

A green plastic water bottle with a yellow cap and a yellow strap is positioned on the left side of the image. Below it, a pair of green plastic scissors with yellow rivets lies on a dark brown wooden surface. The background is a light-colored wooden floor with a diagonal grain pattern.

Code Generation

The Safety Scissors
Of Metaprogramming



Ruby2Ruby



```
(lambda do  
  puts "hello world"  
end).to_ruby
```

```
class Widget < ActiveRecord::Base  
end
```



`Ruby2Ruby.translate(Widget)`

```
class Widget < ActiveRecord::Base  
  has_one :foo  
end
```



`Ruby2Ruby.translate(Widget)`



```
#!/opt/local/bin/ruby
```

```
class Fixnum
```

```
  alias original_to_s to_s
```

```
  def to_s
```

```
    if 0 == self % 3 && 0 == self % 5
```

```
      "fizzbuzz"
```

```
    elsif 0 == self % 3
```

```
      "fizz"
```

```
    elsif 0 == self % 5
```

```
      "buzz"
```

```
    else
```

```
      original_to_s
```

```
    end
```

```
  end
```

```
end
```

```
(1..100).to_a.each{|i| p i}
```





overkill



monkeypatching



The image displays a dense, intricate network graph on a black background. The graph consists of numerous small, light blue circular nodes connected by thin, light blue lines. A specific path is highlighted in a vibrant orange color, starting from the bottom left and extending towards the right side of the frame. The path is composed of larger, more prominent orange nodes connected by thicker orange lines. The overall structure of the graph is highly interconnected and appears to be a complex, possibly random or semi-random, network.

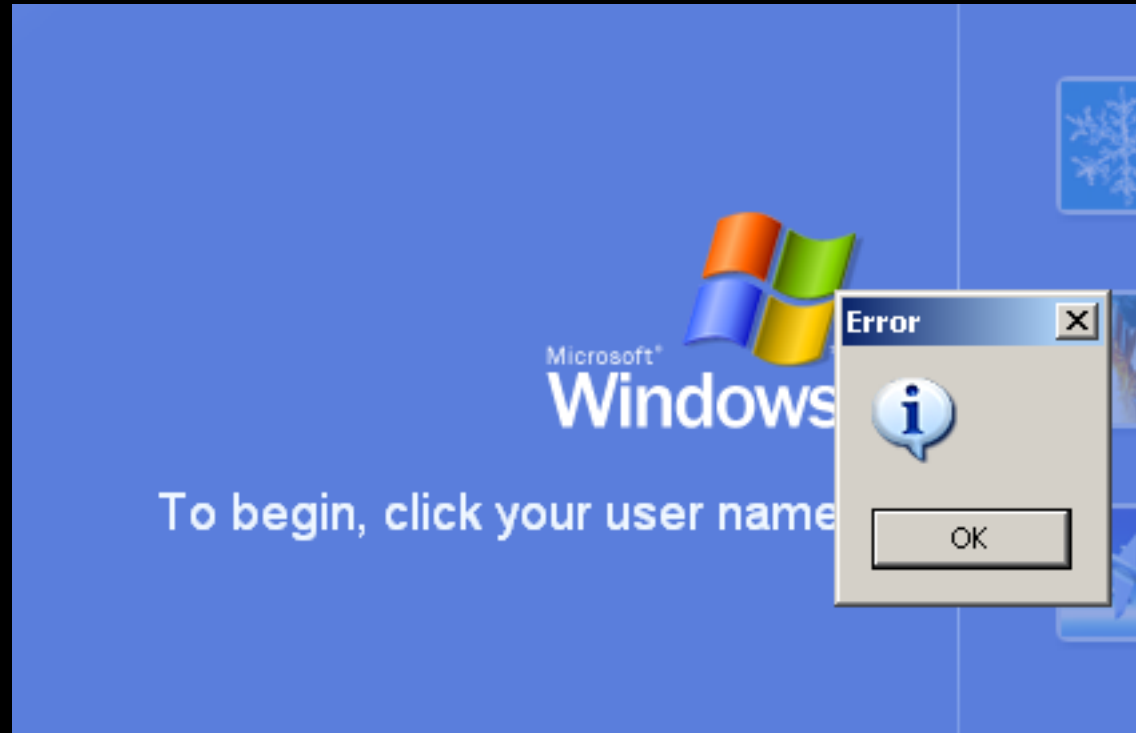
tangled
object graph

stop monkey-patching!

nothing can ever protect you

from bad programming

nothing can ever protect you



from bad programming

VIRTUOUS CODE

Home About

Monkeypatching is Destroying Ruby

(The title of this post is intended to be deliberately provocative, as well as being a nod to Steven Colbert's "The People Destroying America" segments. It's provocative because I want to get people talking about this issue. I don't actually think that monkey patching is "destroying" Ruby, but I do think the proliferation of the technique has real and troubling implications for Ruby's future.)

"Monkey patching", for anyone who doesn't know, refers to the practice of extending or modifying existing code by changing classes at run-time. It is a powerful technique that has become popular in the Ruby community at least in part because the Ruby language makes it so easy. Any class can be re-opened at any time and amended in any way.

I believe the term first arose in the Python community, as a derogatory term for a practice which that community tended to frown on. The Ruby community, on the other hand, has embraced the term and the practice with enthusiasm. I'm starting to think that the Pythonistas' attitude may have been justified.

Here's what crystalized it for me. The other day I wrote a small Rails plugin ([NullDB](#)). It was inspired largely by another plugin, [UnitRecord](#). UnitRecord is by [Dan Manges](#), a talented Rails developer whom I have a lot of respect for.

UnitRecord is implemented almost entirely as a set of monkey patches. When invoked, it dynamically modifies several standard Ruby and Rails classes, including `ActiveRecord::Base`, `Test::Unit::TestCase`. As a result of this implementation, it is tightly coupled to the inner workings of ActiveRecord. A small change to Rails and it could cease to work, and such a failure would be difficult to debug. Indeed, one of the reasons I decided to write [NullDB](#) was because of just such a failure.

