Object-oriented Design

Abstraction, Modularity, and Encapsulation
Abstraction

- Distills a system to its functionality

[source:onanimation.com]
Abstract Data Type

ADT (Abstract Data Type)

- Define ADT before implementation

- Specifies what each operation does, but not how it does (an interface in Java)
  - An interface is a list of method declarations without their method body

- An ADT is realized by a concrete data structure (which is called “a class” in Java)
Modularity

- Splits a large program into a number of smaller, independent parts to reduce complexity
- Each part (a module) represents a separate functional unit

[Source: php.jglobal.com]
Encapsulation

- Hide the implementation details of a module from its users
- Each module maintains a consistent interface but reveals no internal details for outsiders
- Gives the programmers the freedom in implementing the details

[Source: entertainingcode.com]
Goals

Software implementation should be

- Robustness
- Adaptability
- Reusability
Object-oriented Design

An object
- Is the main actor in the object-oriented paradigm
- is an instance of a class

A Class
- Defines an object
- Consists of fields and methods
- Gives others a consistent and concise view to interact with the object (without knowing details)
Inheritance

- A way to reuse code (based on a hierarchical structure)
- Player (A subclass) extends Human (A superclass)
- A player has his/her own name and record, and can watch, talk, jump, and shoot.

```
<table>
<thead>
<tr>
<th>Human</th>
<th>Fields: name</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Methods: watch(), talk(), jump()</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Player</th>
<th>Fields: record</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Methods: shoot()</td>
</tr>
</tbody>
</table>
```
Overriding

- Redefine a method in the subclass
- A player jumps in a different way
- A player has his/her own name and record, and can watch, talk, \textbf{jump}, and shoot.

\begin{itemize}
  \item Human
    \begin{itemize}
      \item Fields: name
      \item Methods: \texttt{watch()}, \texttt{talk()}, \texttt{jump()}
    \end{itemize}
  \item Player
    \begin{itemize}
      \item Fields: record
      \item Methods: \texttt{jump()}, \texttt{shoot()}
    \end{itemize}
\end{itemize}
Polymorphism

- An object can be polymorphic.
- It may have different forms and behave the same method in different ways depending on which class it refers to.

For example,
- An instance of Human (like us) jumps in one way
- An instance of Player (like LeBron James) jumps in a different way
- How does Fang jump?
Overloading

- In the same class, one can define the same method with different signatures
- The signature of a method is a combination of its name, and the type and number of arguments

```
<table>
<thead>
<tr>
<th>Class</th>
<th>Fields</th>
<th>Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>name</td>
<td>watch(), talk(), jump()</td>
</tr>
<tr>
<td>Player</td>
<td>record</td>
<td>shoot(), shoot(int a)</td>
</tr>
</tbody>
</table>
```
**this**

- A keyword in Java
- The reference of the **current instance** of the class

```java
class Example {
    public int dog = 2;
    public void clobber() {
        int dog = 5;
        System.out.println("The local dog value = " + dog);
        System.out.println("The field dog value = " + this.dog);
    }
    public static void main(String[] argv) {
        this.clobber();
    }
}
```

```
javac Example.java
java Example
The local dog value = 5
The field dog value = 2
```
An inheritance example

- Progression
  - 1, 2, 3, …

- Arithmetic Progression
  - \( f(n) = f(n-1) + d \)
  - \( f(0) = 1, d = 2 \), we have 1, 3, 5, 7, …

- Geometric Progression
  - \( f(n) = f(n-1) \times r \)
  - \( f(0) = 1, r = 2 \), we have 1, 2, 4, 8, 16, …

- Fibonacci Progression
  - \( f(n) = f(n-1) + f(n-2) \)
  - \( f(0) = 1, f(1) = 2 \), we have 1, 2, 3, 5, 8, 13, 21, …
Progression

Fields:
- first (the first value)
- cur (the current value)

Methods:
- Progression(): Initialize the field values (A Constructor function)
- firstValue(): Reset the progression to the first value and return that value
- nextValue(): Step the progression to the next value and return that value
- printProgression(int n): Reset the progression and print the first n values
public class Progression {
    protected long first;
    protected long cur;
    Progression() { // Constructor
        first = cur = 1;
    }
    protected long firstValue() { // Reset cur
        cur = first;
        return cur;
    }
    protected long nextValue() { // cur = cur + 1; return cur;
        return ++cur;
    }
    protected long printProgression(int n) { ... }
}
Progression

//Print the first n values
protected long printProgression(int n){
    System.out.print(firstValue());
    for(int i = 2; i<=n; i++)
        System.out.print(" + nextValue()");
    System.out.println();
}

Arithmetic Progression

first, first+d, first+2d, …

Fields: first, cur
Methods: firstValue(), nextValue(), printProgression()

