

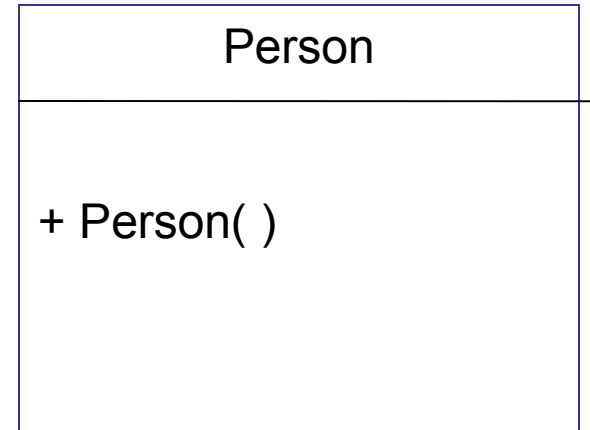
Review of O-O Concepts and UML

James Brucker



Objects and Classes

- Describe the relation between an object `person` and the class `Person`.





Objects and Classes

□ How do you create a Person object?

□ Are there any other ways to create objects?

| Person |
|---|
| - id : String - name : String |
| + Person() + getId() : String + setId(long) + getName() : String + setName(String) |



Objects and Classes

- How do you create a Person object?

```
Person p = new Person( );
```

- Are there any other ways to create objects?

Not really, but there are 3 special cases...

| Person |
|---|
| - id : long - name : String |
| + Person() + getId() : long + setId(long) + getName() : String + setName(String) |



Objects and Classes

- Are there any other ways to create objects?

3 Special Cases

1, String constants.

```
String s = "hello"; // new String("hello");
```

2. factory methods

```
Calendar cal = Calendar.getInstance( Locale );
```

3. reflection

```
String cl = "Double";
```

```
Object obj = Class.forName( cl ).newInstance( );
```



Constructors

What is the purpose (or job) of a constructor?

The job of the constructor is to prepare a new object for use.

A constructor should initialize all the object's attributes.

Constructor may have other tasks, too.



Constructors

- ❑ Must every class have a constructor?
- ❑ What happens if a class does not have a constructor?

| Person |
|--------------------------------|
| - name : String - id : long |
| + ???????() |



Constructors

- ❑ Must every class have a constructor?
 - No
- ❑ What happens if a class does not have a constructor?
 - Java creates a **default constructor** that sets all primitives to 0 (or false) and sets all references to null.

`name = null`

`id = 0L`

`courseList = null`

| Student |
|-------------------------|
| - name : String |
| - id : long |
| - courseList: Course[] |
| + Student() |



Constructors

- Can a class have more than one constructor?
 - Yes
- Can one constructor call another constructor? How?

Yes - use "this(...)"

Rule: `this()` must be the FIRST statement in the constructor

```
Student( ) {  
    this( "", 99999999 );  
}  
Student(String name, long id) {  
    this.name = name;  
    this.id = id;  
    courseList = new ArrayList<Course>();  
}
```

| Student |
|-------------------------|
| - name : String |
| - id : long |
| - courseList: Course[] |
| + Student() |
| + Student(name, id) |
| + getDate() : Date |




Object Creation

- Is there any way to *prevent* users from creating objects of a class?

Example:

```
Math m = new Math( );
```



Error!



Object Creation

- Is there any way to prevent users from creating objects of a class?

declare all constructors "private" (you must provide at least one constructor)



Creating Objects: special cases

□ Are there any other ways to create objects?

1. **String constants**: Java creates a "pool" of constants.

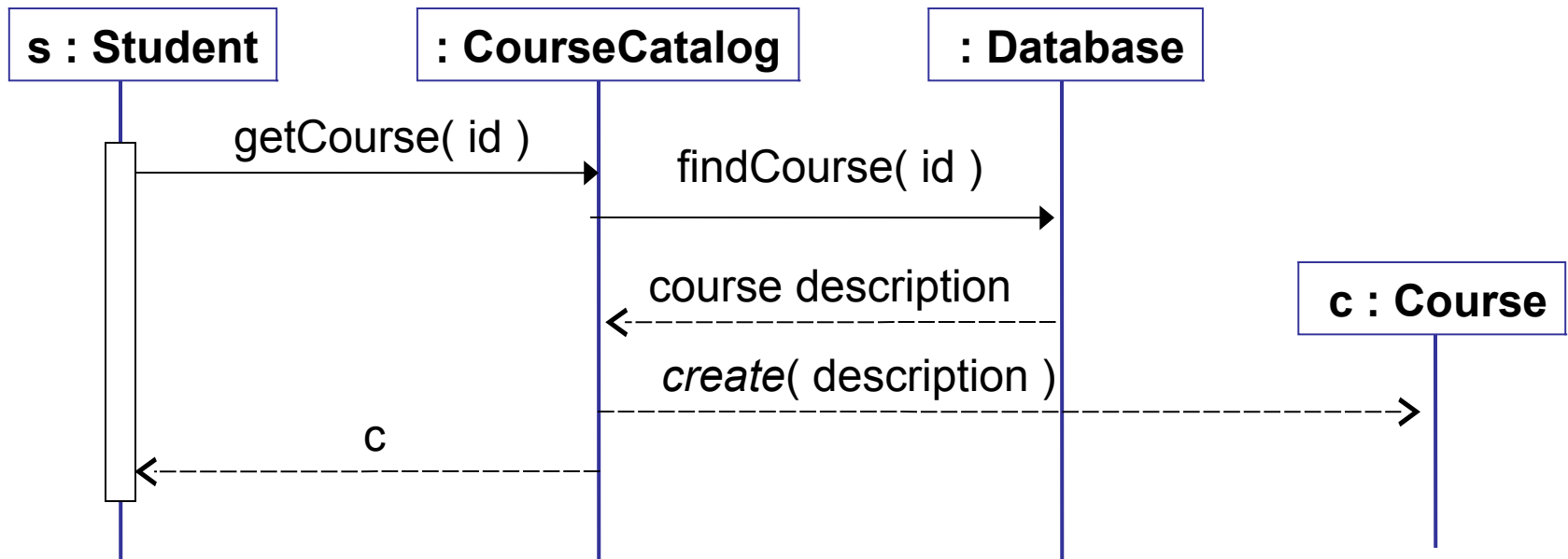
```
public final String PROMPT = "Press enter...";
```

