

# Java in Bioinformatics

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# Outline

- 1 Object Oriented Programming in Java
- 2 GATK project
- 3 Cytoscape project

# Next

## 1 Object Oriented Programming in Java

- Basic Ideas
- Concepts
- OOP in Java
- Reference

## 2 GATK project

## 3 Cytoscape project

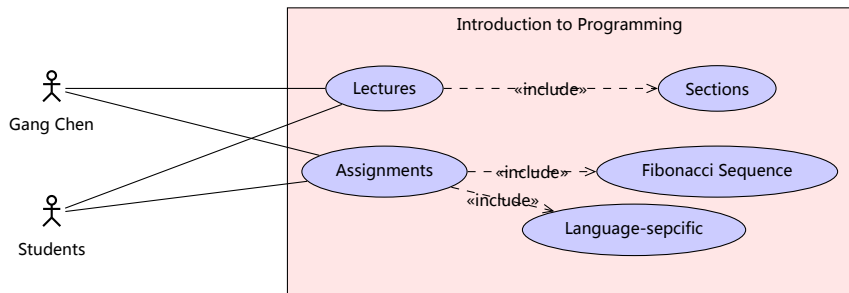
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# Object-oriented Programming (OOP)

- OO is a language-independent concept
- in principle not limited to programming (OO design)
  - ⇒ databases, business plans
- improves reusability and exchangability of code
- separation of partial problems
- "real world" modelling
- representation in **Universal Markup Language (UML)**

# Object-oriented Programming (OOP)



# Basic ideas

- **Everything is an object**  
Gang, students, lecture  
project, world, spy, information
- **Objects interact by sending/receiving messages**  
Gang → students: object orientation is a concept  
world → map: what is the object at position X?
- **An object consists of objects**  
a course consists of lectures  
a world consists of land or water fields

# Basic ideas

- **Every object has a type**  
Gang is a teacher  
the map is a rectangle of land / water fields
- **All objects of the same type understand the same messages**  
all students hear the lecture  
all spies can retrieve information



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# Classes, Interfaces and Methodse

World
spies : ListOfSpies
setSpyCount(count: int) getSpyCount() : int getMap() : Map

class

attributes

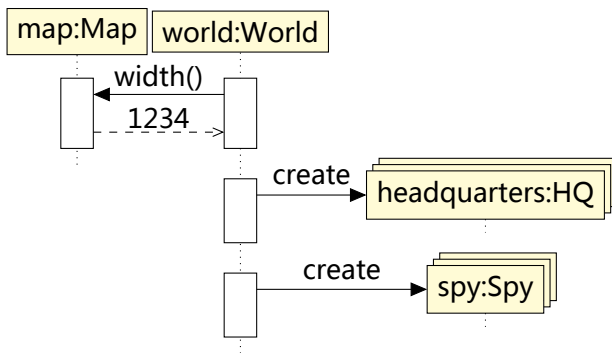
methods

Map
tiles: VectorOfTiles
getWidth() : int getHeight() : int at(x: int, y:int) : Tile

# Classes, Interfaces and Methods

- **classes** describe the type of objects (define their **interface**)
- the interface consists of **methods** and **attributes** / properties
- methods
  - are functions that operate on objects of this class
  - can take extra arguments of arbitrary types
  - can return values of arbitrary types
- attributes are objects of arbitrary other types

# Objects/Instances



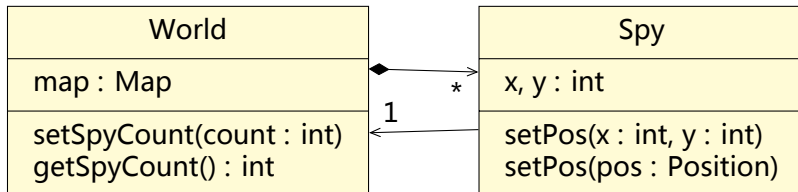
- every object has an immutable class assigned when it is created
- objects communicate via their class interfaces
- classes can communicate via static member functions