In writing [NullDB](#), I discovered that I could achieve the same functionality without resorting to monkey patching. Instead of modifying existing classes, it implements the Rails [Database Adapter API](#). The finished library is shorter than [UnitRecord](#), is composed entirely of implementations of public APIs, and contains zero monkey patches. The code is also easier to understand, in my opinion, because of the lack of metaprogramming.

alias_method_chain :alias_method_chain, :awesome (or, how I learned to stop worrying and made Python nation and anyone else afraid of monkey-patching my bitch)

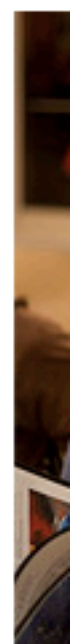
February 27th, 2008

There's a crazy idea out there that [monkey-patching is bad](#). `alias_method_chain` is perhaps the worst offender. It allows you to easily decorate an object with behavior at runtime. The problem occurs when maintaining code that is all `alias_method_chain`'ed out - such as ActiveRecord::Base and the gazillion plugins that monkey patch it. It's tough to figure out what method you're actually aliasing away, and god help you if you rely on ordering.

Some may criticize, but I prefer to Do Cool Shit™

I present to you a deliciously self-referential way to keep your `alias_method_chain` headaches at bay:

Pa



I liv
Fra
star
nov
also
and

tests

specs

tests

Y U N E E D

specs



TESTING

I FIND YOUR LACK OF TESTS DISTURBING.

tests rawk

debuggers suck

debuggers

suck



monkey-patch
monkey-patching
itself

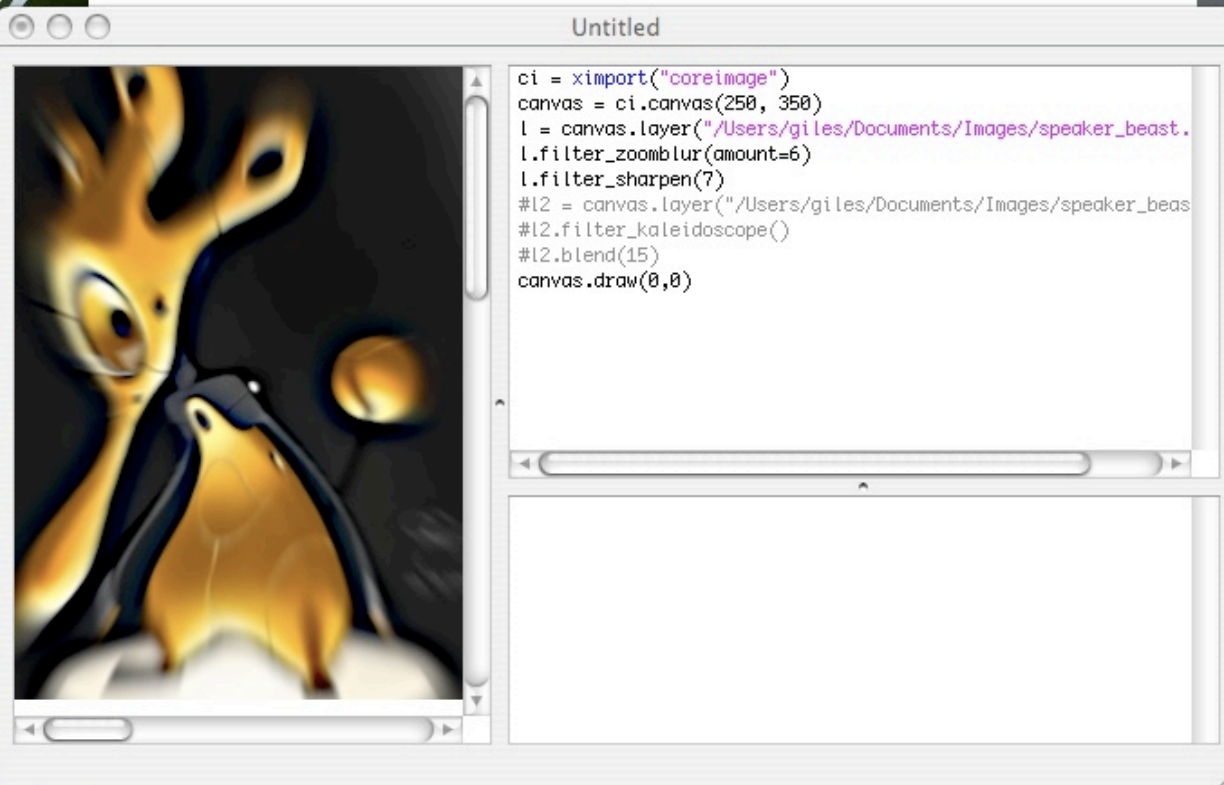


meta-monkey-patching

The image features three pairs of antique scissors laid out on a heavily rusted, reddish-brown metal surface. The scissors on the left have brass handles and a thick, braided rope tied around the upper handle. The middle pair has simple, elongated metal handles and a single sharp blade. The scissors on the right have ornate brass handles and a long, straight blade. The word 'rubinius' is superimposed in a large, black, italicized serif font across the center of the image.

rubinius

```
l = canvas.layer("lily.tif")  
l.filter_twirl(radius=150)
```



Generating starshine:

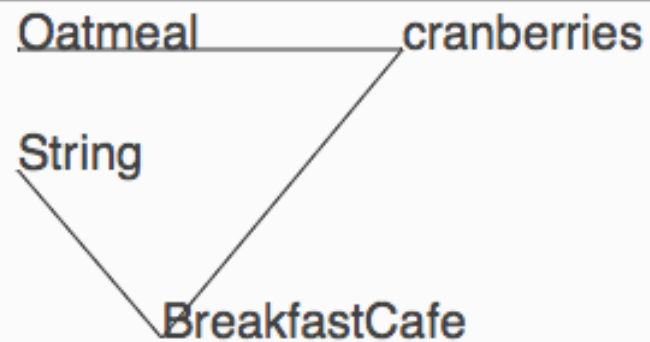
```
canvas.layer("leaf.jpg")  
l = canvas.layer.fill(coreimage.transparent())
```

nodebox

code == data

at this point, I just demoed code from my blog.
below is a link to the post:

<http://gilesbowkett.blogspot.com/2008/03/simple-metaprogramming-logger-with.html>
(code samples are included)