Fields: d
Methods: nextValue()
Arithmetic Progression

//refines constructor, replaces nextValue(), and
//inherits Progression(), firstValue(), printProgression(int)

class ArithProgression extends Progression{
    protected long d;
    ArithProgression(){  //d =1 by default
        this(1,1);  //first=cur=1, d = 1;
    }
    ArithProgression(int a, int increment) {  //Set d to increment
        first =cur= a;
        d = increment;
    }
    protected long nextValue(){
        cur += d;  //cur = cur+d;
        return cur;
    }
}
Geometric Progression

first, first*r, first*r^2, …

Fields: first, cur
Methods: firstValue(), nextValue(), printProgression()

Fields: r
Methods: nextValue()
Geometric Progression

//refines constructor, replaces nextValue(), and
//inherits Progression(), firstValue(), printProgression(int)

class GeomProgression extends Progression
{
    protected long r;
    GeomProgression(){ //first =1, r =1 by default
        this(1,1); //first = 1; r = 1;
    }
    GeomProgression(int a, int base) { //Set r to base
        first = a;
        r = base;
    }
    protected long nextValue(){
        cur *= r; //cur = cur*r;
        return cur;
    }
}
Fibonacci Progression

$$a_0, a_1, a_2, a_3, \ldots (a_{n+1} = a_{n-1} + a_n)$$

**Fields:** first, cur
**Methods:** firstValue(), nextValue(), printProgression()

**Fields:** prev
**Methods:** nextValue()
Fibonacci Progression

//inherits Progression(), firstValue(), printProgression(int)
class FiboProgression extends Progression{
    protected long prev;
    FiboProgression(){  //a0=1, a1=2 by default
        this(1,2);
    }
    FiboProgression(long a0, long a1) {
        first = a0;  //overwrite the initial value of first (so is cur)
        prev = a1-a0;  //fictitious value preceding the first
    }
    protected long nextValue(){  //\(a_{n+1} = a_{n-1} + a_n\)
        long temp = prev;  //temp = \(a_{n-1}\)
        prev = cur;  //prev = \(a_n\)
        cur+=temp;  //cur = \(a_{n+1} = a_{n-1} + a_n\)
        return cur;
    }
}
Inheritance Diagram

Progression
Fields: first, cur
Methods: Progression(), firstValue(), nextValue(), printProgression(int)

ArithProgression
Fields: d
Methods: ArithProgression(), ArithProgression(long), nextValue()

GeomProgression
Fields: r
Methods: GeomProgression(), GeomProgression(long), nextValue()

FiboProgression
Fields: prev
Methods: FiboProgression(), FiboProgression(long,long), nextValue()
Test Progression

class TestProgression{
    public static void main(String[] args){
        Progression prog;
        prog = new ArithProgression(1, 2);
        prog.printProgression(10);
        prog = new GeomProgression(1, 3);
        prog.printProgression(10);
        prog = new FiboProgression(3, 4);
        prog.printProgression(10);
    }
}
public class DoubleProgression {
    protected double first;
    protected double cur;
    Progression(){  //Constructor
        first = cur = 1;
    }
    protected double firstValue(){ //Reset cur
        cur = first;
        return cur;
    }
    protected double nextValue(){ //cur = cur+1; return cur;
        return ++cur;
    }
    protected double printProgression(int n){ ... }
}
//Print the first n values
protected void printProgression(int n){
    System.out.print(firstValue());
    for(int i = 2; i<=n; i++)
        System.out.print(" "+nextValue());
    System.out.println();
}
Geometric Double Progression

//refines constructor, replaces nextValue(), and
//inherits Progression(), firstValue(), printProgression(int)

class GeomDoubleProgression extends DoubleProgression {
    protected double r;
    GeomProgression() { //first = 1, r = 1 by default
        this(1, 1); //first = 1; r = 1;
    }
    GeomProgression(double a, double base) { //Set r to base
        first = a;
        r = base;
    }
    protected double nextValue(){
        cur *= r;   //cur = cur*r;
        if(cur<0) throw new Exception("negative value!");
        return cur;
    }
}

class TestProgression{
    public static void main(String[] args){
        Progression prog;
        prog = new ArithProgression(1, 2);
        prog.printProgression(10);
        prog = new GeomProgression(1, 3);
        try{
            prog.printProgression(10);
        }catch(Exception abc){
            System.out.println(abc.getValue());
        }
        prog = new GeomDoubleProgression(100,0.024);
        prog.printProgression(10);
        prog = new FiboProgression(3,4);
        prog.printProgression(10);
    }
}

1 3 5 7 9 11 13 15 17 19
1 3 9 27 81 243 729 2187 6561 19683
3 4 7 11 18 29 47 76 123 199
Exception Handling

Exceptions are

- unexpected events that occur during the execution of a program (by JRE or programmers)

- Throw an exception in Java

  ```java
  throw new exception_type (param, ...)
  ```

- Example:

  ```java
  if (insertIndex >= A.length){
      throw new BoundaryViolationException("No element at index "+ insertIndex);
  }
  ```
Catching Exceptions

- When an exception is thrown, it must be caught
- Otherwise, the program will terminate
- Use try-catch block in Java to catch exceptions

```java
int index = Integer.MAX_VALUE;
try{
    String.toBuy = shoppingList[index];
} catch(ArrayIndexOutOfBoundsException aioobx){
    System.out.println("The index "+index+" is outside the array.");
}
```
Interface

