

Method Overloading, Asserts, and Objects as Parameters of Methods



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Announcements

TODO Reminders:

Readings are due **before** lecture

- Reading 11 (zybooks) – you should have already done that 😊
- Lab 07
- Reading 12 (zyBooks) - you should have already done that 😊
- Lab 08
- Reading 13 (zybooks)
- RPA 6

Keep practicing your RPAs in a spaced and mixed manner 😊

mistake
+
correction
=
learning

https://encrypted-tbn0.gstatic.com/images?q=tbn:AND9GcS_UM2jEt9rPdBktlYNT9O0orskZRG5_0eh0Q&usqp=CAU

Recall Activity

- What is method overloading?
- Explain with your own words and provide examples.

Review – Method Signature

`[scope] [static] TYPE name(parameters) {}`

- Scope
 - public, private, protected, or blank (package protected)
 - we often use public or private
 - private is class only
 - public other classes have access
- (return) TYPE
 - Required
 - Can be any type + void.
 - Classes you create are objects, that can be returned
 - void means returns nothing
- Parameters are part of the name
 - `getArea(int x)`
 - `getArea(int x, int y)`
 - `indexOf(char x)`
 - `indexOf(char x, int start)`
- We have seen this example before
 - Called “overloading”
 - But how do we keep it DRY (**D**on't **R**epeat **Y**ourself)?

Method Overloading

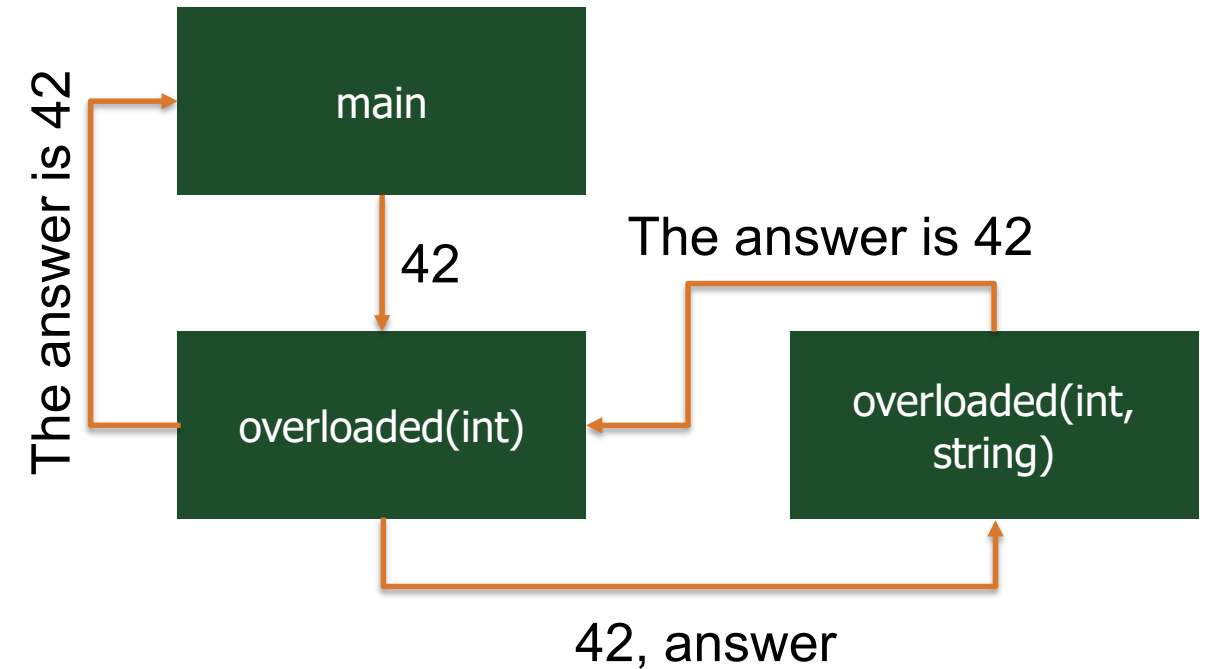
- You can have the same method name, different parameters
- Java will match the parameters on which method is called
- Best practice:
 - Methods with less parameters call the most detailed version
 - This let's you have "default" values for methods
 - Makes it so you only have one place to update!

