A large, ancient tree with many thick, gnarled branches and a dense canopy, set against a bright sky.

CSCI 1102 Computer Science 2

Meeting 3: Tuesday 2/9/2021

ADTs

Today

- A few stray notes
- Abstract Data Types

Stray Notes

- Repos vs IntelliJ projects
- jshell

Function Call Syntax

static vs dynamic functions

- Static functions are accessed via their containing class symbol and called using standard function call notation.

```
10  
11  
12 int i = Integer.parseInt("343");  
13  
14
```

static vs dynamic functions

- Dynamic functions are accessed via a value constructed with the `new` keyword and are called using message-passing style.

```
3 Integer i = new Integer(343);
4 int result = i.compareTo(12);
5
6 // Or
7
8 int result = new Integer(343).compareTo(12)
```

Scope

```
public class Code {  
  
    public int i;  
  
    public static void main(String[] args) {  
  
        int j = 1;  
  
        if (args.length == 2) {  
            int k = j;  
            k = k * 2;  
        }  
    }  
}
```

```
public class Code {  
  
    public int i;  
  
    public static void main(String[] args) {  
  
        int j = 1;  
  
        if (args.length == 2) {  
            int k = j;  
            k = k * 2;  
        }  
    }  
}
```

i in scope.
args, j & k not
in scope.

```
public class Code {
```

```
    public int i;
```

i in scope.

```
    public static void main(String[] args) {
```

```
        int j = 1;
```

i, args & j in scope.
k not in scope.

```
        if (args.length == 2) {
```

```
            int k = j;
```

```
            k = k * 2;
```

```
        }
```

```
}
```

```
}
```

```
public class Code {
```

```
    public int i;
```

i in scope.

```
    public static void main(String[] args) {
```

```
        int j = 1;
```

i, args & j in scope.

```
        if (args.length == 2) {
```

```
            int k = j;
```

```
            k = k * 2;
```

i, args, j & k in scope.

```
}
```

```
}
```

Casting

Base Types & Wrapper Classes

Base Type	Wrapper Class/Type
int (32-bit integers)	Integer
long (64-bit integers)	Long
short (16-bit integers)	Short
byte (8-bit integers)	Byte
float (32-bit floats)	Float
double (64-bit floats)	Double
char	Character
boolean	Boolean

Casting

```
15  
16     static double average(int m, int n) {  
17         return (double) (m + n) / 2.0;  
18     }  
19
```



Compute a Frequency Table of Majors

The screenshot shows a Java application window with the title "simple – Majors.java". The code in the editor is as follows:

```
public static void main(String[] args) {
    int count = 0;
    Map<String, Integer> frequency = new HashMap<String, Integer>();
    In in = new In(args[0]);
    try {
        while (true) {
            String school = in.readString();
            String major = in.readString();
            if (frequency.containsKey(major))
                frequency.put(major, frequency.get(major) + 1);
            else
                frequency.put(major, 1);
            int year = in.readInt();
            count++;
        }
    }
    catch (NoSuchElementException e) {
        in.close();
    }
    frequency.forEach((key, value) ->
        System.out.format("%s = %d\n", key, value));
    System.out.format("Read %d lines.\n", count);
}
```

The IDE interface includes a Project sidebar, a Git status bar at the top, and various toolbars and status bars at the bottom.

