



Please,
feel free to interrupt me at any time.



Do you use:

- Multiple Inheritance?
- Mixins?

Traits

A Language Feature for PHP?

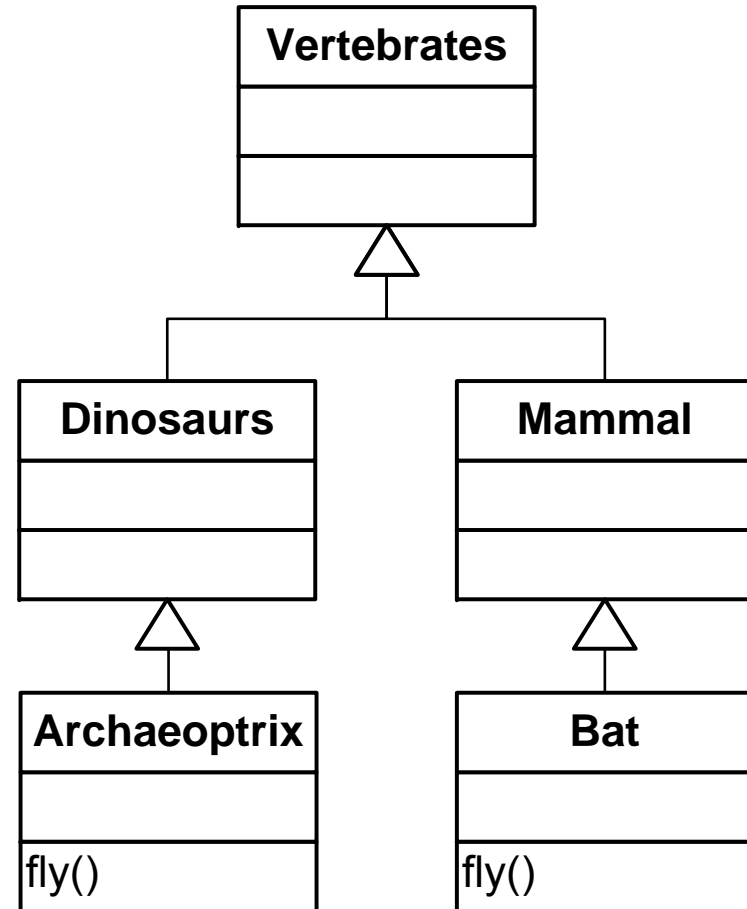
Stefan Marr
PHP Unconference Hamburg
26-27 April 2008

Agenda

1. Introduction to Traits
2. Traits Applied
3. Traits for PHP: Trait versus Graft
4. Roundup and Conclusion

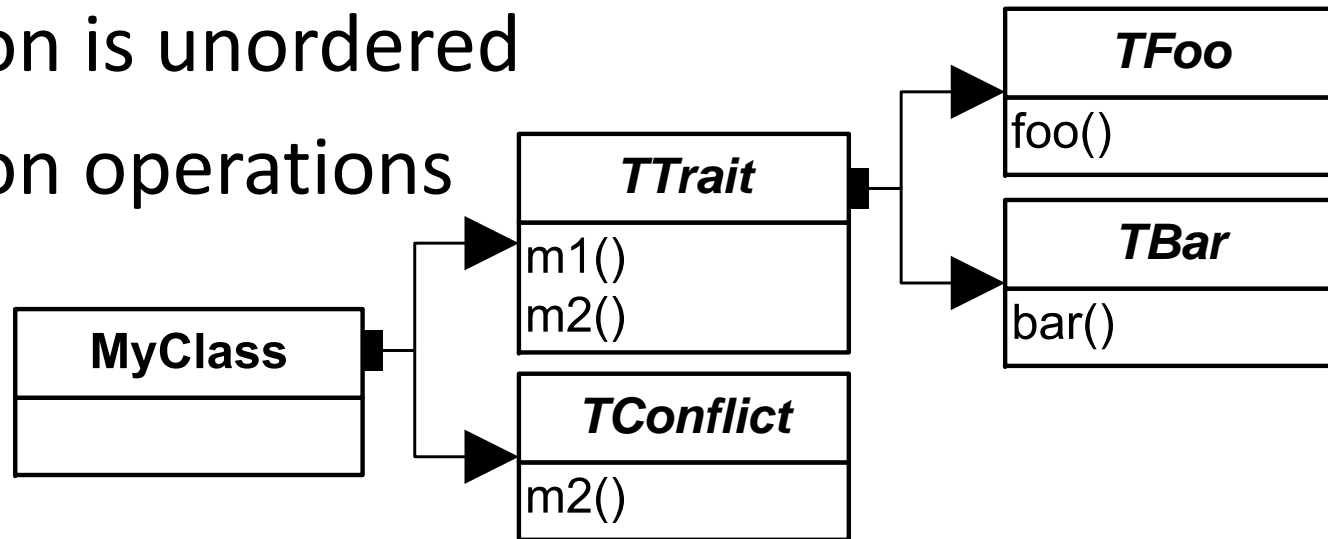
Which problem is to be solved?

