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.
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 $name @{$names} => %options

is => 'rw'|'ro'

isa => $type_name

required => (1|0)

default => SCALAR | CODE
For more information

http://search.cpan.org/~drolsky/Moose-0.74/lib/Moose/Manual.pod

http://search.cpan.org/~drolsky/Moose-0.74/lib/Moose/Cookbook.pod

http://search.cpan.org/~stevan/Task-Moose-0.01/lib/Task/Moose.pm