Abstract Data Types

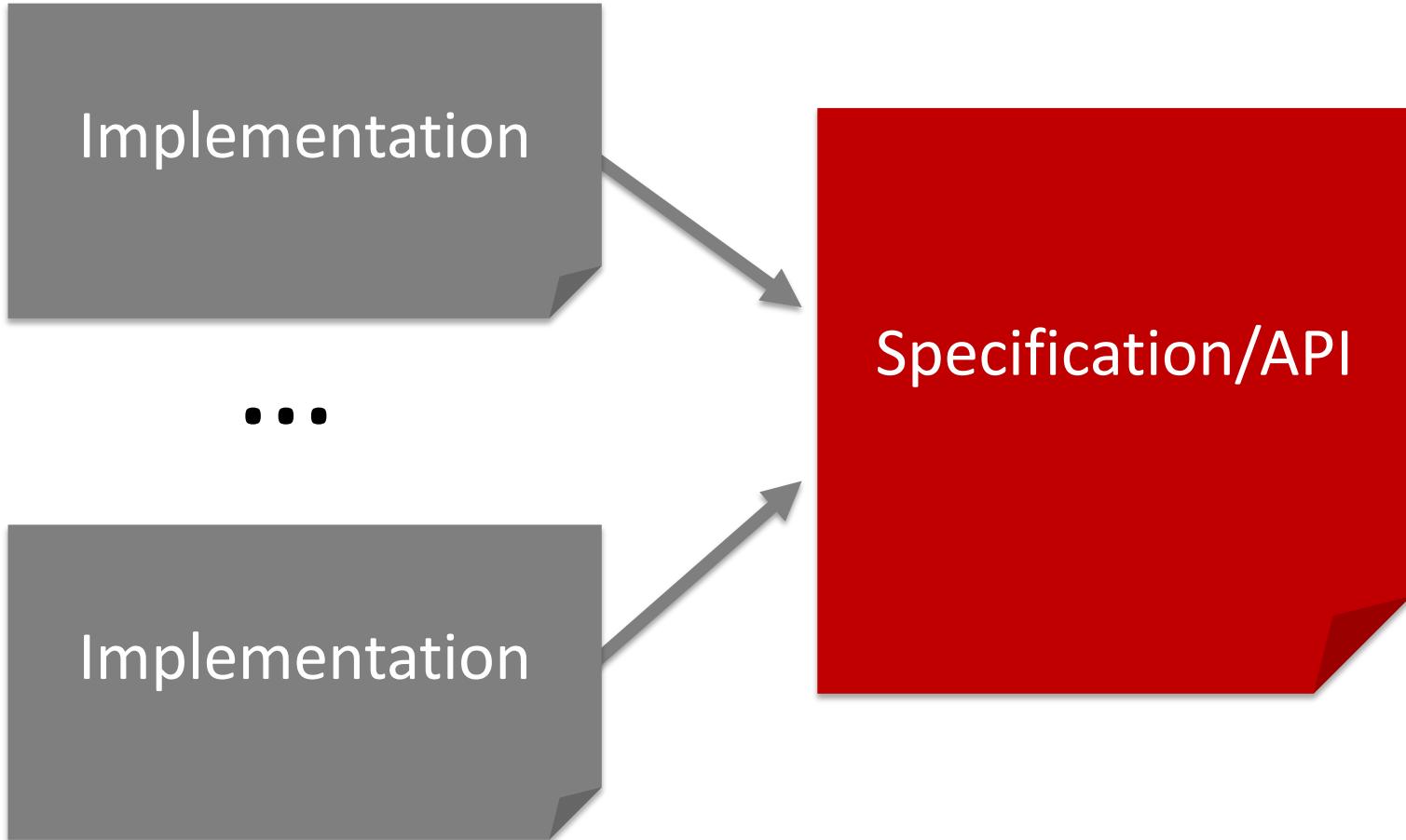
ADTs (B. Liskov)

- We decide we need a **new type**;
- Specify the **name** of the type and the **type signatures** of the **operations**;
- **Then** develop one or more **implementations**.

ADTs

Specification/API

ADTs



Client View



Abstract

Concrete

Implementor View

ADTs & Information Hiding

- The client knows only the type signatures of the operations and their performance properties.
- The owner is free to manage the implementation.

ADTs in Java

- Specification: use an **interface**;
- Implementation: use a **class**.

A Draft Frequency Type - the API

```
14  
15 public interface Frequency {  
16  
17     int size();  
18  
19     int get(String key);  
20  
21     boolean containsKey(String key);  
22  
23     void put(String key, int value);  
24  
25     void forEach(java.util.function.BiConsumer<String, Integer> operation);  
26  
27     Collection<Integer> values();  
28  
29     Set<String> keys();  
30 }
```

Type signatures
for seven dynamic
functions.
Implicitly public.

The Frequency Type – an Implementation

```
16  public class FrequencyC implements Frequency {  
17  
18      ...  
19  
20      public int get(String key) { ... }  
21  
22      public boolean contains(String key) { ... }  
23  
24      public void put(String key, int value) { ... }  
25  
26      ...  
27  }
```

