EXPORT` or the optional list `@EXPORT_OK`.
`use module qw(:DEFAULT A B C);`	*import the default set and symbols* `A`, `B` *and* `C` from the optional list `@EXPORT_OK`.

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our @EXPORT = qw(forget remember getbest delbest);
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- You'll find the final exporter-friendly version of `maxfreq.pm` and `eg1` (with the `maxfreq::` prefixes removed) inside the tarball's `wordfreq-v4/` directory. Syntax check and rerun.

What can/should we Export?

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What can/should we Export?

- The *information hiding principle* says that you should hide as much as possible, exporting as little as possible,
- A sensible recommendation is: *export only public subroutines.*

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- When you've decided that something should be exported, there's still the choice of whether to export it by default (in `@EXPORT`) or optionally (in `@EXPORT_OK`).
- The *namespace pollution principle* suggests that as little as possible should be in `@EXPORT`. Put most in `@EXPORT_OK`.
- The basic rule of thumb is that it should be "safe" to import the default set without causing problems.
- Name clashes: If two modules both export symbol X, and a single client script tries to import X from both modules, you get a perl warning: `Subroutine packagename::X redefined`; the second `X` is used!
- The client can always choose whether or not to import that symbol via specifying an import list. But it's particularly unpleasant if the client can no longer import the default set!

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- We've already seen how to use predefined classes to create and use objects, now we'll see how to write classes.
- The main concepts involved here are *objects*, *classes*, *methods (object and class)* and *inheritance*. Here's a rough set of Perlish definitions:
    - A *class* is a Perl module, usually exporting nothing, containing class and object methods obeying the following conventions.

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  - An *object method* takes the object (`$self`) as the first argument.
  - *Single and multiple inheritance* are provided by a simple package search algorithm used to locate method subroutines.

```
package Person;
use strict;
use warnings;

my %default = (NAME=>"Shirley", SEX=>"f", AGE=>26);
# the object constructor
sub new {
        my( $class, %arg ) = @_;
        my $obj      = bless( {}, $class );
        $obj->{NAME} = $arg{NAME} // $default{NAME};
        $obj->{SEX}  = $arg{SEX}  // $default{SEX};
        $obj->{AGE}  = $arg{AGE}  // $default{AGE};
        return $obj;
}

# get/set methods - set the value if given extra arg
sub name {
        my( $self, $value ) = @_;
        $self->{NAME} = $value if defined $value;
        return $self->{NAME};
}

sub sex {
        my( $self, $value ) = @_;
        $self->{SEX} = $value if defined $value;
        return $self->{SEX};
}

sub age {
        my( $self, $value ) = @_;
        $self->{AGE} = $value if defined $value;
        return $self->{AGE};
}

1;
```

- Here's **eg2**, the main program that uses **Person**:

```
use Person;

sub printperson ($)
{
        my( $person ) = @_;
        my $class = ref($person);
        my $name = $person->name;
        my $age = $person->age;
        my $sex = $person->sex;
        print "$class: name=$name, age=$age, sex=$sex\n";
}
my $dunc = Person->new( NAME => "Duncan",
                        AGE  => 42,
                        SEX  => "m" );
printperson( $dunc );
$dunc->age( 20 );
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- But why did we put `printperson` in the main program - it obviously should have been a method in class `Person`! How hard is converting a normal subroutine to a method?

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- First, split out the formatting code from `printperson` into a separate method called `as_string`:

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sub as_string {
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use overload '""' => \&as_string;
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- Now, *delete the* `printperson` *method entirely* - **eg2** can now simply print each object itself.

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  - Start the search in the object's *blessed* package. If that package has a `hello` subroutine, use that.

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  - And so on through the remaining `@ISA` elements.
  - If still not found, report an error.
- Note that this search algorithm is even used for constructors - unlike many other OO languages, only one constructor method is called automatically. Do your own *constructor chaining*..

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- So, here's our *empty subclass version* of `Programmer`:

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# stub class Programmer - reuse all methods!
package Programmer;
use strict; use warnings;
use Person;
our @ISA = qw(Person);
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- Let's make **eg3** a copy of our final version of **eg2**, and then change both occurrences of `Person` to `Programmer`, i.e.:

```
use Programmer;
my $dunc = Programmer->new( NAME => "Duncan",
                            AGE  => 42,
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my $dunc = Programmer->new( NAME => "Duncan",
                            AGE  => 42,
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```

- What do we expect to happen? It should work just like before, but the object should know that it's a `Programmer`! After syntax checking, run **eg3** to see what happens:

```
Programmer: name=Duncan, age=42, sex=m
Programmer: name=Young dunc, age=20, sex=m
```

- But how did it work? Let's start by understanding how the constructor call works:

Constructor call:	`Programmer->new(args)`
Does `Programmer::new` exist?	no! continue search...
Find the first parent class of `Programmer`	`@Programmer::ISA = (Person)`, so `Person` is first parent
Does `Person::new` exist?	yes! use that!
Call `Person::new` as a class method:	`Person::new("Programmer",args)`

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- `Person::new` is called with the arguments:

```
$class = "Programmer";
%arg = ( "NAME" => "Duncan", "AGE" => 42, "SEX" => "m" );
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and then creates a new object, `blesses` it into package `$class` (i.e. `"Programmer"`), initializes it, and finally returns it.

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- Note that stringifying our object for printing still works - so even the stringification overloading must be inherited properly.
- Ok, now let's start really implementing **Programmer**.

- Add a new `skills` method and override `as_string`:

