

NAME

Dancer::Object – Objects base class for Dancer

VERSION

version 1.3140

SYNOPSIS

```
package My::Dancer::Extension;

use strict;
use warnings;
use base 'Dancer::Object';

__PACKAGE__->attributes( qw/name value this that/ );

sub init {
    # our initialization code, if we need one
}
```

DESCRIPTION

While we **love** Moose, we can't use it for Dancer and still keep Dancer minimal, so we wrote Dancer::Object instead.

It provides you with attributes and an initializer.

METHODS**new**

Creates a new object of whatever is based off Dancer::Object. This is a generic new method so you don't have to write one yourself when extending Dancer::Object.

It accepts arguments in a hash and runs an additional `init` method (described below) which you should implement.

init

Exists but does nothing. This is so you won't have to write an initializer if you don't want to.

clone

Creates and returns a clone of the object using Clone, which is loaded dynamically. If we cannot load Clone, we throw an exception.

get_attributes

Get the attributes of the specific class.

attributes

Generates attributes for whatever object is extending Dancer::Object and saves them in an internal hashref so they can be later fetched using `get_attributes`.

For each defined attribute you can access its value using:

```
$self->your_attribute_name;
```

To set a value use

```
$self->your_attribute_name($value);
```

Nevertheless, you can continue to use these attributes as hash keys, as usual with blessed hash references:

```
$self->{your_attribute_name} = $value;
```

Although this is possible we defend you should use the method approach, as it maintains compatibility in case Dancer::Object structure changes in the future.

attributes_defaults

```
$self->attributes_defaults(length => 2);
```

given a hash (not a hashref), makes sure an object has the given attributes default values. Usually called from within an `init` function.



AUTHOR

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