

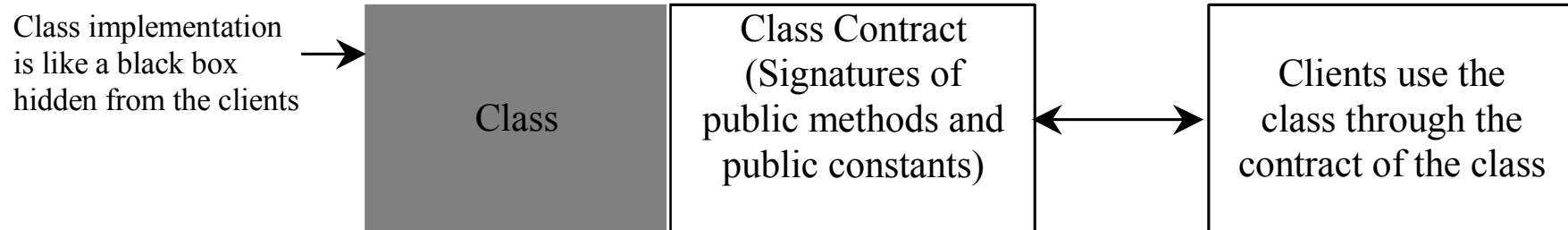
Chapter 10 Thinking in Objects

Motivations

You see the advantages of object-oriented programming from the preceding chapter. This chapter will demonstrate how to solve problems using the object-oriented paradigm.

Class Abstraction and Encapsulation

Class abstraction means to separate class implementation from the use of the class. The creator of the class provides a description of the class and let the user know how the class can be used. The user of the class does not need to know how the class is implemented. The detail of implementation is encapsulated and hidden from the user.



Designing the Loan Class

Loan	
-annualInterestRate: double	The annual interest rate of the loan (default: 2.5).
-numberOfYears: int	The number of years for the loan (default: 1)
-loanAmount: double	The loan amount (default: 1000).
-loanDate: Date	The date this loan was created.
+Loan()	Constructs a default Loan object.
+Loan(annualInterestRate: double, numberOfYears: int, loanAmount: double)	Constructs a loan with specified interest rate, years, and loan amount.
+getAnnualInterestRate(): double	Returns the annual interest rate of this loan.
+getNumberOfYears(): int	Returns the number of the years of this loan.
+getLoanAmount(): double	Returns the amount of this loan.
+getLoanDate(): Date	Returns the date of the creation of this loan.
+setAnnualInterestRate(annualInterestRate: double): void	Sets a new annual interest rate to this loan.
+setNumberOfYears(numberOfYears: int): void	Sets a new number of years to this loan.
+setLoanAmount(loanAmount: double): void	Sets a new amount to this loan.
+getMonthlyPayment(): double	Returns the monthly payment of this loan.
+getTotalPayment(): double	Returns the total payment of this loan.

Loan

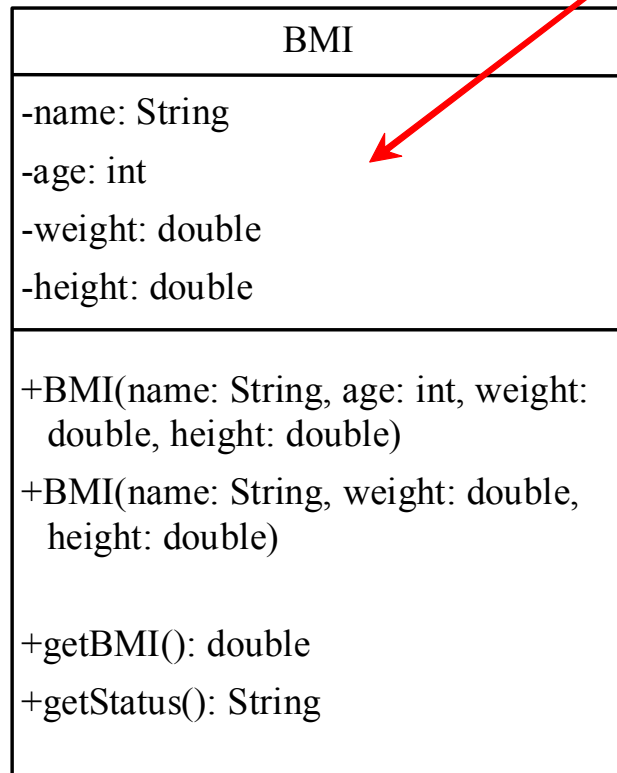
TestLoanClass

Object-Oriented Thinking

Chapters 1-8 introduced fundamental programming techniques for problem solving using loops, methods, and arrays. The studies of these techniques lay a solid foundation for object-oriented programming. Classes provide more flexibility and modularity for building reusable software.

From the improvements, you will gain the insight on the differences between the procedural programming and object-oriented programming and see the benefits of developing reusable code using objects and classes.

The BMI Class



The get methods for these data fields are provided in the class, but omitted in the UML diagram for brevity.

The name of the person.

The age of the person.

The weight of the person in pounds.

The height of the person in inches.

Creates a BMI object with the specified name, age, weight, and height.

Creates a BMI object with the specified name, weight, height, and a default age 20.

Returns the BMI

Returns the BMI status (e.g., normal, overweight, etc.)

