

Lecture Set 5: Design and Classes

This Set:

- Methods and Parameter Passing
- Basics of program design
- Pseudo-code
- Objects and classes
- Heaps
- Garbage Collection
- More about Creating Objects and classes in Java
- Methods
- Constructors, Accessors, Mutators
- Equality
- Printing an object

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methods: defining and invoking

- One useful type of method for this project:
 - defined within the FlagMaker class
 - invoked from within another method that is defined in the same class
 - we'll do a lot more variations later

- Defined based on a name and a list of parameters

```
public static void name(parameterlist){  
    body  
}
```

- Invoked by stating its name and giving an argument for each element of the parameter list

```
name(argumentlist);
```

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method information: parameters and arguments

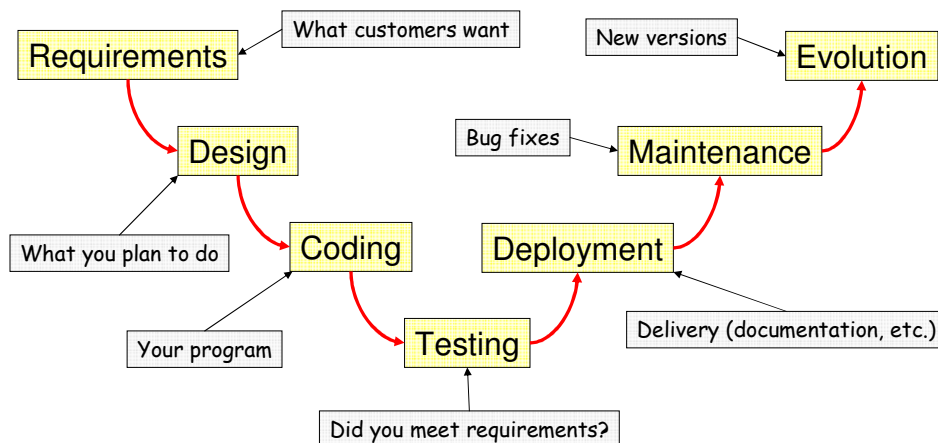


- parameter list
 - type name for each item in the list
 - e.g. (MyGrid grid, char where)
- argument list
 - expression for each item in the list
 - e.g. (grid, 't')
- Matched between the arguments and the parameters based on position in the list

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The Software Lifecycle



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In the Real World, Requirements and Design Rule



- Getting requirements right is essential for successful projects
 - FBI electronic case file (junked after \$180m)
 - IRS system upgrade in late 90s (junked after >\$2bn)
 - FAA air-traffic control (false starts, >\$10bn spent)
- Good design makes other parts of lifecycle easier
- In “the real world” coding typically < 30% of total project costs
- A good design improves:
 - efficiency (speed)
 - efficiency (memory)
 - ease of coding
 - ease of debugging
 - ease of expansion

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Program Design



- There are many aspects to good design
 - Architecture
 - Modeling
 - Requirements decomposition
 - Pseudo-code
- In this class we will focus on latter

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What Is “Pseudo-code”?

- When developing a complex part of a program (an algorithm), one of the tools often useful is pseudo-code.
- It's not English, not programming language -- somewhere between.
- Captures the flow of the program without worrying about language-specific details.



Example:

- **Requirement:** email program that allows you to send a message either to one person, or to your whole address book

- **Pseudo-code:**

```
prompt "Enter message: "  
input message  
prompt "Send to whole address book? "  
input answer  
if answer == "no"  
    prompt "Enter recipient: "  
    input recipient  
    send message to recipient  
otherwise  
    for each recipient, r, in address book  
        send message to r
```

What Is Pseudo-Code? (cont.)



- NOT English
- NOT a program
- Something in-between
 - Captures the "logic" and "flow" of the algorithm
 - Note that pseudo-code could be translated into ANY programming language (not just Java)
- Good programming practice
 - Write pseudo-code first and keep it as your design
 - Include it as comments in your code to help you connect code to design

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Testing



- Some testing is done by customer (**acceptance testing**)
 - E.g. testing we do on your projects!
 - You want to avoid errors surfacing during acceptance testing
- How to avoid errors during acceptance testing?
 - Test thoroughly before release
 - Cover all cases in code (if/else branches, etc.)
 - Identify "corner cases" (extreme values of inputs) and test with these
- We will study testing more later in semester

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Questions

- What is `System` in `System.out.println()`?
- Why use `str.equals("cat")` to compare equality of `String str` and `"cat"`?
- Is the similarity of the notations
`System.out.println()`
`str.equals()`
`sc.nextInt()`
important, or coincidental?

