

# **The New BSF4ooRexx 6.00**

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2018 International Rexx Symposium

# Overview

- Brief history
  - Purpose
  - "Swiss Army Knife (SAK)" for Rexx programmers
- BSF4ooRexx version 6.0
  - New features
- Roundup and outlook

# BSF4ooRexx – Brief History, 1

- Proof of concept at the University Essen 2000
  - Originally for OS/2 and Windows
  - Purpose
    - Allow OS/2 Rexx programmers to use Java as a Rexx function library to take advantage of Java e.g. for GUIs
    - Allow their Rexx programs to be run unchanged if migrated to Windows, even if they are GUI applications
  - Later for Linux and MacOSX
  - Some BSF4ooRexx GUI samples were originally created on OS/2 and still (18 years later!) run unchanged on Windows, Linux and MacOSX!
    - `samples/3-070_ShootOut.rxj`

# BSF4ooRexx – Brief History, 2

- ooRexx 4.0
  - Introduced a new kernel and an excellently devised native API modelled after Java's JNI
  - BSF4ooRexx became able to take full advantage of ooRexx at the JNI-C++ level into both directions!
    - Allowing Rexx to interact in total new ways with Java
      - Implementing any Java interface classes in Rexx!
        - E.g. allowing Java to callback into Rexx!
      - Implementing abstract Java classes in Rexx!
      - Allowing to extend Java classes to access protected members
    - Allowing Java to interact with Rexx objects
      - Sending messages
      - Fetching even Rexx objects as return values

# BSF4ooRexx – Brief History, 3

- Goal of "Swiss Army Knife (SAK)" for Rexx
  - Make good for missing external function packages
    - E.g. ssl, crc32, IPv6 long before Rexx supported it, etc.
  - Allows for creating graphical user interfaces (GUI)
    - [awt](#), [swing](#), and even [JavaFX](#)!
  - Any third party Java class library can be used
    - BSF4ooRexx' [.Net](#) support on Windows realized that way!
- Best of all
  - ooRexx programs can run unchanged on all operating systems
  - Fully exploiting the promise of Java "[compile once, run everywhere](#)"!

# BSF4ooRexx 6.00, Java Support, 1

- Basing on Java 1.6/6.0, hence "6.00"
  - Implementation can take advantage of significant new Java features like generics
  - Support for JSR-223 ([javax.script](#))
    - Rexx can be easily deployed by any Java application
    - Rexx can be used as a macro language wherever e.g. JavaScript, Groovy, Jython and the like gets used
- Making sure that it runs on Java 9 and later
  - Java 9 introduced some significant internal changes, breaking sometimes compatibility of reflective Java code

# BSF4ooRexx 6.00, Java Support, 2

- Making sure that it runs on Java 9 and later
  - Adapting Java 9 support for MacOSX
    - Apple Java classes not accessible anymore
  - Two different reflection mechanisms, even caching!
    - [java.lang.reflect](#) based
      - Only way on Java 1.6/6, but also needed to fully use Java 1.7/7
    - [java.lang.invoke](#) based
      - [MethodHandle](#) based
      - Currently (beta phase) default for Java 1.8/8 and Java 9
  - Reflection mechanism can be switched either way at runtime
    - Performance comparable, [MethodHandle](#) slightly faster

# BSF4ooRexx 6.00, Java Support, 3

- Support for `ooRexx Array`'s `makeArray` and `supplier` semantics for Java objects that implement the Java interfaces for collections
  - `java.lang.Iterable`
  - `java.util.Collection`
  - `java.util.Enumeration`
  - `java.util.Iterator`
  - `java.util.Map`
- Can therefore be directly used in `DO...OVER` !



# BSF4ooRexx 6.00, External Function, 1

- `BsfCreateRexxProxy(rexx, [user], ...)`
  - Boxes Rexx object into a Java object
    - Rexx object may be
      - a plain string representing Rexx code
      - an array of strings (new)
      - a routine (new)
      - a method
    - The optional second argument is a user/programmer supplied Rexx object that gets sent back on callbacks from Java (entry "`USERDATA`" in the slot argument)
    - The third argument may be "`R[exx]`", a list of Java interfaces, the name of an abstract class followed by its arguments

# BSF4ooRexx 6.00, External Function, 2

- `BsfTestPing([rep])`
  - New function to allow timing external calls
  - If `rep` (repetitions) is given, the function will call a Java `testPing` method `rep` times
- New subfunc `BSF("testPing" [,rep [,obj,msg] ])`
  - No argument: roundtrip from Rexx to Java
  - `rep`: Java calls `repetition` times native C++ function
  - `rep, obj, msg`: Java sends `repetition` times message `msg` to the supplied Rexx `object`