BMI

UseBMIClass

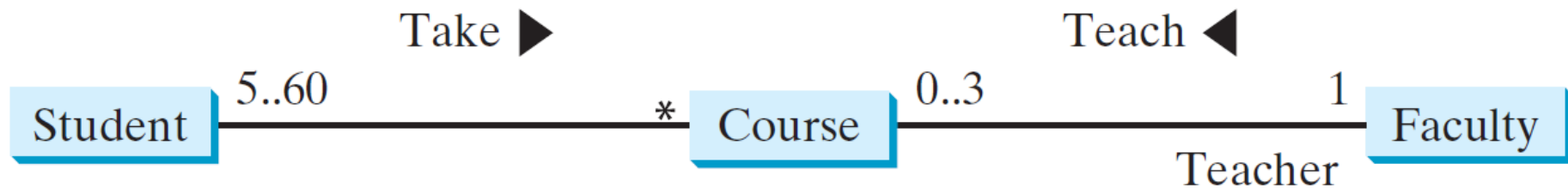
Relationship between Classes

- ◆ Association
 - Aggregation
 - ◆ Composition

Association

Relationship between two objects/classes

Describe the activity between two objects/classes



```
public class Student {
    private Course[]
        courseList;
    public void addCourse(
        Course s) {...}
}
```

```
public class Course {
    private Student[]
        classList;
    private Faculty faculty;
    ...
}
```

```
public class Faculty {
    private Course[]
        courseList;
    public void addCourse(
        Course s) {...}
}
```


Aggregation

Aggregation is actually a special case of the Association relationship. Aggregation models *has-a* relationships and represents an ownership relationship between two objects. The owner object is called an *aggregating object* and its class an *aggregating class*. The subject object is called an *aggregated object* and its class an *aggregated class*.

Class Representation

An aggregation relationship is usually represented as a data field in the aggregating class.

```
public class Name {  
    ...  
}
```

Aggregated class

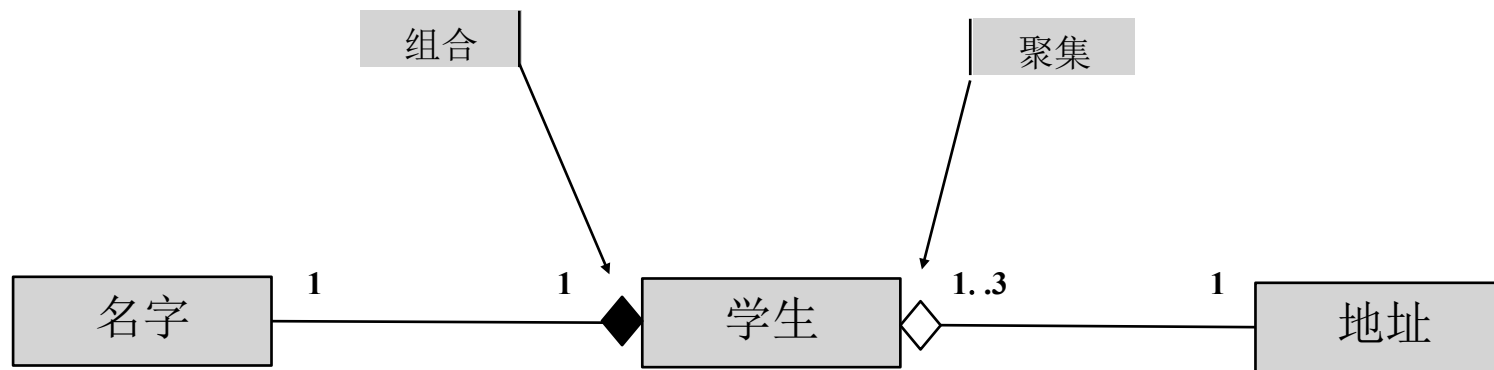
```
public class Student {  
    private Name name;  
    private Address address;  
  
    ...  
}
```

Aggregating class

```
public class Address {  
    ...  
}
```

Aggregated class

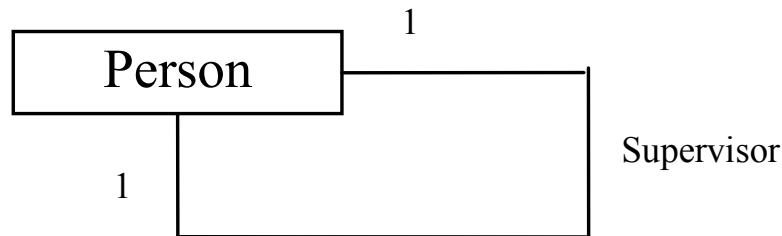
Aggregation vs. Composition



Aggregation Between Same Class

Aggregation may exist between objects of the same class.

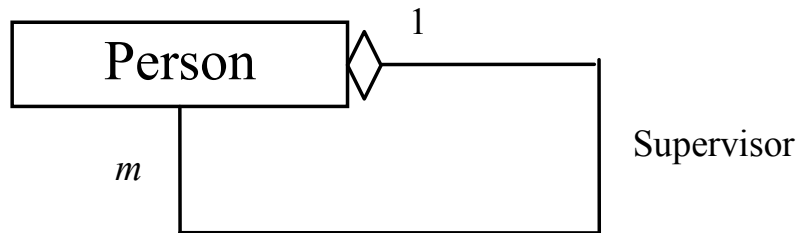
For example, a person may have a supervisor.



```
public class Person {  
    // The type for the data is the class itself  
    private Person supervisor;  
    ...  
}
```

Aggregation Between Same Class

What happens if a person has several supervisors?



```
public class Person {  
    ...  
    private Person[] supervisors;  
}
```

Example: The Course Class

Course
<pre>-courseName: String -students: String[] -numberOfStudents: int</pre>
<pre>+Course(courseName: String) +getCourseName(): String +addStudent(student: String): void +dropStudent(student: String): void +getStudents(): String[] +getNumberOfStudents(): int</pre>

The name of the course.

