CS 417/505
Design Patterns

UML Dynamic Behavior part 2
Java review

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Topics

- Modeling dynamic behavior examples
  - Sequence diagrams
  - State diagrams
- Review of relevant Java

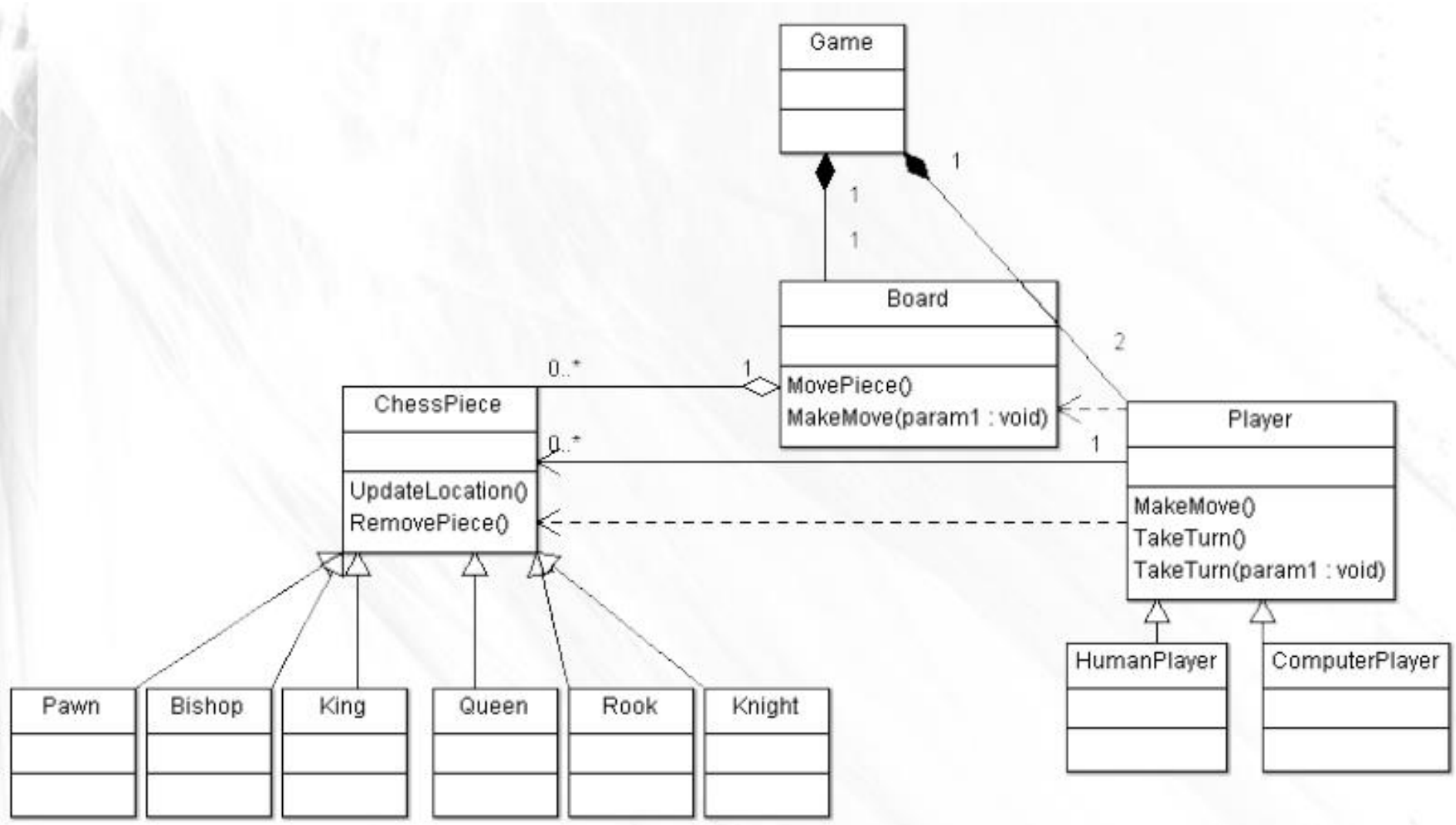
Group work