- Single inheritance
- Simple but not expressive enough
- Leads to
 - Code duplication
 - Inappropriate hierarchies



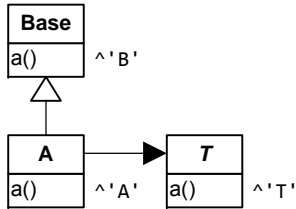
Traits

- Set of methods
- Possibly composed of other Traits
- Composition is unordered
- Composition operations
 - Sum
 - Exclusion
 - Aliasing
- Can be flattened away

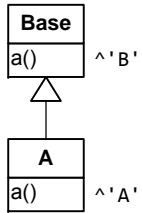


Whiteboard

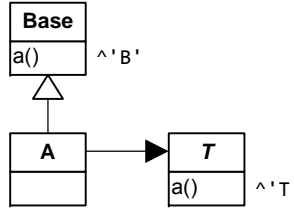
Code Structure



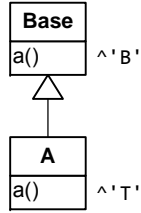
Compiled Result



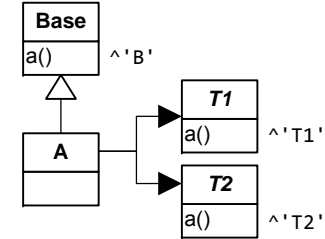
Code Structure



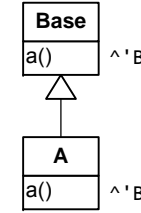
Compiled Result



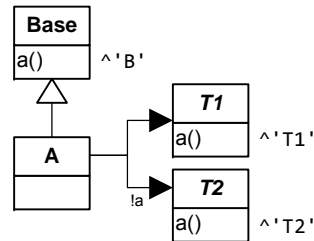
Code Structure



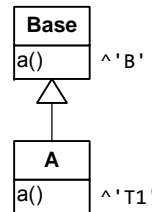
Compiled Result



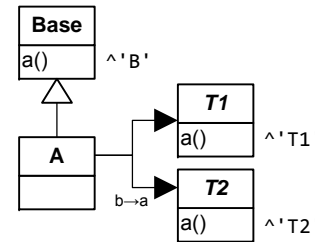
Code Structure



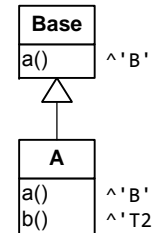
Compiled Result



Code Structure



Compiled Result

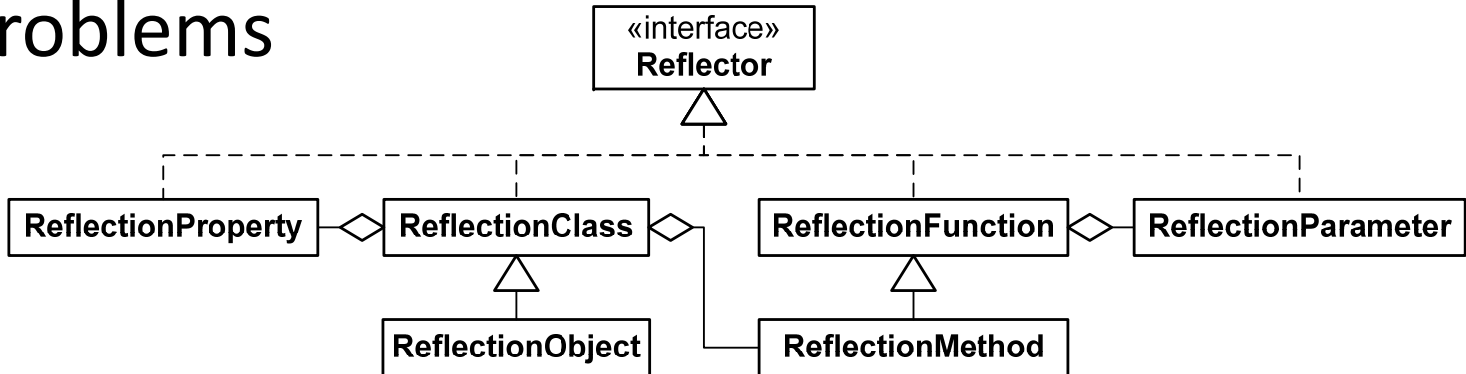


Case Studies Illustrating Benefits of Traits

TRAITS APPLIED

Use Case for Traits in a PHP Library

- ezcReflection enhances PHP Reflection API
 - Adds XDoclet like annotations for PHP
 - Enhances type hinting using PHPDoc type annotations
- Illustrates solution for code duplication problems



Refactoring ezcReflection with Traits



original

with Traits

green parts are extracted to the Traits on the right-hand side,
and will be removed from the classes

Case Study: java.io [6]

- Mature code base, in wide use
- java.io Library from Java 1.4.2
- 79 classes, 25000 lines of code
- Results
 - 12 classes changed
 - 30 duplicated methods removed
 - 14 Traits introduces

Case Study:

Smalltalk Collection Classes [10]

- Problem: code reuse vs. conceptual categorization
 - Unnecessary inheritance
 - Code duplication
 - Methods too high in hierarchy
 - Conceptual shortcomings
- Results for core collection classes
 - 23 classes changed,
12% less code, 19.4% less methods

