

a first look at

Strings in Pharo

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A First Analysis of String APIs: the Case of Pharo



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Abstract

Most programming languages natively provide an abstraction of character strings. However, it is difficult to assess the design or the API of a string library. There is no comprehensive analysis of the needed operations and their different variations. There are no real guidelines about the different forces in presence and how they structure the design space of string manipulation. In this article, we harvest and structure a set of criteria to describe a string API. We propose an analysis of the Pharo 4 String library as a first experience on the topic.

Keywords Strings, API, Library, Design, Style

case of string APIs are particularly hard to reason about due to constraints.

For example, Ruby has a large API: more than 100 methods, while Java has around 40. In Pharo¹, the String class has distinct messages, not counting inheritance. A large API is not always a problem per se, as strings have many use cases, from concatenation and printing to search-and-replace, parsing, natural or domain-specific languages. Unfortunately, strings are often abused to eschew proper modeling of structured data, resulting in inadequate serialized representations



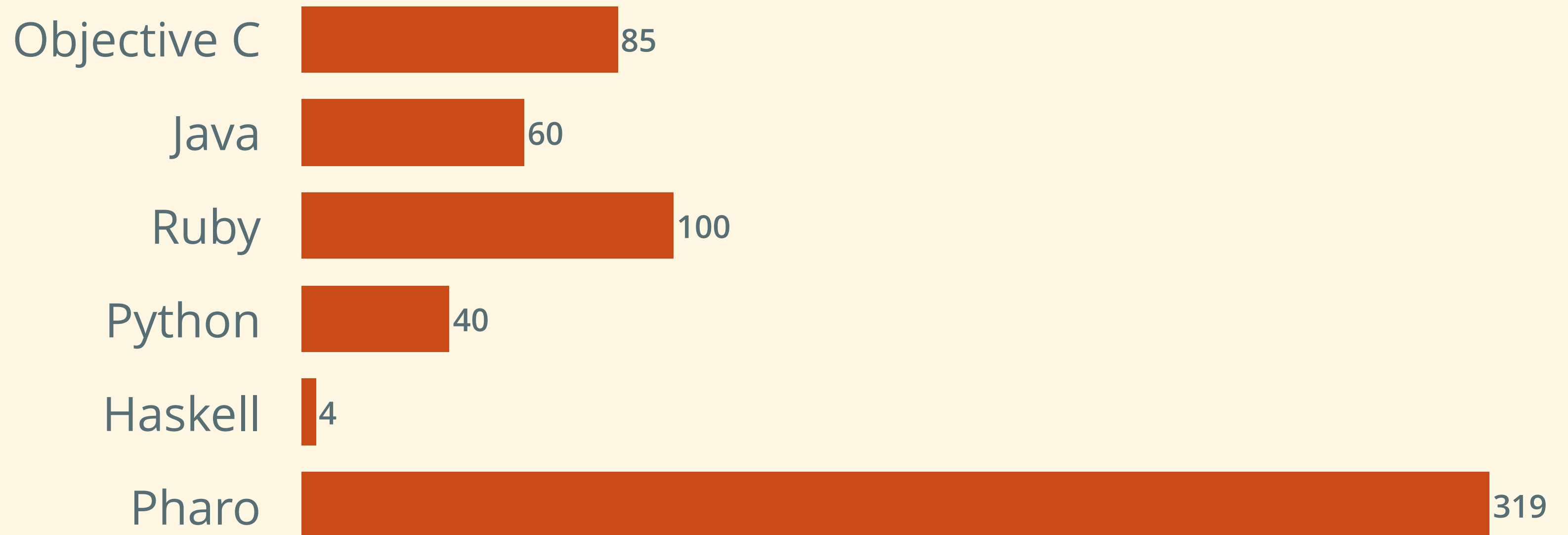
Using strings feels

T E D I O U S ...

Why?



Not enough methods, maybe?



Concatenation

Objective C `[@"Hello" stringByAppendingString: @"_world"]`

Java `"Hello" + "_world"`

Ruby `"Hello" + "_world"`

Pharo `'Hello' , '_world'`

just to pick on

ynamicallyTypedObject-orientedProgrammingLanguage

stringByAddingPercentEncodingWithAllowedCharacters:

(yes, this is a **single-keyword** message)

Extraction

Objective C `[@"abcdef" substringWithRange: NSRange(2, 4)]`

Java `"abcdef".substring(2, 4)`

Ruby `"abcdef"[2, 4]`

Pharo `'abcdef' copyFrom: 3 to: 5`

RUBY
MIDWEST
2011



Confident Code



Avdi Grimm

0:17 / 31:23



<http://www.confidentruby.com>

well, aren't strings just...

objects?



strings

parsing



domain
objects

serialization



well, aren't strings just...

collections?