- Create state diagram for a solar powered calculator

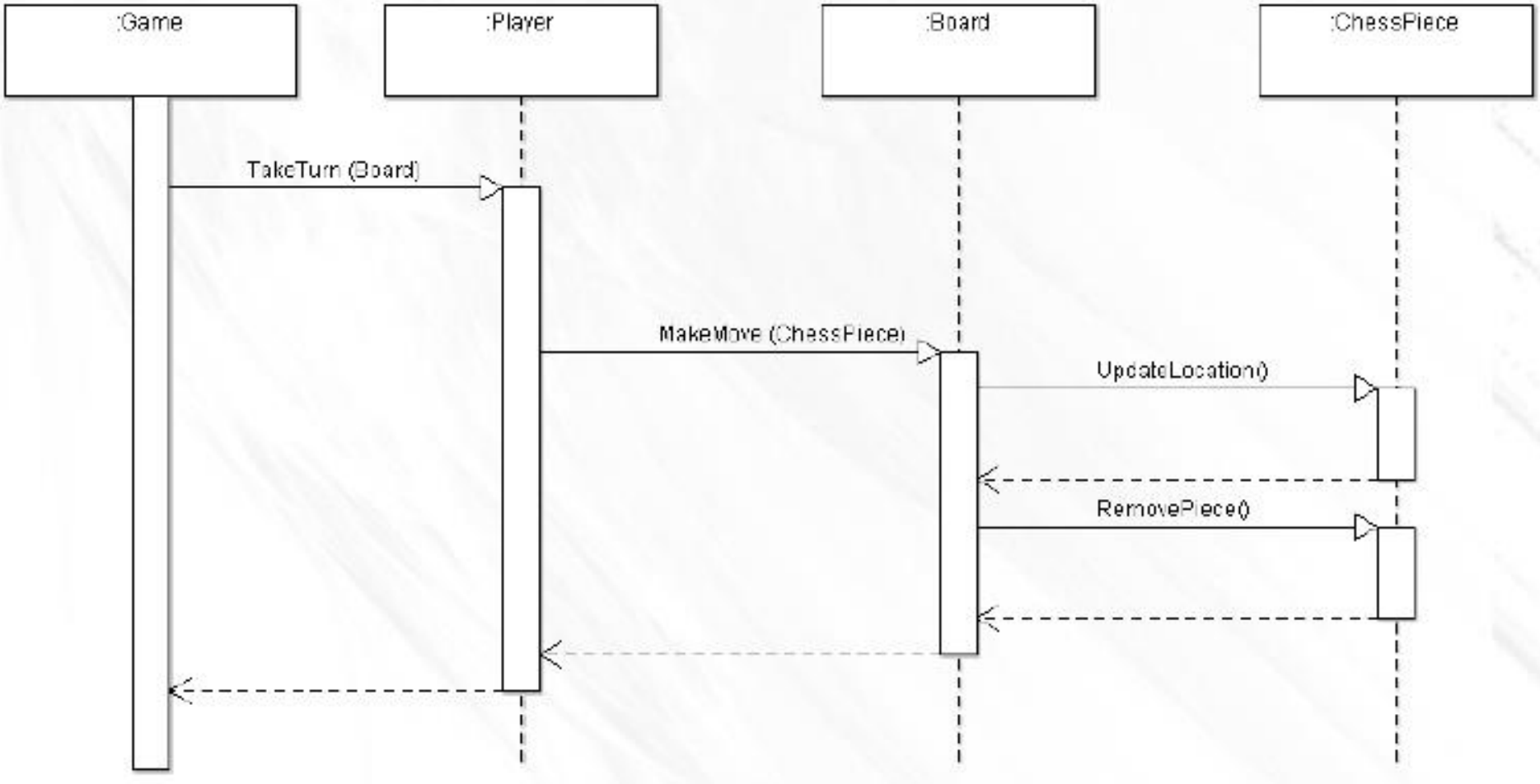
Group work

- Create Chess game – Human user can play another Human user or play against computer
  - Create state diagram
  - Create class diagram
  - Create sequence diagram
    - Player takes turn results in taking piece