Method Overloading

```
public static String overloaded(int x) {  
    return overloaded(x, str: "Answer");  
}  
  
public static String overloaded(int x, String str) {  
    return "The " + str + " is " + x;  
}
```

```
public static void main(String args[]) {  
    System.out.println(overloaded(x: 42));  
}
```

- Method overloading works because:
 - We keep it DRY (Don't Repeat Yourself)
 - Make the more specific method do the work
 - Assume default values for different parameters
- When lost, draw it out!



Method Overloading - Practice

```
public class DatePrinter {  
    public void datePrint(int day, int month, int year) {  
        System.out.print("1");  
    }  
    public void datePrint(int day, String month, int year) {  
        System.out.print("2");  
        datePrint(day, Integer.parseInt(month), year);  
    }  
    public void datePrint(int month, int year) {  
        System.out.print("3");  
        datePrint(1, month, year);  
        datePrint(1, String.valueOf(month), year);  
    }  
}
```

```
public class AppDatePrinter {  
    public static void main(String args[]){  
        DatePrinter dp = new DatePrinter();  
        dp.datePrint(22,2, 2023);  
        System.out.println();  
        dp.datePrint(22,"2", 2023);  
        System.out.println();  
        ArrayList<String> months = new ArrayList<>();  
        months.add("January"); months.add("February");  
        dp.datePrint(months.indexOf("January"), 2023);  
    }  
}
```

What is the output?

Method Overloading - Practice

```
public class DatePrinter {  
    public void datePrint(int day, int month, int year) {  
        System.out.print("1");  
    }  
    public void datePrint(int day, String month, int year) {  
        System.out.print("2");  
        datePrint(day, Integer.parseInt(month), year);  
    }  
    public void datePrint(int month, int year) {  
        System.out.print("3");  
        datePrint(1, month, year);  
        datePrint(1, String.valueOf(month), year);  
    }  
}
```

```
public class AppDatePrinter {  
    public static void main(String args[]){  
        DatePrinter dp = new DatePrinter();  
        dp.datePrint(22,2, 2023);  
        System.out.println();  
        dp.datePrint(22,"2", 2023);  
        System.out.println();  
        ArrayList<String> months = new ArrayList<>();  
        months.add("January"); months.add("February");  
        dp.datePrint(months.indexOf("January"), 2023);  
    }  
}
```

What is the output?