Case Study:

Smalltalk Collection Classes [10]

- Lessons Learned
 - Traits simplify refactoring
 - Very fine-grained traits
 - Tools are important
 - Traits enable to defer design of class hierarchy
- Improvements
 - Uniformity, understandability, reuse

Check for Limitations

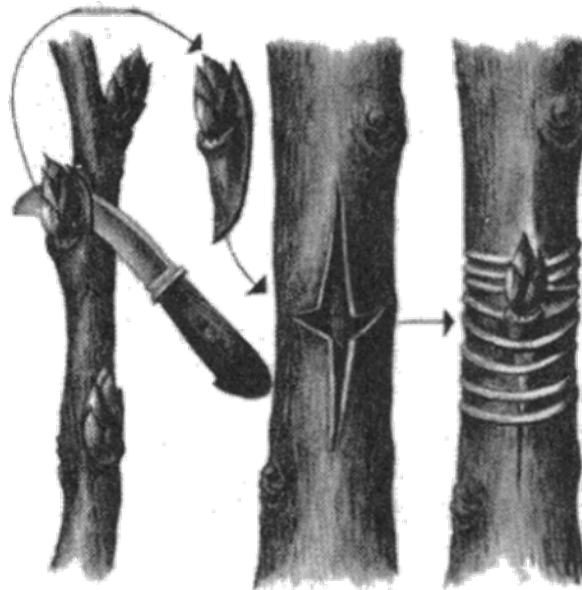
- ~~Code duplication~~ ✓
- ~~Inappropriate hierarchies~~ ✓
- ~~Diamond problem~~ ✓
- ~~Fragile hierarchies~~ ✓
- ~~Lack of composition control~~ ✓

Trait versus Graft

TRAITS FOR PHP

What is a Graft?

- Stateful, non-breakable entity of reuse
 - Derived from the Traits notion
 - Proposed with RFC: Non Breakable Traits for PHP
- Why Graft?



From *The Grafter's Handbook* by R.J. Garner

A Comparison

Traits

- Purpose, reuse of
 - behavior
- Features
 - Stateless
 - Flattenable
 - Explicit conflict resolution
 - Highly composable
- Notion
 - Language-base
Copy and Paste

Grafts

- Purpose, reuse of
 - modules smaller than classes
- Features
 - Stateful
 - Hides complexity
 - Conflict avoidance
 - Strong encapsulation
- Notion
 - Delegation with self-impersonation

Traits Syntax and Semantics

```
trait A {  
    public function small() { echo 'a'; }  
    public function big() { echo 'A'; }  
  
    abstract public function doBfoo();  
  
    public function doAfoo() {  
        echo 'Afoo uses Bfoo: ';  
        $this->doBfoo();  
    }  
}
```

```
trait B {  
    public function small() { echo 'b'; }  
    public function big() { echo 'B'; }  
  
    public function doBfoo() {  
        echo 'B-FOO';  
    }  
}
```

```
class Talker {  
    use A, B {  
        B::small instead A::small,  
        A::big instead B::big,  
        B::big as talk  
    }  
}  
  
$talker = new Talker();  
$talker->small(); // b  
$talker->big(); // A  
$talker->talk(); // B  
  
$talker->doAfoo(); // Afoo uses  
// Bfoo: B-FOO  
$talker->doBfoo(); // B-FOO
```

