Stems a Different Way - Introducing 'oo' in 'ooRexx

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Overview

- Data type, abstract data type
  - REXX: strings, stem variables ("stems")
  - ooRexx in addition: Classes, Attributes, Methods

- Collecting values
  - REXX (and ooRexx): "Stem arrays"
  - ooRexx: real arrays

- Roundup
Data Type (DT), 1

- Data type
  - Defines set of valid values
  - Defines operations with those values (e.g. addition, concatenation)
- Example 1
  - Data type Birthday
    - Defined values consist of a combination of
      - A valid date attribute and a valid time attribute
    - Defined operations
      - Set, query and change its date and time attributes
Example 2

- Data type **Person**
  - Defined values consist of a combination of
    - `firstName`, `lastName`, `salary` attributes
  - Defined operations
    - Set, query and change its `firstName`, `lastName`, `salary` attributes
    - `increaseSalary`
Data Type (DT), 3
REXX-Problems

• No means to *explicitly* define *data structures*
• No means to *explicitly* define *operations* for certain data types
• *Data structures* can be mimicked with
  - Strings
  - Stem variables
Data Type (DT), 4
REXX, Possible Solution, 1

• Encode a data structure in a string
  - E.g. for the data type Birthday
    "2005-09-01 16:00"
    "2008-02-29 19:19"
  - E.g. for the data type Person
    "Albert Einstein 45000"
    "Vera WithAnyName 25000"

• Processing possible only if everyone knows
  - Number and sequence of encoded fields/attributes
  - Where the fields/attributes start and end
Data Type (DT), 5
REXX, Possible Solution, 2

- Represent a data structure with a stem variable
  - E.g. for the data type *Birthday*
    
    ```
    birthday.0.date="2005-09-01"; birthday.0.time="16:00"
    birthday.0.date="2008-02-29"; birthday.0.time="19:19"
    ```
  
  - E.g. using a "stem-array" for data type *Person*
    
    ```
    person.1.firstname="Albert"; person.1.lastname="Einstein"
    person.1.salary="45000"
    person.2.firstname="Vera"; person.2.lastname="WithAnyName"
    person.2.salary=25000
    ```

- Processing possible if name of fields/attributes is known!
Data Type (DT), 6

REXX, Considerations

• DT-Structure
  − Encoding as strings or in stems
    • Crook, as implementation dependent!
    • Error-prone!

• DT-Operations
  − No means to define operations for data types!

• No means to hide values/instances of data types from the programmer in order to shelter them from programming errors!
  − *Everyone* must know internal (encoding) details!
Abstract Data Type (ADT), 1

- Abstract Data type (ADT)
  - *Schema* for implementing data types
    - Definition of *attributes*
      - Yields the data structure
    - Definition of *operations* ("methods")
      - Yields the *behaviour*
    - *Schema* must be implemented
      - REXX is not designed for it, hence not suitable!
      - ooRexxx is an object-oriented language and hence predestined! :-)

REXX
Abstract Data Type (ADT), 2

- Implement any ADT in ooRexx with directives

  ::CLASS name

  ::ATTRIBUTE name

  ::METHOD name

  Hint: Rexx method routines are able to directly access attributes of its class by using as their first instruction the EXPOSE keyword instruction listing the attributes

- "Instances" ("objects", "values")
  - Distinct to any other instance/object/value
  - Possess all the same structure and behaviour
Abstract Data Type (ADT), 3
Implementing ADT "Birthday", 1

/* an ooRexx program that implements an ADT! */

::CLASS BirthDay /* name of the structure/class */
::ATTRIBUTE date
::ATTRIBUTE time

• Creating values/instances/objects
  - Simply send the message NEW to the Rexx-Class named .Birthday
  - Message operator is the tilde (~), hence e.g.

    bd1=.Birthday~new /* create a value */
    bd2=.Birthday~new /* create another value */
    ...

