

CocoaAda

Before I start programming an automatic parser for Cocoa framework headers, I want to share with you some interrogations.

Beside these questions I've made choices that I want to have feedback from potential future users.

Assuming, objective-c instance is hidden in an Ada tagged record in a package named from the class:

```
package NSObject is
  -- Class reference declaration
  NSObjectClass : constant ObjC.Class := ObjC.Runtime.Get_Class ("NSObject");
  -- Instance type declaration
  type TInst is tagged record
    Inst : ObjC.id;
  end record;
  subtype TRef is TInst'Class;
  -- Convenient declaration
  subtype id is TInst'Class;
  nil : constant TInst := (Inst => null);
  -- Instance method declaration
  function init (Self : TInst) return id;
  -- Class method declaration
  function alloc (From : ObjC.Class) return TInst;
end;
```

The following declarations will be included in "package NSString is":

Q1) hierarchical packages or flat packages:

- a) type TInst is new Foundation.NSObject.TInst;
- b) type TInst is new NSObject.TInst;

I've preferred form b) - hierarchical classification is done with directories, as Cocoa does

Q2) Object type named with the class name or a generic name:

- a) type NSString_I is new NSObject.NSObject;
 subtype NSString_C is TInst'Class;
function substringFromIndex (Self : NSString_I; from : NSUInteger) return
NSString_C;
 - b) type TInst is new NSObject.TInst;
 subtype TRef is TInst'Class;
function substringFromIndex (Self : TInst; from : NSUInteger) return TRef;
- I've preferred form b) - easier readability, no repetition

Q3) Access object parameter or not:

a) type TInst is new NSObject.TInst;
type TRef is access all TInst'Class;

function substringFromIndex (Self : access TInst; from : NSUInteger) return TRef;

b) type TInst is new NSObject.TInst;
subtype TRef is TInst'Class;

function substringFromIndex (Self : TInst; from : NSUInteger) return TRef;

I've preferred form b) - the dynamic allocation is only done by Objective-C alloc class method

Q4) class wide parameter or not

a) function NSRunAlertPanel

(title : NSString.TRef;
msgFormat : NSString.TRef;
defaultButton : NSString.TRef;
alternateButton : NSString.TRef;
otherButton : NSString.TRef)
return NSObjCRuntime.NSInteger

b) function NSRunAlertPanel

(title : NSString.TInst;
msgFormat : NSString.TInst;
defaultButton : NSString.TInst;
alternateButton : NSString.TInst;
otherButton : NSString.TInst)
return NSObjCRuntime.NSInteger

I've preferred form a) - Objective-C class parameter are in principle class wide

Q5) id or actual class return parameter

a) function initWithCString

(Self : TInst;
nullTerminatedCString : ObjC.STR;
encoding : NSStringEncoding)
return id;

b) function initWithCString

(Self : TInst;
nullTerminatedCString : ObjC.STR;
encoding : NSStringEncoding)
return TRef;

I've preferred form a) - closer from Objective-C declaration but need some type casting:

```
astr : NSString.TRef := NSString.TRef(initWithCString (astr, New_String ("Hello with %@"), 1));
```

or for each class declare id but less compliant:

```
subtype id is TInst'Class;
```

Q6) hierarchical categories or embedded categories:

- a) package NSString.NSStringExtensionMethods is
- b) package NSString is

...
-- NSStringExtensionMethods category

...
I've preferred form b) - all methods are in the same file but b) let user to defined their own category

In this latter case, how to name anonymous category?

Q7) @optional in protocol

- a) type TProt is interface;
- b) no idea!

In Ada interface needs that all primitive will be implemented. I've no idea to translate "@optional"

Note that in Ada the primitives need to be declared again in the derived type, not in Objective-C.

Thanks in advance for your feedback, Pascal Pignard, april'2013.