

# The Language Stew



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# The Vacuum Catastrophe



# The Hardware Catastrophe



# Count the orders of magnitude since PDP8



- 1e<sup>5</sup> times faster
- 1e<sup>6</sup> times more memory
- 1e<sup>7</sup> times more storage
- 1e<sup>4</sup> less cubic feet.
- 1e<sup>3</sup> less power
- 1e<sup>2</sup> less expensive
  
- **27** orders of magnitude
  - *And that doesn't count the internet.*

# The Software Stagnation





## ■ Sequence

- `pay = e.calcPay(today) ;`
- `e.deliverPay(pay) ;`

## ■ Selection

- `if (e.isPayDay(today)) e.pay(today) ;`

## ■ Iteration

- `for (e : employees) e.tryPay(today) ;`



# Dot Counting in Java



```
public class DotCounter {
    public static int count(String s) {
        int dots = 0;
        for (int i=0; i<s.length(); i++)
            if (s.charAt(i) == '.')
                dots++;
        return dots;
    }
}
```

# Dot Counting in C#



```
public class DotCounter {  
    public static int Count(string s) {  
        int dots = 0;  
        for (int i=0; i<s.Length(); i++)  
            if (s[i] == '.')  
                dots++;  
        return dots;  
    }  
}
```





```
int count_dots(char* s) {  
    int count = 0;  
    for (; *s; s++)  
        if (*s == '.')  
            count++;  
    return count;  
}
```



```
def count_dots(s)
  dots = 0
  s.each_char do |c|
    dots += 1 if c == '.'
  end
  dots
end
```



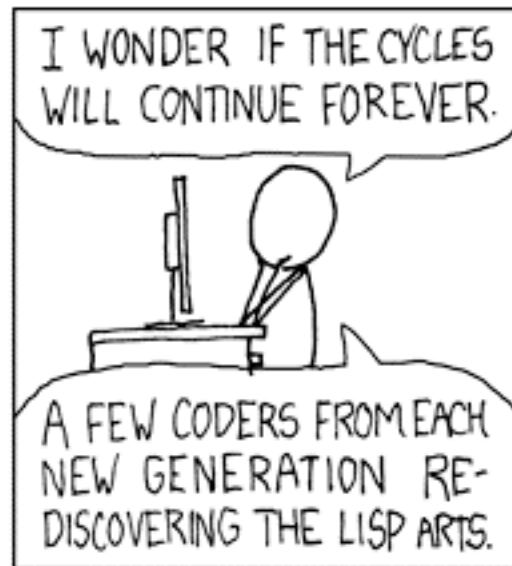


```
def dot_count(s: String): Int = {
  accumulate_dots(List.fromString(s), 0)
}

def accumulate_dots(s: List[Char],
                   dots: Int): Int = {
  if (s.length == 0)
    dots
  else
    accumulate_dots(s.tail,
                    if (s.head == '.')
                      dots + 1
                    else
                      dots)
}
```



```
(defn count-dots [s]
  (if (empty? s)
      0
      (+
        (count-dots (rest s))
        (if (= \. (first s)) 1 0))))
```





```
STR_PTR,      0
DOT,          ' .'
DOTS,         0
COUNT_DOTS, 0
              DCA STR_PTR
COUNT_NEXT, TAD I STR_PTR
              SNZ
              JMP DONE
              SUB DOT
              SNZ
              ISZ DOTS
              ISZ STR_PTR
              JMP COUNT_NEXT
DONE,         CLA
              TAD DOTS
              JMP I COUNT_DOTS
```

Many different ways  
to say  
**THE SAME THING**



## So is there no benefit to:

---



- Procedures?
- Objects?
- Functional?
- Information hiding
- Encapsulation
- Inheritance
- Design Patterns
- *Monads*
- etc?



# Expression Vs. Technology

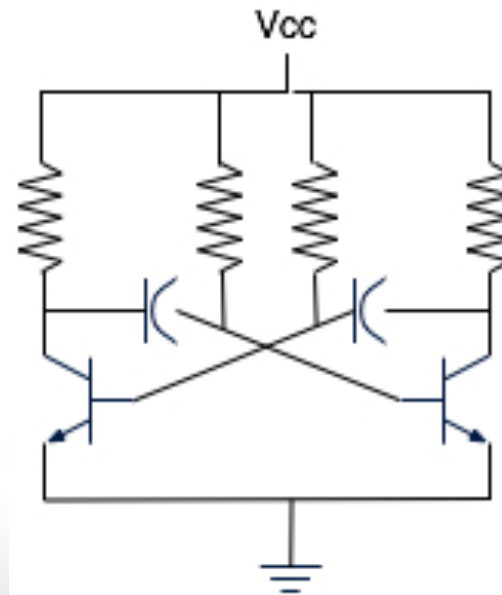




# Why Doesn't MDA work?



- Because
  - Sequence
  - Selection
  - and Iteration
- Are not well captured in diagrams.