An array to store the students for the course.

The number of students (default: 0).

Creates a course with the specified name.

Returns the course name.

Adds a new student to the course.

Drops a student from the course.

Returns the students in the course.

Returns the number of students in the course.

Course

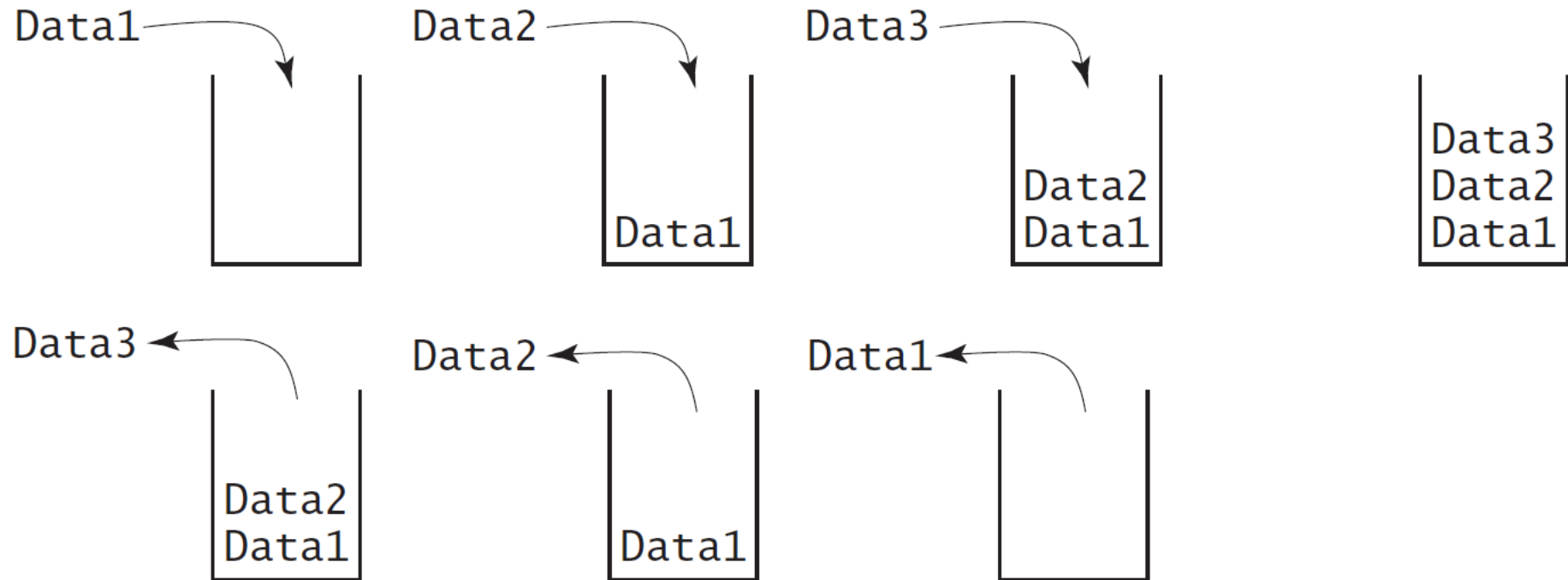
TestCourse

Example: The StackOfIntegers Class

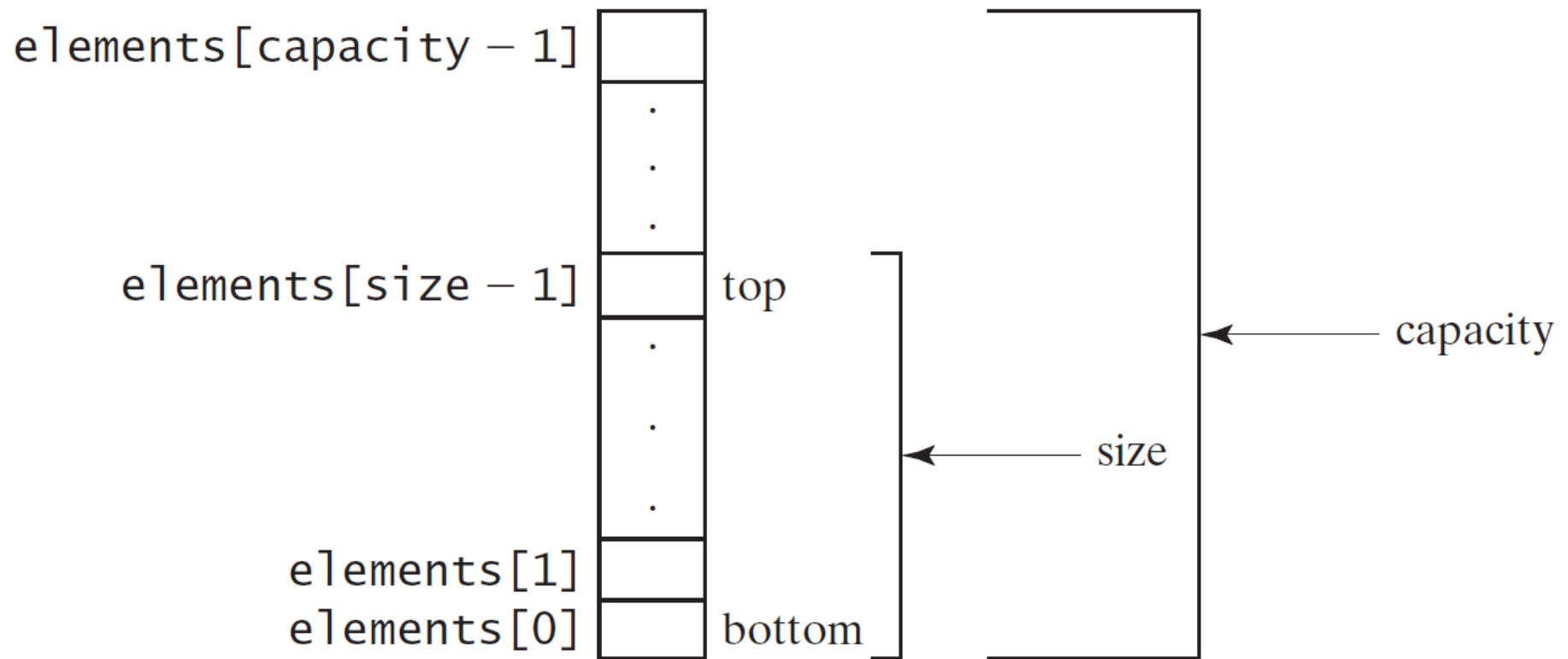
StackOfIntegers	
-elements: int[]	An array to store integers in the stack.
-size: int	The number of integers in the stack.
+StackOfIntegers()	Constructs an empty stack with a default capacity of 16.
+StackOfIntegers(capacity: int)	Constructs an empty stack with a specified capacity.
+empty(): boolean	Returns true if the stack is empty.
+peek(): int	Returns the integer at the top of the stack without removing it from the stack.
+push(value: int): int	Stores an integer into the top of the stack.
+pop(): int	Removes the integer at the top of the stack and returns it.
+getSize(): int	Returns the number of elements in the stack.