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Objects

- Bundles of (related)
 - **data** ("state")
 - **operations** ("behavior")
- Data often referred to as **instance variables**
- Operations usually called **methods**
- Invoking operations can change state (values stored in instance variables)

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Sample Student Object

State		Methods	
Name	Kerry Keenan	getAge	date → age
ID	444230695	getGrades	semester → grades
DOB	06-22-1987		etc.
Major	CMSC		
	etc.		

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Accessing State / Methods

- If
 - `o` is an object
 - `v` is an instance variable of the object
 - `m` is a method of the object
- Then
 - `o.v` is how to access the data `v` in `o`
 - `o.m` is how to invoke `m` in `o`
- So
 - `System` is an object, with `out` an instance variable
 - `out` is also an object, with `println` a method
 - `System.out.println` is how to access this method!
- Suppose `str` is a String
 - `str` is an object!
 - Methods of this object: `equals`, `compareTo`, etc.
 - `str.equals`, `str.compareTo`, etc. invokes these methods on that object

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Object-Oriented Programming



- Programs are collections of interacting objects
- Writing programs involves identifying what the objects should be and programming them
- Object-oriented languages provide features to ease object-oriented programming
- Defining objects involves identifying
 - state
 - methods

Classes



- “Blueprints” (“templates”) for objects
- Classes include specifications of
 - Instance variables (including types, etc.) to include in objects
 - Implementations of methods to include in objects
- Classes can include other information also, as will be seen later
 - static methods / instance variables
 - public / private methods, instance variables
 - And so on



Student Class Example

Conceptually:

- Instance variables:
 - String name
 - int ID
 - int dateOfBirth
 - String major
- Methods
 - getAge
 - getGrades
 - etc.
- The actual class implementation will include code for the methods
- This describes a blueprint for student objects

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How Are Objects Created?

- In Java: using `new`
Recall:

```
Scanner sc = new Scanner (System.in);
```
- Invoking `new`:
 - creates fresh copies of instance variables in the “heap”
 - returns the “address” where the fresh variables are stored
- Heap? Address?

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Heap = “Fresh Memory”

- While a program is running, some memory is used to store variables
 - Terminology: **stack**
 - We have been representing stack as table, e.g.

Variable	Value
x	3
y	4.5

- Rest of memory is called **heap** and can be used for other purposes, including storing new objects

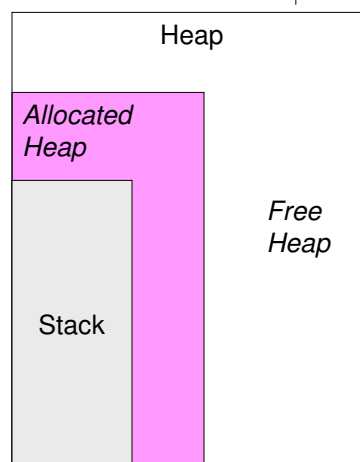
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Main Memory

- Stack grows, shrinks during program execution (why?)
- So does “allocated heap” (part of heap in use)
- Unallocated part of heap is called “free”



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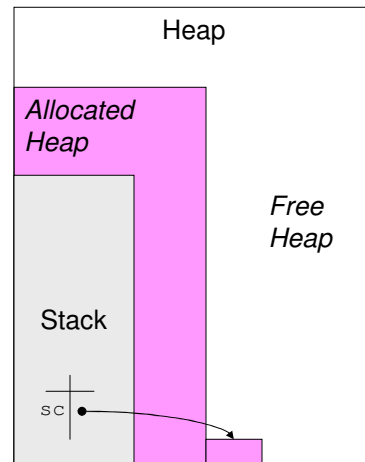
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Object Creation

- New space allocated in heap to store instance variables
- **Reference** (= address) to this space is returned

```
Scanner sc = new (...);
```



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Strings Are Objects

- Where is `new` in
`String name = "Narita";` ?
- Java provides it!
 - `String` is special because it is used so often
 - Java automatically "fills in" `new`
 - You can too:
`String name = new String("Narita");`

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In Java, 9 Sorts of Variables

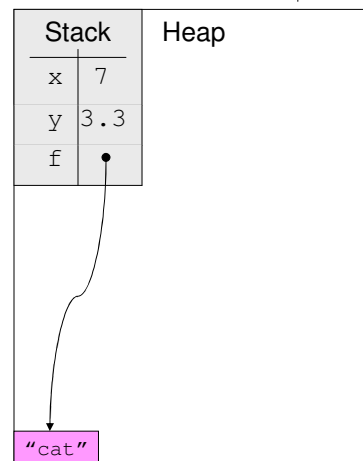
- 8 primitively typed
 - Types are the 8 built-ins (int, byte, double, etc.)
 - Storage allocated on stack based on type
 - Value stored in stack
 - e.g. `int x`
- Reference typed
 - Types are classes
 - Storage allocated on stack to hold one memory address (typically, one word)
 - What is stored in stack is reference to heap, where actual data is stored
 - e.g. `Scanner sc = new Scanner (System.in);`

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Example

```
int x = 7;  
float y = 3.3;  
String f = "cat";
```



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Heap Issues

- What happens if `new` is called and there is no free heap?