Grafts Syntax and Semantics

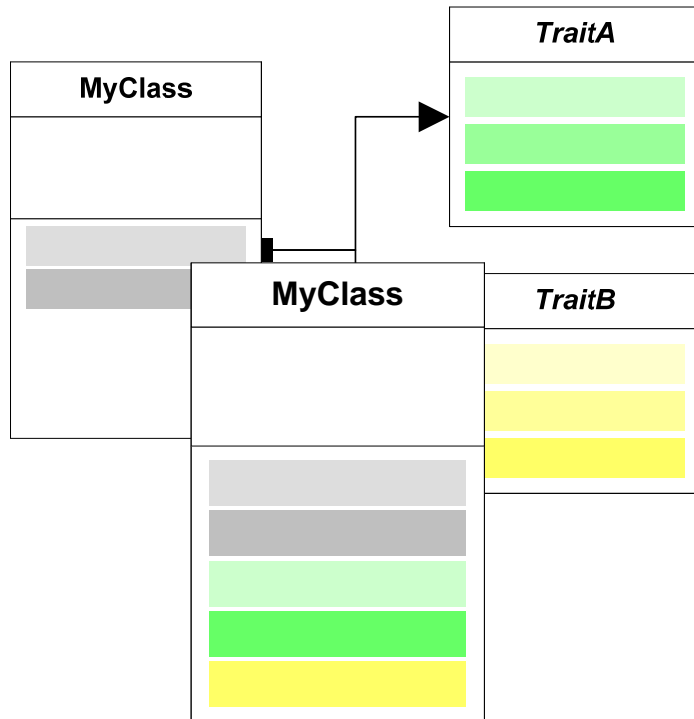
```
graft Counter {
  private $cnt = 0;
  public function inc() {
    $this->cnt++;
  }
  public function reset() {
    $this->cnt = -1;
    $this->inc();
  }
}
graft DB {
  private $db;
  public function connect() {
    $this->db = new FooDB('param');
  }
  public function reset() {
    $this->db->flush();
    $this->db = null;
  }
  public function doFoo(){echo 'foo';}
}
```

```
class MyPage {
  include Counter {
    public incCnt() as inc();
    public resetCnt() as reset();
  }
  include DB {
    public connect();
    public reset();
  }
  public function inc() {
    /* next page */
  }
}

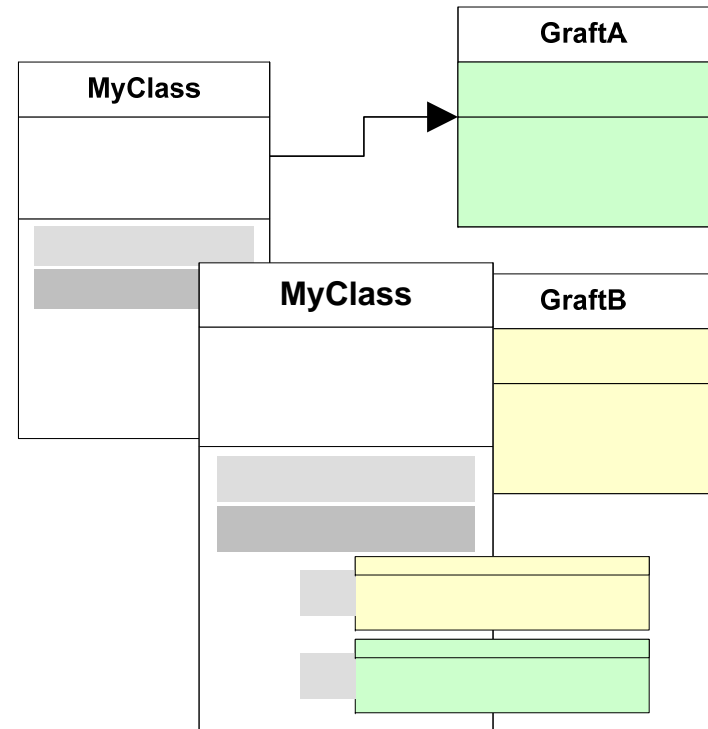
$page = new MyPage();
$page->connect();
$page->incCnt();    //($Countercnt == 1)
$page->resetCnt(); // $Countercnt = 0;
$page->inc();       // goto next page
$page->doFoo();     // FATAL ERROR
```