Abstract Data Type (ADT), 4
Implementing ADT "Birthday", 2

/* an ooRexx program that implements an ADT! */
bd1= BirthDay~new
bd1~date="2005-09-01"
bd1~time ="16:00"

bd2= BirthDay~new
bd2~date="2008-02-29"
bd2~time ="19:19"

say "BirthDay 1:" bd1~date bd1~time
say "BirthDay 2:" bd2~date bd2~time

::CLASS BirthDay /* name of the structure/class */
::ATTRIBUTE date
::ATTRIBUTE time

Output:

BirthDay 1: 2005-09-01 16:00
BirthDay 2: 2008-02-29 19:19
Excursus: Scopes, 1

REXX

• Scopes
  - Determine the visibility of variables, attributes, routines and classes

• REXX-Scopes
  - Standard-Scope
    • Labels and variables are visible throughout the program
  - Procedure-Scope
    • Variables of internal routines followed by the PROCEDURE keyword statement are locally visible only
Excursus: Scopes, 2

ooRexx, 1

- Additional ooREXX-Scopes
  - Program-Scope
    - All Routine-directives and Class-directives of a program are visible in the entire program.
    - In addition all public routines and public classes defined in another program become visible and directly accessible after that program got invoked!
Excursus: Scopes, 3

ooRexx, 2

- Additional ooREXX-Scopes
  - *Routine-Scope*
    - Managed as if it was a proper REXX-Programm
      - *Standard-Scope*
    - Therefore can include internal routines
      - *Procedure-Scope*
  - *Procedure-Scope*
    - Can access all the routines and classes of the program
      - *Program-Scope*
Excursus: Scopes, 4

ooRexx, 3

- Additional ooREXX-Scopes
  - Method-Scope
    - Like Routine-Scope
    - In addition
      - Direct access to attributes of its class possible
        - First instruction must be the EXPOSE-keyword instruction with blank delimited attribute names
Excursus: Scopes, 5

Overview

- **REXX and ooRexx**
  - *Standard-scope*: labels, variables
  - *Procedure-scope*: local variables

- **ooRexx**
  - *Programm-scope*: routines, classes
  - *Routine-scope*
    - Like a proper program
    - Scopes: *Standard, Procedure, Program*
  - *Method-Scope*
    - Like *Routine-Scope*
    - Additionally *EXPOSE* allows directly accessing to *attributes*
Abstract Data Type (ADT), 5
Implementing ADT "Person", 1

```rexx
p1 = .person~new /* create an instance/value/object */
p1~firstName = "Albert"
p1~lastName = "Einstein"
p1~salary = 45000

p2 = .person~new /* create an instance/value/object */
p2~firstName = "Vera"
p2~lastName = "WithAnyName"
p2~salary = 25000

say "Person 1: " p1~firstName p1~lastName p1~salary
say "Person 2: " p2~firstName p2~lastName p2~salary
say "sum of salaries:" p1~salary + p2~salary
```

```
::CLASS Person /* name of the structure/class */
::ATTRIBUTE firstName
::ATTRIBUTE lastName
::ATTRIBUTE salary
```

Output:

Person 1: Albert Einstein 45000
Person 2: Vera WithAnyName 25000
sum of salaries: 70000
Abstract Data Type (ADT), 6
Implementing ADT "Person", 2

p1 = .person~new /* create an instance/value/object */
p1~firstName = "Albert"
p1~lastName = "Einstein"
p1~salary = 45000

p2 = .person~new /* create an instance/value/object */
p2~firstName = "Vera"
p2~lastName = "WithAnyName"
p2~salary = 25000

say "Person 1: "  p1~firstName p1~lastName p1~salary
say "Person 2: "  p2~firstName p2~lastName p2~salary
p1~increaseSalary(10000) /* increase salary */
say "Person 1: ->"  p1~firstName p1~lastName p1~salary
say "sum of salaries: ->" p1~salary + p2~salary

::CLASS Person /* name of the structure/class */
::ATTRIBUTE firstName
::ATTRIBUTE lastName
::ATTRIBUTE salary

::METHOD increaseSalary /* increaseSalary method */
EXPOSE salary /* access "salary" attribute directly */
USE ARG increaseBy /* fetch increase amount */
salary=salary+increaseBy /* add and save result in attribute */

Output:

Person 1: Albert Einstein 45000
Person 2: Vera WithAnyName 25000
Person 1: -> Albert Einstein 55000
sum of salaries: -> 80000
Fun with Methods: **INIT**, 1