TestStackOfIntegers

Designing the StackOfIntegers Class



Implementing StackOfIntegers Class



StackOfIntegers

Employee

ch09.EmployeeTest

Wrapper Classes

- ❑ Boolean
- ❑ Character
- ❑ Short
- ❑ Byte
- ❑ Integer
- ❑ Long
- ❑ Float
- ❑ Double

NOTE: (1) The wrapper classes do not have no-arg constructors. (2) The instances of all wrapper classes are immutable, i.e., their internal values cannot be changed once the objects are created.

The Integer and Double Classes

java.lang.Integer

```
-value: int
+MAX_VALUE: int
+MIN_VALUE: int

+Integer(value: int)
+Integer(s: String)
+byteValue(): byte
+shortValue(): short
+intValue(): int
+longVlaue(): long
+floatValue(): float
+doubleValue():double
+compareTo(o: Integer): int
+toString(): String
+valueOf(s: String): Integer
+valueOf(s: String, radix: int): Integer
+parseInt(s: String): int
+parseInt(s: String, radix: int): int
```

java.lang.Double

```
-value: double
+MAX_VALUE: double
+MIN_VALUE: double

+Double(value: double)
+Double(s: String)
+byteValue(): byte
+shortValue(): short
+intValue(): int
+longVlaue(): long
+floatValue(): float
+doubleValue():double
+compareTo(o: Double): int
+toString(): String
+valueOf(s: String): Double
+parseDouble(s: String): double
```

The Integer Class and the Double Class

- ❑ Constructors
- ❑ Class Constants `MAX_VALUE`, `MIN_VALUE`
- ❑ Conversion Methods

Numeric Wrapper Class Constructors

You can construct a wrapper object either from a primitive data type value or from a string representing the numeric value. The constructors for Integer and Double are:

```
public Integer(int value)
```

```
public Integer(String s)
```

```
public Double(double value)
```

```
public Double(String s)
```

Numeric Wrapper Class Constants

Each numerical wrapper class has the constants MAX_VALUE and MIN_VALUE. MAX_VALUE represents the maximum value of the corresponding primitive data type. For Byte, Short, Integer, and Long, MIN_VALUE represents the minimum byte, short, int, and long values. For Float and Double, MIN_VALUE represents the minimum *positive* float and double values. The following statements display the maximum integer (2,147,483,647), the minimum positive float (1.4E-45), and the maximum double floating-point number (1.79769313486231570e+308d).

Conversion Methods

Each numeric wrapper class implements the abstract methods doubleValue, floatValue, intValue, longValue, and shortValue, which are defined in the Number class. These methods “convert” objects into primitive type values.

The Static valueOf Methods

The numeric wrapper classes have a useful class method, `valueOf(String s)`. This method creates a new object initialized to the value represented by the specified string. For example:

```
Double doubleObject = Double.valueOf("12.4");
```

```
Integer integerObject = Integer.valueOf("12");
```

The Methods for Parsing Strings into Numbers

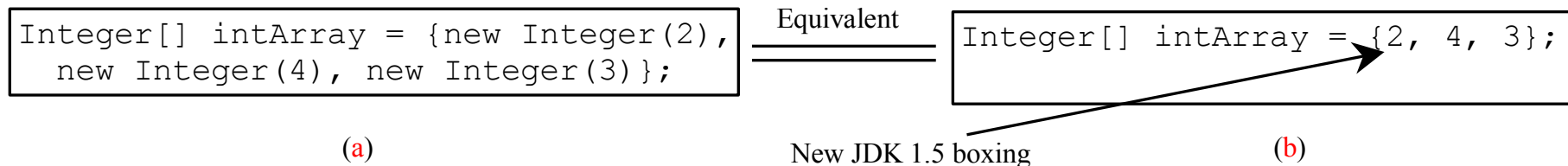
Use the `parseInt` method in the `Integer` class to parse a numeric string into an `int` value and

the `parseDouble` method in the `Double` class to parse a numeric string into a `double` value.