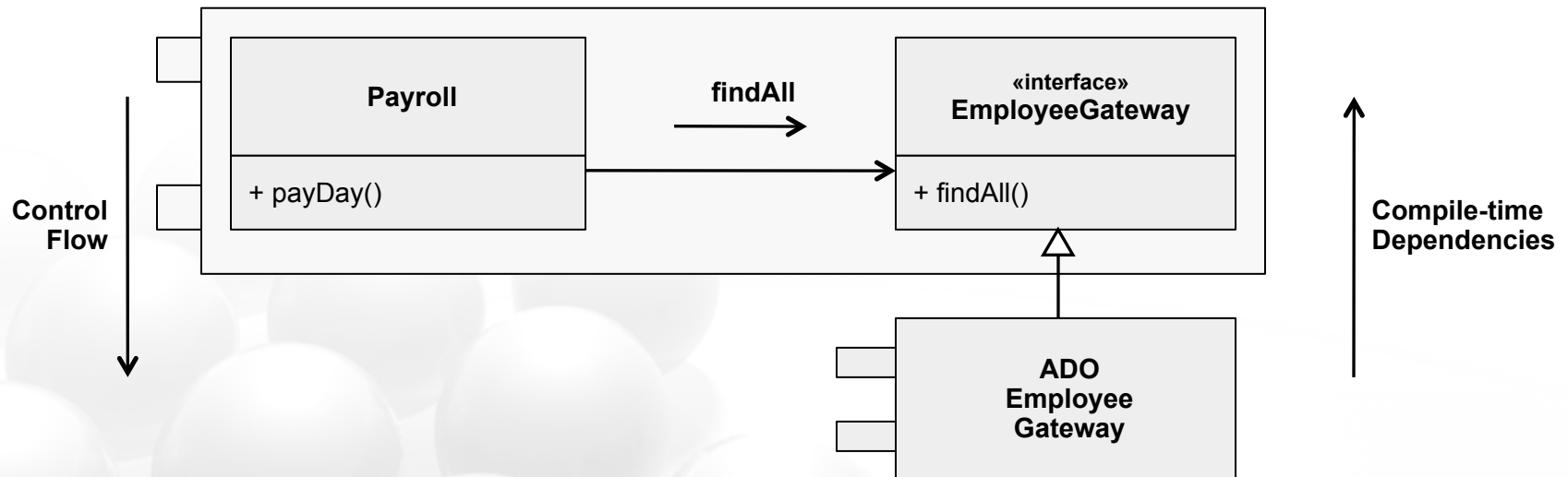
- Easy to add new functions.
- Hard to add new Data Structure.
- State is nearly global
  - Making threading very difficult.

```
void drawAllShapes(struct Shape* list) {  
    for (struct Shape* s = list; s; s=s->next) {  
        switch (s->type) {  
            case square:  
                drawSquare(s);  
                break;  
  
            case circle:  
                drawCircle(s);  
                break;  
        }  
    }  
}
```



- Control flow and compile-time dependencies are opposed.
  - Making it easy to add new data structures
  - But hard to add new functions.
- *Some* locality of state

```
public class Payroll {  
    private EmployeeGateway employeeGateway;  
    public void payDay(Date payDate) {  
        foreach (Employee employee in employeeGateway.findAll())  
            employee.calculatePay(payDate);  
    }  
}
```





- Structured Programming:
  - discipline imposed upon *direct* transfer of control.
- Object-Oriented Programming:
  - discipline imposed upon *indirect* transfer of control.



- State is local
- Better protection from Threads.
- Source code dependencies align with Control Flow
  - Making it easy to add new functions
  - But hard to add new datatypes.
- Functions are first class elements.
  - Source Code Dependencies oppose Control Flow
  - Not best of both worlds, but workable.
- State is extremely local
  - Making multiprocessing easier.





- Functional Programming:
  - Discipline imposed upon mutable state.

– Nahhhhh.



- Decades of war has left a ruined landscape.
  - C vs. Pascal
  - C++ to the Rescue.
  - C++ vs Smalltalk
  - Smalltalk's untimely demise.
  - The ascendancy of static typing.
  - TDD!
    - and the revolution begins.
  - Python, Ruby, Rails!





- Urgh.
- OO -ish.
- Statically typed.
- Source code dependencies can oppose flow of control.
- Componentizable.
- Wordy and constrained.

```
public boolean equals(Object obj) {  
    if (obj == null)  
        return false;  
    if (!(obj.getClass() == getClass()))  
        return false;  
    MediaCopy that = (MediaCopy) obj;  
    return this.id.equals(that.id) &&  
        this.media.equals(that.media);  
}
```



- OO
- Dynamically Typed.
- Compendentizable
- Monkey-patch-able!
  - “I reject your reality and substitute my own.”
- Elegant, and yet...



