

CMSC 132: OBJECT-ORIENTED PROGRAMMING II



Effective Java

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Effective Java Textbook

- Title
 - Effective Java, Second Edition
- Author
 - Joshua Bloch
- 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

What's In A Name?

```
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")));  
    }  
}
```

Output

1. True
2. False
3. It Varies

**Name class
violates Java
hashCode()
contract.**

**If you override
equals(), must
also override
hashCode()!**

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 overloadings 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?

```
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**

Regarding Objects

- Creating and destroying objects
 - Avoid creating duplicate/unnecessary objects
 - Eliminate obsolete object references
 - Avoid finalizers
- Methods common to all objects
 - Obey the general hash contract when overriding equals
 - Always override hashCode when you override equals
 - Always override toString

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
- User interfaces only to define types

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
- Prefer for-each loops to traditional for loops
- Know and use the libraries
- Prefer primitive types to boxed primitives
- Avoid float and double if exact answers are required
- Avoid strings where other types are more appropriate
- Beware the performance of string concatenation
- Adhere to generally accepted naming conventions
- Refer to objects by their interfaces

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
- Don't ignore exceptions

Generics

- Don't use raw types
 - E.g., raw type for `List<E>` is `List`
- Prefer lists to arrays
- Favor generic types and methods
 - Define classes and methods using generics when possible
- Use bounded wildcards to increase API flexibility

Avoid Duplicate Object Creation

- Reuse existing object instead
 - Reuse improves clarity and performance
- Simplest example

```
String s = new String("DON'T DO THIS!");  
String s = "Do this instead";
```

- Since Strings constants are reused
- In loops, savings can be substantial
- But don't be afraid to create objects
 - Object creation is cheap on modern JVMs
 - Can enhance simplicity, power, robustness

Object Duplication Example

```
public class Person {  
    private final Date birthDate;  
    public Person(Date birthDate) {  
        this.birthDate = birthDate;  
    }  
    // UNNECESSARY OBJECT CREATION  
    public boolean bornBefore2000() {  
        Calendar gmtCal = Calendar.getInstance(  
            TimeZone.getTimeZone("GMT"));  
        gmtCal.set(2000, Calendar.JANUARY, 1, 0, 0, 0);  
        Date MILLENIUM = gmtCal.getTime();  
        return birthDate.before(MILLENIUM);  
    }  
}
```

Object Duplication Example

```
public class Person {  
    ...  
    // STATIC INITIALIZATION CREATES OBJECT ONCE  
    private static final Date MILLENIUM;  
    static {  
        Calendar gmtCal = Calendar.getInstance(  
            TimeZone.getTimeZone("GMT"));  
        gmtCal.set(2000, Calendar.JANUARY, 1, 0, 0, 0);  
        Date MILLENIUM = gmtCal.getTime();  
    }  
    public boolean bornBefore2000() { // FASTER!  
        return birthDate.before(MILLENIUM);  
    }  
}
```

Immutable Classes

- Class whose instances cannot be modified
- Examples
 - String
 - Integer
 - BigInteger
- How, why, and when to use them

How to Write an Immutable Class

- Don't provide any mutators
- Ensure that no methods may be overridden
- Make all fields final
- Make all fields private
- Ensure exclusive access to any mutable components

Immutable Fval Class Example

```
public final class Fval {  
    private final float f;  
    public Fval(float f) {  
        this.f = f;  
    }  
    // ACCESSORS WITHOUT CORRESPONDING MUTATORS  
    public float value( ) { return f; }  
  
    // ALL OPERATIONS RETURN NEW Fval  
    public Fval add(Fval x) {  
        return new Fval(f + x.f);  
    }  
    // SUBTRACT, MULTIPLY, ETC. SIMILAR TO ADD
```

Immutable Float Example (cont.)

```
public boolean equals(Object o) {  
    if (o == this) return true;  
    if (!(o instanceof Fval))  
        return false;  
    Fval c = (Fval) o;  
    return (Float.floatToIntBits(f) ==  
            Float.floatToIntBits(c.f));  
}
```

Distinguishing Characteristic

- Return **new** instance instead of modifying
- Functional programming
- May seem unnatural at first
- Many advantages

Advantage 1 – Simplicity

- Instances have exactly one state
- Easy to design, implement
- Constructors establish invariants
- Invariants can never be corrupted
- Requires no effort on the part of clients

Advantage 2 – Inherently Thread-Safe

- No need for synchronization
 - Internal or external
 - Since no **writes** to shared data
- Can't be corrupted by concurrent access
- By far the easiest approach to thread safety

Advantage 3 – Can Be Shared Freely

```
// EXPORTED CONSTANTS
```

```
public static final Fval ZERO = new Fval(0);
```

```
public static final Fval ONE  = new Fval(1);
```

```
// STATIC FACTORY CAN CACHE COMMON VALUES
```

```
public static Fval valueOf(float f) { ...  
}
```

```
// PRIVATE CONSTRUCTOR MAKES FACTORY MANDATORY
```

```
private Fval (float f) {  
    this.f = f;  
}
```

Advantage 4 – No Copies

- No need for defensive copies
- No need for any copies at all!
- No need for clone or copy constructor
- Not well understood in the early days
 - `public String(String s); // Should not exist`

Advantage 5 – Composability

- Excellent building blocks
- Easier to maintain invariants
 - If component objects won't change
- Special cases
 - Map keys
 - Set elements

The Major Disadvantage

- Separate instance for each distinct value
- Creating these instances can be costly

```
BigInteger moby = ...; // A million bits  
moby = moby.flipBit(0); // Ouch!
```

- Problem magnified for multistep operations
 - Provide common multistep operations as primitives
 - Alternatively provide mutable companion class

When to Make Classes Immutable

- Always, unless there's a good reason not to
- Always make small “value classes” immutable
 - Examples
 - Color
 - PhoneNumber
 - Price
 - Date and Point (both mutable) were mistakes!
 - Experts often use long instead of Date

When to Make Classes Mutable

- Class represents entity whose state changes
 - Real-world
 - BankAccount, TrafficLight
 - Abstract
 - Iterator, Matcher, Collection
 - Process classes
 - Thread, Timer
- If class must be mutable, minimize mutability
 - Constructors should fully initialize instance
 - Avoid reinitialize methods

Common Errors

- See

<http://www.cs.umd.edu/class/fall2011/cmsc132h/resources/CommonErrors.html>