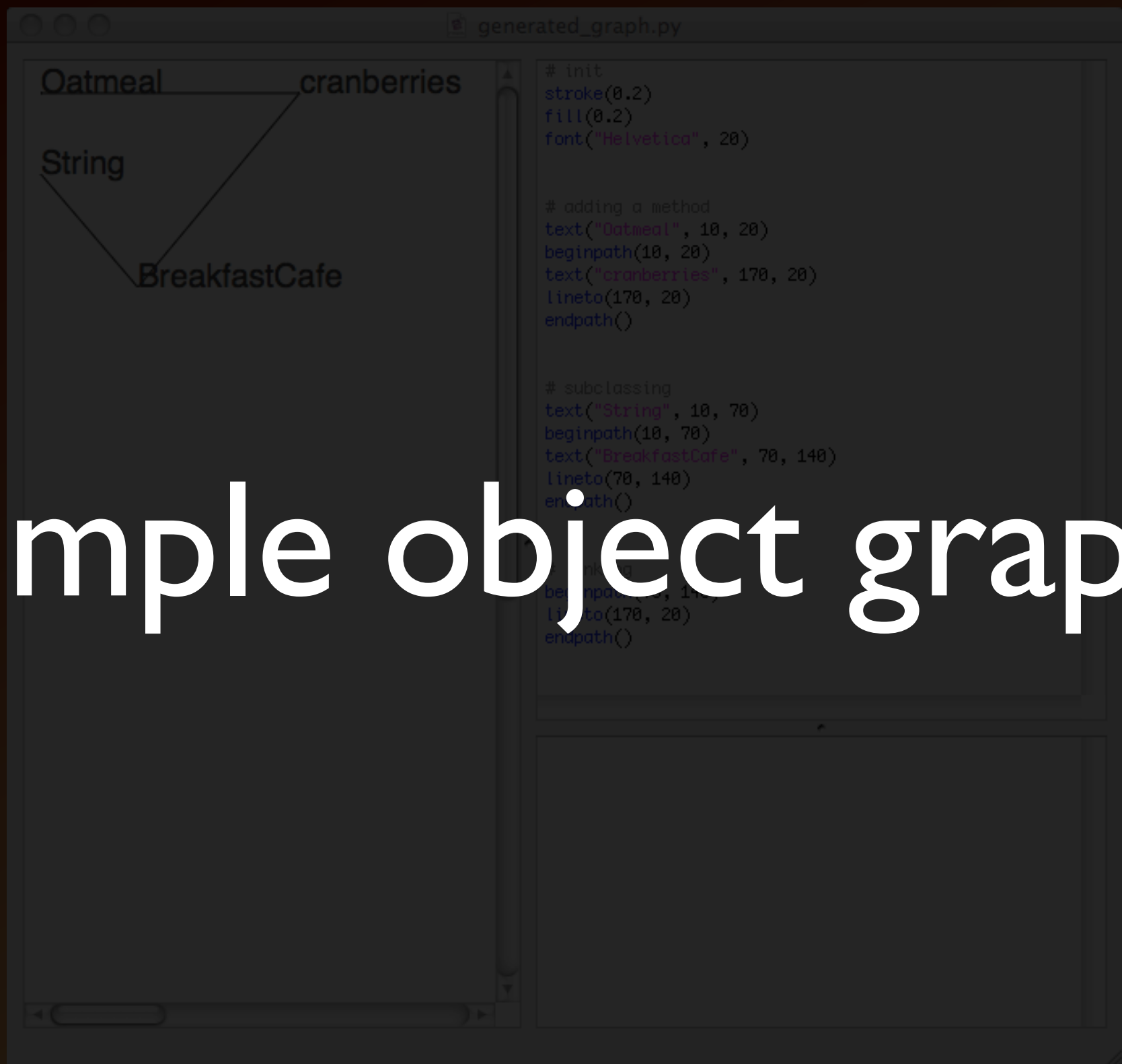
```
# init
stroke(0.2)
fill(0.2)
font("Helvetica", 20)

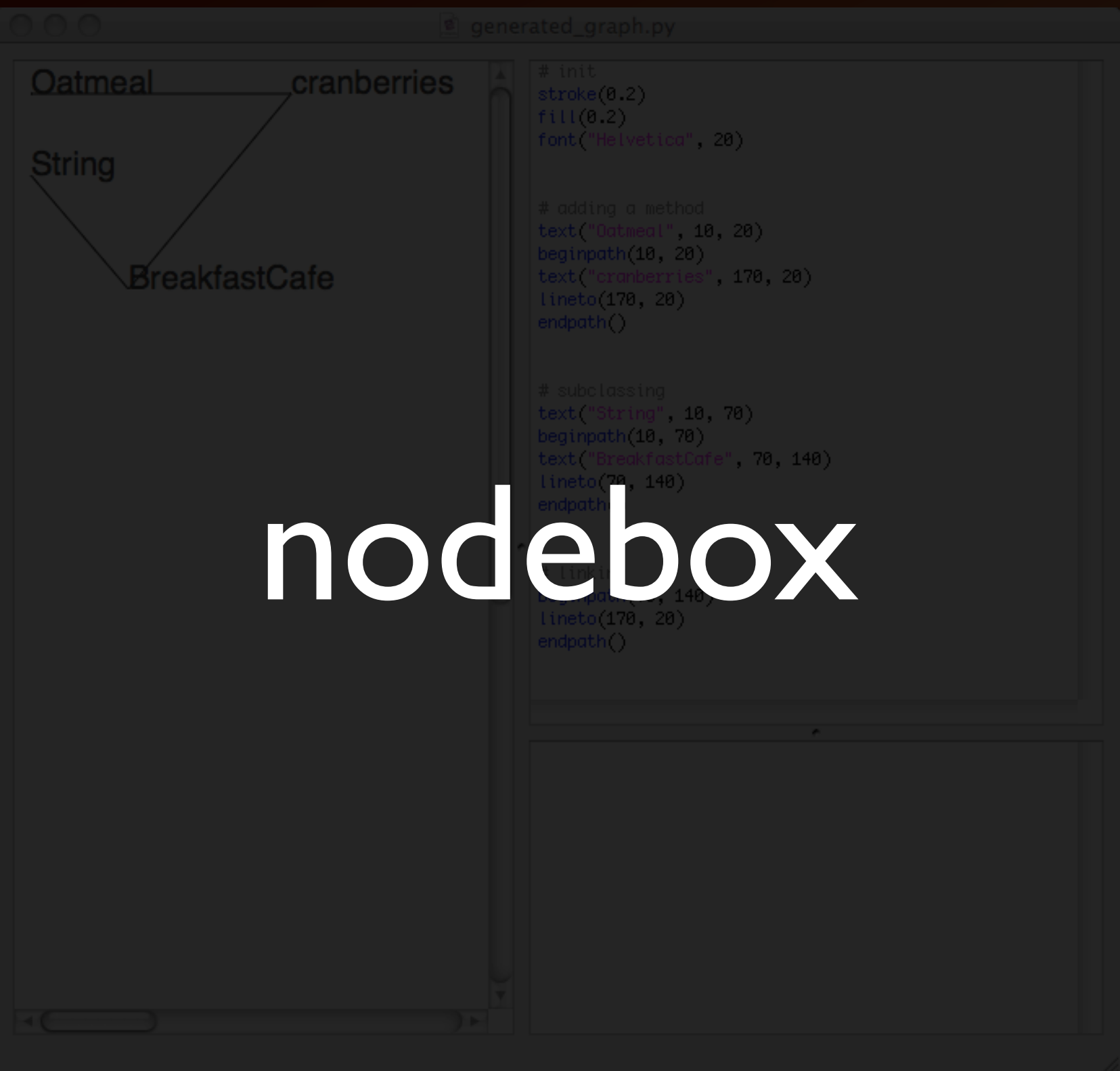
# adding a method
text("Oatmeal", 10, 20)
beginpath(10, 20)
text("cranberries", 170, 20)
lineto(170, 20)
endpath()

# subclassing
text("String", 10, 70)
beginpath(10, 70)
text("BreakfastCafe", 70, 140)
lineto(70, 140)
endpath()

# linking
beginpath(70, 140)
lineto(170, 20)
endpath()
```