2. **Factory Methods**: a method that creates an object and returns it.

```
// create a new calendar object  
Calendar cal = Calendar.getInstance( );
```

Creating Objects: Factory Methods

- See *Horstmann* for explanation and examples.
- Use factory methods to ...
 - hide complexity of object creation
 - verify parameter before creating object
 - record the object someplace






Object Identity

Suppose we have two identical objects:

```
Person a = new Person("Nok", 12345678);  
Person b = new Person("Nok", 12345678);
```

What is the output?

```
if ( a == b )  
    out.println("a and b are same");  
else out.println("a and b are not same");
```




Object References

- What do these statements do?

```
Person a = new Person("Nok", 12345678);  
Person b = a;
```

- (a) Person b is a **copy** of Person a.
- (b) a and b **refer** to the same Person.
- (c) this is a programming error! You didn't create Person b first ("b = new Person(...)").



Object References

□ Consider this:

```
Person a = new Person("Nok", 12345678);  
Person b = a;  
b.setName("Maew");  
System.out.println( a.getName() );
```

What value is returned by **a.getName()** ??



Accessor Methods

- Provide access to attributes or "properties".
- Naming:
 - `getName()` - returns value of "name" attribute
 - `isOn()` - returns a boolean "on" attribute
 - `isEmpty()` - accessor returns a *computed* value
- How to write:

```
public String getName( ) {  
    return name;  
}
```

| Person |
|-----------------|
| -name : String |
| -birthday: Date |



Accessor Methods for Computed Value

- By encapsulation, we can't tell if an accessor returns an attribute or a computed value.

```
/**  
 * Get the person's age (approximately).  
 * @return age in years.  
 */  
public int getAge( ) {  
    Date now = new Date();  
    return now.getYear() - birthday.getYear();  
}
```

| Person |
|-----------------|
| -name : String |
| -birthday: Date |



Mutator Methods

| Person |
|-----------------|
| -name : String |
| -birthday: Date |

- Provide ability to change an attribute.
- Don't write them unless they are necessary.
- Naming:
 - setName(String name) - set the "name" attribute
 - setOn(boolean on) - set the boolean "on" attribute
- return `void` (Sun's convention).

```
public void setName(String name) {  
    this.name = name;  
}
```



Mutator Methods can Validate

- Doesn't have to simply assign a value.
- Can perform data validation or manipulation.
- Example:

```
public void setBirtddhay(Date bday) {  
    Date now = new Date( );  
    // validate the data  
    if ( bday == null )  
        throw new RuntimeException("can't be null");  
    if ( bday.after(now) )  
        throw new RuntimeException("not born yet");  
    this.birthday = bday;  
}
```



Comparing Objects

- `a == b`

true only if a and b *refer* to the same object.

- `a.equals(b)`

compare a and b according to the equals method of the class.

1. If a class doesn't supply its own `equals(Object)` method, it will *inherit one* from a superclass.
2. The `equals(Object)` method of the Object class is the same as `==`.



Writing an equals method

Write an equals for Person that is true if two Person's have the same name.

```
public boolean equals(Object obj) {  
    // 1. check for null reference  
    if ( obj == null ) return false;  
    // 2. verify it is same type as this object  
    if ( obj.getClass() != this.getClass() )  
        return false;  
    // 3. cast it to this class type  
    Person other = (Person)obj;  
    // 4. perform the comparison logic.  
    // Assume we don't allow name to be null.  
    return name.equals(other.name);  
}
```



Variations on equals method (1)

Sometimes you will see `instanceof` in step 2.

```
public boolean equals(Object obj) {  
    // 1. check for null reference  
    if ( obj == null ) return false;  
    // 2. verify it is same type as this object  
    if ( !(obj instanceof Person) ) return false;  
    ...  
}
```

a `instanceof B` is true if:

1. a is an object from class B or *any subclass* of B
2. a *implements* B (in case B is an interface). For example:

```
if ( a instanceof Comparable ) /* a has compareTo */
```



Variations on equals method (2)

So why don't we use `instanceof`?

Sometimes `instanceof` is what you want.

But it has a potential problem: *asymmetry*.

`a.equals(b)` *should return same as* `b.equals(a)`

Using "instanceof", this symmetry may not be true.

Another problem:

if two objects come from different classes,
should we consider them "equals"?



Call by Value

- ❑ Java uses **call by value** to pass parameters to methods and constructors.
- ❑ This means the method or constructor **can't change** the caller's value.
- ❑ But **be careful** with references (see later slides).

```
main( ) {  
    int n = 10;  
    sub( n );  
    out.println( n );  
    // what is n?  
}
```

```
// a complicated method  
sub( int n ) {  
    n = n + 1;  
}
```

Answer: $n = 10$. `sub` can change its *copy* of n but not the caller's value.



Call by Value with References

- How about this case?
- Instead of primitive, we pass an object reference.

```
main( ) {  
    Date d = new Date();  
    out.println( d );  
    sub( d );  
    out.println( d );  
    // did d change?  
}
```

```
// change the date  
sub( Date x ) {  
    x = new Date();  
}
```

Answer: **No**, for same reason as previous slide. *d* is a *reference* to an object. It contains the address of the object.

In sub, "*x = new Date()*" changes the reference *x*, but sub's *x* is only a copy of the reference *d* in main.



Call by Value with References (2)

- How about this case?
- sub uses a mutator method to change the Date.

```
main( ) {  
    Date d = new Date();  
    out.println( d );  
    sub( d );  
    out.println( d );  
    // did d change?  
}
```

```
// change the year  
sub( Date x ) {  
    int year = x.getYear();  
    year++;  
    x.setYear( year );  
}
```

Answer: **Yes!**

in sub, x refers to (points to) the same date object as in main, so by changing the **contents** of the Date object, the object referred by d (in main) changes, too.