Each numeric wrapper class has two overloaded parsing methods to parse a numeric string into an appropriate numeric value.

Automatic Conversion Between Primitive Types and Wrapper Class Types

JDK 1.5 allows primitive type and wrapper classes to be converted automatically. For example, the following statement in (a) can be simplified as in (b):



Integer[] intArray = {1, 2, 3};
System.out.println(intArray[0] + intArray[1] + intArray[2]);

Unboxing

BigInteger and BigDecimal

To compute with very large integers or high precision floating-point values, use the BigInteger and BigDecimal classes in the java.math package.

Both are *immutable*.

Both extend the Number class and implement the Comparable interface.

BigInteger and BigDecimal

```
BigInteger a = new BigInteger("9223372036854775807");  
BigInteger b = new BigInteger("2");  
BigInteger c = a.multiply(b); // 9223372036854775807 * 2  
System.out.println(c);
```

LargeFactorial

```
BigDecimal a = new BigDecimal(1.0);  
BigDecimal b = new BigDecimal(3);  
BigDecimal c = a.divide(b, 20, BigDecimal.ROUND_UP);  
System.out.println(c);
```

The String Class

- ❑ Constructing a String:

```
String message = "Welcome to Java";
```

```
String message = new String("Welcome to Java");
```

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

- ❑ Obtaining String length and Retrieving Individual Characters in a string

- ❑ String Concatenation (concat)

- ❑ Substrings (substring(index), substring(start, end))

- ❑ Comparisons (equals, compareTo)

- ❑ String Conversions

- ❑ Finding a Character or a Substring in a String

- ❑ Conversions between Strings and Arrays

- ❑ Converting Characters and Numeric Values to Strings

Constructing Strings

```
String newString = new String(stringLiteral);
```

```
String message = new String("Welcome to Java");
```

Since strings are used frequently, Java provides a shorthand initializer for creating a string:

```
String message = "Welcome to Java";
```

Strings Are Immutable

A String object is immutable; its contents cannot be changed.

Does the following code change the contents of the string?

```
String s = "Java";
```

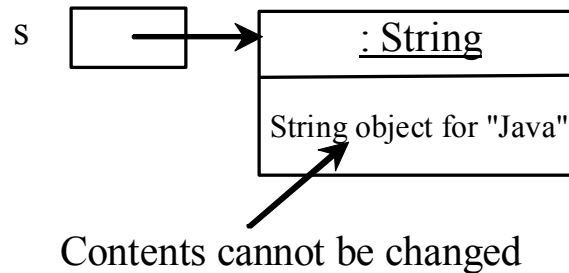
```
s = "HTML";
```


Trace Code

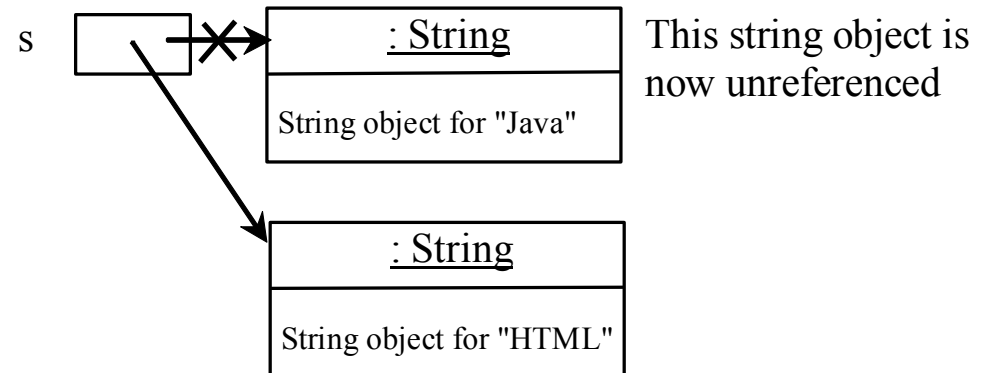
```
String s = "Java";
```

```
s = "HTML";
```

