



An Introduction to Moose
The new way to use Object orientation in Perl 5

What is Moose ?

- A new way of doing OO in Perl
- Taken from ideas in Perl 6 - makes OO perl easier

Why Moose ?

- Perl's approach to object orientation is almost excessively Perlish: there are far too many ways to do it.
- There are at least a dozen different ways to build an object

Traditional Perl OO

```
use strict;
use warnings;
package My::Package;

sub new {
    my ($class, $param) = @_;
    my $new_object = bless {}, $class;
    $new_object->{param} = $param;
    return $new_object;
}

sub set_param {
    my ($self, $value) = @_;

    $self->{param} = $value;
    return $self->{param};
}

sub get_param {
    my ($self) = @_;
    return $self->{param};
}
```

The Moose Approach

```
package My::Package  
use Moose;          # automatically turns on strict and warnings  
has 'param' => (is => 'rw', isa => 'Int');
```

Attributes in Moose

- Introduced by the new "has" keyword
- Very flexible and powerful
- Automatically provides accessor functions

"has"

- `has $name|@$names => %options`
- `is => 'rw'|'ro'`
- `isa => $type_name`
- `required => (1|0)`
- `default => SCALAR | CODE`

For more information

- <http://search.cpan.org/~drotsky/Moose-0.74/lib/Moose/Manual.pod>
- <http://search.cpan.org/~drotsky/Moose-0.74/lib/Moose/Cookbook.pod>
- <http://search.cpan.org/~stevan/Task-Moose-0.01/lib/Task/Moose.pm>