My Mental Image

Traits



Grafts



Trait Support, Discussion, Resume

ROUNDUP AND CONCLUSION

Environments Supporting Traits

- Squeak: In standard distribution since 3.9 [11]

```
Trait named: #TDrawing uses: {}
```

```
draw
```

```
  ^self drawOn: World canvas in: bounds
```

```
bounds
```

```
self requirement
```

```
Object subclass: #Circle
```

```
  instanceVariableNames: ''
```

```
  traits: { TDrawing }
```

```
  ...
```

Environments Supporting Traits

- Scala: static-typed language running on JVM [7]

```
trait TDrawing {  
  def draw() : Any =  
    drawOn(World.canvas(), bounds)  
  def bounds() : Any  
}
```

```
class Circle extends TDrawing {  
  ...  
}
```

Environments Supporting Traits

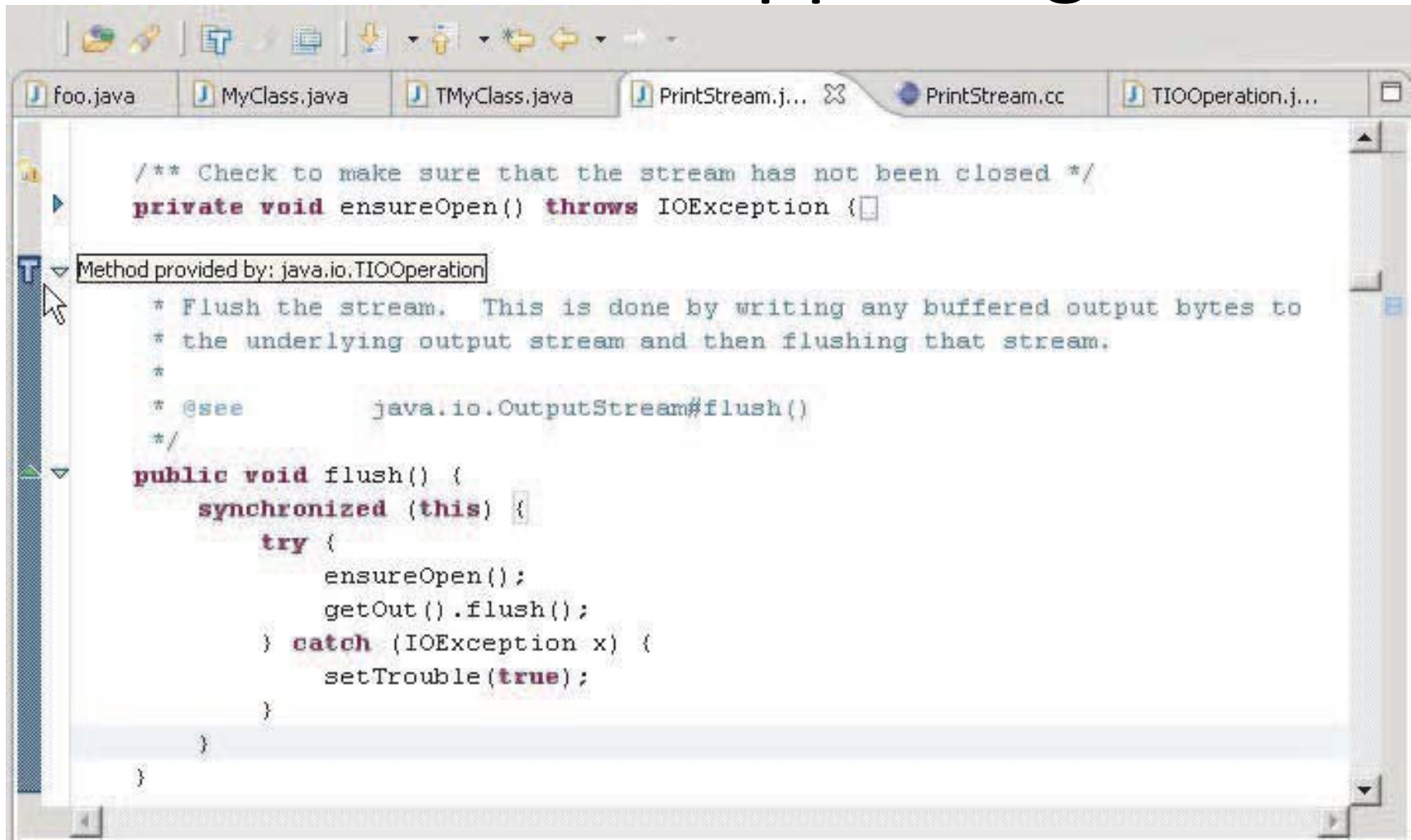
- Perl6: Flavor of Traits with states called Roles [12]

```
role TDrawing {  
    method draw() {  
        return drawOn(World.canvas(),  
            bounds);  
    }  
}  
  
class Circle does TDrawing {  
    ...  
}
```