Feature overlap

Locating & Extracting

what: characters, substrings?

how: index, range, pattern?

Splitting & Merging

separator?

Substituting

one occurrence, or all?

eagerly or lazily?

Testing & Matching

Converting

to other strings

to other types

Iterating

byte \neq codepoint \neq character

More than indices

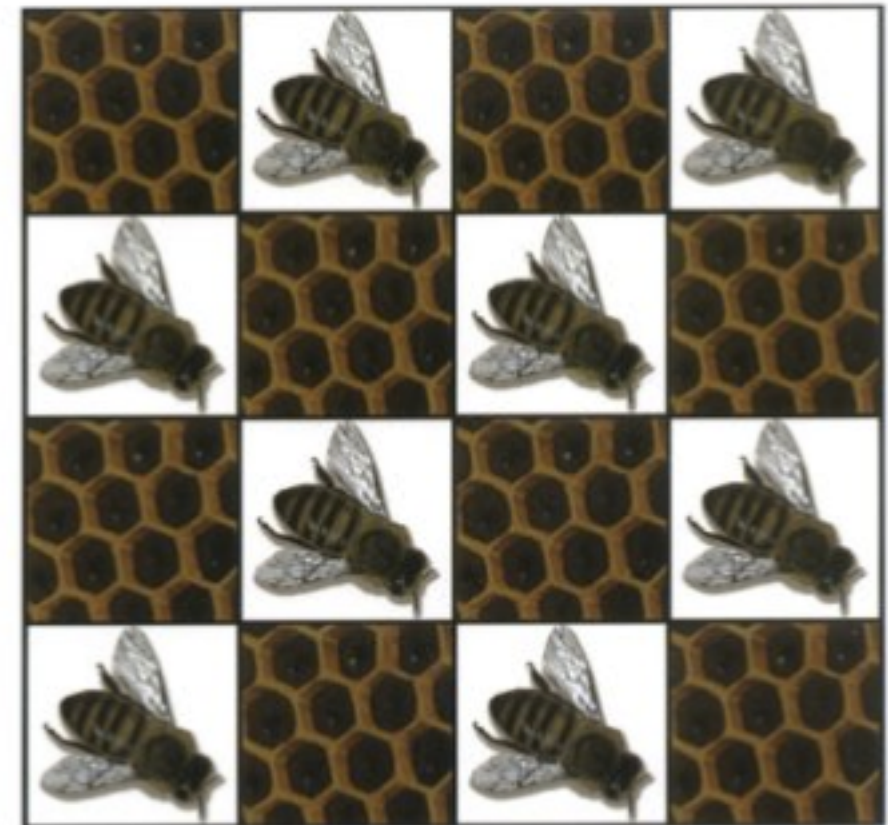
Ruby's indexing operator (square brackets):

`my_string` [`[index]`
`[-index]`
`[from..to]`
`[from, length]`
`[/reg(exp)+/]`
`['substring']`]