Another Example: swap

- Can we do this to swap two variables of primitive type

```
main( ) {  
    int a = 10;  
    int b = 20;  
    swap( a, b );  
    // what is a?  
    // what is b?  
}
```

```
// swap values  
swap( int x, int y ) {  
    int tmp = y;  
    y = x;  
    x = tmp;  
}
```

Answer: a = 10, b = 20.

Same as previous example. Java passes a *copy* of the parameter value to swap, so swap can't change the caller's values.



swap using Objects

- Can we do this to swap values of two objects?

```
main( ) {  
    String a = "hi";  
    String b = "bye";  
    swap( a, b );  
    // what is a?  
    // what is b?  
}
```

```
// swap values  
swap(String x, String y)  
{  
    String tmp = y;  
    y = x;  
    x = tmp;  
}
```

Answer: a = "hi", b = "bye".

swap doesn't work for same reason as given in previous slide.



swap using Mutable Objects

- Can we do this to swap values?

```
main( ) {  
    Person a =  
        new Person("Hi");  
    Person b =  
        new Person("Bye");  
    swap( a, b );  
    // who is a?  
    // who is b?  
}
```

```
// swap attributes  
swap(Person x, Person y)  
{  
    String nx= x.getName();  
    String ny= y.getName();  
    y.setName( nx );  
    x.setName( ny );  
}
```

Answer: a and b still refer to the original objects, but now a has name "Bye" and b has name "Hi".

As in previous example, method has a *reference* to same object as in main, so if he changes the object that reference points to, it changes object in main.



Another Example: swap with array

- Can we do this to swap two primitive variables?

```
main( ) {  
    int [] a = new int[2];  
    a[0] = 10;  
    a[1] = 20;  
    swap( a );  
    // what is a[0]?  
}
```

```
// swap array elements  
swap( int[] x ) {  
    int tmp = x[0];  
    x[0] = x[1];  
    x[1] = tmp;  
}
```

Answer: `a[0] = 20, a[1] = 10`. Yes, it swaps.

Arrays are reference type. When we elements of the array, its like changing attributes of an object. it affects the caller, too. Its like calling `a.setName()` for an object. Create an array in BlueJ's object workbench and inspect it.



Another Example: create a new array

- Can we do this to change an array?

```
main( ) {  
    int [] a = new int[2];  
    a[0] = 10;  
    a[1] = 20;  
    sub( a );  
    // what is a[0]?  
}
```

```
// create new array  
sub( int[] x ) {  
    x = new int[2];  
    x[0] = 100;  
    x[1] = 200;  
}
```

Answer: `a[0] = 10, a[1] = 20.`

In main, `a` is a *reference* to an array. When we call `sub()`, Java *copies* the reference into sub's parameter. sub can change his *copy* of the *reference*, but it doesn't affect the reference in main.



Another Example: change String array

- Can we change elements of a String array like this?

```
main( ) {  
    String[] a =  
        new String[2];  
    a[0] = "java";  
    a[1] = "beans";  
    sub( a );  
    // what is a[0]?  
}
```

```
// change array elements  
sub( String[] x ) {  
    x[0] = "coffee";  
    x[1] = "grounds";  
}
```

Answer: `a[0] = "coffee", a[1] = "grounds"`.

Arrays are reference type, so "a" is just a reference (pointer) to the array data. Changing elements of an array affects **every reference** to the same array.



