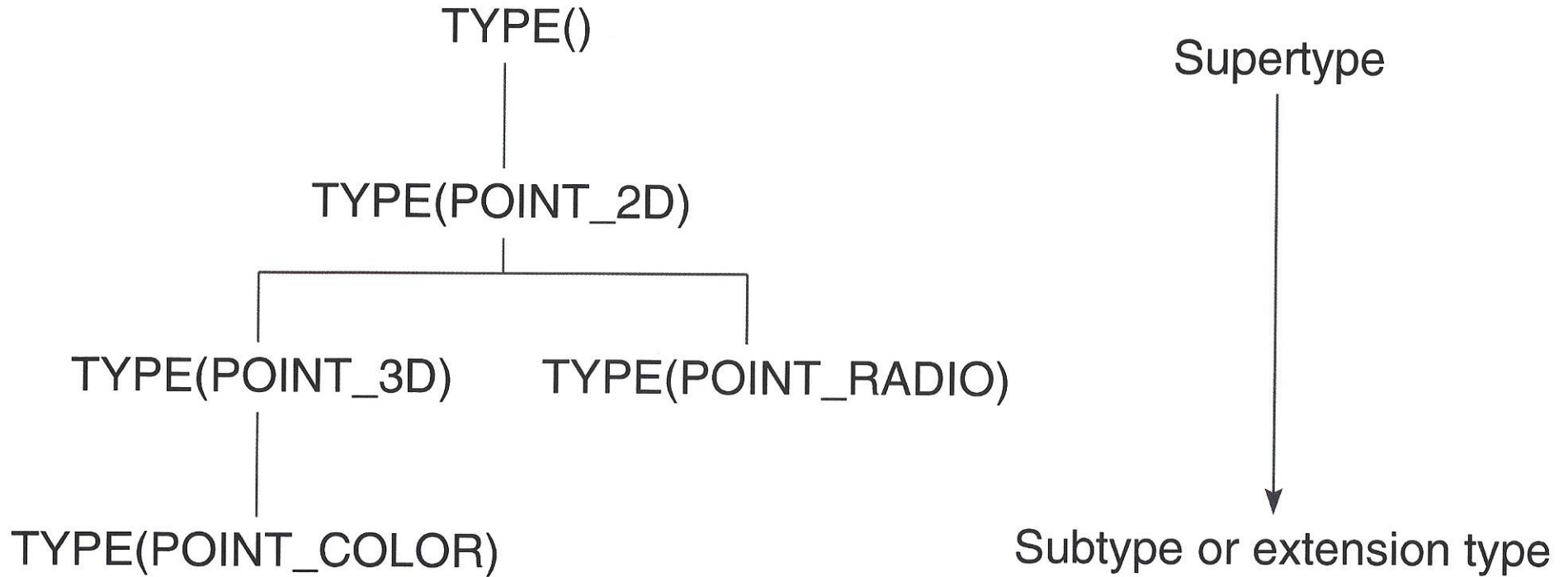

AFNOR proposal on object orientation in Fortran 2000

Type extension

Extend an existing derived type by adding zero or more additional components

```
TYPE, EXTENDS ( ) :: POINT_2D
    REAL :: X, Y
END TYPE POINT_2D
TYPE, EXTENDS (POINT_2D) :: POINT_3D
    REAL :: Z
END TYPE POINT_3D
TYPE, EXTENDS (POINT_3D) :: POINT_COLOR
    INTEGER :: COLOR
END TYPE POINT_COLOR
TYPE, EXTENDS (POINT_2D) :: POINT_RADIO
    REAL :: FREQUENCY
END TYPE POINT_RADIO
```

Extension type hierarchy



Supertype cast operation (1)

Consider a subroutine operating on POINT_2D types:

```
SUBROUTINE POLAR (POINT)
  TYPE (POINT_2D) , INTENT (IN) :: POINT
  PRINT *, 'polar angle=' , ATAN (POINT%Y/POINT%X)
  PRINT *, 'modulus=' , SQRT (POINT%X**2 + POINT%Y**2)
END SUBROUTINE POLAR
```

Consider now using this subroutine on a variable of type POINT_COLOR:

```
TYPE (POINT_COLOR) :: A
...
CALL POLAR (A) ! Compile-time error
CALL POLAR (A%POINT_3D%POINT_2D) ! Legal, X3J3 syntax
CALL POLAR (POINT_2D@A) ! Legal, AFNOR supertype cast
```

Supertype cast operation (2)

Comparison of AFNOR and X3J3 syntax:

TYPE (POINT_COLOR) :: A

Afnor

POINT_3D@A

POINT_2D@A

POINT_2D@A%X

A%X

X3J3

A%POINT_3D

A%POINT_3D%POINT_2D

A%POINT_3D%POINT_2D%X

A%X

Restriction on X3J3 syntax:

«A component or type parameter declared in an extended type shall not have the same name as the parent type.» **page 56, line 23**

Polymorphic variable

Ability for a variable declared with the **CLASS** keyword to assume differing **dynamic types** during program execution:

```
CLASS (POINT_2D) :: A ! The dynamic type of A is
                    ! POINT_2D, POINT_3D, POINT_RADIO
                    ! or POINT_COLOR
CLASS () :: B ! The dynamic type of B is any
             ! extensible type
CLASS (POINT_3D) :: C ! The dynamic type of C is
                    ! POINT_3D or POINT_COLOR
```

A polymorphic variable gets its dynamic type via argument association, pointer assignment, **NULLIFY**, or execution of **ALLOCATE** or **DEALLOCATE** statement.