After executing `String s = "Java";`



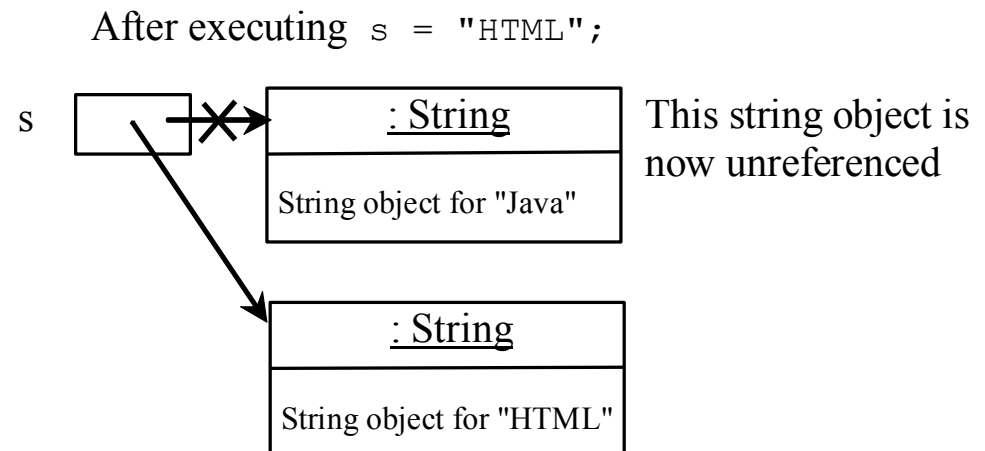
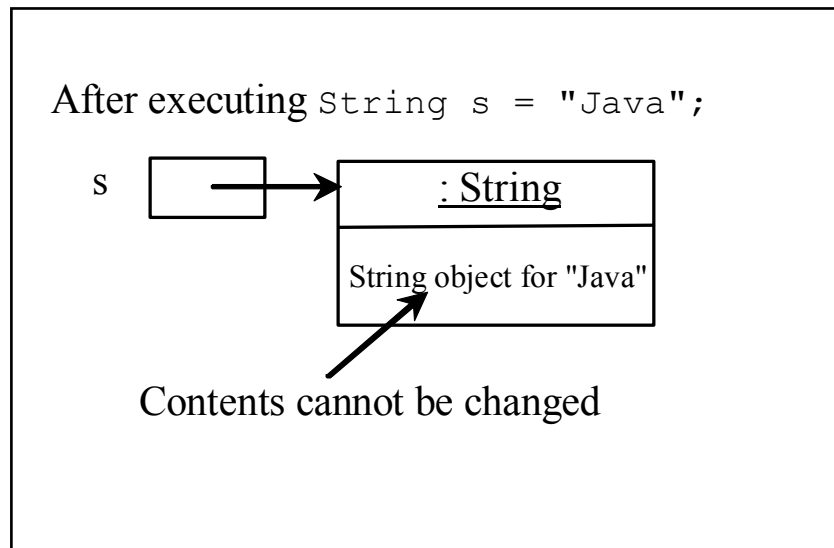
After executing `s = "HTML";`



Trace Code

String s = "Java";

s = "HTML";

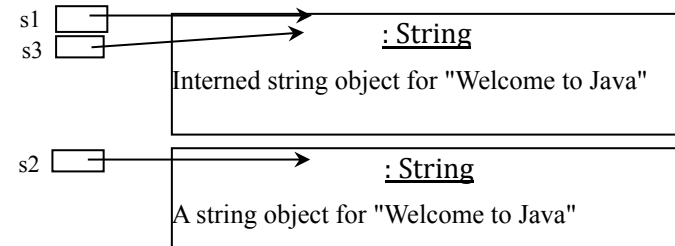


Interned Strings

Since strings are immutable and are frequently used, to improve efficiency and save memory, the JVM uses a unique instance for string literals with the same character sequence. Such an instance is called *interned*. For example, the following statements:

Examples

```
String s1 = "Welcome to Java";  
  
String s2 = new String("Welcome to Java");  
  
String s3 = "Welcome to Java";  
  
System.out.println("s1 == s2 is " + (s1 == s2));  
System.out.println("s1 == s3 is " + (s1 == s3));
```



display

s1 == s is false

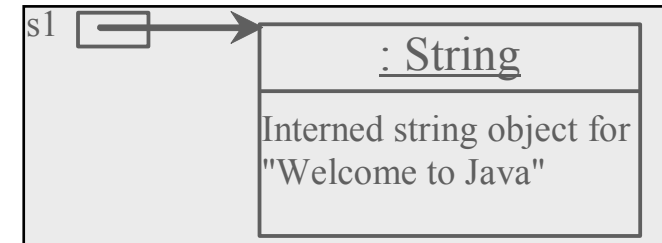
s1 == s3 is true

A new object is created if you use the new operator.

If you use the string initializer, no new object is created if the interned object is already created.

Trace Code

```
String s1 = "Welcome to Java";  
String s2 = new String("Welcome to Java");  
String s3 = "Welcome to Java";
```

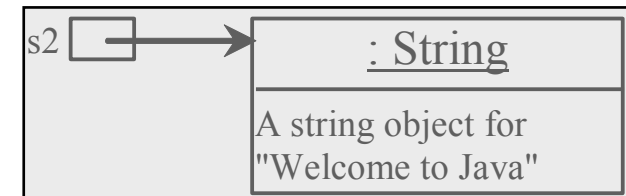
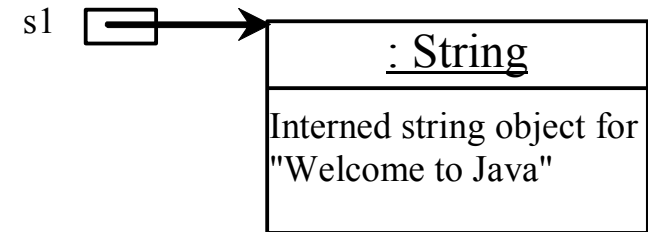


Trace Code

```
String s1 = "Welcome to Java";
```

```
String s2 = new String("Welcome to Java");
```

```
String s3 = "Welcome to Java";
```

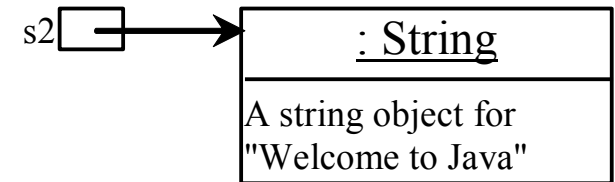
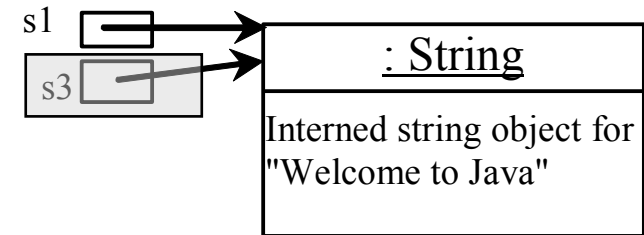