One solution



Sequence diagram



Java review

Javadoc

- Automated creation of **usable** code documentation
- Document purpose of classes and relations
- Document expectations of methods

```
/**
 * Javadoc comment used on classes or functions
 */
```

```
@param parameterName description
@return description of what is returned
@see classpath generates link to another related class
@author Name of author of class
```

Naming conventions

- Class name should always begin with capital letter
- Object, methods and attribute names should always begin with lower case letter
- Multi-word names should capitalize first letter of each word

```
public class Point {
    Point myPoint = new Point();
}
```

Constants

Constants specified as final class fields:

```
public class Card{
  public final static int SUIT_SPADES=0;
  public final static int SUIT_HEARTS=1;
  public final static int
  SUIT_DIAMONDS=2;
  public final static int SUIT_CLUBS=3;
}
```

- Naming convention, all CAPS with underscore between words

What is a package

- Java packages consist of one or more classes
- Logical grouping of classes that are highly related, thus usually only a small number of classes per package
- Large projects sometimes consist of thousands of classes, packages allow you organize code
- Each Java class belongs to exactly one package

Design guideline

- When deciding which classes should be in the same package use this criteria
  - Are the classes closely related
  - Classes that change together should belong to the same package
  - Classes that are **not** reused together should **not** belong to the same package

Package specification

- First thing declared in source file of the form:

```
package edu.ccsu.cs407;
```

- If package is unspecified class belongs to unnamed package, not good style for keeping code organized
- Naming convention
  - all lower case
  - Widest to narrowest group from left to right

Using packages

- To use a class within the same package as the class you are in you simply name that class
- To use a class in another package you have to **import** it using its *fully qualified name*. There are two ways to do this
  - `import packagename.ClassName;`
  - `import packagename.*;`
- `java.lang` package imported implicitly by all java programs since it contains fundemental classes used in nearly all programs

Class modifiers

Basic

- `public` – accessible any class
- `protected` – accessible from subclasses and within package
- *none* - (none specified thus package) accessible from within package only
- `private` – accessible within class only

More advanced

- `abstract`
  - Some implementation
  - Contains abstract methods
  - Cannot be instantiated
  - Subclasses must implement abstract methods
- `final` – class may not be extended

Method/attribute

- public, protected, *none*, private
- `static` – Shared by all instances of the class, static methods can only access class static attributes
- `final`
  - method cannot be overriden
  - attribute constant value cannot be changed

Method only modifiers

- `abstract` – method must be implemented by subclasses
- `synchronized` – method atomic in multi-threaded environment
- `native` – method implemented in C/C++

Field only

- `volatile` – may be modified by non-synchronized methods in multi-threaded environment
- `transient` – field not part of persistent state of instance

Static fields

- By default when a field is declared it is an instance field
  - It only exist within the context of a single instance
  - Changes to it only reflected in that instance
- Static fields or class fields are specified by the
- `static` keyword
  - Field can be accessed without an instance of the class
  - Changes made by any instance are seen in all other instances

Exceptions

- Unexpected conditions in programs
- Exception handling mechanism to help recover or exit gracefully in the event of an unexpected condition or failure
- Critical to making large scale systems robust. Without fail something will go wrong and without exceptions very difficult to handle all possible scenarios in code.

Why special mechanism

1) Location where error occurs may not be the place you want to handle the exception – disrupts normal flow
2) Adding exception handling within normal logic makes the code unnecessarily complex
3) Ad hoc methods of error handling are often platform specific and non-portable

Sources of Exceptions

- Anytime normal flow of execution is interrupted. Usually originate from the following:
  - Run time environment – exception occurs due to illegal operation: Access operations or attribute on null pointer, specifying an index of an array that is out of bounds → RuntimeException
  - When an unexpected condition occurs in the code an exception is explicitly thrown with the `throw` statement

