

NAME

TAP::Parser::IteratorFactory - Figures out which SourceHandler objects to use for a given Source

VERSION

Version 3.30

SYNOPSIS

```
use TAP::Parser::IteratorFactory;
my $factory = TAP::Parser::IteratorFactory->new({ %config });
my $iterator = $factory->make_iterator( $filename );
```

DESCRIPTION

This is a factory class that takes a *TAP::Parser::Source* and runs it through all the registered *TAP::Parser::SourceHandlers* to see which one should handle the source.

If you're a plugin author, you'll be interested in how to *register_handlers*, how *detect_source* works.

METHODS

Class Methods

new

Creates a new factory class:

```
my $sf = TAP::Parser::IteratorFactory->new( $config );
```

\$config is optional. If given, sets *config* and calls *load_handlers*.

register_handler

Registers a new *TAP::Parser::SourceHandler* with this factory.

```
__PACKAGE__->register_handler( $handler_class );
```

handlers

List of handlers that have been registered.

Instance Methods

config

```
my $cfg = $sf->config;
$sf->config({ Perl => { %config } });
```

Chaining getter/setter for the configuration of the available source handlers. This is a hashref keyed on handler class whose values contain config to be passed onto the handlers during detection & creation. Class names may be fully qualified or abbreviated, eg:

```
# these are equivalent
$sf->config({ 'TAP::Parser::SourceHandler::Perl' => { %config } });
$sf->config({ 'Perl' => { %config } });
```

load_handlers

```
$sf->load_handlers;
```

Loads the handler classes defined in *config*. For example, given a config:

```
$sf->config({
```

```
MySourceHandler => { some => 'config' },
});
```

`load_handlers` will attempt to load the `MySourceHandler` class by looking in `@INC` for it in this order:

```
TAP::Parser::SourceHandler::MySourceHandler
MySourceHandler
```

croaks on error.

make_iterator

```
my $iterator = $src_factory->make_iterator( $source );
```

Given a `TAP::Parser::Source`, finds the most suitable `TAP::Parser::SourceHandler` to use to create a `TAP::Parser::Iterator` (see `detect_source`). Dies on error.

detect_source

Given a `TAP::Parser::Source`, detects what kind of source it is and returns *one* `TAP::Parser::SourceHandler` (the most confident one). Dies on error.

The detection algorithm works something like this:

```
for (@registered_handlers) {
    # ask them how confident they are about handling this source
    $confidence{$handler} = $handler->can_handle( $source )
}
# choose the most confident handler
```

Ties are handled by choosing the first handler.

SUBCLASSING

Please see "*SUBCLASSING*" in `TAP::Parser` for a subclassing overview.

Example

If we've done things right, you'll probably want to write a new source, rather than sub-classing this (see `TAP::Parser::SourceHandler` for that).

But in case you find the need to...

```
package MyIteratorFactory;

use strict;

use base 'TAP::Parser::IteratorFactory';

# override source detection algorithm
sub detect_source {
    my ($self, $raw_source_ref, $meta) = @_;
    # do detective work, using $meta and whatever else...
}

1;
```

AUTHORS

Steve Purkis

ATTRIBUTION

Originally ripped off from *Test::Harness*.

Moved out of *TAP::Parser* & converted to a factory class to support extensible TAP source detective work by Steve Purkis.

SEE ALSO

TAP::Object, *TAP::Parser*, *TAP::Parser::SourceHandler*, *TAP::Parser::SourceHandler::File*,
TAP::Parser::SourceHandler::Perl, *TAP::Parser::SourceHandler::RawTAP*,
TAP::Parser::SourceHandler::Handle, *TAP::Parser::SourceHandler::Executable*