

Inheritance and Lookup

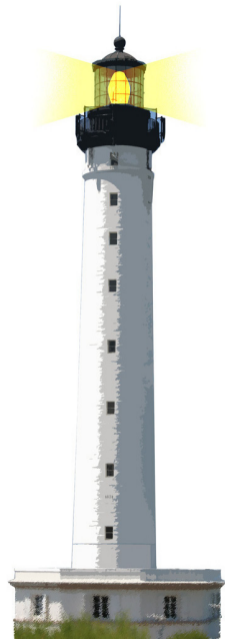
4: doesNotUnderstand: aMessage

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W4S04



<http://www.pharo.org>



Goal

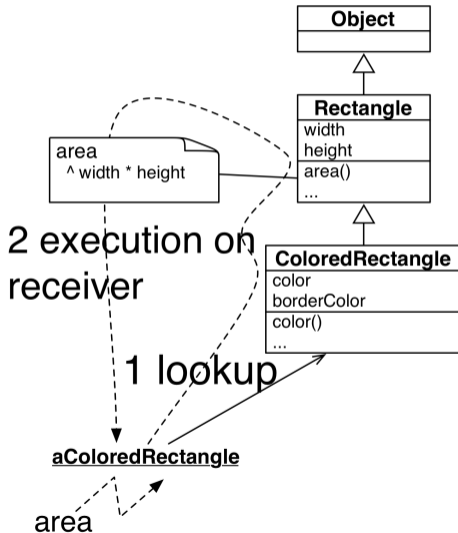
- A hook message is sent when the lookup fails
- Classes can customize the reaction to this failure



Message Sending

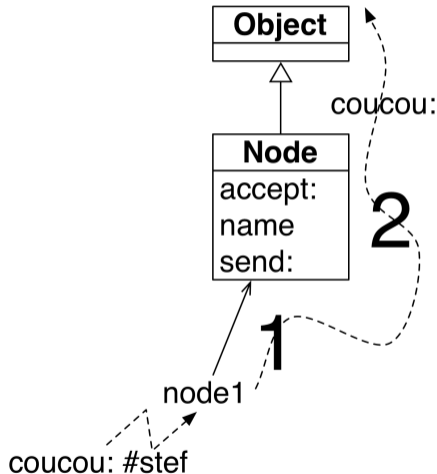
Sending a message is a two-step process:

1. **look up** the **method** matching the message
2. execute this method on the **receiver**

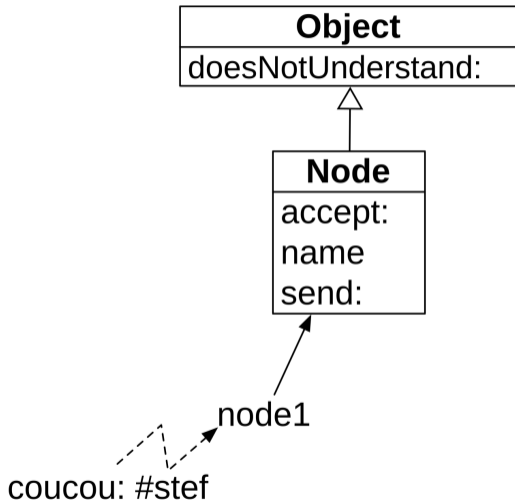


When No Method is Found

- if no method is found in the hierarchy, `doesNotUnderstand:` is sent to the receiver
- the initial message is passed as parameter



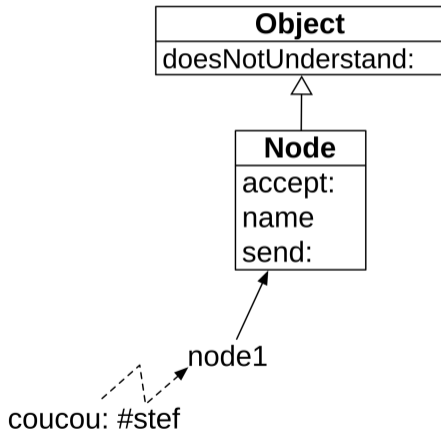
When No Method is Found



Step by Step...

node1 coucou: #stef

1. coucou: **looked up** in Node
2. **not defined** in Node -> **continues** in Object
3. **not defined** in Object -> **send** doesNotUnderstand: **to** node1
4. doesNotUnderstand: **looked up** in Node
5. **not defined** in Node -> **continues** in Object
6. doesNotUnderstand: **is found** and **executed**



doesNotUnderstand: is a Message

- doesNotUnderstand: is a message
- any class can implement the corresponding method
- used for automatic delegation, proxy, distribution



doesNotUnderstand: and the Debugger

When no class redefines `doesNotUnderstand:`:

- `doesNotUnderstand:` in Object is executed
 - this method raises a `MessageNotUnderstood` exception
 - when not handled, this exception opens a debugger

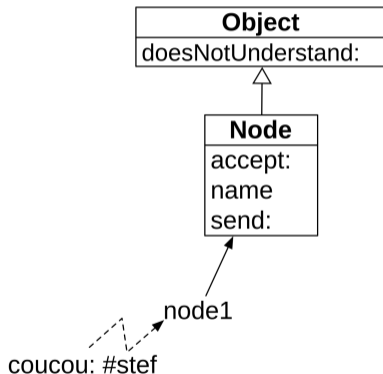


Catching MessageNotUnderstood Error

MessageNotUnderstood is just an exception, code can handle it:

```
Node >> sayHello
self coucou: #stef

Node >> welcome
[ self sayHello ]
on: MessageNotUnderstood
do: [ Transcript show: 'Something
went wrong with a message' ]
```



What You Should Know

- The lookup sends `doesNotUnderstand:` when it can not find a method
- Each class can implement this method
- The default implementation of `doesNotUnderstand:` raises an exception that can be handled



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