simple object graph



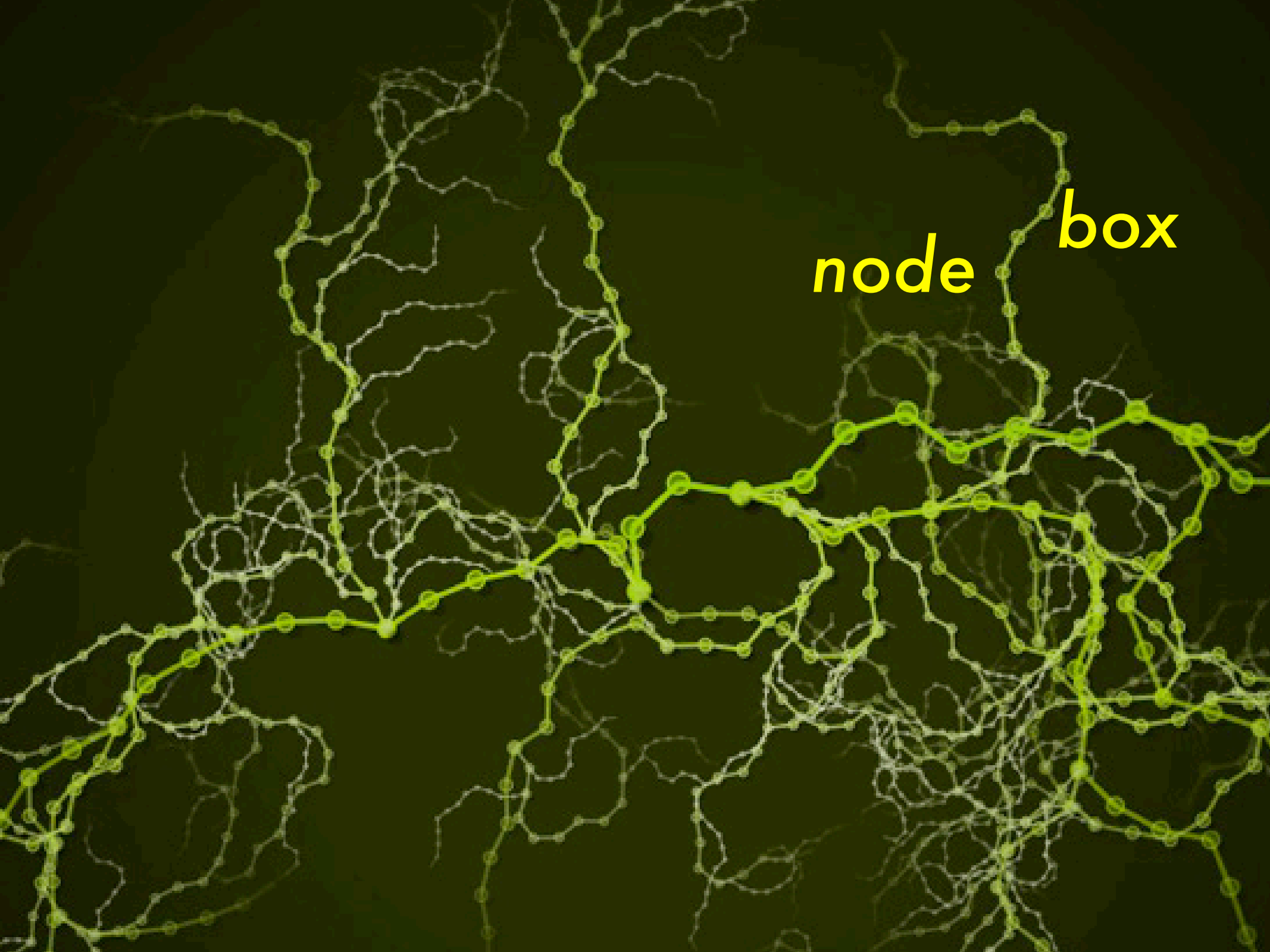


nodebox

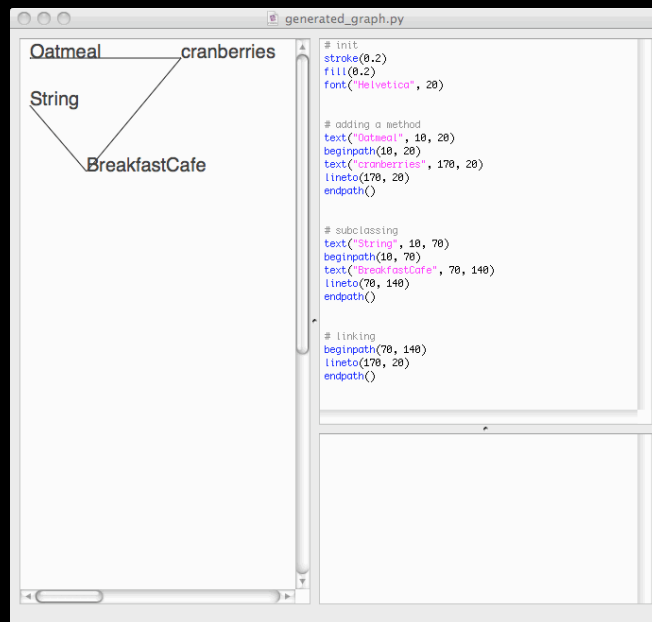
The image displays a dense, intricate network graph on a black background. The graph consists of numerous small, light blue circular nodes connected by thin, light blue lines. A specific path is highlighted in a vibrant orange color, starting from the bottom left and extending towards the right side of the frame. The path is composed of larger, more prominent orange nodes connected by thicker orange lines. The overall structure of the graph is highly interconnected and appears to be a complex, possibly random or semi-random, network.

