CMSC 132: Object-Oriented Programming II

Effective Java

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Effective Java

Title

Effective Java Programming Language Guide

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Contents

Learn to use Java language and its libraries more effectively
Java Puzzlers (By J. Bloch)

Java
- Simple and elegant
- Need to avoid some sharp corners!

Puzzlers
- Java code fragments
- Expose some tricky aspects of Java

Effective Java
- Patterns and idioms to emulate
- Pitfalls to avoid
public class Name {
    private String myName;
    public Name(String n) { myName = n; }
    public boolean equals(Object o) {
        if (!(o instanceof Name)) return false;
        Name n = (Name)o;
        return myName.equals(n.myName);
    }
    public static void main(String[ ] args) {
        Set s = new HashSet();
        s.add(new Name("Donald"));
        System.out.println(s.contains(new Name("Donald")));}
}
You're Such A Character

public class Trivial {
    public static void main(String args[]) {
        System.out.print("H" + "a");
        System.out.print('H' + 'a');
    }
}

Output
1. Ha
2. HaHa
3. Neither

Prints Ha169

'H' + 'a' evaluated as int, then converted to String!

Use string concatenation (+) with care. At least one operand must be a String
The Confusing Constructor

public class Confusing {
    public Confusing(Object o) {
        System.out.println("Object");
    }
    public Confusing(double[] dArray) {
        System.out.println("double array");
    }
    public static void main(String args[]) {
        new Confusing(null);
    }
}

Output
1. Object
2. double array
3. Neither

When multiple overloading apply, the most specific wins

Avoid overloading. If you overload, avoid ambiguity
Time For A Change

Problem

If you pay $2.00 for a gasket that costs $1.10, how much change do you get?

```java
public class Change {
    public static void main(String[] args) {
        System.out.println(2.00 - 1.10);
    }
}
```

Output

1. 0.9
2. 0.90
3. Neither

Prints 0.8999999999999999. Decimal values can’t be represented exactly by float or double

Avoid float or double where exact answers are required. Use BigDecimal, int, or long instead
A Private Matter

class Base {
    public String name = "Base";
}
class Derived extends Base {
    private String name = "Derived";
}
public class PrivateMatter {
    public static void main(String[] args) {
        System.out.println(new Derived().name);
    }
}

Output
1. Derived
2. Base
3. Neither

Compiler error in class PrivateMatter: Can't access name

Private field can hide public. Avoid hiding & public fields
Effective Java Topics

1. Creating and Destroying Objects
2. Methods Common to All Objects
3. Classes and Interfaces
4. Substitutes for C Constructs
5. Methods
6. General Programming
7. Exceptions
8. Threads
9. Serialization
Creating and Destroying Objects

- Consider providing static factory methods instead of constructors
- Enforce singleton property with a private constructor
- Enforce noninstantiability with a private constructor
- Avoid creating duplicate objects
- Eliminate obsolete object references
- Avoid finalizers
Methods Common to All Objects

- Obey the general contract when overriding equals
- Always override hashCode when you override equals
- Always override toString
- Override clone judiciously
- Consider implementing Comparable
Classes and Interfaces

- Minimize the accessibility of classes and members
- Favor immutability
- Favor composition over inheritance
- Design and document for inheritance or else prohibit it
- Prefer interfaces to abstract classes
- Use interfaces only to define types
- Favor static member classes over nonstatic
Methods

- Check parameters for validity
- Make defensive copies when needed
- Design method signatures carefully
- Use overloading judiciously
- Return zero-length arrays, not nulls
- Write doc comments for all exposed API elements
General Programming

- Minimize the scope of local variables
- Know and use the libraries
- Avoid float and double if exact answers are required
- Avoid strings where other types are more appropriate
- Beware the performance of string concatenation
- Refer to objects by their interfaces
- Prefer interfaces to reflection
- Use native methods judiciously
- Optimize judiciously
- Adhere to generally accepted naming conventions
Exceptions

- Use exceptions only for exceptional conditions
- Use checked exceptions for recoverable conditions and run-time exceptions for programming errors
- Avoid unnecessary use of checked exceptions
- Favor the use of standard exceptions
- Throw exceptions appropriate to the abstraction
- Document all exceptions thrown by each method
- Include failure-capture information in detail messages
- Strive for failure atomicity
- Don't ignore exceptions
Threads

- Synchronize access to shared mutable data
- Avoid excessive synchronization
- Never invoke wait outside a loop
- Don't depend on the thread scheduler
- Document thread safety
- Avoid thread groups