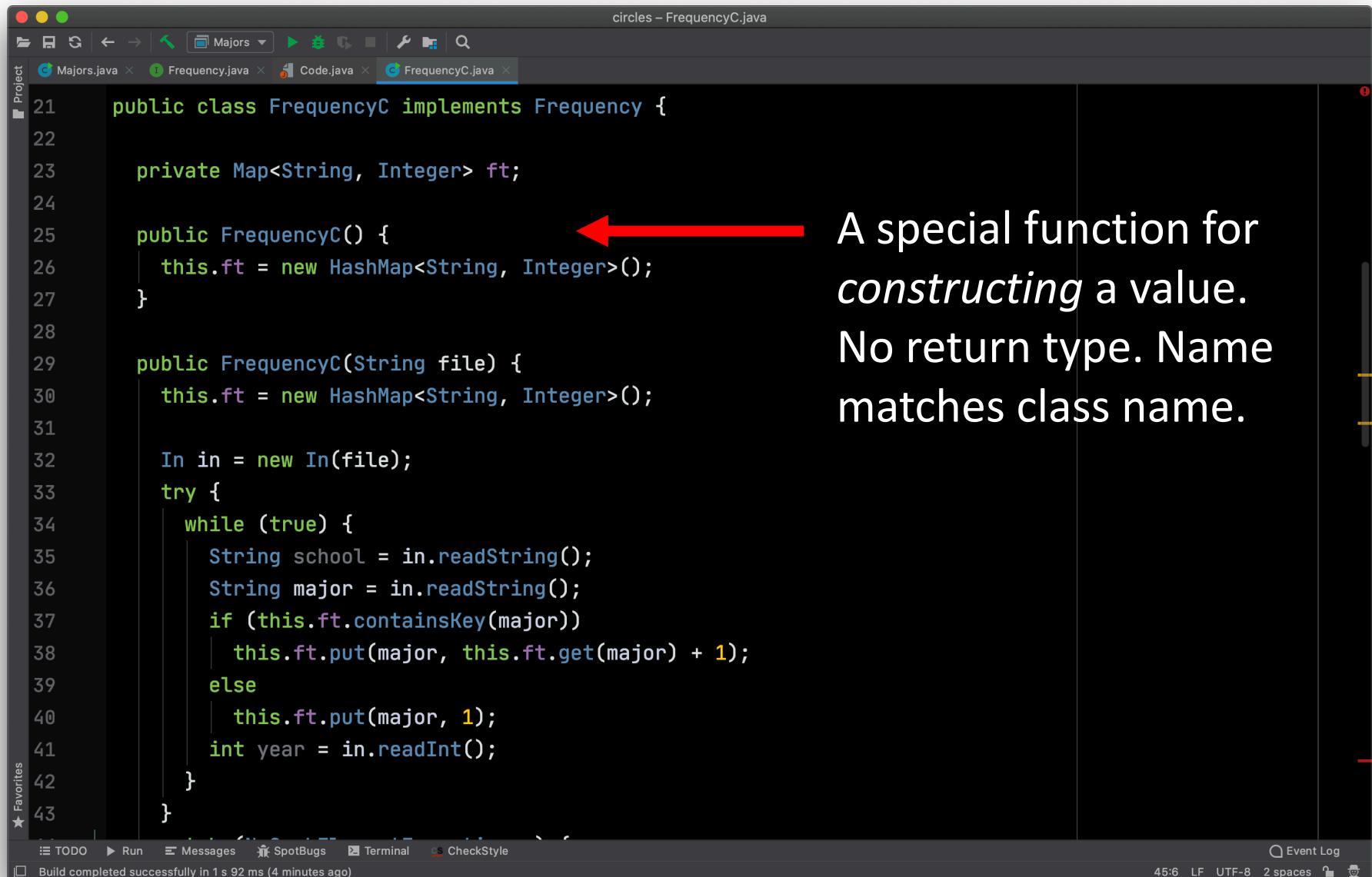
The Frequency Type – an Implementation

```
16 public class FrequencyC implements Frequency {  
17  
18     ...  
19  
20     public int get(String key) { ... }  
21  
22     public boolean contains(String key) { ... }  
23  
24     public void put(String key, int value) { ... }  
25  
26     ...  
27 }~
```



Instructs the Java compiler to confirm that this implementation agrees with the type signature specified in the interface. If it doesn't, the program is rejected.

Constructors



```
circles – FrequencyC.java
Project Majors.java Frequency.java Code.java FrequencyC.java
21 public class FrequencyC implements Frequency {
22
23     private Map<String, Integer> ft;
24
25     public FrequencyC() {
26         this.ft = new HashMap<String, Integer>();
27     }
28
29     public FrequencyC(String file) {
30         this.ft = new HashMap<String, Integer>();
31
32         In in = new In(file);
33         try {
34             while (true) {
35                 String school = in.readString();
36                 String major = in.readString();
37                 if (this.ft.containsKey(major))
38                     this.ft.put(major, this.ft.get(major) + 1);
39                 else
40                     this.ft.put(major, 1);
41                 int year = in.readInt();
42             }
43         }
44     }

```

A special function for *constructing* a value.
No return type. Name matches class name.

circles – FrequencyC.java

```
public class FrequencyC implements Frequency {  
    private Map<String, Integer> ft;  
  
    public FrequencyC() {  
        this.ft = new HashMap<String, Integer>();  
    }  
  
    public FrequencyC(String file) {  
        this.ft = new HashMap<String, Integer>();  
  
        In in = new In(file);  
        try {  
            while (true) {  
                String school = in.readString();  
                String major = in.readString();  
                if (this.ft.containsKey(major))  
                    this.ft.put(major, this.ft.get(major) + 1);  
                else  
                    this.ft.put(major, 1);  
                int year = in.readInt();  
            }  
        }  
    }  
}
```

Overloading. Two functions of the same name, they must have different type signatures.