Environments Supporting Traits

- Approaches for plain Java
 - Using AspectJ [2]
 - Utilizing an Eclipse Plugin [8]

Environments Supporting Traits



The screenshot shows an IDE window with several tabs: foo.java, MyClass.java, TMyClass.java, PrintStream.j..., PrintStream.cc, and TIOOperation.j... The main editor displays the following code:

```
/** Check to make sure that the stream has not been closed */
private void ensureOpen() throws IOException {

Method provided by: java.io.TIOOperation

 * Flush the stream. This is done by writing any buffered output bytes to
 * the underlying output stream and then flushing that stream.
 *
 * @see      java.io.OutputStream#flush()
 */
public void flush() {
    synchronized (this) {
        try {
            ensureOpen();
            getOut().flush();
        } catch (IOException x) {
            setTrouble(true);
        }
    }
}
```

Environments Supporting Traits

- C#: Prototype Implementation for Rotor [9]

```
trait TDrawing {  
    public Object draw() {  
        return drawOn(World.canvas(),  
            this.bounds);  
    }  
    requires { public Object bounds(); }  
}  
  
class Circle {  
    uses { TDrawing }  
    ...  
}
```

Resume

- Traits are a appropriate language construct to:
 - Achive conceptual consistent class hierarchies
 - Avoid code duplication
 - Enhance class compositon capabilites
- Available for different languages
- Two different flavors proposed for PHP

Request for Comments

Traits for PHP

Version: 1.5
Date: 2008-03-06
Author: Stefan Marr
Wiki: <http://wiki.php.net/rfc/traits>
reST: <http://www.stefan-marr.de/rfc-traits-for-php.txt>
HTML: <http://www.stefan-marr.de/artikel/rfc-traits-for-php.html>

Non Breakable Traits for PHP

Version: 1.0
Date: 2008-02-29
Author: Joshua Thompson
Wiki: <http://wiki.php.net/rfc/nonbreakabletraits>

Basic Literature

Main Article about Traits

- [3] S. DUCASSE, O. NIERSTRASZ, N. SCHÄRLI, R. WUYTS, AND A. P. BLACK, *Traits: A Mechanism for Fine-Grained Reuse*, ACM Trans. Program. Lang. Syst., 28 (2006), pp. 331–388.

Traits Extensions

- [1] A. BERGEL, S. DUCASSE, O. NIERSTRASZ, AND R. WUYTS, *Stateful Traits and their Formalization*, Journal of Computer Languages, Systems and Structures, 34 (2007), pp. 83–108.
- [4] S. DUCASSE, R. WUYTS, A. BERGEL, AND O. NIERSTRASZ, *User-Changeable Visibility: Resolving Unanticipated Name Clashes in Traits*, SIGPLAN Not., 42 (2007), pp. 171–190.

Literature

- [1] A. BERGEL, S. DUCASSE, O. NIERSTRASZ, AND R. WUYTS, *Stateful Traits and their Formalization*, Journal of Computer Languages, Systems and Structures, 34 (2007), pp. 83–108.
- [2] S. DENIER, *Traits Programming with AspectJ*, RSTI - L'objet, 11 (2005), pp. 69–86.
- [3] S. DUCASSE, O. NIERSTRASZ, N. SCHÄRLI, R. WUYTS, AND A. P. BLACK, *Traits: A Mechanism for Fine-Grained Reuse*, ACM Trans. Program. Lang. Syst., 28 (2006), pp. 331–388.
- [4] S. DUCASSE, R. WUYTS, A. BERGEL, AND O. NIERSTRASZ, *User-Changeable Visibility: Resolving Unanticipated Name Clashes in Traits*, SIGPLAN Not., 42 (2007), pp. 171–190.
- [5] S. MARR AND F. MENGE, *ezcReflection*, SVN Repository, eZ Components, January 2008. <http://svn.ez.no/svn/ezcomponents/experimental/Reflection>.
- [6] E. R. MURPHY-HILL, P. J. QUITSLUND, AND A. P. BLACK, *Removing Duplication from java.io: a Case Study using Traits*, in OOPSLA '05: Companion to the 20th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications, New York, NY, USA, 2005, ACM, pp. 282–291.