Trace Code

```
String s1 = "Welcome to Java";
```

```
String s2 = new String("Welcome to Java");
```

```
String s3 = "Welcome to Java";
```



Replacing and Splitting Strings

java.lang.String	
+replace(oldChar: char, newChar: char): String	Returns a new string that replaces all matching character in this string with the new character.
+replaceFirst(oldString: String, newString: String): String	Returns a new string that replaces the first matching substring in this string with the new substring.
+replaceAll(oldString: String, newString: String): String	Returns a new string that replace all matching substrings in this string with the new substring.
+split(delimiter: String): String[]	Returns an array of strings consisting of the substrings split by the delimiter.

Examples

`"Welcome".replace('e', 'A')` returns a new string, `WAlcomA`.

`"Welcome".replaceFirst("e", "AB")` returns a new string, `WABlcome`.

`"Welcome".replace("e", "AB")` returns a new string, `WABlcomAB`.

`"Welcome".replace("el", "AB")` returns a new string, `WABcome`.

Splitting a String

```
String[] tokens = "Java#HTML#Perl".split("#", 0);  
for (int i = 0; i < tokens.length; i++)  
    System.out.print(tokens[i] + " ");
```

displays

Java HTML Perl

Matching, Replacing and Splitting by Patterns

You can match, replace, or split a string by specifying a pattern. An extremely useful and powerful feature, commonly known as *regular expression*.

Regular expression is complex to beginning students..

```
"Java".matches("Java");
```

```
"Java".equals("Java");
```

```
"Java is fun".matches("Java.*");
```

```
"Java is cool".matches("Java.*");
```

Matching, Replacing and Splitting by Patterns

The `replaceAll`, `replaceFirst`, and `split` methods can be used with a regular expression. For example, the following statement returns a new string that replaces `$`, `+`, or `#` in `"a+b$#c"` by the string `NNN`.

```
String s = "a+b$#c".replaceAll("[$+#]", "NNN");  
System.out.println(s);
```

Here the regular expression `[$+#]` specifies a pattern that matches `$`, `+`, or `#`. So, the output is `aNNNbNNNNNNNc`.

Matching, Replacing and Splitting by Patterns

The following statement splits the string into an array of strings delimited by some punctuation marks.

```
String[] tokens = "Java,C?C#,C++".split("[.,:;?];
```

```
for (int i = 0; i < tokens.length; i++)  
    System.out.println(tokens[i]);
```

Regular Expressions

A *regular expression* (abbreviated *regex*) is a string that describes a pattern for matching a set of strings. Regular expression is a powerful tool for string manipulations. You can use regular expressions for matching, replacing, and splitting strings.

Matching Strings

```
"Java".matches("Java");
```

```
"Java".equals("Java");
```

```
"Java is fun".matches("Java.*")
```

```
"Java is cool".matches("Java.*")
```

```
"Java is powerful".matches("Java.*")
```

Regular Expression Syntax

Regular Expression	Matches	Example
<code>x</code>	a specified character <code>x</code>	<code>Java</code> matches <code>Java</code>
<code>.</code>	any single character	<code>Java</code> matches <code>J..a</code>
<code>(ab cd)</code>	<code>ab</code> or <code>cd</code>	<code>ten</code> matches <code>t(en im)</code>
<code>[abc]</code>	<code>a</code> , <code>b</code> , or <code>c</code>	<code>Java</code> matches <code>Ja[uvw]a</code>
<code>[^abc]</code>	any character except <code>a</code> , <code>b</code> , or <code>c</code>	<code>Java</code> matches <code>Ja[^ars]a</code>
<code>[a-z]</code>	<code>a</code> through <code>z</code>	<code>Java</code> matches <code>[A-M]av[a-d]</code>
<code>[^a-z]</code>	any character except <code>a</code> through <code>z</code>	<code>Java</code> matches <code>Jav[^b-d]</code>
<code>[a-e[m-p]]</code>	<code>a</code> through <code>e</code> or <code>m</code> through <code>p</code>	<code>Java</code> matches <code>[A-G[I-M]]av[a-d]</code>
<code>[a-e&&[c-p]]</code>	intersection of <code>a-e</code> with <code>c-p</code>	<code>Java</code> matches <code>[A-P&&[I-M]]av[a-d]</code>
<code>\d</code>	a digit, same as <code>[0-9]</code>	<code>Java2</code> matches <code>"Java[\d]"</code>
<code>\D</code>	a non-digit	<code>\$Java</code> matches <code>"[\D][\D]ava"</code>
<code>\w</code>	a word character	<code>Java1</code> matches <code>"[\w]ava[\w]"</code>
<code>\W</code>	a non-word character	<code>\$Java</code> matches <code>"[\W][\w]ava"</code>
<code>\s</code>	a whitespace character	<code>"Java 2"</code> matches <code>"Java\s2"</code>
<code>\S</code>	a non-whitespace char	<code>Java</code> matches <code>"[\S]ava"</code>
<code>p*</code>	zero or more occurrences of pattern <code>p</code>	<code>aaaabb</code> matches <code>"a*bb"</code> <code>ababab</code> matches <code>"(ab)*"</code>
<code>p+</code>	one or more occurrences of pattern <code>p</code>	<code>a</code> matches <code>"a+b*"</code> <code>able</code> matches <code>"(ab)+.*"</code>
<code>p?</code>	zero or one occurrence of pattern <code>p</code>	<code>Java</code> matches <code>"J?Java"</code> <code>Java</code> matches <code>"J?ava"</code>
<code>p{n}</code>	exactly <code>n</code> occurrences of pattern <code>p</code>	<code>Java</code> matches <code>"Ja{1}.*"</code> <code>Java</code> does not match <code>".{2}"</code>
<code>p{n,}</code>	at least <code>n</code> occurrences of pattern <code>p</code>	<code>aaaa</code> matches <code>"a{1,}"</code> <code>a</code> does not match <code>"a{2,}"</code>
<code>p{n,m}</code>	between <code>n</code> and <code>m</code> occurrences (inclusive)	<code>aaaa</code> matches <code>"a{1,9}"</code> <code>abb</code> does not match <code>"a{2,9}bb"</code>