Creating Objects/Instances/Values

- Objects/instances/values
  - Can be simply created by sending the message **NEW** to the class which will return a newly created value
- If a method **INIT** exists in the class then it will be invoked from the **NEW** method
  - If one supplies arguments to the **NEW**-message, then they will be forwarded to **INIT** in the same order!
  - The **INIT**-method carries also the name "constructor method" or short: "constructor"
Fun with Methods: INIT, 2
Creating Objects/Instances/Values

```
p1 = .person~new("Albert", "Einstein", 45000) /* create with values */
p2 = .person~new("Vera", "WithAnyName", 25000) /* create with values */
say "Person 1: " p1~firstName p1~lastName p1~salary
say "Person 2: " p2~firstName p2~lastName p2~salary
say "sum of salaries:" p1~salary + p2~salary
```

```plaintext
::CLASS Person /* name of the structure/class */
::ATTRIBUTE firstName
::ATTRIBUTE lastName
::ATTRIBUTE salary

::METHOD increaseSalary /* increaseSalary method */
  EXPOSE salary /* access "salary" attribute directly */
  USE ARG increaseBy /* fetch increase amount */
  salary = salary + increaseBy /* add and save result in attribute */

::METHOD INIT /* constructor method */
  EXPOSE firstName lastName salary /* access attributes directly */
  USE ARG firstName, lastName, salary /* assign arguments to attributes */
```

Output:

Person 1: Albert Einstein 45000
Person 2: Vera WithAnyName 25000
sum of salaries: 70000
Fun with Methods: **UNINIT, 1**
Destroying Objects/Instances/Values

- Objects/instances/values
  - If values are not referenced anymore then the "garbage collector" destroys them

- If a method with the name **UNINIT** exists in a class, then the garbage collector will invoke it right before destroying the value
  - E.g. useful to release global locks, writing logs etc.
  - The **UNINIT**-method is also known as the "destructor method" or short: "destructor"
Fun with Methods: **UNINIT, 2**

Destroying Objects/Instances/Values

```rexx
::CLASS Person /* name of the structure/class */
::ATTRIBUTE firstName
::ATTRIBUTE lastName
::ATTRIBUTE salary

::METHOD increaseSalary /* increaseSalary method */
EXPOSE salary /* access "salary" attribute directly */
USE ARG increaseBy /* fetch increase amount */
salary=salary+increaseBy /* add and save result in attribute */

::METHOD INIT /* constructor method */
EXPOSE firstName lastName salary /* access attributes directly */
USE ARG firstName, lastName, salary /* assign arguments to attributes */

::METHOD UNINIT /* destructor method */
EXPOSE firstName lastName salary /* access attributes directly */
say 'Object <'firstName lastName salary'> about to be destroyed...' 
```

Output (maybe):

Person 1: Albert Einstein 45000
Person 2: Vera WithAnyName 25000
sum of salaries: 70000
end of main program!
Object <Vera WithAnyName 25000> about to be destroyed...
Object <Albert Einstein 45000> about to be destroyed...
Collecting Values, 1

- "Stem-arrays"
  - Convention
    - Stem variable with the tail "0" contains the sum of stored values starting with the tail "1"
  - Only possibility in REXX to collect and to process values
  - ooRexx allows for collecting any kind of values in such stem arrays
Collecting Values, 2
"Stem-Arrays", 1

person.1.firstName = "Albert"
person.1.lastName = "Einstein"
person.1.salary = 45000
/* <-- typical typing error! */

person.2.firstName = "Vera"
person.2.lastName = "WithAnyName"
person.2.salary = 25000

person.0 = 2

\[\text{do} \ i = 1 \ \text{to} \ \text{person.0} \ /* \text{iterate over all persons} */ \]
\[\text{say } "\text{Person } \#\ i": \text{person.i.firstName} \ \text{person.i.lastName} \ \text{person.i.salary} \]
\[\text{end}\]

Output:

Person # 1: Albert Einstein PERSON.1.SALARY
Person # 2: Vera WithAnyName 25000
Person # 1: Albert Einstein 45000
Person # 2: Vera WithAnyName 25000
Collecting Values, 4

ooRexx

- ooRexx has *real* arrays!
  - Simple to create
    - ooRexx 5.0 beta even allows creating them from a list
  - Easy to use and to iterate over the collection
    - E.g. DO...OVER