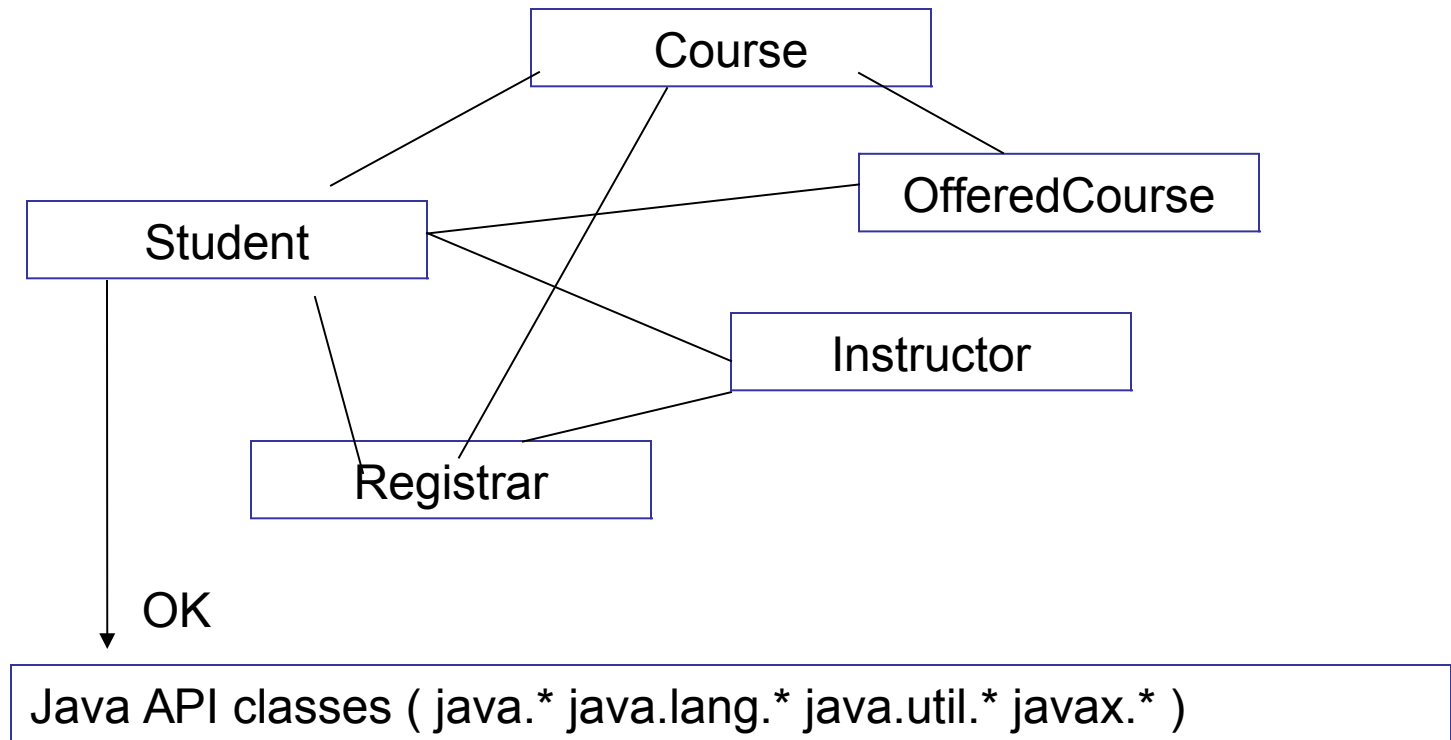
Class Design

Name 5+1 criteria for good class design

- Hint: the names start with the letter "c".

1. **Clarity**
2. **Consistency**
3. **Completeness** - *just* enough methods to do all its responsibilities
4. **Convenience** - useful for the application it was designed for
5. **Cohesion** (high) - behavior and state of a class are related to the same purpose
6. **Coupling** (low) - class does not depend on many other (unstable) classes . Dependency on JavaSE is ok

Class diagram with high coupling



Classes depend on many other classes.



3 Properties of Objects

- What are the 3 characteristics of objects?
 - Give example of each characteristic using the code below.

```
class Student {  
    private String name;  
    private Date birthday;  
    private String id;  
    private List<Course> courseList;  
  
    public addCourse( Course course ) {  
        courseList.add( course );  
    }  
    public static void main( ... ) {  
        Student s1 = new Student("Bill Gates");  
        Student s2 = new Student("Bill Gates");  
    }  
}
```



Encapsulation of Attributes

- ❑ What is encapsulation?
- ❑ Give examples from the code below.

```
class Purse {  
    private int capacity;  
    private List<Coin> coins;  
    public Purse( int capacity ) {  
        this.capacity = capacity;  
        coins = new ArrayList<Coin>(capacity);  
    }  
    public boolean insert(Coin coin) {  
        return list.size() < capacity && list.add(coin);  
    }  
    public Coin[] withdraw(int amount) { ... }  
}
```



Benefit of Encapsulation

What are the benefits of encapsulation?

1. We can change the implementation without any affect on the other parts of program.

Example: Purse could store Coins in a List or an array.

2. Reduces coupling between classes.

What other classes can't see they can't couple to.

3. Simplifies the program.

An object *encapsulates* all the data it needs to do its job. We don't have to store the data elsewhere.



Polymorphism

- ❑ *See separate set of slides.*
- ❑ We can invoke the same method (by name) using different objects.
- ❑ The *actual method* invoked depends on the object.
- ❑ It is decided at runtime.

```
Object p = null;  
p = new Date( );  
System.out.println( p.toString() ); // print the date  
p = new Coin( 10 );  
System.out.println( p.toString() ); // print coin value
```



Polymorphism (2)

- It is enabled by Interfaces and inheritance.
- Example using interface:

```
/**
 * Return the "maximum" of any two objects.
 * It works even though the class of a and b
 * are not known.
 */
public Object max(Comparable a, Comparable b) {
    if ( a.compareTo(b) > 0 ) return a;
    else return b;
}
```