Building New Types Compositionally

circles – FrequencyC.java

```
public class FrequencyC implements Frequency {  
    private Map<String, Integer> ft;  
    public FrequencyC() {  
        this.ft = new HashMap<String, Integer>();  
    }  
    public FrequencyC(String file) {  
        this.ft = new HashMap<String, Integer>();  
        In in = new In(file);  
        try {  
            while (true) {  
                String school = in.readString();  
                String major = in.readString();  
                if (this.ft.containsKey(major))  
                    this.ft.put(major, this.ft.get(major) + 1);  
                else  
                    this.ft.put(major, 1);  
                int year = in.readInt();  
            }  
        }  
    }  
}
```

A *private* instance variable. The concrete representation type is `Map<String, Integer>`.

```
circles – FrequencyC.java
Project Majors.java Frequency.java Code.java FrequencyC.java
21 public class FrequencyC implements Frequency {
22
23     private Map<String, Integer> ft;
24
25     public FrequencyC() {
26         this.ft = new HashMap<String, Integer>();
27     }
28
29     public FrequencyC(String file) {
30         this.ft = new HashMap<String, Integer>();
31
32         In in = new In(file);
33         try {
34             while (true) {
35                 String school = in.readString();
36                 String major = in.readString();
37                 if (this.ft.containsKey(major))
38                     this.ft.put(major, this.ft.get(major) + 1);
39                 else
40                     this.ft.put(major, 1);
41                 int year = in.readInt();
42             }
43         }
44     }
}
Event Log
Build completed successfully in 1 s 92 ms (4 minutes ago)
45:6 LF UTF-8 2 spaces
```

For the purposes of this implementation we decided to use a `java.util.HashMap` as our concrete representation type.

A screenshot of a Java IDE (likely IntelliJ IDEA) showing the code for `FrequencyC.java`. The code implements the `Frequency` interface and uses composition to store data in a `HashMap`. The IDE interface includes tabs for other files like `Majors.java`, `Frequency.java`, and `Code.java`. The code itself is as follows:

```
circles – FrequencyC.java
public class FrequencyC implements Frequency {
    private Map<String, Integer> ft;
    public FrequencyC() {
        this.ft = new HashMap<String, Integer>();
    }
    public FrequencyC(String file) {
        this.ft = new HashMap<String, Integer>();
        In in = new In(file);
        try {
            while (true) {
                String school = in.readString();
                String major = in.readString();
                if (this.ft.containsKey(major))
                    this.ft.put(major, this.ft.get(major) + 1);
                else
                    this.ft.put(major, 1);
                int year = in.readInt();
            }
        }
    }
}
```

This approach is sometimes called *composition*.

Classes defined in this way are sometimes called *wrapper classes*.

```
44
45     public int get(String key) { ←
46         return ft.get(key);
47     }
48
49     public boolean containsKey(String key) {
50         return ft.containsKey(key);
51     }
52
53     public void put(String key, int value) {
54         ft.put(key, value);
55     }
56
57     public void forEach(BiConsumer<String, Integer> opn) {
58         ft.forEach(opn);
59     }
60
61     public Collection<Integer> values() {
62         return ft.values();
63     }
```

Forwarding or delegation.

Two Main Themes of CS1

- How to design a reasonable API for an ADT
- How to choose concrete representation types in the implementation of the ADT so that the required operations are performant.
- Different applications of the ADT may have different performance requirements.

A Note on λ and Friends

```
private static void myPrinter(String s, Integer i) {  
    System.out.format("%s = %d", s, i);  
}  
  
public static void main(String[] args) {  
  
    Frequency frequency = new Frequency();  
  
    frequency.put("Alice", 20);  
    frequency.put("Bob", 10);  
  
    frequency.forEach((key, value) -> System.out.format("%s = %d", key, value));  
}
```

λ an anonymous function, no type information required for the parameters.

```
private static void myPrinter(String s, Integer i) {  
    System.out.format("%s = %d", s, i);  
}  
  
public static void main(String[] args) {  
    Frequency frequency = new FrequencyC();  
  
    frequency.put("Alice", 20);  
    frequency.put("Bob", 10);  
  
    frequency.forEach((key, value) -> System.out.format("%s = %d", key, value));  
    frequency.forEach(FrequencyC::myPrinter);  
}
```

A static function defined in class FrequencyC

:: notation