

# Object-oriented design

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# Programming paradigm examples

Structured / Non-Structured

Declarative / Imperative

Procedural

Object-oriented

Functional

(Almost) any style can be implemented in any language

Grady Booch

“Object-oriented analysis and design”

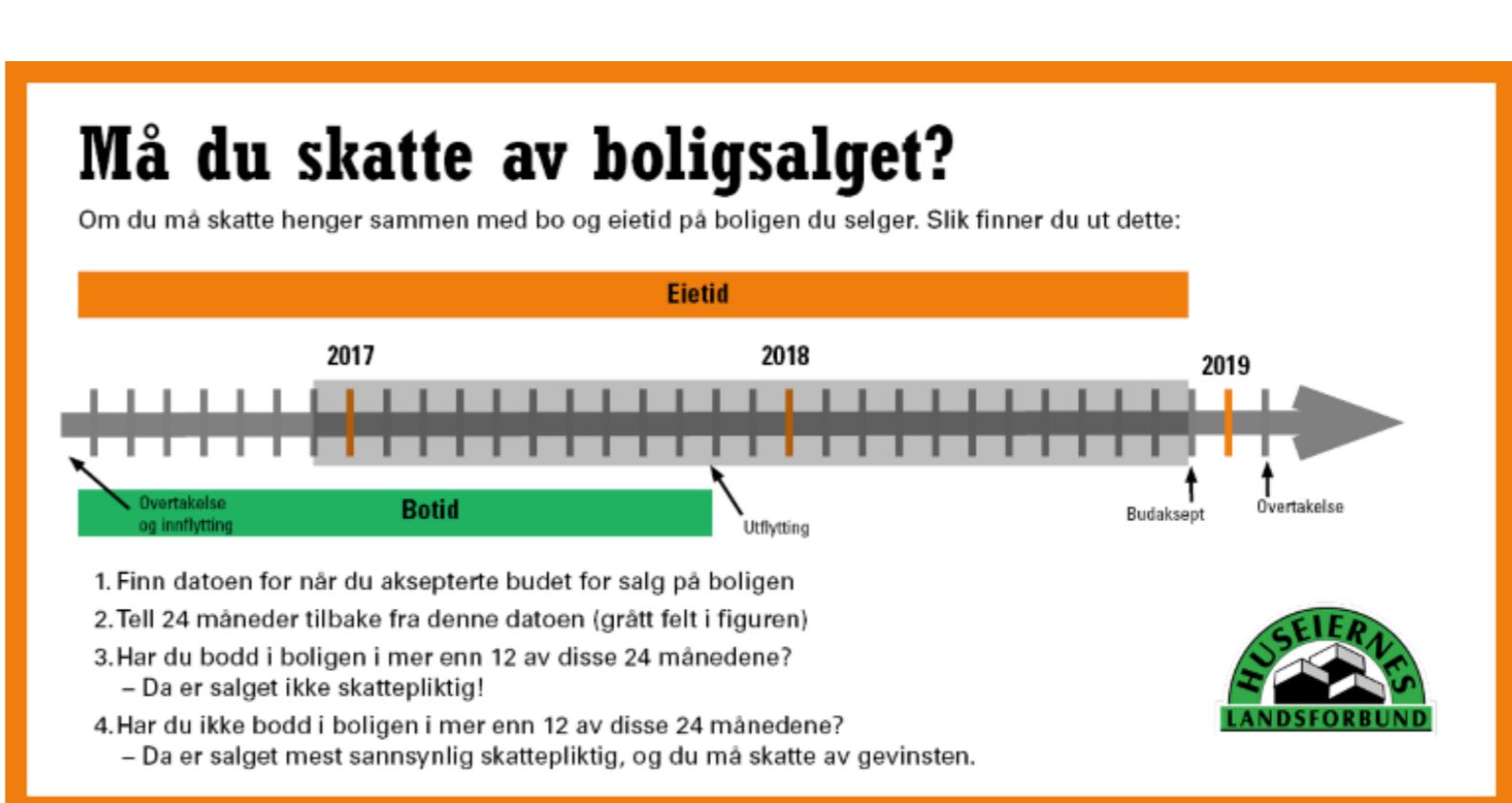
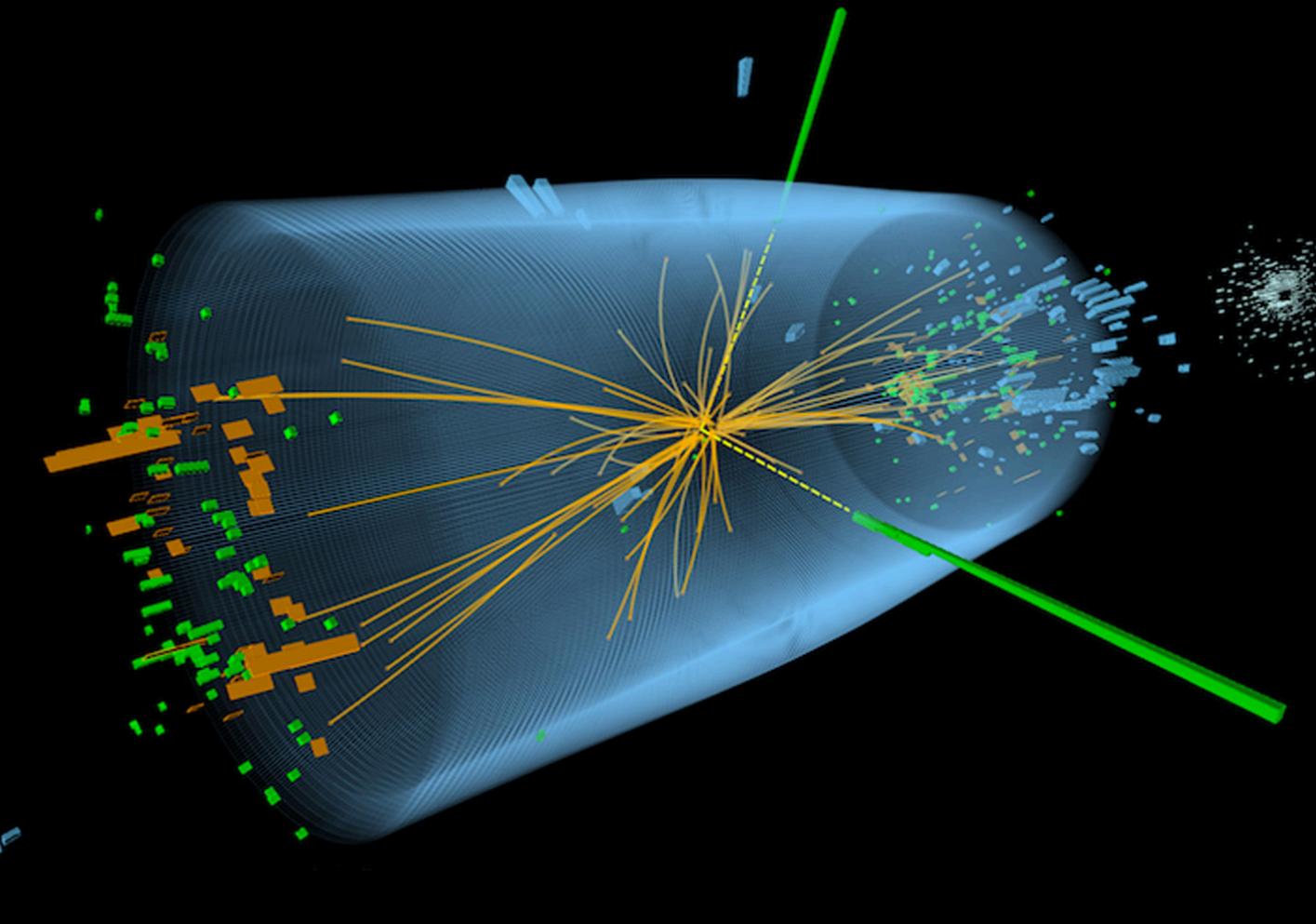
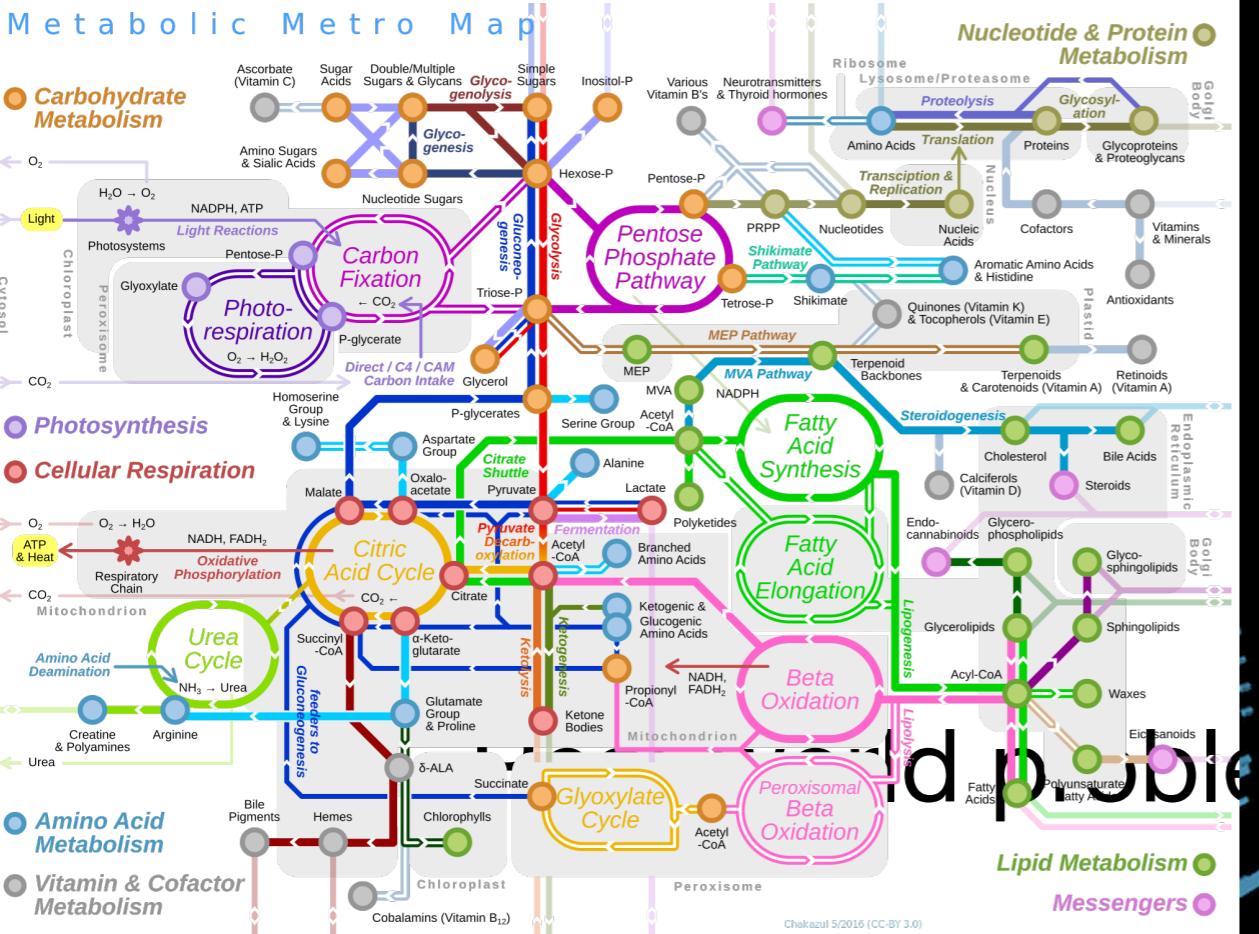
2nd edition