```
package Programmer;
use strict; use warnings;
use Person;
our @ISA = qw(Person);

sub skills {                    # additional get/set method
        my( $self, $value ) = @_;
        $self->{SKILLS} = $value if defined $value;
        return $self->{SKILLS};
}

sub skills_as_string {          # additional method
        my( $self ) = @_;
        my $sk = $self->skills;
        my @str = map {
                sprintf( "%s:%s", $_, $sk->{$_} )
        } sort(keys(%$sk));
        return "{" . join(", ", @str) . "}";
}

use overload '""' => \&as_string;
sub as_string {                 # override method
        my( $self ) = @_;
        my $pers = $self->Person::as_string;
        my $skills = $self->skills_as_string;
        return "$pers\t    skills=$skills\n";
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        return $self->{SKILLS};
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sub skills_as_string {          # additional method
        my( $self ) = @_;
        my $sk = $self->skills;
        my @str = map {
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}

1;
```

- `$self->Person::as_string` is an example of *method chaining*, which does a normal method call to `Person::as_string`.

- Here's our test harness **eg3a** which uses some of the new features:

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

my $dunc = Programmer->new( NAME   => "Duncan",
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                            SEX    => "m",
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                                "C" => "godlike",
                                "perl" => "godlike",
                                "C++" => "ok",
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                            } );
print $dunc;
$dunc->age( 20 );
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- When syntax checked and run, **eg3a** produces:

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            skills={C:good, pascal:ok}
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- But... this is awful! Where have all Duncan's skills gone? Answers on a postcard please:-)

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- The problem is that `Person::new` has no code to initialize a `SKILLS` field. And nor should it!
- So we must define our own `Programmer` constructor. The following would definitely work, by repeating all of `Person::new`'s initializations:

```
my %default = (NAME=>"Shirley", SEX=>"f", AGE=>26, SKILLS=>{java=>"ok"});
sub new {                          # the object constructor
  my( $class, %arg ) = @_;
  my $self        = bless( {}, $class );
  $self->{NAME}   = $arg{NAME}   // $default{NAME};
  $self->{SEX}    = $arg{SEX}    // $default{SEX};
  $self->{AGE}    = $arg{AGE}    // $default{AGE};
  $self->{SKILLS} = $arg{SKILLS} // $default{SKILLS};
  return $self;
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- The problem is that `Person::new` has no code to initialize a `SKILLS` field. And nor should it!
- So we must define our own `Programmer` constructor. The following would definitely work, by repeating all of `Person::new`'s initializations:

```
my %default = (NAME=>"Shirley", SEX=>"f", AGE=>26, SKILLS=>{java=>"ok"});
sub new {                       # the object constructor
  my( $class, %arg ) = @_;
  my $self        = bless( {}, $class );
  $self->{NAME}   = $arg{NAME}   // $default{NAME};
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- Here we're breaking a cardinal rule of programmers: **Don't Repeat Yourself** - this is prone to errors.
- What we really want is *constructor chaining* - use `Person::new`:

```
my %default = ( SKILLS => { java => "ok" } );
sub new {
  my( $class, %arg ) = @_;
  my $obj         = Person->new( %arg );
  $obj->{SKILLS} = $arg{SKILLS} // $default{SKILLS};
  bless( $obj, $class );
  return $obj;
}
```

- Note that `Person->new(%arg)` creates a full-blown `Person` object, blessed into package `Person`, which we then modify - add the `SKILLS` field, and *re-bless the object into* `$class`.

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- Isn't there a better way? Well, the only thing varying per-class appears to be the set of data fields which we want to initialize, and their default values. Even better, the data fields are just the keys of the default values. Remove `Programmer's` constructor, and generalise `Person's` constructor as follows:

```
sub new {
  my( $class, %arg ) = @_;
  my $obj     = bless( {}, $class );
  my %default = $obj->_defaultvalues;
  while( my($datum,$value) = each( %default ) )
  {
    $obj->{$datum} = $arg{$datum} // $value;
  }
  return $obj;
}
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    $obj->{$datum} = $arg{$datum} // $value;
  }
  return $obj;
}
```

- Now, each class defines a private `_defaultvalues` method, listing the default values of all the initializable data fields:

```
sub Person::_defaultvalues {
  return (NAME=>"Shirley", SEX=>"f", AGE=>26);
}
```

- Continuing:

```
sub Programmer::_defaultvalues {
  return ( NAME=>"Shirley", SEX=>"f",
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- These methods allow a single generic `Person::new` constructor to initialize all the desired data fields. Of course, we are still repeating all the defaults in each subclass.

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- Can we fix this? Yes, with method chaining!

```
sub Programmer::_defaultvalues {
  my $self = shift;
  my %default = $self->Person::_defaultvalues;
  $default{SKILLS} = { java => "ok" };
  return %default;
}
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- More generically, we can write the chained method call as:

```
my %default = $self->SUPER::_defaultvalues;
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to call the first available parental `_defaultvalues` method.

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  to call the first available parental `_defaultvalues` method.
- That's enough OO for now! Happy OO Perl programming.

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  - And have the program *know where to find the modules*.
- Perl has a list of locations that it searches, called the *include path*. The include path is available within a Perl script as the special variable `@INC`.

- You can add an extra directory (`/homes/dcw/perllib` for example) to the include path in two ways:
  - Run your Perl script via:

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- This becomes a serious program as your applications grow larger; imagine an application comprising 10 main programs and 50 support modules.
- We'd like a *position independent* way of specifying where to find the modules. The standard Perl module `FindBin` helps:

```
use FindBin qw($Bin);
use lib qw($Bin/../perllib);
use MyModule;
```

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- And lots lots more.... Perl 5.10 new features, Perl 6, Parrot..

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- That's all folks! Enjoy your Perl programming - and remember the Perl motto:
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