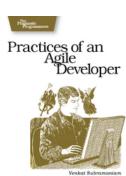
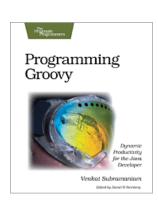
# BUILDING DSLs IN GROOVY

```
speaker.identity {
    name 'Venkat Subramaniam'
    company 'Agile Developer, Inc.'
    credentials 'Programmer', 'Author', 'Trainer'
    blog 'http://agiledeveloper.com/blog'
    email 'venkats@agiledeveloper.com'
```







#### Abstract

\* Groovy's dynamic and meta programming capabilities make it a good candidate for implementing DSLs on the JVM. In this presentation we will take a look at a number of examples of DSLs implemented in Groovy.

\* We will discuss the significance of these DSLs, present other ideas for DSLs use case, and take an look at ways to implement them.

# Domain Specific Language

- \* What's DSL?
  - A language targeted at a particular type of problem
  - Syntax focuses on intended domain/problem
  - Unlike a general purpose language, you can't use it for all kinds of stuff (or don't want to)
  - Limited in scope and capability
  - Hence, they're small and simple

#### Characteristics of a DSL

- \* What are some of the qualities of a DSL?
  - **Context** Driven
    - **\*** Extremely context sensitive
  - **■** Fluent Interfaces
    - \* Provides for a humane, easy to understand interface

## **Example of Context**

```
lst = [1, 2, 3]

lst.with {
   add 4
   add 5
   println "The list contains $size elements"
}
```

Routed to context object 1st

# Example of Fluency

```
1.upto 5, {
  println it
}
3.times { print 'ho ' }
```

```
//GORM
class State
{
   String twoLetterCode

   static constraints = {
     twoLetterCode size: 2..2, unique: true, blank: false
   }
}
// Translates into validators on server side and
// constraints on client side
```

- \* Gant is Ant without XML
- \* Built on top of Ant
- \* Pure Groovy syntax to express builds

```
scenario 'deposit money', {
  given 'account number 123456789', {}
  when 'deposit $50', {}
  then 'account 123456789 balance goes up by $50', {}
  and
  then '...', {}
}
```

- \* easyb is a Behavior Driven Design tool to express executable documentation of stories and specs
- \* Uses Groovy DSLs and is highly expressive
- \* Here's story extracted from above "code"/DSL

```
6 behavior steps executed successfully
Story: deposit money
scenario deposit money
given account number 123456789
when deposit $50
then account 123456789 balance goes up by $50
then ...
```

```
langs = ['C++' : 'Stroustrup', 'Java' : 'Gosling', 'Lisp' : 'McCarthy']
bldr = new groovy.xml.MarkupBuilder()
bldr.languages {
  langs.each {key, value ->
    language(name: key) { author(value)}
<languages>
  <language name='C++'>
    <author>Stroustrup</author>
  </language>
  <language name='Java'>
    <author>Gosling</author>
                                       Groovy's XML Builder
  </language>
  <language name='Lisp'>
                                       makes building XML
    <author>McCarthy</author>
  </language>
                                               tolerable
</languages>
```

\* Take advantage of closures and delegates

```
PizzaShop.order {
  size 'Large'
  toppings 'Olives', 'Bell Pepper', 'Onions'
}
```

```
class PizzaShop
{
  def static order(closure)
  {
    PizzaShop shop = new PizzaShop()
    shop.with closure // delegates calls from closure to shop
    // ... do whatever else to complete order here...
  }
  def size(theSize) { println "size received $theSize" }
  def toppings(String[] theToppings) { println "Toppings received $theToppings" }
}
```

\* Take advantage of dynamic methods

```
playersAndScores = [:]
                                                  players 'Ben', 'George', 'Abe'
                          process.groovy
                                                  George 10
def players(String[] names)
                                                  Ben 12
 names.each {name ->
                                                  Abe 9
   playersAndScores[name] = 0
                                                                          scores.dsl
                                                  reportWinner
def getReportWinner()
  def max = -1
  def winner = ''
 playersAndScores.each {name, score ->
   if (score > max)
                         println new GroovyShell().evaluate(
     max = score
                           new File('process.groovy').text + new File('scores.dsl').text
     winner = name
  "winner is $winner with score $max"
                                                           winner is Ben with score 12
def methodMissing(String name, args)
 playersAndScores[name] = args[0]
 // error checking not shown
                                                                                                 12
```

\* Make Use of Categories

```
use(DatesUtil.class)
{
  println 2.days.ago.at(4.30)
  println 20.days.ago.at(16.30)
}
```

#### Type conversions

-----

```
2 => int
.days => int
.ago => Calendar
.at => Date
```

```
class DatesUtil
 public static int getDays(Integer self)
    self
 public static Calendar getAgo(Integer self)
    def today = Calendar.instance
    today.add(Calendar.DAY_OF_MONTH, -self)
    today
 public static Date at(Calendar self, Double time)
    def timeDbl = time.doubleValue()
    def hours = (int)timeDbl
    def minutes = (int)((timeDbl - hours) * 100)
    self.set(Calendar.HOUR_OF_DAY, hours)
    self.set(Calendar.MINUTE, minutes)
    self.time
```

\* Make Use of ExpandoMetaClass

```
Integer.metaClass.getDays = {->
    delegate
Integer.metaClass.getAgo = {->
  def today = Calendar.instance
  today.add(Calendar.DAY_OF_MONTH, -delegate)
  today
GregorianCalendar.metaClass.at = {Double time ->
  def timeDbl = time.doubleValue()
  def hours = (int)timeDbl
  def minutes = (int)((timeDbl - hours) * 100)
  delegate.set(Calendar.HOUR_OF_DAY, hours)
  delegate.set(Calendar.MINUTE, minutes)
  delegate.time
println 2.days.ago.at(4.30)
println 20.days.ago.at(16.30)
```

\* Make Use of ExpandoMetaClass

```
// Allows you to enhance hierarchy instead of a specific class
ExpandoMetaClass.enableGlobally()

//GregorianCalendar.metaClass.at = {Double time ->
Calendar.metaClass.at = {Double time ->
...
```

#### References

- \* http://groovy.codehaus.org
- \* http://docs.codehaus.org/display/GROOVY/Writing +Domain-Specific+Languages
- \* http://docs.codehaus.org/display/GROOVY/Gant
- \* http://www.easyb.org
- \* "Programming Groovy: Dynamic Productivity for the Java Developer," by Venkat Subramaniam, Pragmatic Bookshelf, 2008.

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#### Thank You!

Please fill in your session evaluations

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