Meaning of exceptions

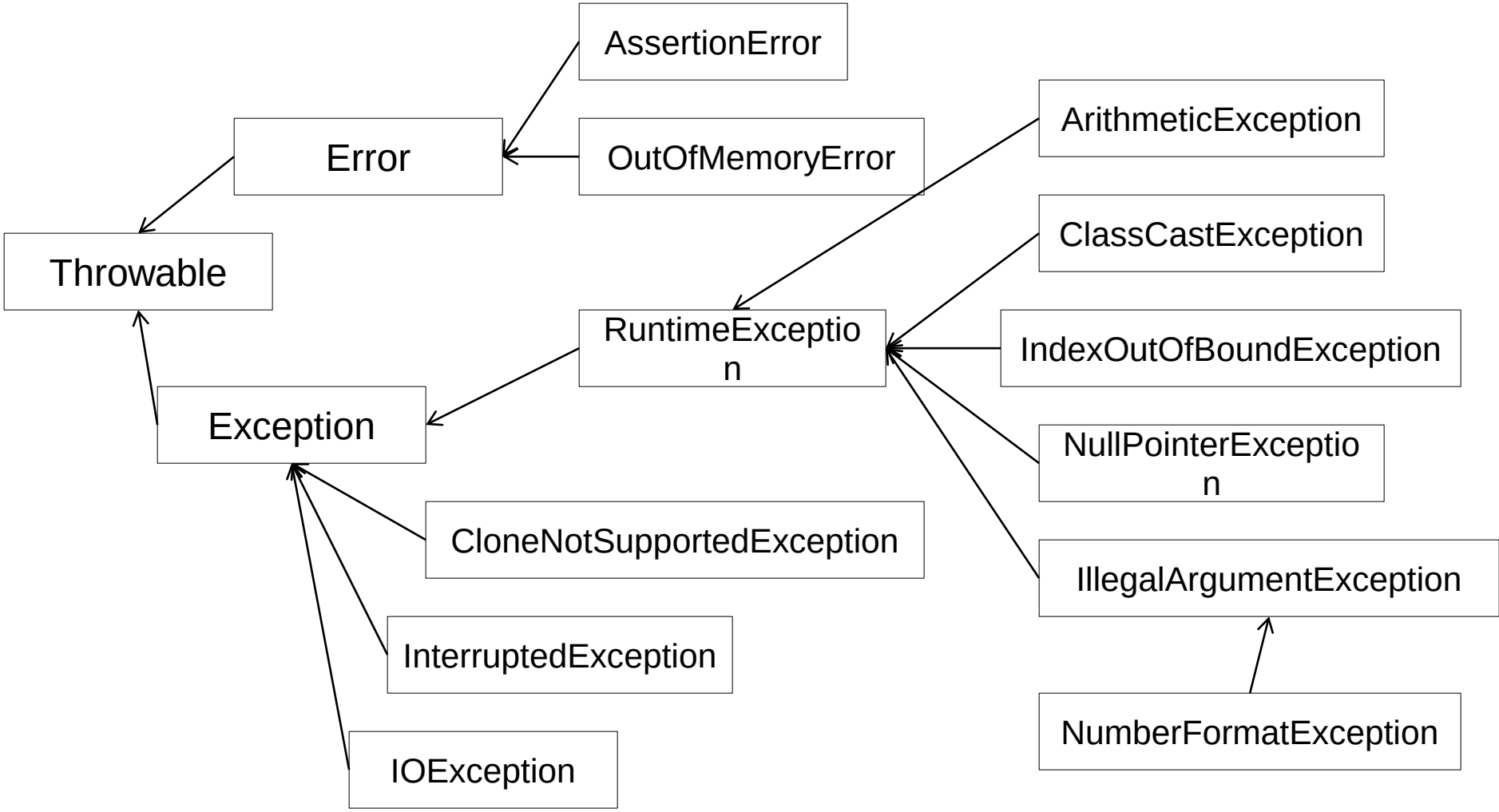
- Runtime errors generally represent a logical error that should be eliminated as part of debugging
- Exceptions meant to allow recovery not replace debugging
- In addition to the exceptions defined in `java.lang`, packages can declare their own exceptions such as `java.io.FileNotFoundException`
- You can also define your own exceptions