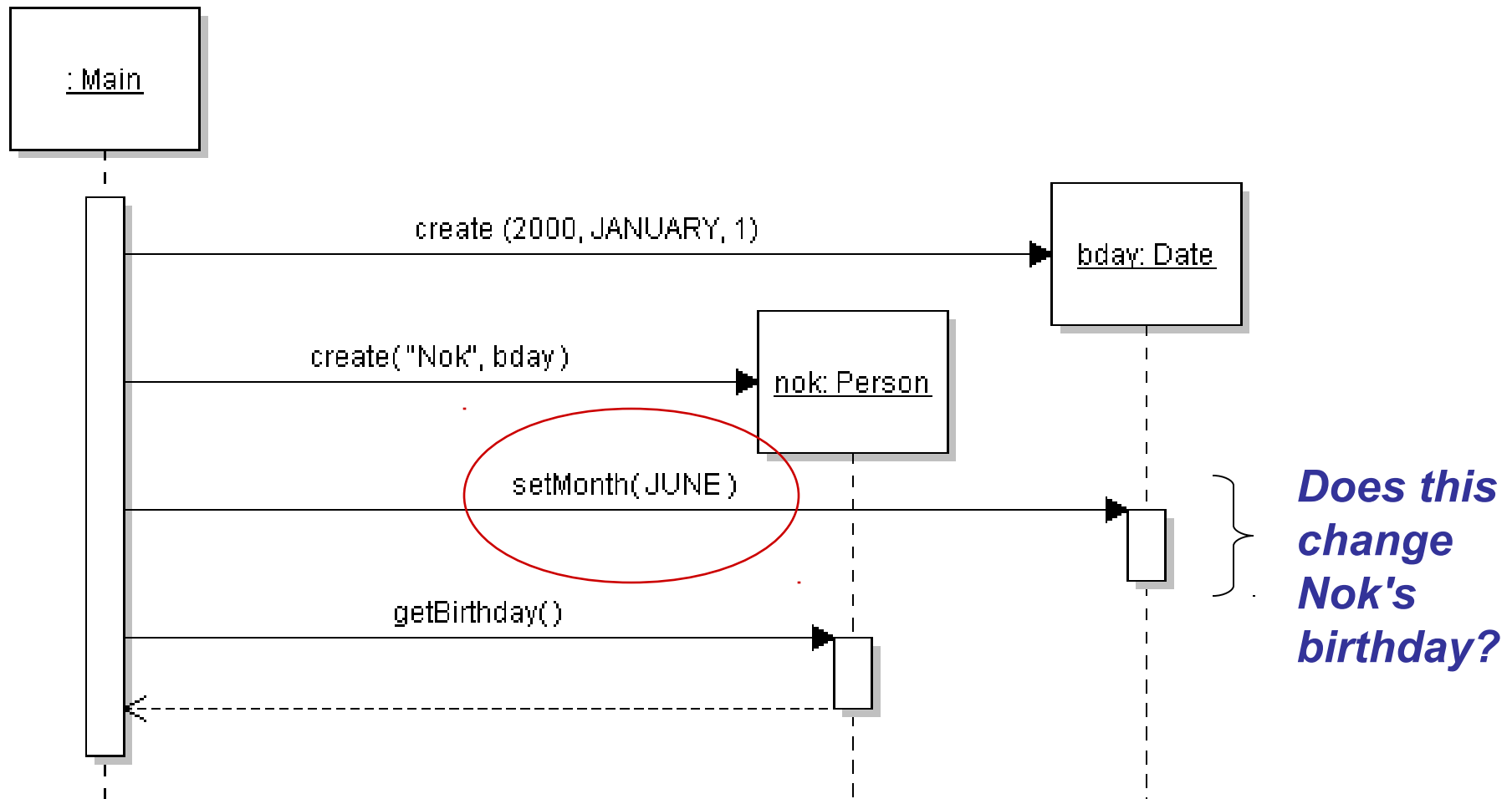



Breaking Encapsulation

- if an object exposes its internal structure, it can break encapsulation
- *copying a reference to a **mutable** object can break encapsulation*

```
class Person {  
    private String name;  
    private Date birthday; // Date is mutable  
    public Person(String name, Date bday) {  
        this.name = name;  
        this.birthday = bday;  
    }  
    public String getName() { return name; }  
    public Date getBirthday() { return birthday; }  
}
```

Can we change a Person's birthday?





Can we change a Person's birthday?

```
// java.util.Date adds 1900 to the year.  
// So year 100 = 100 + 1900 = 2000 AD  
Date bday = new Date( 100, Calendar.JANUARY, 1 );  
Person nok = new Person( "Nok", bday );  
  
// we already created Nok.  
// Change the date object.  
bday.setMonth( Calendar.JUNE );  
System.out.println(  
    nok.getBirthday() );
```

*Does this change
Nok's birthday?*



Breaking Encapsulation (Again)

- examine the source code for Person

```
this.birthday = bday;
```

copies the reference to the Date object.

- So `birthday` and `bday` refer to the **same object**.

```
class Person {  
    private String name;  
    private Date birthday; // Date is mutable  
    public Person(String name, Date bday) {  
        this.name = name;  
        this.birthday = bday;  
    }  
}
```



Can we change a Person's name?

```
// java.util.Date adds 1900 to the year.  
// So year 100 = 100 + 1900 = 2000 AD  
Date bday = new Date( 100, Calendar.JANUARY, 1);  
String name = "Nok";  
Person nok = new Person( name, bday );  
  
// we already created Nok.  
// Change the name  
name = name.toUpperCase();  
System.out.println(  
    nok.getName() );
```

*Does this change
Nok's name?*



Can we change a Person's name?

No.

```
name = name.toUpperCase();
```

creates a *new* String. The old String didn't change.

- String objects are *immutable* (cannot be changed).
- Copying a reference to a String is safe.

```
class Person {  
    private String name; // String is immutable  
    private Date birthday;  
    public Person(String name, Date bday) {  
        this.name = name;  
        this.birthday = bday;  
    }  
}
```



Controlling Object Creation

- For some classes, creating an object is expensive.
- We want to have control over creating the objects.
- Use a *private constructor* to prevent object creation.

```
public class ProductCatalog {  
    private String DBASE = "jdbc:mysql://ku/catalog";  
    private ProductCatalog( ) {  
        open the database and initialize attributes  
    }  
    public static ProductCatalog getProductCatalog( )  
    {  
        catalog = new ProductCatalog( );  
        return catalog;  
    }  
}
```

why is this method static ?



Creating Only ONE ProductCatalog

- Create one catalog (the first time).
- Save a reference to this catalog as **static** variable
- *Singleton Pattern* - always return the same catalog.

```
public class ProductCatalog {  
    // save a static reference to the catalog  
    private static ProductCatalog catalog = null;  
    private CourseCatalog( ) {  
        open the database and load products ... }  
    /** method always returns the same catalog */  
    public ProductCatalog getProductCatalog( ) {  
        if ( catalog == null ) // create it first time  
            catalog = new ProductCatalog( );  
        return catalog;  
    }  
}
```




Example: java.util.Calendar

- ❑ Creating a Calendar requires knowing a valid Locale.
- ❑ Calendar constructors are protected.
- ❑ has several static `getInstance()` methods.

```
Calendar cal = Calendar.getInstance( );  
  
// a localized calendar  
Locale thai = new Locale( "th" );  
Calendar thaiCalendar = Calendar.getInstance( thai );
```

Constructor Parameters (1)

- How can you guarantee that objects have a useful "state" when you create them?

```
Student shin;  
  
shin = new Student("Taksin",  
                  new Date(50,1,28),  
                  "12345678");
```

create("Taksin", Date(50,1,28), "...")

shin : Student


- name = "Taksin"
- birthday = Date(50,1,28)
- id = "12345678"
- courseList = { }



Constructor Parameters (2)

- What is the purpose of providing parameters to a constructor?

```
class Student {  
    private String name;  
    private Date birthday;  
    private String id;  
    private List<Course> courseList;  
  
    public Student( String name, Date bday, String id )  
    {  
        why parameters?  what to do?  
  
        courseList = ??what??  
    }  
}
```