Addison-Wesley, 1994

# Main goal: manage complexity

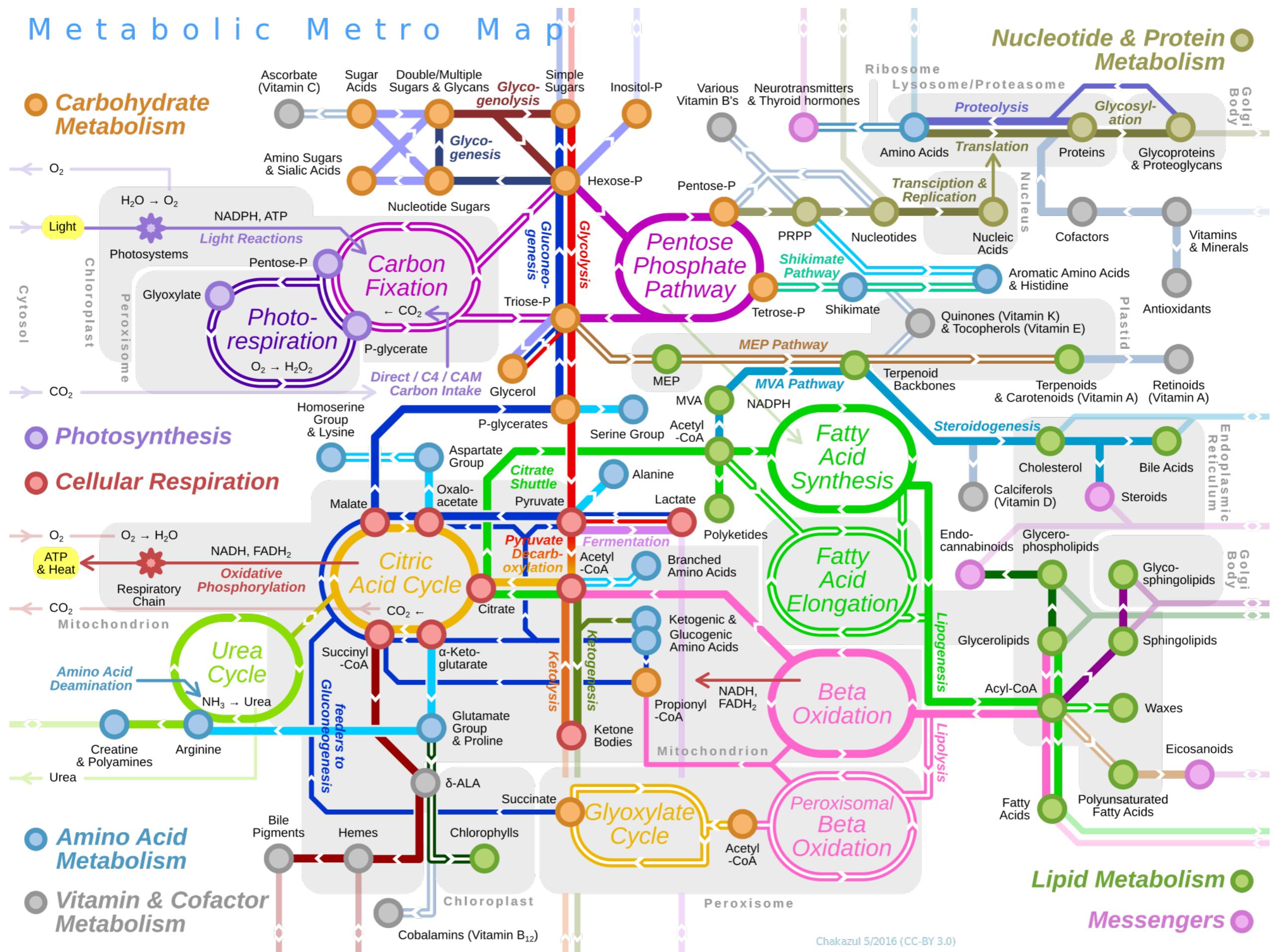
Different approaches, OO is just one of them!

see e.g. Haskell for a completely different approach to complexity handling: functional programming



- \* **Complexity of the problem domain**  
external; requires software maintenance, evolution, preservation
- \* **Development process**  
impossible for one developer to understand large projects completely
- \* **Software is boundlessly flexible**  
able to work at any level of abstraction; no fixed quality standards
- \* **Behaviour of discrete system**  
natural world physics is local and continuous  
program state is not: combinatoric, small change -> large effect