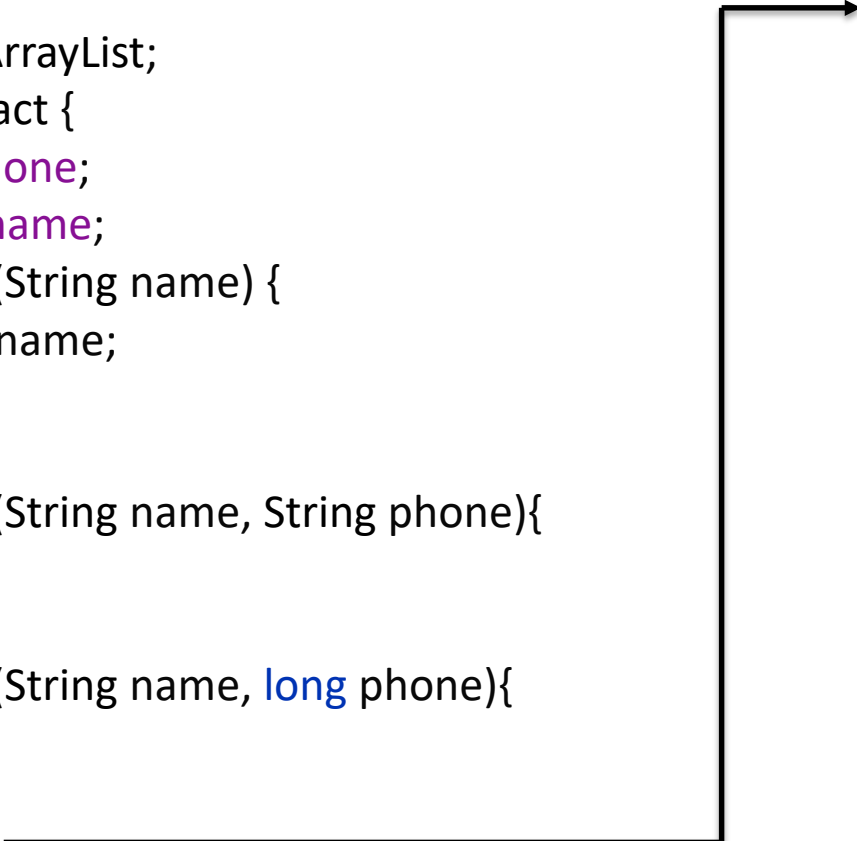
1

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Method Overloading – Coding Along

```
import java.util.ArrayList;
public class Contact {
    private long phone;
    private String name;
    public Contact(String name) {
        this.name = name;
        phone = 0;
    }
    public Contact(String name, String phone){
        //to do
    }
    public Contact(String name, long phone){
        //to do
    }
}
```



```
public String getFormattedPhone() {
    return String.format("(%d) %d-%d", getAreaCode(), getPrefix(), getNumber());
}
public int getPrefix() {
    long tmp = phone / 10000;
    return (int) (tmp % 1000);
}
public int getAreaCode() {
    long tmp = phone / 10000000;
    return (int) (tmp % 1000);
}
public int getNumber() {
    return (int) phone % 10000;
}
public long getPhone() {
    return phone;
}
```

Method Overloading – Coding Along

```
public void setPhone(long phone) {  
    // to do  
}  
public void setPhone(String phone) {  
    // to do  
    //transform the String into a long number  
    //remove all characters that are not numbers  
    //Long.parseLong(string)  
    //call overloaded setPhone  
}  
public String toString() {  
    return String.format("Name: %s, phone: %s", name,  
        getFormattedPhone());  
}
```

```
public static void main(String[] args) {  
    ArrayList<Contact> advisors = new ArrayList<>();  
    Contact bess = new Contact("Bess");  
    bess.setPhone(9704915944L); // the "L" at the end is how  
    we tell java it is a  
    advisors.add(new Contact("Gabbi", "(970) 491-3739"));  
    advisors.add(new Contact("Tran"));  
    advisors.add(new Contact("Heidi"));  
    advisors.add(bess); // just doing this so you can see  
    adding other ways to add objects to ArrayLists  
    for(Contact advisor:advisors) {  
        if(advisor.getPhone() > 0) {  
            System.out.println(advisor);  
        }  
    }  
}
```

Reminder: Keep It Simple

- Methods are the conquer: divide -> conquer -> glue
 - Which means, the smaller problem to solve, the better
 - Keep what you do in a method simple
 - If you write 20 lines, you probably have written too much
 - If you cut and paste, you need a method.
- Turn problems into questions
 - **What is your quest?**
 - What do you know
 - What do you need (parameters)



What about debugging?

Debugging

- `println/print`
 - One of the best tools to debug code **as you write**
 - Not sure how something works, toss it in a print and see what happens.
 - Unsure where the error is? put in print lines to narrow down the issue.
 - Suggestion use "TESTING:" with all statements, so you don't accidentally leave it in!
- Debuggers
 - IDEs come in with debuggers that help you trace code. Future thing to consider.
- `assert`
 - New command
 - Good for testing completed methods (Unit testing)
 - operator that prints an error message and exits the program if the provided test expression evaluates to false
 - What you have been doing in labs is perfect for it!

```
assert testExpression : detailedMessage;
```

assert example

```
public static int addNum(int x, int y) {  
    return x*y;  
}
```

```
public static void main(String[] args) {  
    assert (addNum(10, 10) == 20) : "Assert 10,10 == 20 failed!";  
    System.out.println(addNum(10,10));  
}
```

1. Print to screen
Assert 10, 10 == 20 failed
2. Ends program

Needs to enable Assertions - Add **-ea** to the **VM options** box

<https://se-education.org/guides/tutorials/intellijUsefulSettings.html>



Parameters In More Depth

Let's Talk About Variables and Memory

- Discuss: Given the following program

Program Start:

- What is the value of:
 - w
 - l
 - rectangle.length
 - rectangle.width

Program End?