Replacing and Splitting Strings

java.lang.String

+matches(regex: String): boolean

Returns true if this string matches the pattern.

+replaceAll(regex: String,
replacement: String): String

Returns a new string that replaces all
matching substrings with the replacement.

+replaceFirst(regex: String,
replacement: String): String

Returns a new string that replaces the first
matching substring with the replacement.

+split(regex: String): String[]

Returns an array of strings consisting of the
substrings split by the matches.

Examples

TestToken

RegexTester

Java provides the `java.util.regex` package for pattern matching with regular expressions.

Pattern Class – A Pattern object is a compiled representation of a regular expression. The Pattern class provides no public constructors. Using its public static `compile()` methods will return a Pattern object.

Matcher Class – A Matcher object is the engine that interprets the pattern and performs match operations against an input string. Matcher defines no public constructors. Obtaining a Matcher object by invoking the `matcher()` method on a Pattern object.

PatternSyntaxException – A PatternSyntaxException object is an unchecked exception that indicates a syntax error in a regular expression pattern.

Convert Character and Numbers to Strings

The String class provides several static `valueOf` methods for converting a character, an array of characters, and numeric values to strings. These methods have the same name `valueOf` with different argument types `char`, `char[]`, `double`, `long`, `int`, and `float`.

For example, to convert a double value to a string, use `String.valueOf(5.44)`. The return value is string consists of characters '5', '.', '4', and '4'.

StringBuilder and StringBuffer

The `StringBuilder/StringBuffer` class is an alternative to the `String` class. In general, a `StringBuilder/StringBuffer` can be used wherever a string is used. `StringBuilder/StringBuffer` is more flexible than `String`. You can add, insert, or append new contents into a string buffer, whereas the value of a `String` object is fixed once the string is created.

StringBuilder Constructors

java.lang.StringBuilder
+StringBuilder()
+StringBuilder(capacity: int)
+StringBuilder(s: String)

Constructs an empty string builder with capacity 16.

Constructs a string builder with the specified capacity.

Constructs a string builder with the specified string.

Modifying Strings in the Builder

java.lang.StringBuilder	
+append(data: char[]): StringBuilder	Appends a char array into this string builder.
+append(data: char[], offset: int, len: int): StringBuilder	Appends a subarray in data into this string builder.
+append(v: <i>aPrimitiveType</i>): StringBuilder	Appends a primitive type value as a string to this builder.
+append(s: String): StringBuilder	Appends a string to this string builder.
+delete(startIndex: int, endIndex: int): StringBuilder	Deletes characters from startIndex to endIndex.
+deleteCharAt(index: int): StringBuilder	Deletes a character at the specified index.
+insert(index: int, data: char[], offset: int, len: int): StringBuilder	Inserts a subarray of the data in the array to the builder at the specified index.
+insert(offset: int, data: char[]): StringBuilder	Inserts data into this builder at the position offset.
+insert(offset: int, b: <i>aPrimitiveType</i>): StringBuilder	Inserts a value converted to a string into this builder.
+insert(offset: int, s: String): StringBuilder	Inserts a string into this builder at the position offset.
+replace(startIndex: int, endIndex: int, s: String): StringBuilder	Replaces the characters in this builder from startIndex to endIndex with the specified string.
+reverse(): StringBuilder	Reverses the characters in the builder.
+setCharAt(index: int, ch: char): void	Sets a new character at the specified index in this builder.

Examples

`StringBuilder.append("Java");`
`StringBuilder.insert(11, "HTML and ");`
`StringBuilder.delete(8, 11)` changes the builder to Welcome Java.

`StringBuilder.deleteCharAt(8)` changes the builder to Welcome o Java.

`StringBuilder.reverse()` changes the builder to avaJ ot emocleW.

`StringBuilder.replace(11, 15, "HTML")`
changes the builder to Welcome to HTML.

`StringBuilder.setCharAt(0, 'w')` sets the builder to welcome to Java.

The toString, capacity, length, setLength, and charAt Methods

java.lang.StringBuilder	
+toString(): String	Returns a string object from the string builder.
+capacity(): int	Returns the capacity of this string builder.
+charAt(index: int): char	Returns the character at the specified index.
+length(): int	Returns the number of characters in this builder.
+setLength(newLength: int): void	Sets a new length in this builder.
+substring(startIndex: int): String	Returns a substring starting at startIndex.
+substring(startIndex: int, endIndex: int): String	Returns a substring from startIndex to endIndex-1.
+trimToSize(): void	Reduces the storage size used for the string builder.

Problem: Checking Palindromes Ignoring Non-alphanumeric Characters

This example gives a program that counts the number of occurrence of each letter in a string. Assume the letters are not case-sensitive.

PalindromeIgnoreNonAlphanumeric