



The ADT Sorted List

Operation Contract for the ADT Sorted List

Sorted Is Empty(): boolean {query} 是否為空

Sorted Get Length(): integer {query} 計算個數

Sorted Insert (in newItem: ListItemType, out success: boolean)
↑
新增

Sorted Remove (in index: integer, out dataItem: ListItemType,
out success: boolean) {query} 檢索

Locate Position (in anItem: ListItemType, out is Present:
boolean): integer {query} 定位



- A module's operation contract specifies its

1, purpose what actions take place?

2, Assumptions what does the module assume?

3, Input what data is available to a module?

4, Output what effect does the module have on the tot

- Key Issues in Programming

1, Modularity 模块化

2, Style

3, Modifiability

4, Ease of Use

5, Fail-safe programming

6, Debugging

7, testing

* Inheritance

- classes can inherit properties from other classes
- Existing classes can be reused

繼承

* Polymorphism

- object can determine appropriate operations at execution time

多態

□ Operation Contracts

運算合約

- Document the use and limitations of a method
- Specify data flow
- Do not specify how module will perform its task
- Specify pre-and post-conditions

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Data Abstraction

描述 ADT 運算在前, 實作在後

A class combines

1, Attributes (characteristics) of objects of a single type

- Typically data

- Called data members

屬性

2, Behaviors (operations)

- Typically operate on the data

運算

- Called methods or member functions

Principles of Object-Oriented Programming

- Three characteristics

封裝

1. Encapsulation

- Objects combine data and operations

- Hides inner details





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Greatest Common Divisor

problem

- compute the GCD of two 非負整數 x, y

A recursive definition of GCD

$$\text{gcd}(x, y) = x \quad \text{if } y = 0$$

$$= \text{gcd}(x, x \bmod y) \quad \text{if } y > 0$$

$$= \text{gcd}(y, x \bmod y) \quad \text{otherwise}$$

Another:

$$\text{gcd2}(x, y) = y \quad \text{if } x \bmod y = 0$$

$$= \text{gcd2}(y, x \bmod y) \quad \text{otherwise}$$

```
int gcd2(int x, int y)
```

```
{
    if (!x % y) return y;
    else return gcd2(y, x % y);
}
```

```
int gcd1(int x, int y)
```

```
{
    if (y == 0) return x;
    elseif (y > x) return gcd1(x, x % y);
    else return gcd1(y, x % y);
}
```



Recursive Solution

1, 遞迴定義

$$\text{sum}(a, \dots, b) = \text{sum}(a, \dots, b+1) + b$$

2, 問題簡化

$$b \rightarrow b+1$$

3, 終止條件

$$b, b+1, \dots, a \rightarrow b == a$$

4, 保證終止

natural numbers $a > b$

Recursive function

```
int sum(int a, int b) // assume  $a > b$ 
```

```
{  
    if (b == a)
```

```
        return a;
```

```
    return sum(a, b+1) + b;  
}
```

$a=9, b=6$ $\text{sum}(a, b+1) = 24$ return 30
--

$a=9, b=7$ $\text{sum}(a, b+1) = 17$ return 24
--

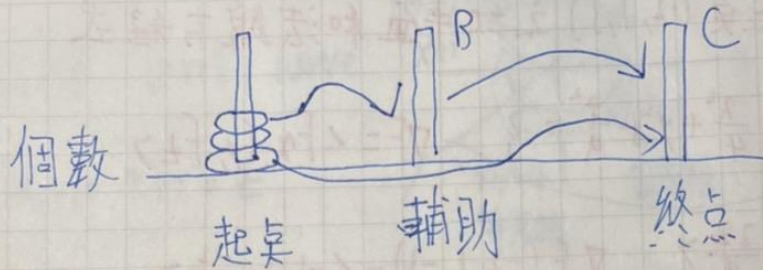
$a=9, b=8$ $\text{sum}(a, b+1) = 9$ return 17

$a=9, b=9$ return 9



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Tower of Hanoi (河內塔)



$$f(n) = f(n-1) + \dots$$

Writing a String Backward

```
Void writeBackward(string s, int size)
```

```
{
```

```
    if (size > 0)
```

```
    { // write the last character
```

```
        cout << s.substr(size-1, 1);
```

輸出最後一個字元

```
        // write the rest of the String backward
```

```
        writeBackward(s, size-1); // print \n => 遞迴
```

```
        // size == 0 => do nothing
```

```
    } // End ----
```