### CSE 341: Programming Languages

#### Spring 2006 Lecture 13 — Modules and Abstract Types

CSE 341 Spring 2006, Lecture 13

## <u>Modules</u>

Large programs benefit from more structure than a list of bindings. Breaking into parts allows separate reasoning:

- Application-level: in terms of module (in ML, structure) invariants
- Type-checking level: in terms of module types
- Implementation level: in terms of module code-generation

By providing a *restricted* interface (in ML, a signature), there are *more* equivalent implementations in terms of the interface.

Key restrictions:

- Make bindings inaccessible
- Make types abstract (know type exists, but not its definition)
  SML has a much fancier module system, but we'll stick with the basics.
  Abstract types are a "top-5" feature of modern languages.

#### Structure basics

Syntax: structure Name = struct bindings end

If x is a variable, exception, type, constructor, etc. defined in Name, the rest of the program refers to it via Name.x

(You can also do open Name, which is often bad style, but convenient when testing. Alternatively, val  $x = Name \cdot x$  for the most used ones.)

So far, this is just *namespace management*, which is important for large programs, but not very interesting.

# Signature basics

(For those interested in learning more, we're doing only *opaque signatures* on structure definitions.)

A signature signature BLAH = sig ... end is like a type for a structure.

- Describes what types a structure provides.
- Describes what values a structure provides (and their types).

Writing structure Name :> BLAH = struct bindings end:

- Ensures Name is a legal implementation of BLAH.
- Ensures code outside of Name assumes nothing more than what BLAH provides.

Hence signatures are what really enable separate reasoning.

# Signature matching

Is Name a legal implementation of BLAH.

- Clearly it must define everything in BLAH.
- It can define more (unavailable outside of Name).
- BLAH can restrict the type of polymorphic functions.
- BLAH can make types abstract.

In particular, making a datatype abstract hides the constructors, so clients have no (direct) way to create or access-parts-of values of the type.

That's often a good thing.

## <u>Remember</u>

Key tools for modularity/information hiding in ML: structures and signatures (and functors, which we're skipping).

A signature that "hides more" makes it easier to:

- Replace the structure implementation without breaking clients.
- Reason about how clients use the structure.

Note: See the extended example code for this lecture for more details...