# Metabolic Metro Map

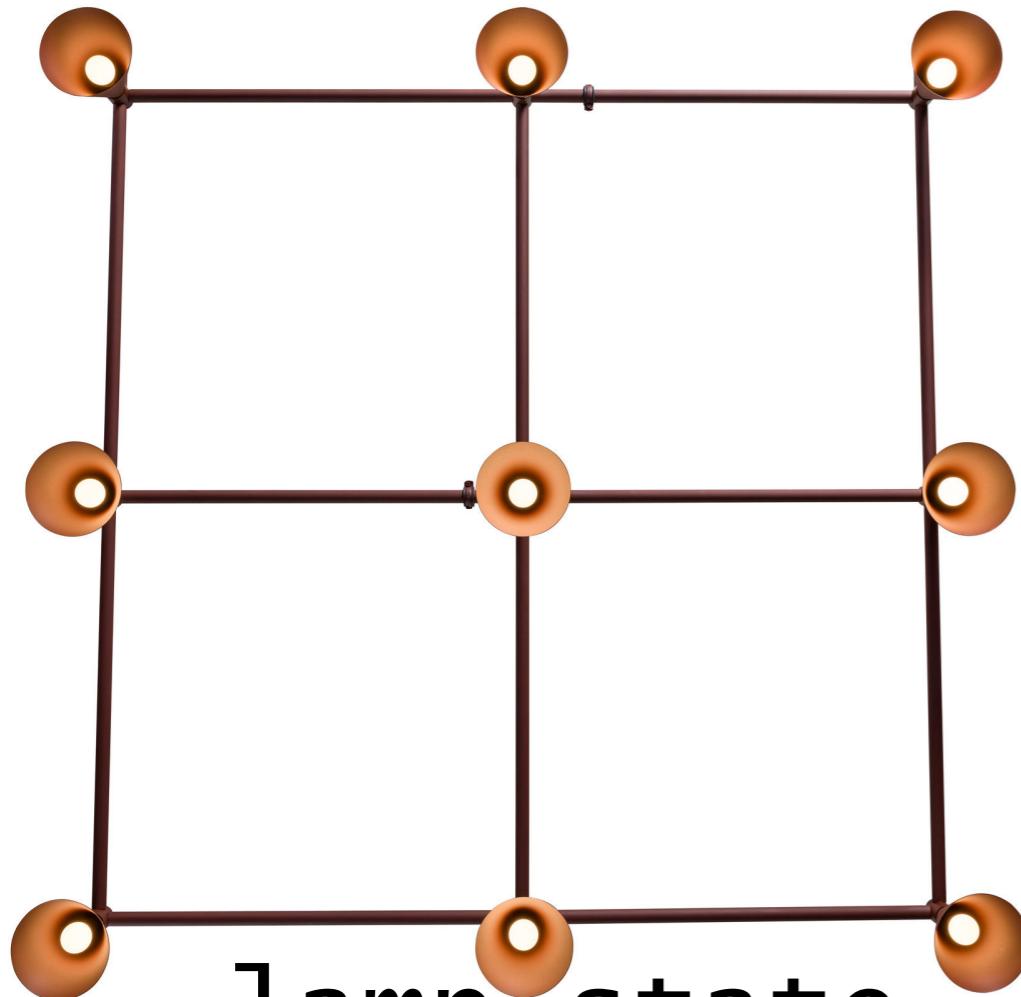


- \* Complexity is hierarchical grouping of subsystems, down to elementary components
- \* Choice of elementary blocks is mostly arbitrary
- \* Links and interactions within a component are much stronger than between components
- \* Hierarchy uses only a few different subsystems in different combinations
- \* Working complex systems evolve from working simple systems

- \* Deal with complexity by decomposition
- \* Algorithmic decomposition:  
which steps in which order?
- \* OO decomposition:  
which “real-world” entities are involved?  
how do they relate to each other?



Topic 1: object state



```
lamp_state = [0,1,1,0,0,0,1,1,1]
lamp_state = [[0,1,1],[0,0,0],[1,1,1]]
    lamp_state[1][2] == 1
```

Also need two angles for the pointing direction:

```
thetas = [[0.3, 0.4, 0.5], [...], ...]
phis = [[0.7, 1.1, 0.0], [...], ...]
```

Parallel lists are clumsy to use

3 arrays of values

```
lamps_state = [[0, 1, 1], [...], ...]  
    thetas = [[0.3, 0.4, 0.5], [...], ...]  
    phis = [[0.7, 1.1, 0.0], [...], ...]
```

One possible solution: group the other way

```
lamps = [[[0, 0, 0], [0, 0, 0], [0, 0, 0]]]
```

an array of lamps

Now,  represents one lamp

Class

Lamp

-is\_on  
-theta  
-phi

attributes /  
member variables

Constructor

is\_on = 1  
theta = 0.1  
phi = 0.7

is\_on = 0  
theta = 0.3  
phi = 0.1

is\_on = 1  
theta = 0.2  
phi = 0.37

is\_on = 1  
theta = 0.9  
phi = 1.9

...

object

object

object

object



python

```
class Lamp:
```

Constructor

```
    def __init__(self, on=0, th=0, ph=0):
```

```
        self.is_on = on
```

attributes

```
        self.theta = th
```

```
        self.phi = ph
```

objects

```
l1 = Lamp(1, 0.4, 0.7)
```

```
l2 = Lamp(0, 1.1, 0.3)
```

```
print(l1.is_on)
```

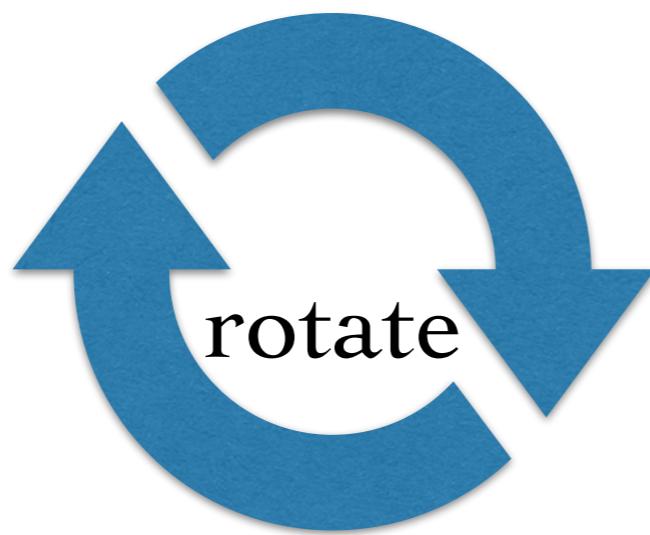
```
print(l2.is_on)
```

```
print(l2.theta)
```