Idioms

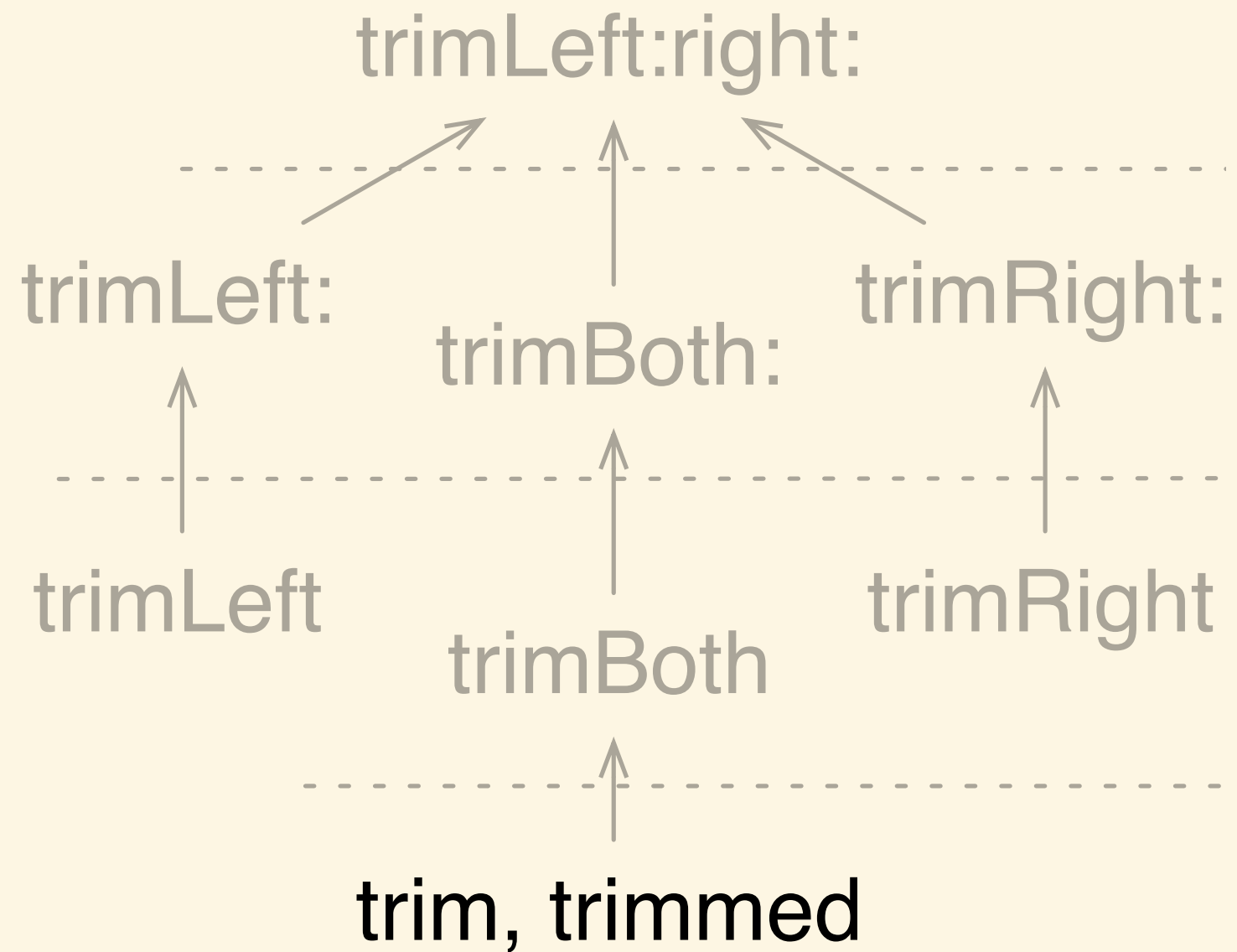
that I expected to find in...

SMALLTALK BEST PRACTICE PATTERNS



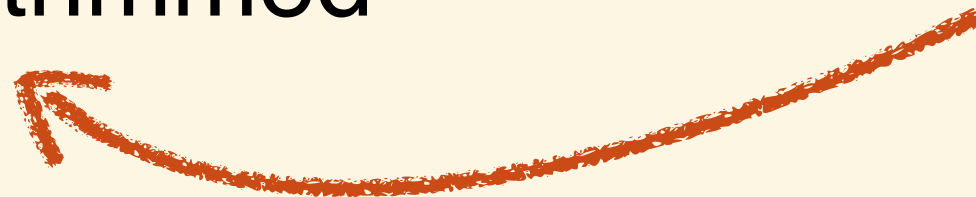
KENT BECK

Layers of convenience



QUIZZ!

what's the difference?



Sentinel values

Sentinel index

zero?

length + 1

Depends on use-case...

raise exception, return null object, maybe?

Pluggable sentinel case

`indexOf: aCharacter startingAt: index` **ifAbsent: aBlock**



Smells

Imperative style

indices everywhere — `copyReplaceFrom:to:with:`

Ad-hoc behavior

`stemAndNumericSuffix` — `endsWithDigit`

Redundancies

`findAnySubStr:startingAt:` — `findDelimiters:startingAt:`

Conversion

`asSymbol`, `asInteger`, `asDate` — `asLowercase`, `asHTMLString`

Mutability

Let's talk about literals:

```
hello
```

```
'hello world' replaceFrom: 7 to: 11 with: 'pharo'.  
^ 'hello world'
```

```
"HelloWho new hello 'hello pharo'"
```

Where to go from here?

Idioms more general than strings

how to document & ensure completeness?

lint rules? pragmas? method protocols? —*if only they worked like tags...*

Improving composability

indices everywhere! imperative style!

iterators, transducers? — rethink collections as well?

Mutability vs sharing

slices / views, ropes

READ ME!

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Abstract

Most programming languages natively provide an abstraction of character strings. However, it is difficult to assess the design or the API of a string library. There is no comprehensive analysis of the needed operations and their different variations. There are no real guidelines about the different forces in presence and how they structure the design space of string manipulation. In this article, we harvest and structure a set of criteria to describe a string API. We propose an analysis of the Pharo 4 String library as a first experience on the topic.

case of strings, however, these characteristics are particularly hard to reach, due to the following design constraints.

For a single data type, strings tend to have a large API: in Ruby, the String class provides more than 100 methods, in Java more than 60, and Python's str around 40. In Pharo¹, the String class alone understands 319 distinct messages, not counting inherited methods. While a large API is not always a problem *per se*, it shows that strings have many use cases, from concatenation and printing to search-and-replace, parsing, natural or domain-specific languages. Unfortunately, strings are often abused to eschew proper modeling of struc-