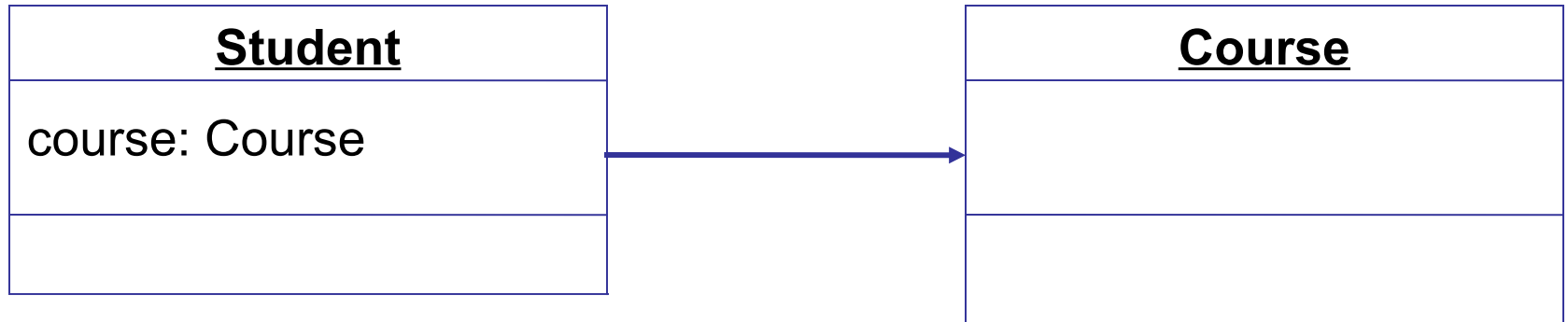


UML Notation

- Explain the meaning of the following UML notation
- Give an example in Java

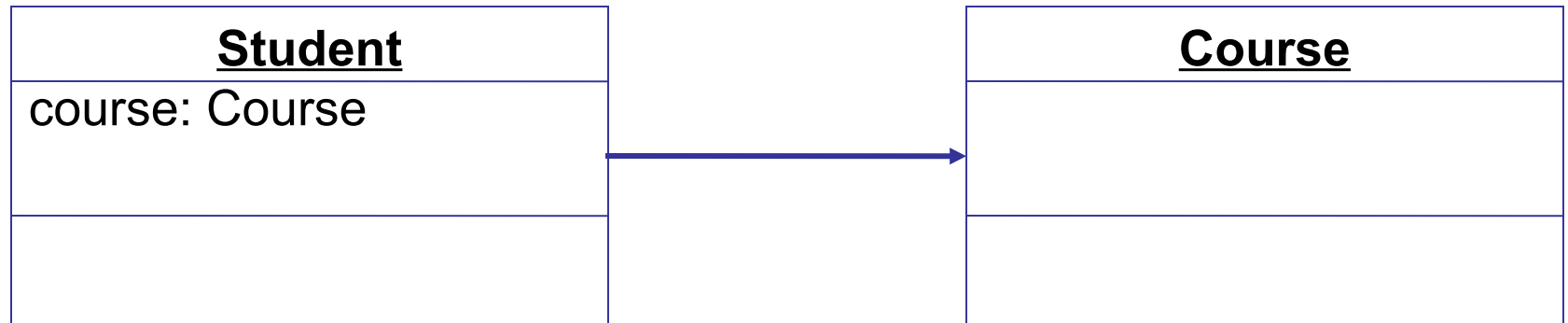


1. what does this mean?





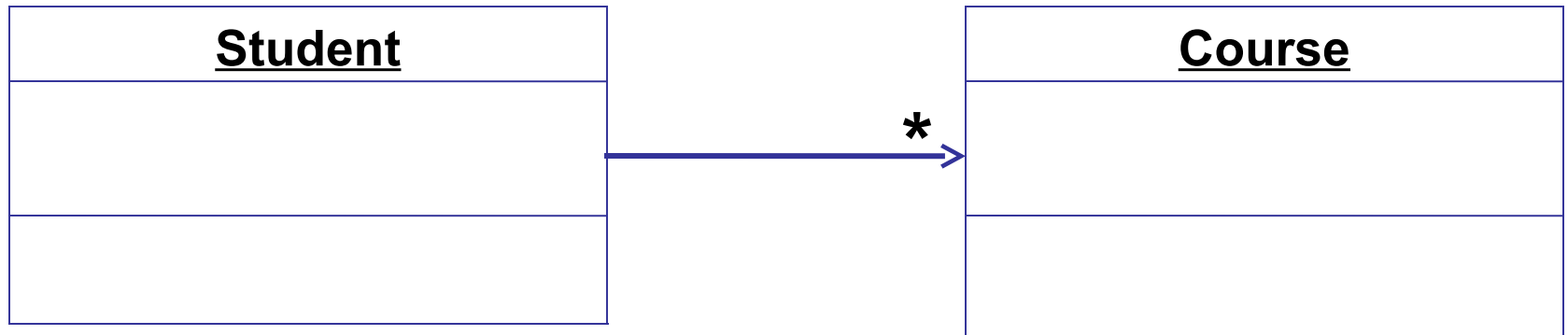
1. (Directed) Association: "has a"



```
public class Student {  
    private Course course;  
}
```