Topic 2: object behaviour

We created objects with internal state.  
What about lamp behaviours?





python

```
class Lamp:
```

Constructor

```
    def __init__(self, on=0, th=0, ph=0):
```

```
        self.is_on = on
```

attributes

```
        self.theta = th  
        self.phi = ph
```

```
    def turn_on(self):
```

```
        self.is_on = 1
```

```
    def turn_off(self):
```

```
        self.is_on = 0
```

methods /  
member functions

```
    def rotate(self, angle):
```

```
        self.phi += angle
```

Object methods allow us to use language from the problem domain rather than basic types:

```
Lamp_A = Lamp(1, 0.4, 0.7)
```

```
Lamp_A.turn_off()  
Lamp_A.rotate(0.2)
```

# Object

- \* **State:** inner structure with current values
- \* **Behaviour:** external interaction and state changes (construct // destruct // modify / select / iterate)
- \* **Identity:** distinct to all other objects
  - It's not the name, one object can have many names!
  - Identity considerations are relevant when looking at copying, lifetime and ownership behaviour.

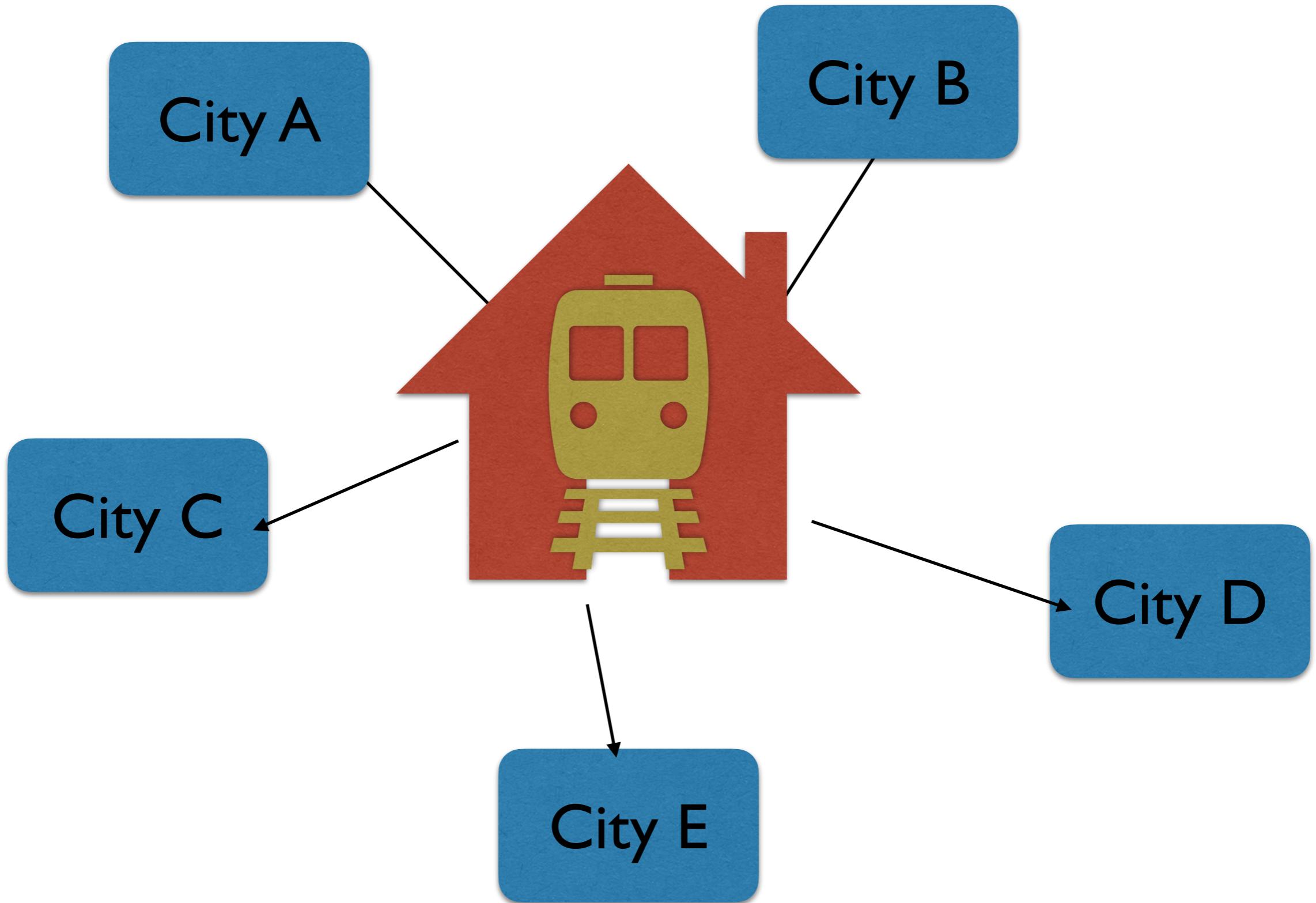
# Class

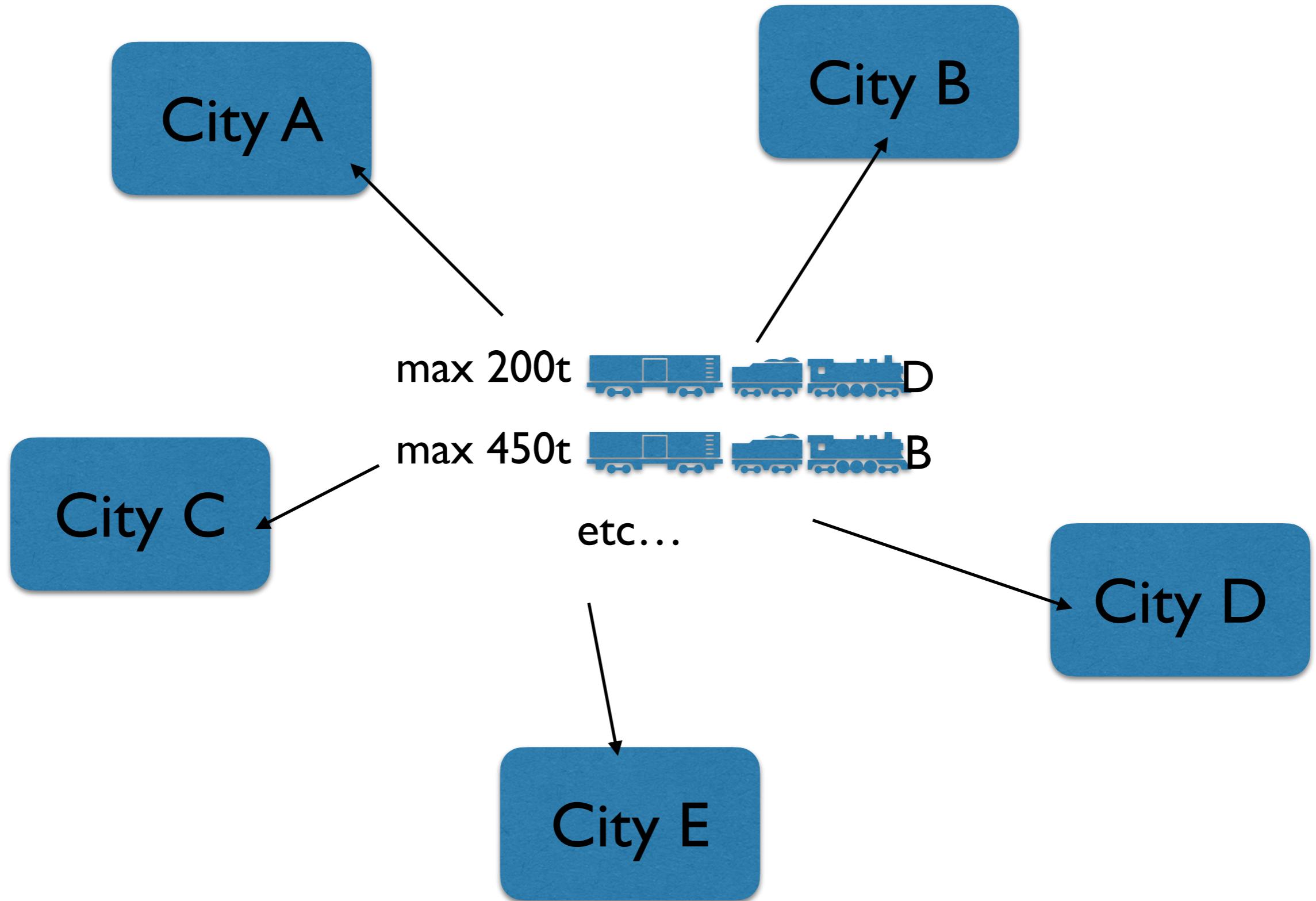
Objects with common structure and behaviour belong to a **class**. The class defines both.