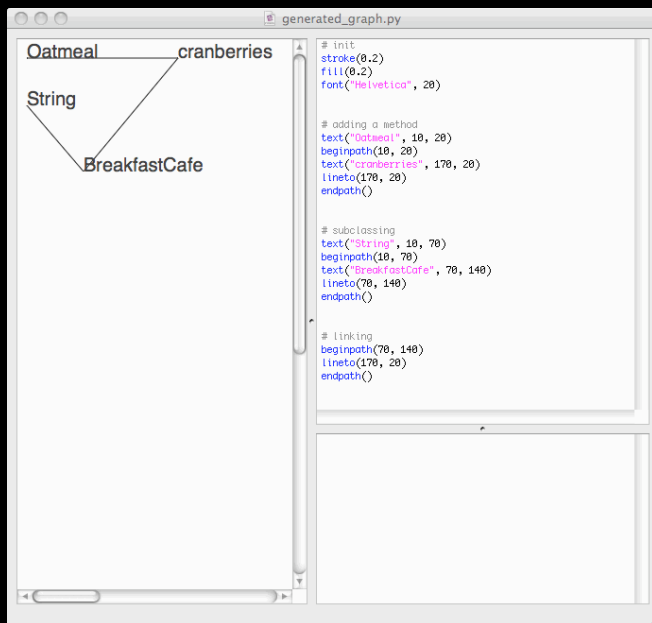
tangled
object graph

node **box**



same tool

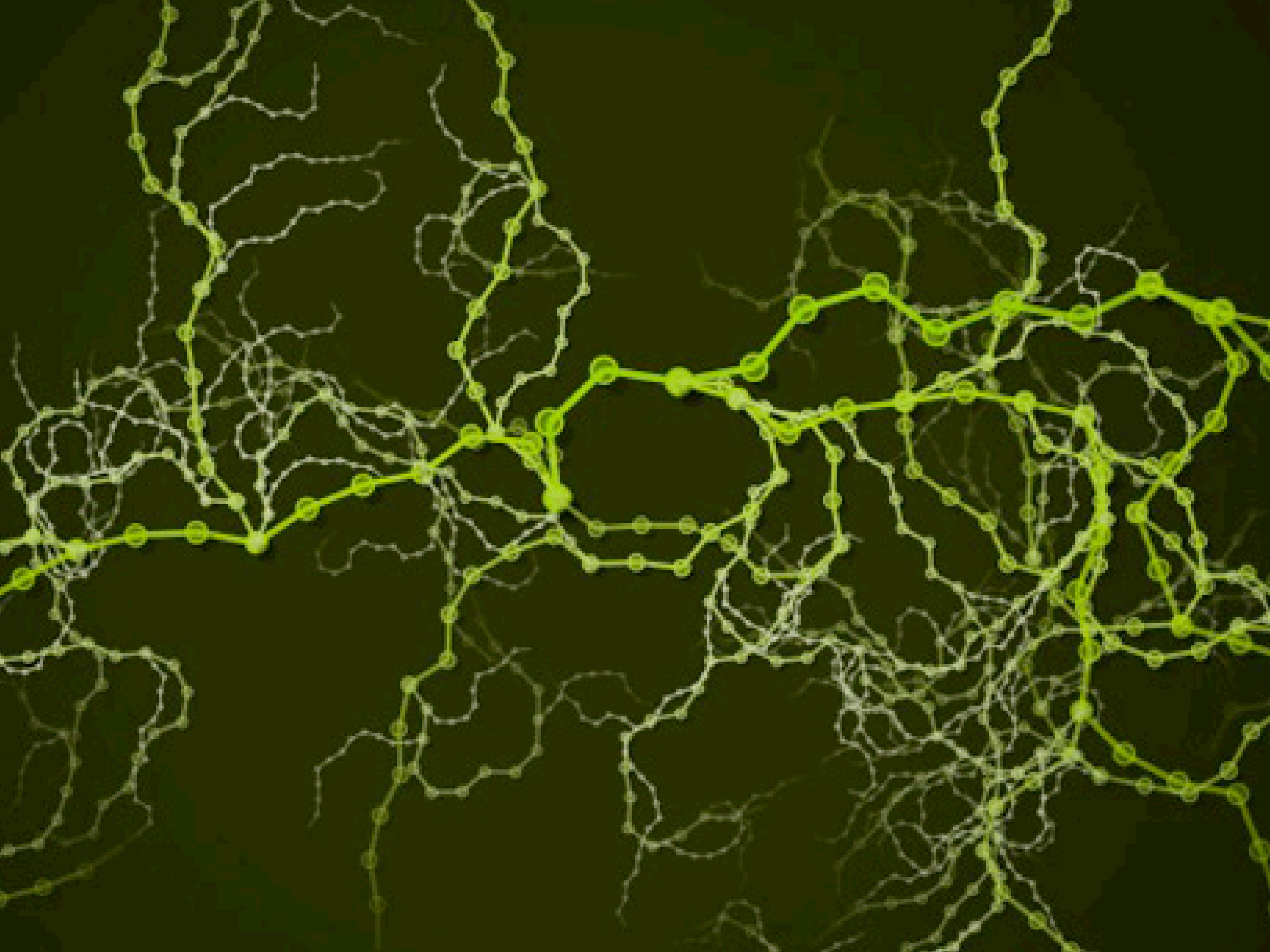


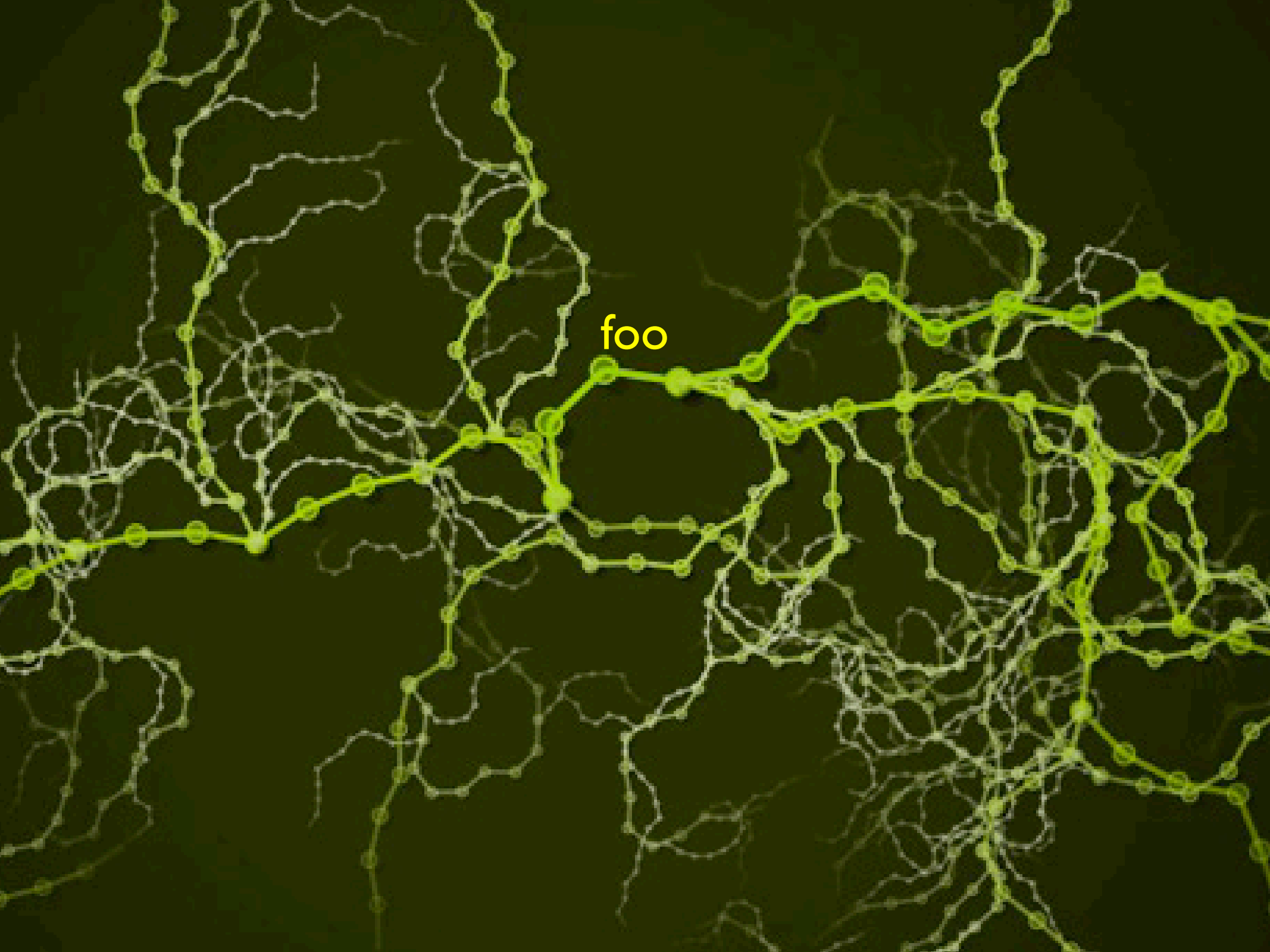


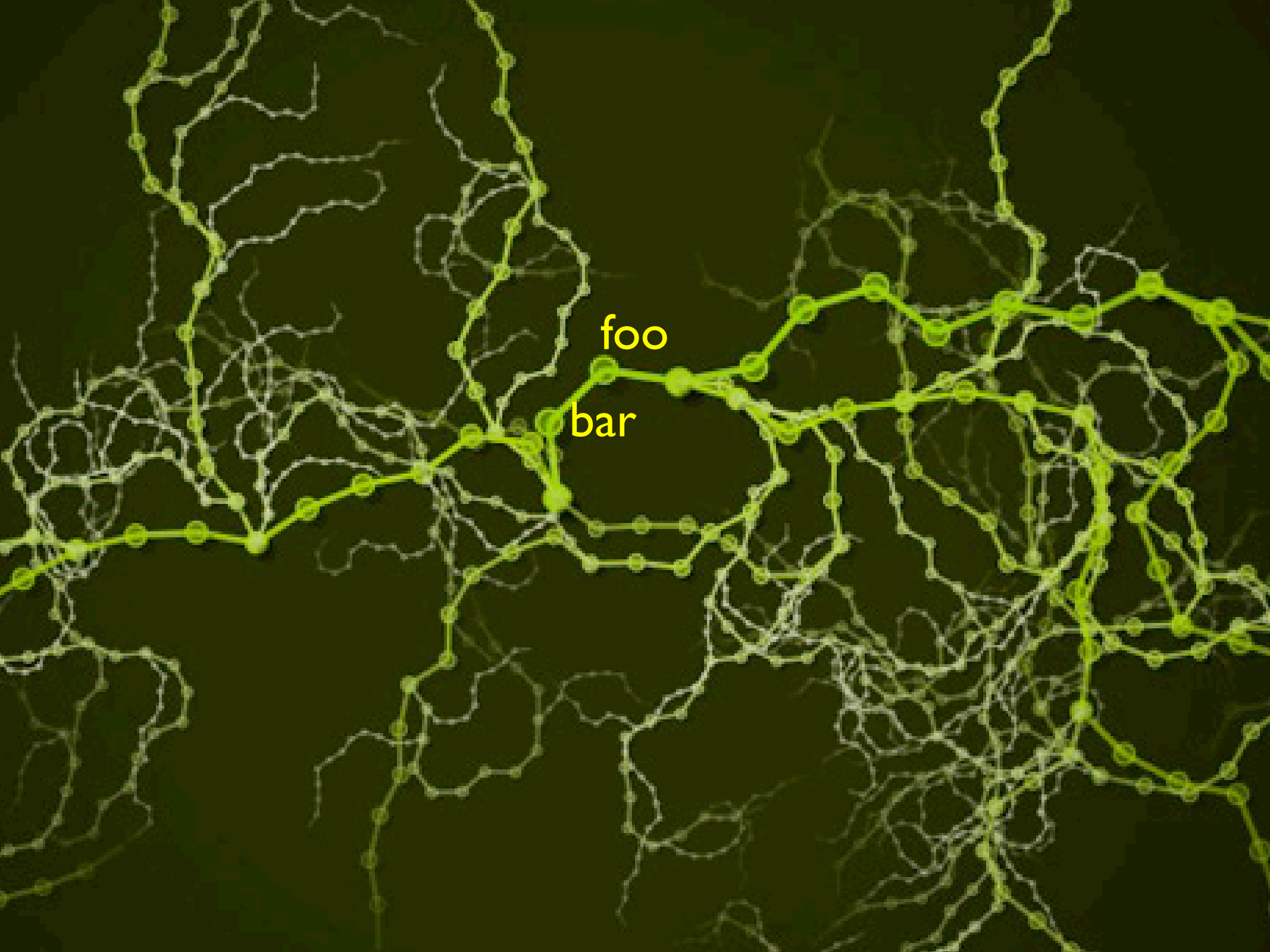
different output



proof of concept







foo

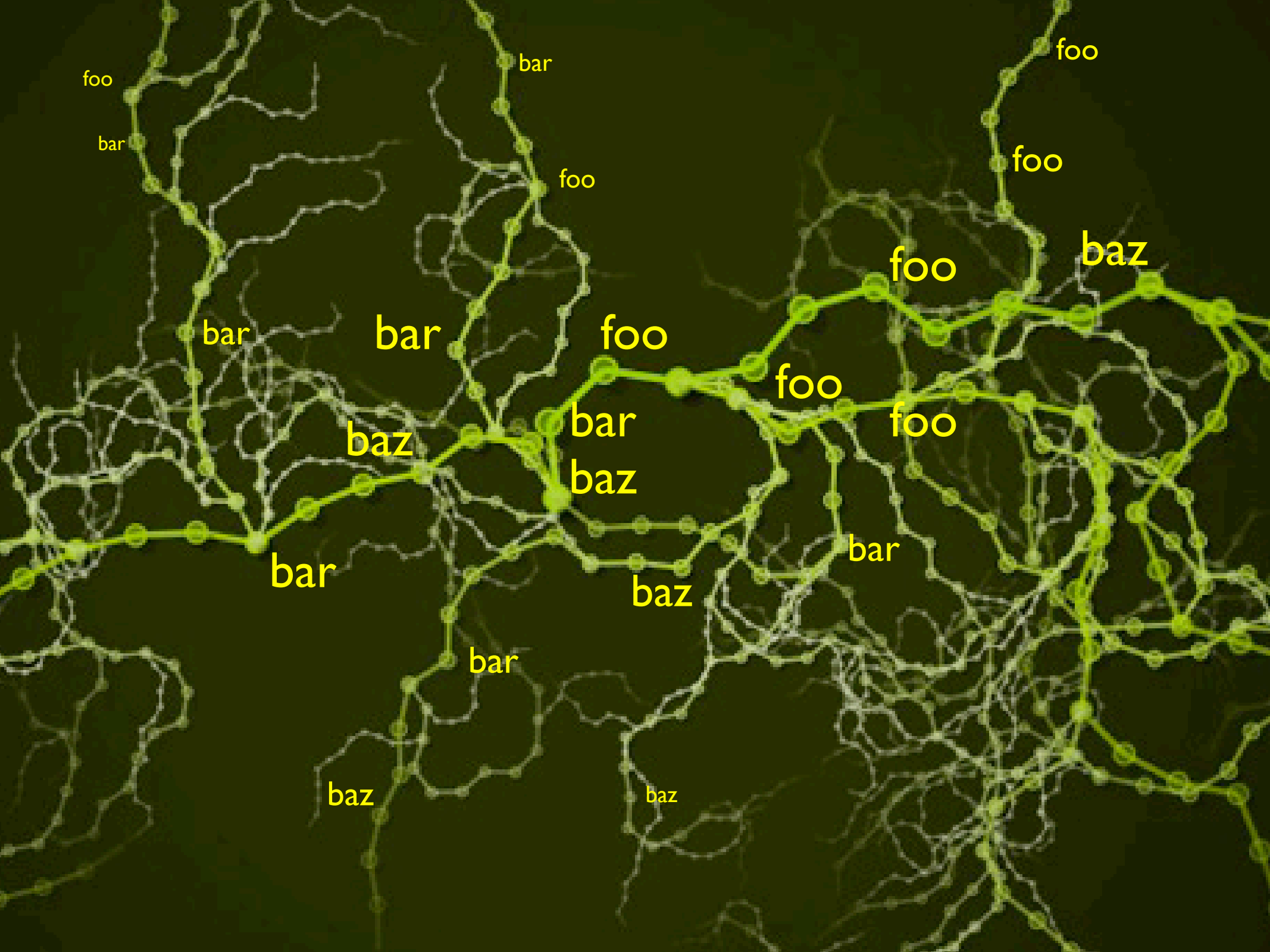
bar



foo

bar

baz

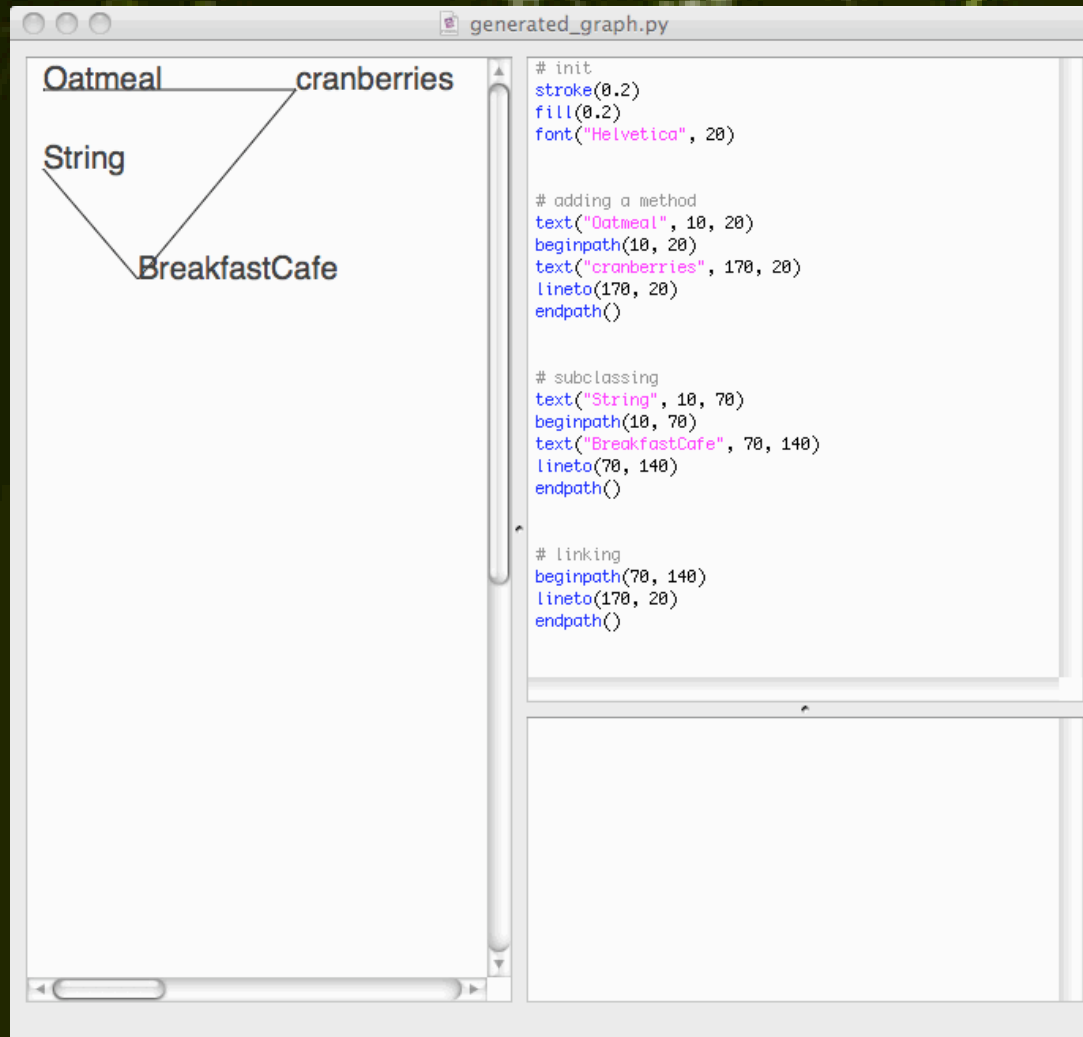


debuggers suck

some people want debuggers



“Ruby has no tool support!”



1 day



shock the monkey

Powerful Tools

Powerful Tools

- Rubinius

Powerful Tools

- Rubinius
- Nodebox

Powerful Tools

- Rubinius
- Nodebox
- `code == data`

- `code == data`

code == data



1998

generated HTML

automated cvs and rcs



CODE GENERATION IN ACTION

Code generation is the technique of using or writing programs that write source code. Code generators are tools built to serve engineers in the creation of applications. Just as woodworkers use customized tools called jigs to allow them to build furniture more quickly and accurately, code generators allow engineers to concentrate on building the

EJB

(2003)

legacy app: 150 tables

ejb: 7 files per entity

7 * 150 = 1050 Java files

by hand: 3+ man-years

generators: 2 man-months



four generator types

- code munger generator
- inline code expansion generator
- mixed-code generator