- What is the value of them?

```
public class YourProgram {
    public static void modifyValues(Rectangle rectangle, int w, int l) {
        rectangle.setLength(rectangle.getLength() / 2);
        rectangle.setWidth(rectangle.getWidth() * 3 + 1);
        w = w * 3 + 1;
        l = l / 2;
    }
    public static void printValues(Rectangle rectangle, int w, int l) {
        System.out.printf("Rectangle: Width %d, Length: %d, Area: %d%n",
            rectangle.getWidth(), rectangle.getLength(), rectangle.getArea());
        System.out.printf("Values of w: %d, of l: %d%n", w, l);
        System.out.printf("Width == w? %b, Length == l? %b%n%n",
            rectangle.getWidth() == w, rectangle.getLength() == l);
    }
    public static void main(String[] args) {
        int w = 5;
        int l = 10;
        Rectangle rectangle = new Rectangle(w, l);
        printValues(rectangle, w, l);
        modifyValues(rectangle, w, l);
        System.out.println("Values Modified!");
        printValues(rectangle, w, l);
    }
}
```

```
public class Rectangle {
    private int length = 0;
    private int width = 0;

    public Rectangle(int width, int length) {
        setWidth(width);
        setLength(length);
    }

    public void setLength(int length) {
        if(length > 0) this.length = length;
    }

    public void setWidth(int width) {
        if(width > 0) this.width = width;
    }

    public int getLength() {
        return length;
    }

    public int getWidth() {
        return width;
    }

    public int getArea() {
        return length * width;
    }
}
```


The Output From the Program....

- The values in Rectangle were changed!
- The values of w, l - where not changed!
- What happened?
- Why did this happen?
- Let's look at memory

Rectangle: Width 5, Length: 10, Area: 50
Values of w: 5, of l: 10
Width == w? true, Length == l? true

Values Modified!
Rectangle: Width 16, Length: 5, Area: 80
Values of w: 5, of l: 10
Width == w? false, Length == l? false

Java doesn't 'copy' objects

Digging Deeper:

This is called the memory stack, explored in later courses (165/270)

- Here is the memory of the program (simplified)

```
int w = 5;  
int l = 10;  
Rectangle rectangle = new Rectangle(w,l);
```

```
modifyValues(x873, 5, 10, w, l);
```

Now running the modifyValues method

```
modifyValues(Rectangle rectangle, int w, int l)
```

```
x873.rectangle.getLength() / 2;  
x873.rectangle.getWidth() * 3 + 1;
```

```
w = w * 3 + 1;
```

```
l = l / 2;
```

modifyValues finishes (local variables go away), returns to **main**

Variable list
for main!

10
x873
5

Variable list
for modifyValues!

x873
16
10

x873
w = 56
l = 50

Passing Objects as Parameters

```
public static int getAndCountNameLetters(Scanner scnr) {  
    String name = "";  
    if (scnr.hasNext()) {  
        name = scnr.next();  
    }  
    return name.length();  
}
```

Scanner object as a parameter
in method definition

```
public static void main(String[] args) {  
    int firstNameLetterCount;  
    int lastNameLetterCount;  
    Scanner scnr = new Scanner(System.in);  
    System.out.println("Enter a person's first and last names:");  
    firstNameLetterCount = getAndCountNameLetters(scnr);  
    lastNameLetterCount = getAndCountNameLetters(scnr);  
    System.out.println("The first name has " + firstNameLetterCount + " letters.");  
    System.out.println("The last name has " + lastNameLetterCount + " letters.");  
}
```

Creates scnr object of Scanner class type

Sending an object as a parameter

Practice – Objects as Parameters

```
public class Rectangle {  
    private double height;  
    private double width;  
  
    public Rectangle(double height, double width){  
        setHeight(height);  
        this.setWidth(width);  
    }  
    public void setHeight(double height){  
        this.height = height ;  
    }  
    public void setWidth(double width){  
        this.width = width;  
    }  
    public double getHeight(){  
        return height;  
    }  
    public double getWidth(){  
        return width;  
    }  
}
```

- Rectangle Class
- Write a method that calculates the area of a rectangle.
- Write a method that receives a Rectangle as a parameter, compare the areas and returns a String with the height, width, and area of the biggest rectangle. If it is the same area, return a String informing that.
- RectangleApplication Class
- Write a RectangleApplication class that has the following methods:
 - readDouble: receives a Scanner as a parameter, read, and return an double value;
 - main: creates two Rectangle objects (use readDouble to read the values to create the objects), prints both objects height and width, calls the methods that return the biggest rectangle.