Tutorial 4

Question 1

"Law" of Demeter

- Motivation classes should interact with as few classes as possible
- Want to avoid calling "chains", eg objA.methodThatReturnsB().methodOfB()

Rules

- Within some method **M** in an object **O**, one can invoke (call):
 - Any other method of O
 - Any methods of objects passed in as arguments to M
 - Any method of an object instantiated within M
 - Any method of an object which is a field in O

```
public class WeatherStation {
    private Thermometer thermometer;
    public WeatherStation(Thermometer thermometer) {
        this.thermometer = thermometer;
    public Thermometer getThermometer() {
      return this.thermometer;
public class Thermometer {
      public float getTemperature() {
             // TODO Auto-generated method stub
             return 0;
public class House {
      private WeatherStation station;
      public float getTempReading() {
             Thermometer thermometer = station.getThermometer();
             return station.getThermometer().getTemperature();
```

```
public class House {
    private WeatherStation station;
    public float getTemp() {
        Thermometer thermometer = station.getThermometer();
        return thermometer.getTemperature();
}
```

```
* The revised solution
public class WeatherStation {
    private Thermometer thermometer;
    public WeatherStation(Thermometer thermometer) {
       this.thermometer = thermometer;
    public Thermometer getThermometer() {
      return this.thermometer;
    public float getTemperature() {
        return thermometer.getTemperature();
        // This can be replaced with another implementation, or any other
        // device which implements interface Thermometer, or a hard-coded test value,
etc.
public class House {
      private WeatherStation station;
      public float getTempReading() {
             return station.getTemperature();
```

Question 2

Project Groups