- partial-class generator
- tier generator

generating UIs

generating unit tests

**embedding SQL
with generators**

**creating database
access generators**

**generating web
services layers**

**generating models from
a business logic DSL**

sound familiar?



script/generate scaffold

script/generate resource

script/generate plugin

script/generate migration

script/generate

rails Command

acts_as_authenticated

restful_authentication

ActiveRecord SQL

ActionPack Helpers

- ActiveRecordHelper
- AssetTagHelper
- AtomFeedHelper
- BenchmarkHelper
- CacheHelper
- CaptureHelper
- DateHelper
- DebugHelper
- FormHelper
- FormOptionsHelper
- FormTagHelper
- JavascriptHelper
- NumberHelper
- PrototypeHelper
- RecordTagHelper
- SanitizeHelper
- ScriptaculousHelper
- TagHelper
- TextHelper
- UrlHelper
- RecordIdentificationHelper



code generation FTW

code == data

(eq (code (data)))

On Lisp



Advanced Techniques for Common Lisp

Paul Graham

PRENTICE HALL

functions

which return functions

which return functions

which return functions

which return functions

which return functions

which return functions

which return functions

which return functions

which return functions

which return functions

which return functions

code

which generates data

which runs as code

which generates data

which runs as code

which generates data

which runs as code

which generates data

which runs as code

which generates data

which runs as code

which generates data



Now here is the alternative. What if we instantiate a form in memory, let the cells compute the layout, and then traverse the form writing out a persistent mirror image of what we find, including computed layout coordinates?

Business logic can be written out symbolically and read back in because thanks to Dr. McCarthy code is data. We avoid the redundant computations, but more importantly we now had a changed form specification as a second set of data instead of as a software release. Work on the original performance problem had serendipitously dispatched

lisp macros pwn
“metaprogramming”

and you can do
them in Perl!



H I G H E R O R D E R P E R L



TRANSFORMING PROGRAMS WITH PROGRAMS



MARK JASON DOMINUS



shocked? perl!



THE ULTIMATE



COMBINATOR



small teams





small teams

lisp macros

**great programmers can
write better programmers
than they can hire**

**great programmers can
write better programmers
than they can hire**

metaprogramming



great?

incredible

power



simple
clarity

simpliCity



magic

**skilled programmers can
write better programmers
than they can hire**

metaprogramming



CODE GENERATION IN ACTION

Code generation is the technique of using or writing programs that write source code. Code generators are tools built to serve engineers in the creation of applications. Just as woodworkers use customized tools called jigs to allow them to build furniture more quickly and accurately, code generators allow engineers to concentrate on building the

code

which generates data

which runs as code

which generates data

which runs as code

which generates data

which runs as code

which generates data

which runs as code

which generates data

which runs as code

which generates data

Unix.is_a? Lisp

=> true

Caveats!

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- read the book, the technique is easy

Caveats!

- read the book, the technique is easy
- leveraging it is the clever part

Caveats!

- read the book, the technique is easy
- leveraging it is the clever part
- you can use Ruby as well as Rubinius

Caveats!

- read the book, the technique is easy
- leveraging it is the clever part
- you can use Ruby as well as Rubinius
- if Unix is a Lisp, the filesystem is a compiler

Essential Technique

Essential Technique

- puts

Essential Technique

- puts
- eval

Essential Technique

- puts
- eval
- ERB

Essential Technique

- puts
- eval
- ERB
- (unix pipes)

Essential Technique

- open mouth
- make noise
- profit