Crash!

- What happens if following are executed?

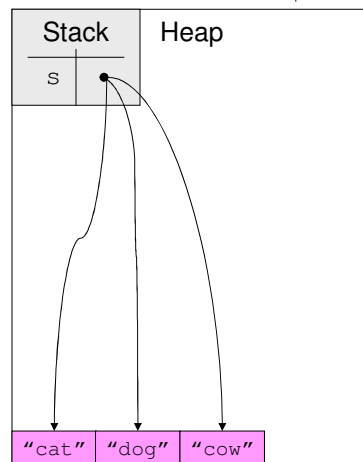
```
String s;
```

```
s = new String("cat");
```

```
s = new String("dog");
```

```
s = new String("cow");
```

- Wasted heap
 - "cat", "dog" no longer referenced by stack
 - Crashes become a problem!



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Garbage Collection

- This "heap management" or "memory management" issue is central in CS
- Java copes by invoking **garbage collector** to reclaim unused but still-allocated heap space
- Garbage collector **reclaims** memory in allocated heap and returns it to free heap
- In previous example, "cat" and "dog" would be reclaimed

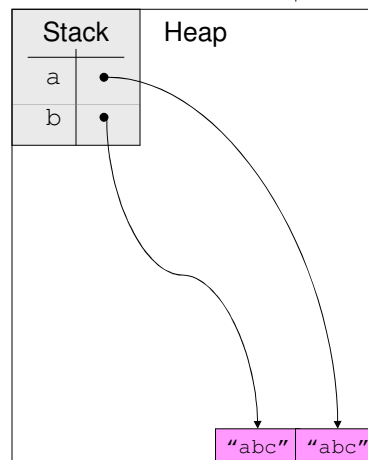
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Example

```
String a = new String ("abc");  
String b = new String ("abc");  
if (a == b) {  
    println ("Equal");  
} else {  
    println ("Not equal");  
}  
• Not equal is printed
```



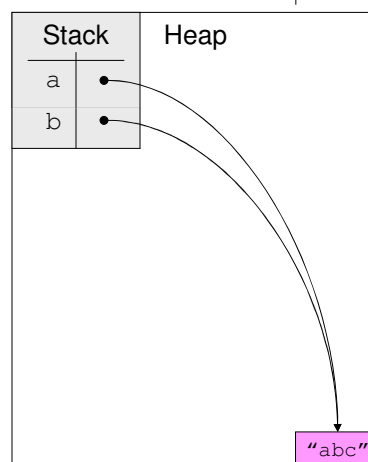
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Contrasting Example

```
String a = new String ("abc");  
String b = a;  
if (a == b){  
    println ("Equal");  
} else {  
    println ("Not equal");  
}  
• Equal is printed  
• This is called ALIASING: Two variables  
  refer to same object.  
• Can be DANGEROUS!!  
• What if we really want to make a copy?  
  String a = "abc"  
  String b = new String(a);
```



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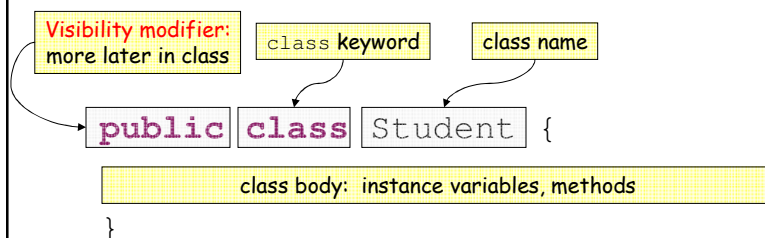
“equals”

- `==` checks if two reference variables refer to the same object
- Methods like `str.equals()` check if two different objects have the same “content”
- Other classes will have an `equals` method also



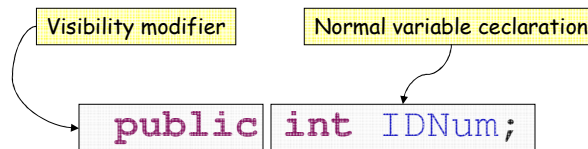
Classes in Java

- Class declarations have the following form in Java:



- When you create a class in Eclipse, it generates this template for you

Anatomy of an Instance Variable Declaration



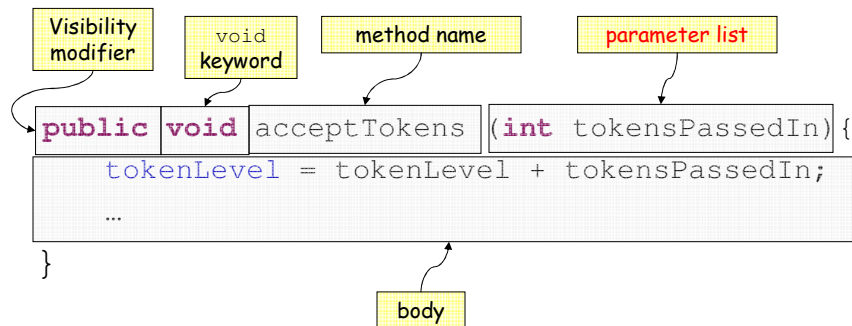
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Anatomy of a Method Declaration (1)



... for methods that do not return values



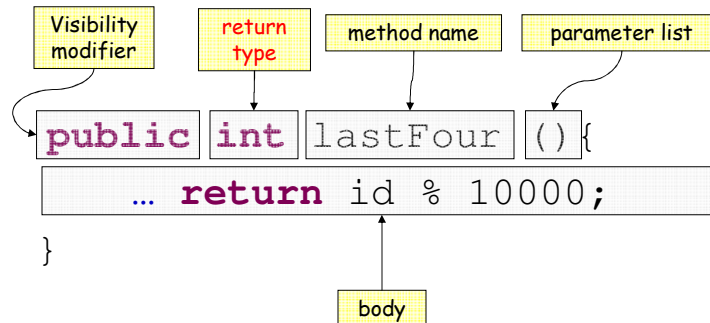
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Anatomy of a Method Declaration (2)



... for methods that return values



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Return Type



- Methods that return values must specify the type of the value to be returned
- The bodies of these methods use `return` to indicate when a value is to be returned
- The value being returned must have the same type as the return type

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Object Creation

- Once a class is defined, objects based on that class can be created using `new`:
`new Student ()`
- To assign an object to a variable, the variable's type must be the class of the object
`Student s = new Student ();`
- Each object has its own copies of all the instance variables in the class (except for certain kinds we'll study later)
- Instance variables and methods in an object can be accessed using "." or using setter (mutator) methods
`s.IDNum = 123456789;`
`s.setIDNum(123456789);`

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Constructors

- Special "methods" in class definitions to specify how objects are created
- Form of a constructor definition:

```
Student (String nameDesired, int IDDesired, int tokensDesired) {  
    name = nameDesired;  
    id = IDdesired;  
    tokenLevel = tokensDesired;  
}
```
- Can have more than one constructor, provided argument lists are different

```
Student (int IDDesired) {  
    id = IDDesired;  
}
```
- Java includes *default* constructor (no arguments), which you can redefine (**override**)

```
Student () {  
    tokenLevel = 3;  
}
```

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Equality Testing

- Need to defined what it means for two students to be equal

```
public boolean equals (Student otherStudent) {  
    if (otherStudent == NULL) {  
        return false;  
    } else if (id == otherStudent.id) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

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Objects to Strings

- What happens if we try to print a Student object?
 - invoke `println` using a `Student` object as an argument?

```
Student s1 = new Student ();  
System.out.println (s1);
```

- Something like this prints:

Student@82ba41

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Java Knows “How” To Print Any Object



- Why?
 - Every class has a default `toString` method
 - `toString` converts objects into strings
 - `System.out.println` calls this method to print an object
 - Default: object type and address
- `toString` can be overridden!

```
// The method for converting Students to strings
```

```
public String toString () {  
    return (name + ": " + id);  
}
```

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Static Data Members and Static Methods



- Not contained in or associated with an object of that type
- Accessed by the `ClassName.variableName` or by `ClassName.methodName`
- rather than by `objectName.variableName` or by `objectName.methodName`

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Set / Get Methods

- We have been using `=` to modify instance variables and accessing variables directly to read values
- Generally, this is not good practice because it imposes restrictions on class implementation
- Better
 - `set` methods to set values (mutators)
 - `get` methods to read values (accessors)



Set Methods (Mutators)

```
public void setID (int newID) {  
    id = newID;  
}
```

- Can also do consistency checking

```
public void setTokenLevel (int newTokenLevel) {  
    if (newTokenLevel <= 3) {  
        tokenLevel = newTokenLevel;  
    } else {  
        System.out.println (  
            "Bad argument to setTokenLevel: " + newTokenLevel);  
    }  
}
```



Get Methods (Accessors)

- Sole purpose is to return values of state

```
public int getID () {  
    return id;  
}
```

- Why use them?
 - The state information may not always be stored in a single instance variable, since implementations may change
 - You give designers option of changing instance variables