# Overloading and signature

Spy
<pre>setPos(x : int, y : int) setPos(pos: Position)</pre>

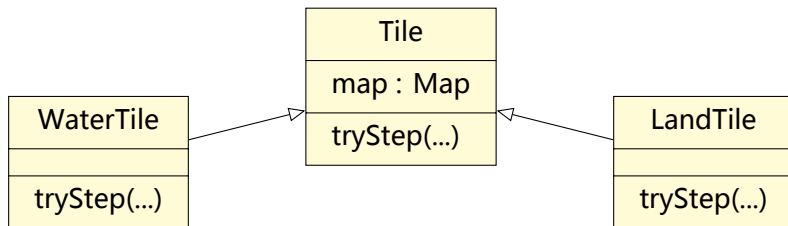
- a method is described by name and **signature**
- signature is formed by the types of all taken arguments
  - setPos(x : int, y : int)
  - setPos(pos : Position)
- methods with identical names but different arguments can exist in one class -- **overloading**
- return type is not part of the signature -- cannot always resolve overload at compile time

# Composing classes



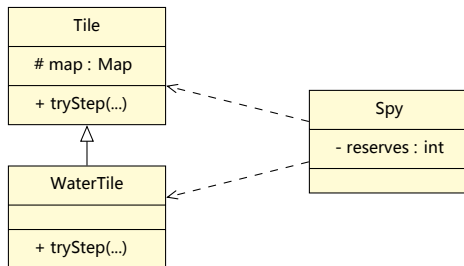
- objects are made of objects (**attributes**) --- classes declare the types of these objects
- simple attributes appear below class name
- complex classes shown as **composition**
- "has-a" or "has-many" relations:
  - a world hosts many spies,
  - a spy belongs to one world

# Inheritance and class hierarchy



- subclasses of classes -- **class hierarchy**
- subclasses inherit methods and attributes of all superclasses
- no need to duplicate code
- .. but methods might behave differently (**polymorphism**)
- **abstract classes** implement only parts of the interface

# Implementation hiding



- **public** (`+') elements are visible to all
- **protected** (`#') elements are only visible to derived classes
- **private** (`-') attributes or methods are not visible to other objects
- map is protected  $\Rightarrow$  visible to WaterTile, not to Spy
- Spy can access tryStep of all tiles



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# Hello Java

```
public class HelloJava{  
  
    public static void main(String[] args) {  
        System.out.println("Hello Java!");  
    }  
  
}
```

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# Books

## Books

- Thinking in Java
- Core Java
- Martin Fowler, "UML Distilled", 3rd edition, Addison-Wesley

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# GATK

The Genome Analysis Toolkit or GATK is a software package developed at the Broad Institute to analyze high-throughput sequencing data. The toolkit offers a wide variety of tools, with a primary focus on variant discovery and genotyping as well as strong emphasis on data quality assurance. Its robust architecture, powerful processing engine and high-performance computing features make it capable of taking on projects of any size.

# GATK

<https://www.broadinstitute.org/gatk/>

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# Cytoscape

Cytoscape is an open source software platform for visualizing complex networks and integrating these with any type of attribute data. A lot of Apps are available for various kinds of problem domains, including bioinformatics, social network analysis, and semantic web.

# Cytoscape

<http://www.cytoscape.org/>

# Cytoscape

- Documentation: <http://opentutorials.cgl.ucsf.edu/index.php/Portal:Cytoscape3>
- Source codes: <https://github.com/cytoscape/cytoscape-impl>
- User Manual in Chinese: <https://code.google.com/p/cytoscape-cn/>

# Apps

- Developer: [http://wiki.cytoscape.org/Cytoscape\\_3/AppDeveloper](http://wiki.cytoscape.org/Cytoscape_3/AppDeveloper)
- Example: ClusterViz