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```
def discountedPrice(bag)
  minPrice = nil
  minAllocation = nil
  forEachDiscountAllocation(bag) do |allocation|
    price = allocation.calculateDiscount(self)
    if (minPrice == nil || price < minPrice)
      minPrice = price
      minAllocation = allocation.dup
    end
  end
  undiscountedBooks = (bag.dup)
  undiscountedBooks.remove(minAllocation.books)
  minPrice + grossPriceOf(undiscountedBooks.books)
end
```

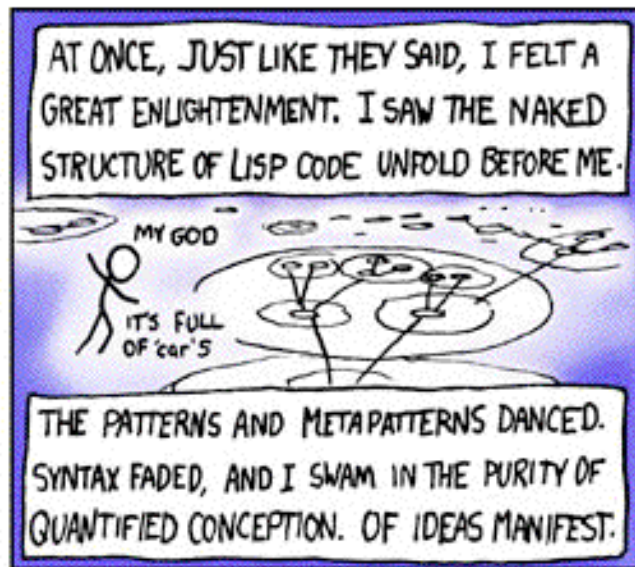
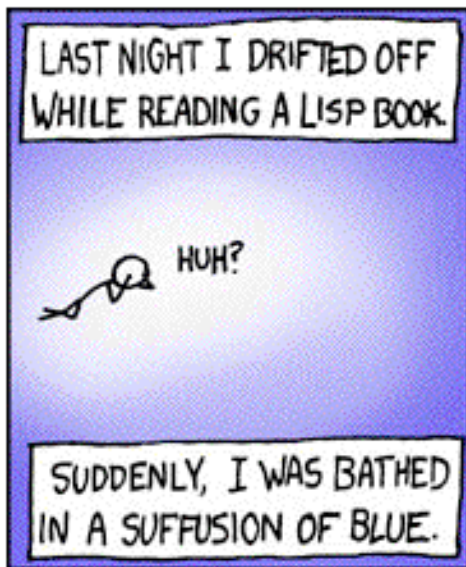


- Hybrid languages.
  - Can be procedural.
  - Can be OO.
  - Can be functional.
  - Statically typed.
  - Warty like C++
  -

```
trait Ord {  
  def <(that: Any): Boolean  
  def <=(that: Any): Boolean = (this < that) || (this == that)  
  def >(that: Any): Boolean = !(this <= that)  
  def >=(that: Any): Boolean = !(this < that)  
}
```



- Functional
- Java Stack
- Very disciplined State/Identity/Value model. STM!
  - Atoms
  - Agents
  - Refs in transactions.
- Lots of Insidious Sequential Parenthesis.



TRULY, THIS WAS THE LANGUAGE FROM WHICH THE GODS WROUGHT THE UNIVERSE.





## ■ Refs

```
(def current-track (ref "Venus, the Bringer of Peace"))
(def current-composer (ref "Holst"))
(dosync (ref-set current-track "Credo")
        (ref-set current-composer "Byrd"))
```

## ■ Atoms

```
(def current-track (atom {:title "Credo" :composer "Byrd"}))
(reset! current-track {:title "Spem in Alium" :composer "Tallis"})
(swap! current-track assoc :title "Sancte Deus")
```

## ■ Agents

```
(def counter (agent 0))
(send counter inc)
```

## ■ Dereference

```
@counter
```

Moore's Law is Dead.



# Well, at least for processor speed.

---



- Individual cycle times aren't going to get faster.
- Multiple cores are the clear solution.
- And that means:





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- And that means:

# Concurrency



# Concurrency Antidote

---



- Extreme Localized Scope
  - Disciplined model of State/Value/Identity
  - Functional Language
  - Java Stack
- 
- I vote for Clojure.



But can mere mortals...



# fin

- `unclebob @ objectmentor.com`
- `fitnesse.org`
- `cleancodeproject.com`