Literature

- [7] PROGRAMMING METHODS LABORATORY, *Traits for Scala*, Programming Language, Ecole Polytechnique Fédérale de Lausanne, 2006.
<http://www.scala-lang.org/intro/traits.html>.
- [8] P. J. QUITSLUND, E. R. MURPHY-HILL, AND A. P. BLACK, *Supporting Java traits in Eclipse*, in *eclipse '04: Proceedings of the 2004 OOPSLA workshop on eclipse technology eXchange*, New York, NY, USA, 2004, ACM, pp. 37–41.
- [9] S. REICHHART, *Traits in C#*. Video of Talk at Microsoft Research, September 2005.
- [10] N. SCHÄRLI, *Traits — Composing Classes from Behavioral Building Blocks*, PhD thesis, University of Berne, Feb. 2005.
- [11] SOFTWARE COMPOSITION GROUP, *Traits for Squeak*, Smalltalk VM, University of Berne, December 2006.
<http://www.iam.unibe.ch/scg/Research/Traits/index.html>.
- [12] L. WALL, *Apocalypse 12: Class Composition with Roles*, tech. report, The Perl Foundation, 2004.
<http://www.perl.com/pub/a/2004/04/16/a12.html?page=11>.



Any questions?

Discussion

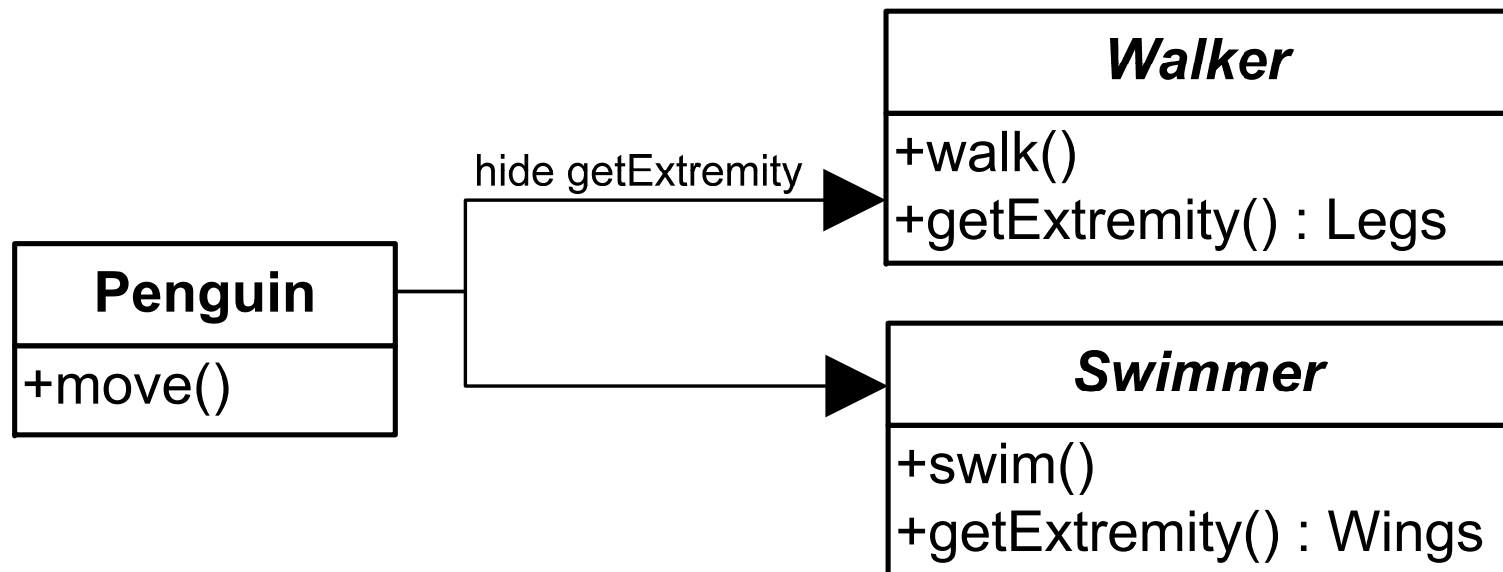
- What do you think?
- Traits vs. Grafts