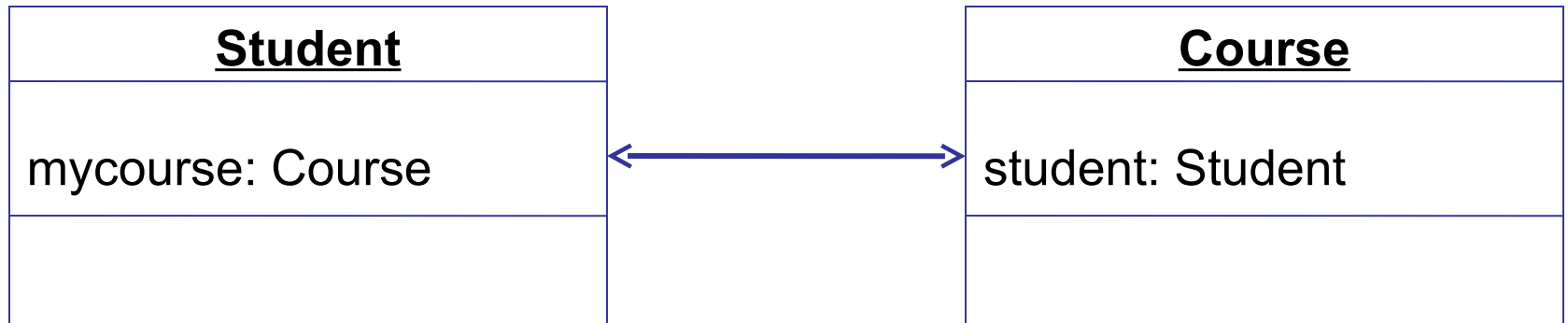


1. Association with multiplicity > 1



```
public class Student {  
    private Collection<Course> course;  
}
```

3. Bidirectional Association



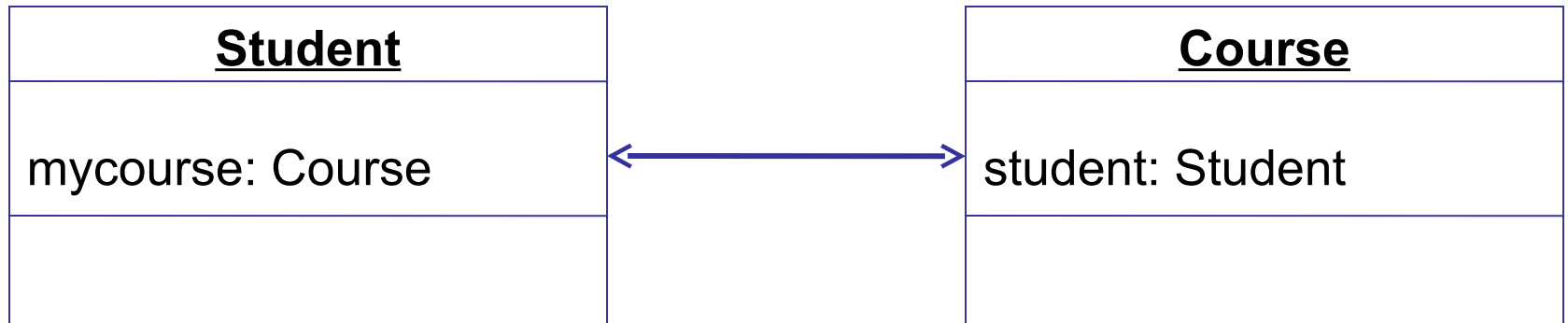
Association can be "navigated" from other end.

How to ensure that both sides agree? `mycourse.getStudent() == this`

- 1) use an association class
- 2) add Java code to enforce 1-to-1

```
public void setCourse( Course course ) {
    this.mycourse = course;
    mycourse.setStudent( this );
}
```


3. Bi-directional Association

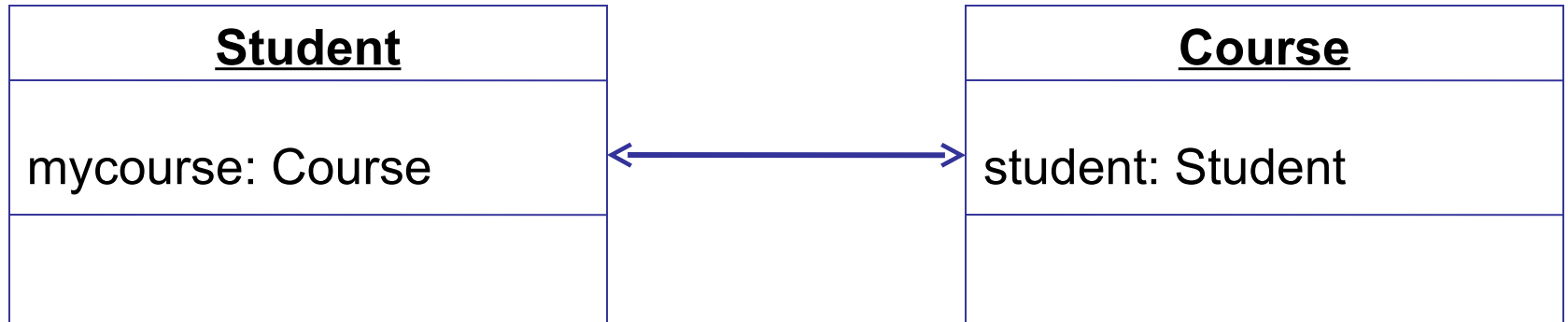


```
public class Student {
    Course mycourse;
    public Student( ) {
        mycourse = new Course( this );
    }
}
```

```
public class Course {
    Student student;
    public Course( Student student ) {
        this.student = student;
    }
}
```