Application Programming Interface (API)

- The methods that each object supports
- A list of method declarations with no data and no bodies

Implementing Interfaces

- An interface enforces the requirements that a class has methods with certain specified signatures
- A class can implement many interfaces (must implement all methods of each interface)
An Interface and Its Implementation

```java
public interface Sellable {
    public String description();
    public int listPrice();
    public int lowestPrice();
}

public class Photo implements Sellable {
    private String descript;
    private int price;
    private boolean color;

    public Photo(String desc, int p, boolean c) {
        descript = desc;
        price = p;
        color = c;
    }

    public String description() {
        return descript;
    }

    public int listPrice() {
        return price;
    }

    public int lowestPrice() {
        return price / 2;
    }
}
```
Multiple Inheritance

- An interface can have multiple inheritance
  (a class cannot)

```java
public interface Transportable {
    public int weight();
    public int isHazardous();
}

public interface Sellable {
    public String description();
    public int listPrice();
    public int lowestPrice();
}

public interface InsurableItem extends Transportable, Sellable {
    public int insuredValue();
}
```
Generics

- A generic type is not defined at compile time but becomes fully specified at run time

- Define a class with formal type parameters

- Instantiate an object of this class by using actual type parameters to indicate the concrete types
public class IntPair{
    string key;
    int value;
    public void set(string k, int v){
        key = k;
        value = v;
    }
    public string getKey(){ return key; }
    public int getValue(){ return value; }
    public String toString()
        return "["+getKey()+", "+getValue()+ "]";
}
public static void main(...){...}
public class DoublePair{
    string key;
    double value;
    public void set(string k, double v){
        key = k;
        value = v;
    }
    public string getKey(){ return key; }
    public double getValue(){ return value;}
    public String toString(){
        return "["+getKey()+", "+getValue()+"]";
    }
    public static void main(...){...}
}
public static void main(String[] args) {
    IntPair pair1 = new IntPair();
    pair1.set("age", 20);
    System.out.println(pair1.toString());
    DoublePair pair2 = new DoublePair();
    pair2.set(new String("grade"), new Double(82.53));
    System.out.println(pair2.toString());
}

...
public class Pair<K, V> {
    K key;
    V value;
    public void set(K k, V v) {
        key = k;
        value = v;
    }
    public K getKey() { return key; }
    public V getValue() { return value; }
    public String toString() {
        return "[" + getKey() +", " + getValue() + "]";
    }
    public static void main(...) {...}
}
A Generic Example

... public static void main(String[] args) {
    Pair<String, Integer> pair1 = new Pair<String, Integer>();
    pair1.set(new String("age"), new Integer(20));
    System.out.println(pair1.toString());
    Pair<String, Double> pair2 = new Pair<String, Double>();
    pair2.set(new String("grade"), new Double(82.53));
    System.out.println(pair2.toString());
}
...

Javac Pair.java
Java Pair

[age, 20]
[grade, 82.53]
Genetic Progression

//1, 2, 3, ...
public class Progression <k> {
    protected k first;
    protected k cur;
    Progression(){ //Constructor
        first = cur;
    }
    protected k firstValue(){ //Reset cur
        cur = first;
        return cur;
    }
    protected k nextValue(){    //cur = cur+1; return cur;
        return cur;
    }
    protected k printProgression(int n){ ... }
}
Geometric Progression

//refines constructor, replaces nextValue(), and
//inherits Progression(), firstValue(), printProgression(int)

class GeomProgression extends Progression<Long>{
    protected long r;
    GeomProgression(){  //first =1, r =1 by default
        this(1,1); //first = 1; r = 1;
    }
    GeomProgression(long a, long base) {  //Set r to base
        first = a;
        r = base;
    }
    protected long nextValue(){
        cur *= r;  //cur = cur*r;
        return cur;
    }
}
HW 2 (Due on 9/28)

Generic Geometric Progression

- Output two different types of geometric progressions using inheritance and generics
- Try to throw/catch exceptions
The Growth Population

- Get initial population and years from user inputs (Use Scanner class)
- Every 30 years (a generation), the population becomes double
- Output the Population Progression (by generation)
- E.g., Input: 2 people and 120 years.
  
  Output: 2, 4, 8, 16, 32
The Growth of Capital

- Get initial capital and years from user inputs
- The annual interest rate is 2.4%
- Output the yearly Capital progression
- E.g., Input: 100 and 2 years.
  
  Output: 100, 102.4, 104.8576
Coming up…

- We will discuss the team project, and text processing and pattern matching next week
- Read TB Chapter 12
- We will have a makeup course on Sep 30
- We will not have courses on Oct 5 and Oct. 12
Team Project: 30%

- 3-5 students as a team
- Send the team list (name and contact) to your TAs before the end of next week
- Develop your application using Eclipse with SVN
  - TAs will help you set up SVN in the next week lab (Sep. 25)
  - Start to work on it
  - You will get extra points for updating your code constantly