User-Changeable Visibility and Stateful Traits

TRAITS ENHANCED

User-Changeable Visibility

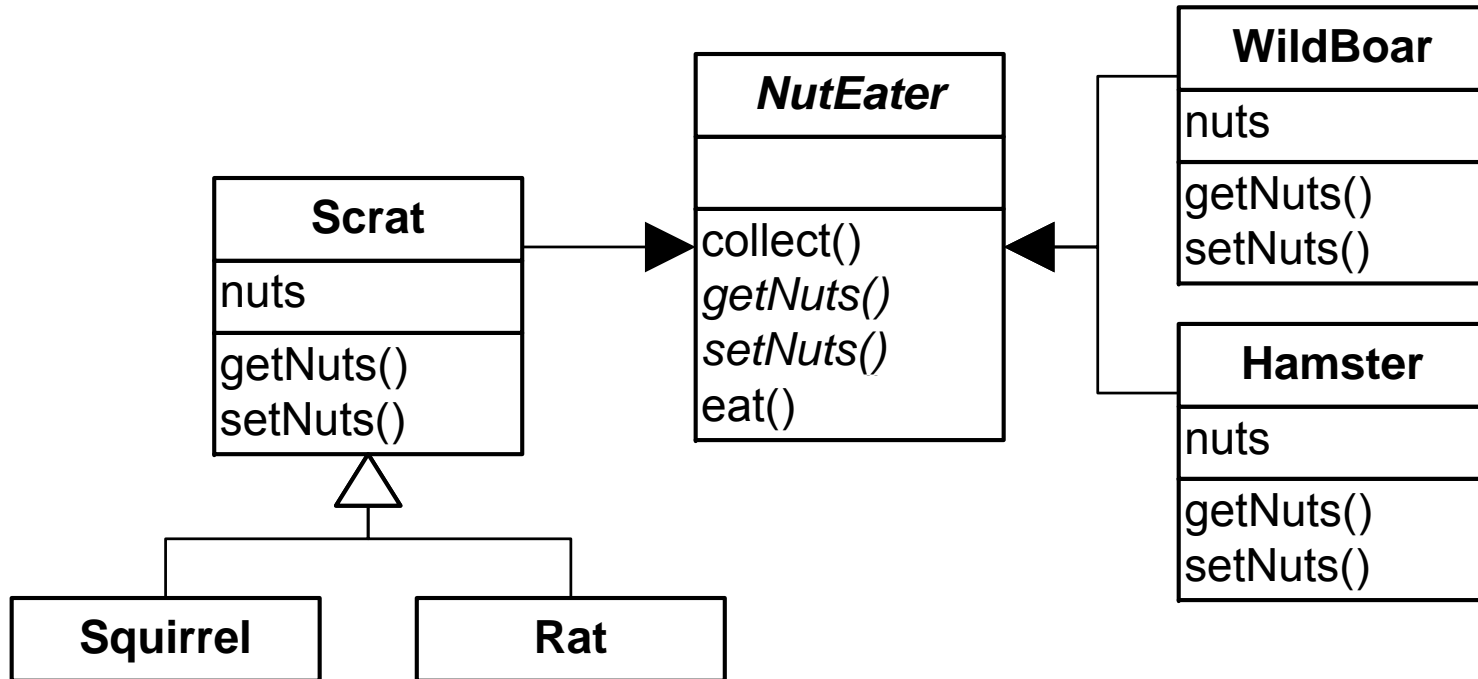
- Add flexibility to conflict handling
- Introduces “Trait private” methods
- Methods visibility changeable on composition



Stateless Traits

- Problem: stateless Traits are incomplete, not self-contained units of reuse
 - Required state accessors bloat the interfaces
 - Encapsulation is violated by public accessors
 - Reuse, composition is hampered
 - State access introduces fragility

Stateless Traits



Stateful Traits

- Solution requirements:
 - Preserver faltening property
 - Minimal and general approach
 - Language indepedended
- Solution
 - State is private to the Traits scope
 - Client can request access under new private name
 - Client can merge state

Stateful Traits