Allocation of a polymorphic variable

Consider a polymorphic variable A:

```
CLASS (POINT_2D) :: A
```

Default allocation:

```
ALLOCATE (A) ! The dynamic type of A is POINT_2D
```

Casted allocation, X3J3 syntax:

```
ALLOCATE (TYPE (COLOR_POINT) :: A) ! The dynamic type of  
! A is COLOR_POINT
```

Casted allocation, AFNOR syntax:

```
ALLOCATE (COLOR_POINT@A) ! The dynamic type of A is  
! COLOR_POINT
```

```
ALLOCATE (A, CAST=B) ! The dynamic type of A is the same  
as the dynamic type of B
```

The second form of AFNOR casted allocation is not possible with the X3J3 syntax

Dynamic Dispatch

To be able to make a procedure reference where the specific procedure that is called depends on the dynamic type of a polymorphic variable.

```
CLASS (POINT_2D) , POINTER :: A
TYPE (POINT_3D) :: B
A => B ! The dynamic type of A is POINT_3D
CALL METHOD (A, other parameters) ! Dynamic dispatch
```

Here, a run-time analysis of this request is made:

- ➔ If **CALL METHOD** can operate on objects of type **POINT_3D** (the dynamic type of A), the run-time system replace the call with
`CALL METHOD (POINT_3D@A, other parameters)`
- ➔ If **CALL METHOD** can operate on objects of type **POINT_2D** (the parent type of the dynamic type of A), the run-time system replace the call with
`CALL METHOD (POINT_2D@A, other parameters)`
- ➔ Else, **run-time error**

Subtype cast operation on a polymorphic variable

«Only components of the declared type of a polymorphic object may be designated by component selection». Page 77, line 2

```
CLASS (POINT_2D) :: A
TYPE (POINT_COLOR) :: B
A => B ! The dynamic type of A is B
X = A%COLOR ! Compile-time error
X = POINT_COLOR@A%COLOR ! Legal, AFNOR subtype cast
```

```
SELECT TYPE (A) ASSOCIATE (point) ! Legal, X3J3 syntax
TYPE IS (POINT_COLOR)
    X=point%COLOR !
END SELECT ! End of X3J3 syntax
```

The AFNOR syntax is **type-unsafe** (a run-time error may occurs); the X3J3 syntax is **type-safe** (a run-time error cannot occurs).

Unresolved issues with type cast

- **Should type cast be available in Fortran2000**
 - ➔ **X3J3: Supertype cast is type safe, but it can be replaced with %-operations with restrictions; subtype cast is type unsafe and should not be available**
 - ➔ **AFNOR: Both supertype cast and subtype cast operations should be available**
- **Should casted-allocation be available in Fortran2000**
 - ➔ **Two forms of casted allocation are required.**
 - ➔ `ALLOCATE (TYPE (COLOR_POINT) :: A) or ALLOCATE (COLOR_POINT@A)`
 - ➔ `ALLOCATE (A, CAST=B)`

Unresolved issues with dynamic dispatch

- Should dynamic dispatch be available only for type-bound procedures?
 - **AFNOR: Should be available also to ordinary procedures.**
- What happens if a procedure is called with many polymorphic variables:

```
CLASS (POINT_2D) :: A,B  
CALL METHOD (A,B,other parameters)
```

 - **AFNOR: The order of resolution should follow some rules.**
- Can dynamic dispatch be made type-safe without losing flexibility?
 - **AFNOR: No. Exception handling may be added to deal with the type-unsafe characteristic of dynamic dispatch.**

CONSTRUCTOR and DESTRUCTOR capabilities (1)

We propose to supplement the **ALLOCATE** statement with a «**CONSTRUCTOR**» capability and to supplement the **DEALLOCATE** statement with a «**DESTRUCTOR**» capability.

Defined as a type bound procedure with name **CONSTRUCTOR** or **DESTRUCTOR**:

```
TYPE CHAR_OBJ
  INTEGER :: NTABLE = 0
  CHARACTER (LEN=1) , POINTER, DIMENSION (:) :: PTEXT
CONTAINS
  PROCEDURE , PASS_OBJ :: CONSTRUCTOR => SUB00
  PROCEDURE , PASS_OBJ :: DESTRUCTOR => SUB11
END TYPE CHAR_OBJ
```

CONSTRUCTOR and DESTRUCTOR capabilities (2)

The constructor/destructors are implemented as elemental subroutines:

```
ELEMENTAL SUBROUTINE SUB00 (AA, LENGT)
  TYPE (CHAR_OBJ) :: AA
  AA%NTABLE = LENGT
  ALLOCATE (AA%PTEXT (LENGT) )
  AA%PTEXT = ' '
END SUBROUTINE SUB00
ELEMENTAL SUBROUTINE SUB11 (AA)
  IF (AA%NTABLE > 0) DEALLOCATE (AA%PTEXT)
END SUBROUTINE SUB11
```

In the calling procedure, we write:

```
TYPE (CHAR_OBJ), DIMENSION (:), ALLOCATABLE :: STRING
ALLOCATE (STRING (10), LENGT=5)
...
DEALLOCATE (STRING)
```