# BSF4ooRexx 6.00, FXML Enhancement

- JSR-223 invocations may not supply the file name of the program that gets run
  - Despite the documentation of [javax.script!](#)
  - Surprisingly [JavaFX](#) is one such infrastructure
    - In case of an execution error the file name of the Rexx package cannot be given, if invoked from an [FXML](#) file!
    - Enhancement
      - The artificial Rexx file name will get the location value from the [ScriptContext](#) added to it
      - A Rexx programmer can therefore at least locate the source of the invocation of the Rexx program

# BSF4ooRexx 6.00, **BSF.CLS**, 1

- Now **INTERPRET** free!
  - 18 years ago only **INTERPRET** allowed for some needed dynamic Rexx code invocation
- Using the **Routine** class allows to forgo it
- Added caching of external routines
  - Turned out to be up to 20 times faster!
  - Meanwhile ooRexx 5.0 applies even better caching and increases in lookups of environment symbols ("dot variables") including class lookups
    - Once BSF4ooRexx requires ooRexx 5.0 it will therefore forgo its own caching :-)

# BSF4ooRexx 6.00, **BSF.CLS**, 2

- New ooRexx class **Slot.Argument**
  - Whenever a Java callback reaches Rexx a slot argument gets added as the last argument
    - A Rexx **Directory** object that may contain useful entries
    - Sometimes programmers wished to be able to distinguish this slot argument from a normal Rexx **Directory** argument
  - **Slot.Argument** is a plain subclass of **Directory**
    - Using **Object's isA(.Slot.Argument)** returns **.true**, if the argument is indeed a slot argument!
    - Idea: Jon Wolfers at the 2017 Rexx Symposium!

# BSF4ooRexx 6.00, **BSF.CLS**, 3

- MacOSX
  - ooRexx lately reports "**DARWIN**" as the name
    - Supplied by MacOSX
    - Before, for years "**MACOSX**" was supplied
  - To keep backward compatibility the entries
    - **.bsf4rexx~opSys** still will be mapped to "**MACOSX**"
    - **.bsf4rexx~opSys1** mapped to "**M**"
    - **.bsf4rexx~opSys2** mapped to "**MA**"
    - **.bsf4rexx~opSys3** mapped to "**MAC**"

# BSF4ooRexx 6.00, **BSF.CLS**, 4

- New classes to ease GUI programming
  - **FXGuiThread**
    - Allows to asynchronously send messages to GUI objects
    - Messages will be dispatched on the "JavaFX Application Thread" (the JavaFX GUI thread, see other talk)
    - Makes sure no hangs occur
  - **GuiMessage**
    - Modelled after ooRexx' **Message** class
    - Returned by **FXGuiThread** methods
      - Can be used to wait for the message to have been executed
      - Can be used to fetch return value, if any

# BSF4ooRexx 6.00, **BSF.CLS**, 5

- New entries in **.bsf4rexx**
  - **.bsf4rexx~java.version**
    - The full Java version string, e.g. "1.8.0\_162"
  - **.bsf4rexx~java.major.version**
    - "6" for Java 1.6, "7" for Java 1.7, "8" for Java 1.8, "9" for Java "9" and up, e.g. "8"
    - Eases testing for a certain Java version
  - **.bsf4rexx~java.minor.version**
    - Whatever the Java version string supplies as minor information, e.g. "0\_162"



# BSF4ooRexx 6.00, **BSF.CLS**, 6

- `bsf.compile(className,JavaSourceCode)`
  - Compiles supplied Java source code
  - Loads denoted `className` from the compiled Java program for further usage
  - Can be used for implementing lambda functions
    - Really only necessary, if an ooRexx implemented lambda function appears to be too slow
      - Only needed, if lambdas get employed by some Java algorithms in the ten-to-hundred-thousands-of-times
  - Can be useful for solving rare "exotic" problems
  - Support for `NetRexx` planned, once a comparable on-the-fly compilation becomes possible for it

# BSF4ooRexx 6.00, **BSF.CLS**, 7

- New hash-bang line for all Rexx scripts  
`#!/usr/bin/env rexx`
- Unix-related
  - Allows executing Rexx scripts as Unix commands
  - One needs to set the executable bit, e.g.  
`chmod a+x *.rexx`
  - `/usr/bin/env` will use the environment to find the program `rexx` to run the script
  - Hint: in order to work on Unix the lines must be terminated with **LF** (`"0A"x`) only!

# Roundup and Outlook

- A lot of work on many frontiers!
- Work on [BSF4ooRexx 6.0](#) concluded
  - All test units pass
    - Extremely important
    - Without them this work could not have been possibly be done in that time frame
- Beta test phase
  - Actually "gamma", if not already release quality
  - Planned to add on-the-fly compiling for [NetRexx](#) as mentioned in the presentation