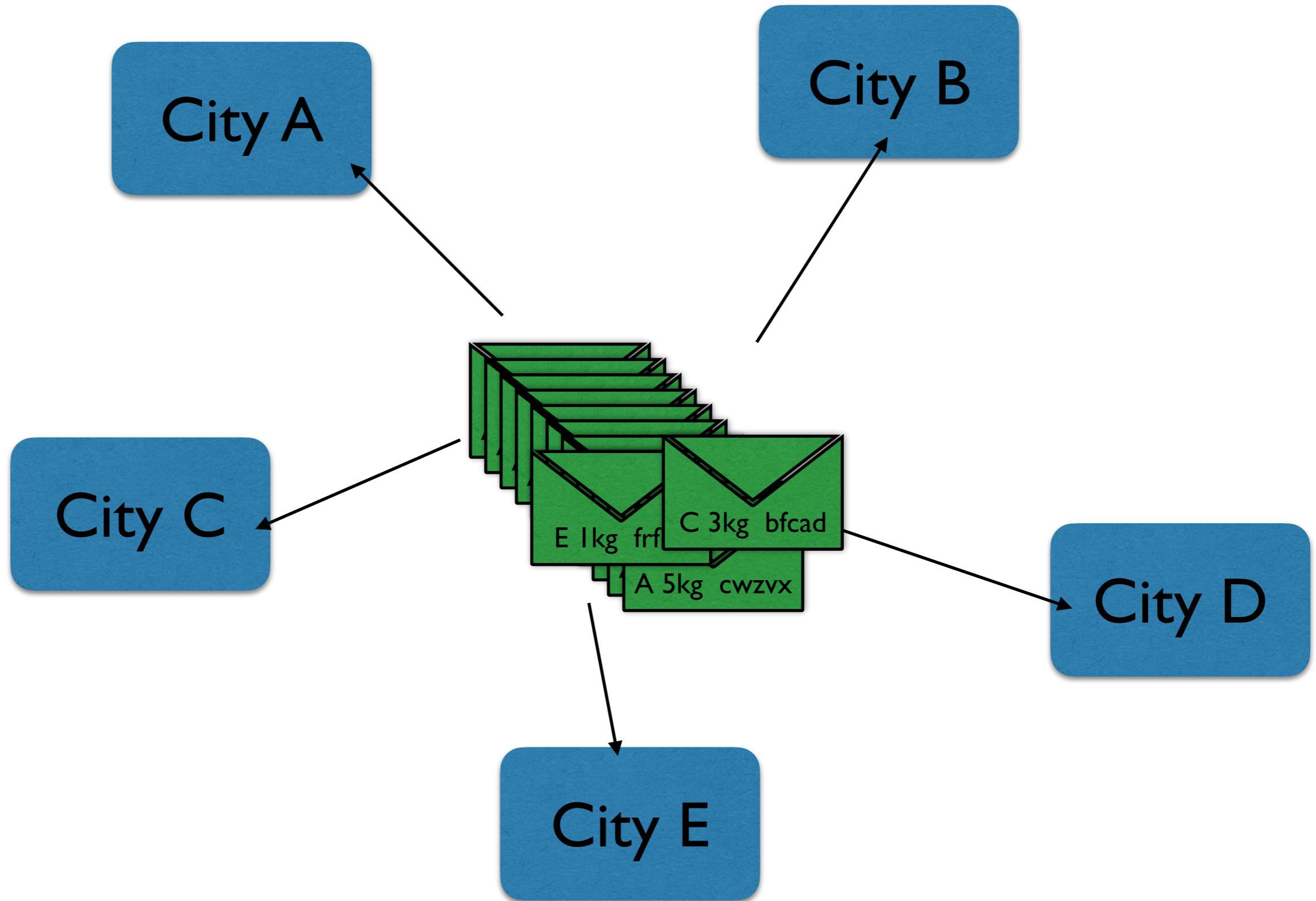
An object is an **instance** of a class.

# Exercise

# Exercise: a freight station







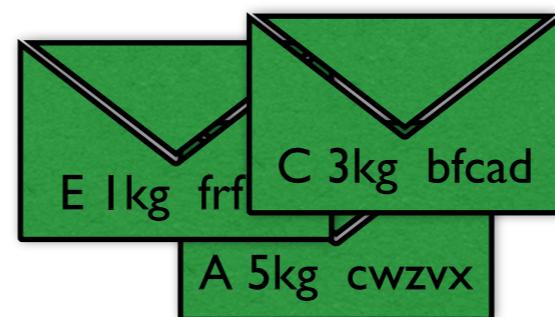
# Design an OO model for the station

classes, objects, interfaces, public/private, which methods/state  
**but no implementation!**



a random train arrives,      is loaded with correct mail,      leaves, and repeat

max 200t D



D