- Hint
  - ooRexx comes with many different kinds of classes/types that allow one to collect and process values!
Collecting Values, 5
ooRexx Has *Real* Arrays, 1

```rexx
persons=.Array~new                      /* create an array */
persons[2]=.person~new("Vera", "WithAnyName", 25000)

  do p over persons                    /* iterate over all persons */
    say "Person:" p~firstName p~lastName p~salary
  end
```

```rexx
::CLASS Person                        /* name of the structure/class */
::ATTRIBUTE firstName
::ATTRIBUTE lastName
::ATTRIBUTE salary

::METHOD INIT                         /* constructor method */
  EXPOSE firstName lastName salary    /* access attributes directly */
  USE ARG firstName, lastName, salary /* assign arguments to attributes */
```

Output:

Person: Albert Einstein 45000
Person: Vera WithAnyName 25000
Collecting Values, 6

ooRexx

- Arrays can be sorted! :) 
  - Simply define a method named `compareTo`
    - Will receive the other value to compare to by the `sort` method defined in the `Array` class
  - Method must return the value
    - "1", if our value is regarded to be larger
    - "0", if both values are regarded to be the same
    - "-1", if other value is regarded to be larger
Collecting Values, 7
ooRexx Has Real Arrays, 2

persons=.Array~new /* create an array */
persons[2]=.person~new("Vera", "WithAnyName", 25000)

dol o\over{persons~sort} /* iterate over all persons in sorted order */
say "Person:" p~firstName p~lastName p~salary
end

::CLASS Person /* name of the structure/class */
::ATTRIBUTE firstName
::ATTRIBUTE lastName
::ATTRIBUTE salary

::METHOD INIT /* constructor method */
  EXPOSE firstName lastName salary /* access attributes directly */
  USE ARG firstName, lastName, salary /* assign arguments to attributes*/

::METHOD compareTo /* comparison method for sorting */
  EXPOSE salary /* access attribute directly */
  use arg other /* other person to compare to */
  if other~salary<salary then return 1 /* our salary is greater */
  if other~salary=salary then return 0 /* salaries are the same */
  return -1 /* other salary is greater */

Output:
Person: Vera WithAnyName 25000
Person: Albert Einstein 45000
Roundup

- **REXX**
  - Data structures can be hardly represented
  - Defining operations for data structures not possible

- **ooRexx**
  - Defining data structures incredibly easy
  - Defining operations for data structures: ditto! :)
  - Very powerful and versatile
  - Values can be simply collected with the help of arrays and in addition can be easily sorted! 8-)
• RexxLA-Homepage (non-profit SIG, owner of ooRexx, BSF4ooRexx)
  <http://www.rexxla.org/>

• ooRexx 5.0 beta on Sourceforge
  <https://sourceforge.net/projects/oorexx/files/oorexx/5.0.0beta/>
  - Introduction to ooRexx on Windows, Slides ("Business Programming 1")
    • <http://wi.wu.ac.at/rgf/wu/lehre/autowin/material/foils/>

• BSF4ooRexx on Sourceforge (ooRexx-Java bridge)
  <https://sourceforge.net/projects/bsf4oorexx/>
  - Introduction to BSF4ooRexx (Windows, Mac, Unix), Slides ("Business Programming 2")
    • <http://wi.wu.ac.at/rgf/wu/lehre/autojava/material/foils/>

• Student's work, including ooRexx, BSF4ooRexx
  <http://wi.wu.ac.at/rgf/diplomarbeiten/>

• JetBrains "IntelliJ IDEA", powerful IDE for all operating systems
  <https://www.jetbrains.com/idea/download>, free "Community-Edition"
  • Students and lecturers can use the professional edition for free

• Alexander Seik's ooRexx-Plugin with readme (as of: 2021-11-07)
  • <https://sourceforge.net/projects/bsf4oorexx/files/Sandbox/aseik/ooRexxIDEA/GA/2.0.4/>

• Introduction to ooRexx (254 pages, covers ooRexx 4.2)
  <https://www.facultas.at/Flatscher>