Hierarchy of Exceptions

- Throwable is parent class of all exceptions, a class must extend Throwable to be handled by exception handling

Category	Description
Error	Serious and fatal problems in a program, thrown by JVM and typically not handled by programs
Exception	Can be thrown by any program. All user-defined exception should extend Exception
RuntimeException	RuntimeExceptions represent an illegal operation and should be thrown by JVM

Exception hierarchy



Checked vs. unchecked

- Errors and run-time exceptions are called **unchecked exceptions**
  - Thrown by JVM in general these should all be able to be eliminated with thorough unit test. Handling usually handled at high level recovery
- All other exceptions are **checked exceptions**
  - Any function that does not explicitly handle a check exception must declare that it throws that exception

Declaring thrown exceptions

- For **checked exceptions** if the exception isn't handled it must declare that it throws that exception using the throws clause:
- `[Method modifiers] returnType methodName([parameters]) [throws Exception1, Exception2,...]`

```
if (passedAccount.funds < 0){
      throw new MyStateException();
}
```

Exception handling

- If method does not declare that it throws an exception that may be thrown within its method it must handle the exception itself

```
try{
    throw new MyException();
}catch(MyException e){
    //handle the exception
}
```

- Note a method may handle some exceptions but not all in which case it would need to declare the ones it didn't handle

Exception example

```
public void someMethod() throws
    InterruptedException, MyException
{
  // some statements
}


public void myMethod() throws MyException
{
  try{
    someMethod();
  }catch(InterruptedException e){
    // some action
  }
}
```

Handling exceptions

General ways of handling exceptions

1) Recover from the exception and resume execution

2) Throw another exception and pass the responsibility to another exception handler

3) Terminate the program gracefully when unable to recover

Best practices

- Generally better idea to specify which exception you want to catch rather than the general `Exception` class
- Likewise generally don't want to catch an exception and ignore it `}catch(Exception e){}`
- For a real application you are likely going to want to handle different exceptions in different ways depending on how severe they are.

Handling exception cont.

- With try block, each type of exception can be handled in a different manner

```
try{
   // statements
}catch(IOException e1){
   // handling
}catch(DBException e2){
   // handling
}catch(MyException e3){
   throws new MyOtherException("msg",e3);
}finally{
   // finish up which is optional
}
```

- Exceptions checked ***sequentially*** (important for subclasses)
- If the exception matches **any** of the catch blocks the `finally` block will be executed afterward before proceeding ahead with that directed by the `catch` block (ie. Rethrown, or continue execution).
- A typical use for `finally` is to close the database connection since you would want to do that regardless of which error

Debugging exceptions

- At runtime when an exception occurs the JVM will propagate the exception up the stack until it reaches the class that handles the exception
- For debugging it is very useful to print the stack trace of an exception which will tell you the entire path of the exception from where it occurred all the way back to the main method with line numbers associated with each call:

```
}catch(MyException e){
    e.printStackTrace();
}
```

Sequence diagrams – exception flow

- Players:
  - App
  - AccountHandler
    - createAccount throws ConnectionFailException
  - DBWriter
    - insertAccount throws DupAcctException, ConnectionFailException

Group work

Create 3 classes A, B, C (you can assume the Exception classes are already defined). Class A has a method *operationA* that takes two arguments (doubles) *a* and *b* and returns a double. The function should calculate the (square root of *a)*/*b*. If *a* is negative it should throw NegAException, if *b* is zero it should throw BZeroException. Class B should have a method *operationB* that calls the method on Class A and catches just the NegAException and prints a message indicating *a* can't be negative. Class C should call Class B's method and if BZeroException is thrown it should output stack debug information.

(Math function is “sqrt”)

Group work

An instant messaging application where the user can create a person to person connection or connect to a chat, where there is a chat moderator

- State diagram
- Class diagram
- Sequence diagram
  - *Consider exception that could occur along your sequence*