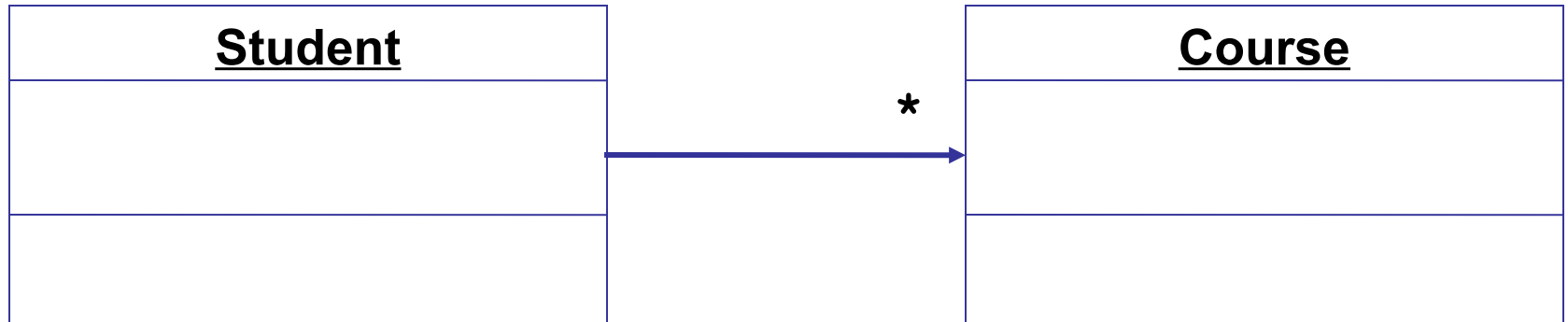


3. Can you think of another way?

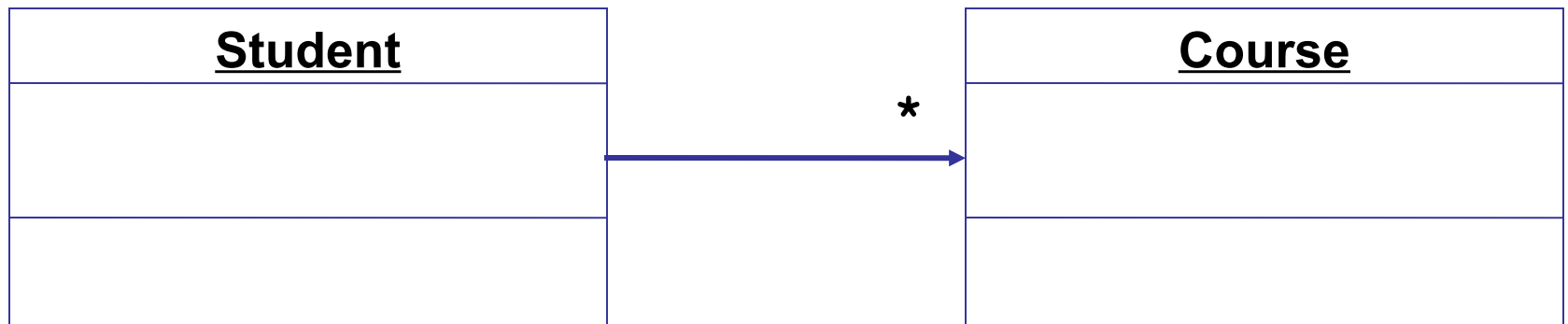




4. what does this mean?



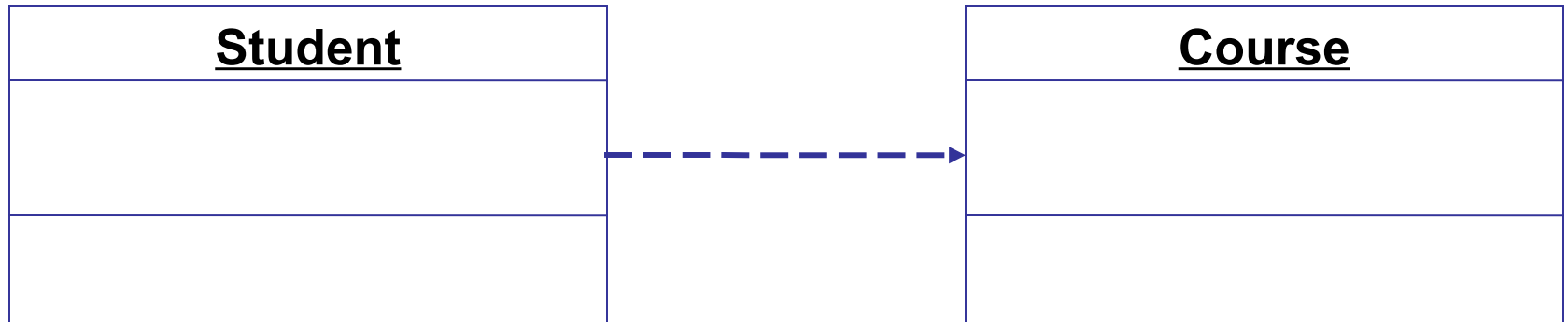
4. One-to-many association



```
public class Student {
    private Collection<Course> mycourses;
    public Student( ) {
        mycourses = new ArrayList<Course>( );
        == or ==
        mycourses = new HashSet<Course>( );
        mycourses = new LinkedList<Course>( );
    }
}
```

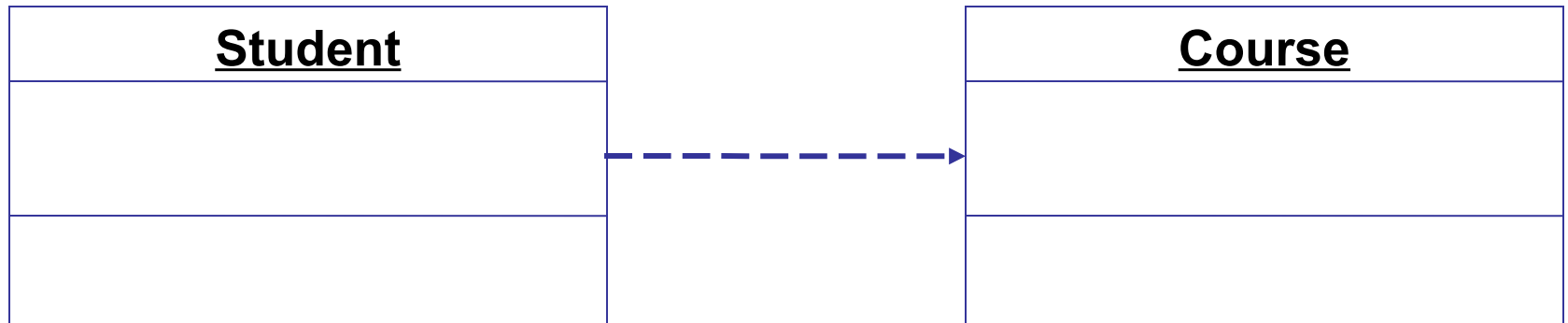


5. what does this mean?





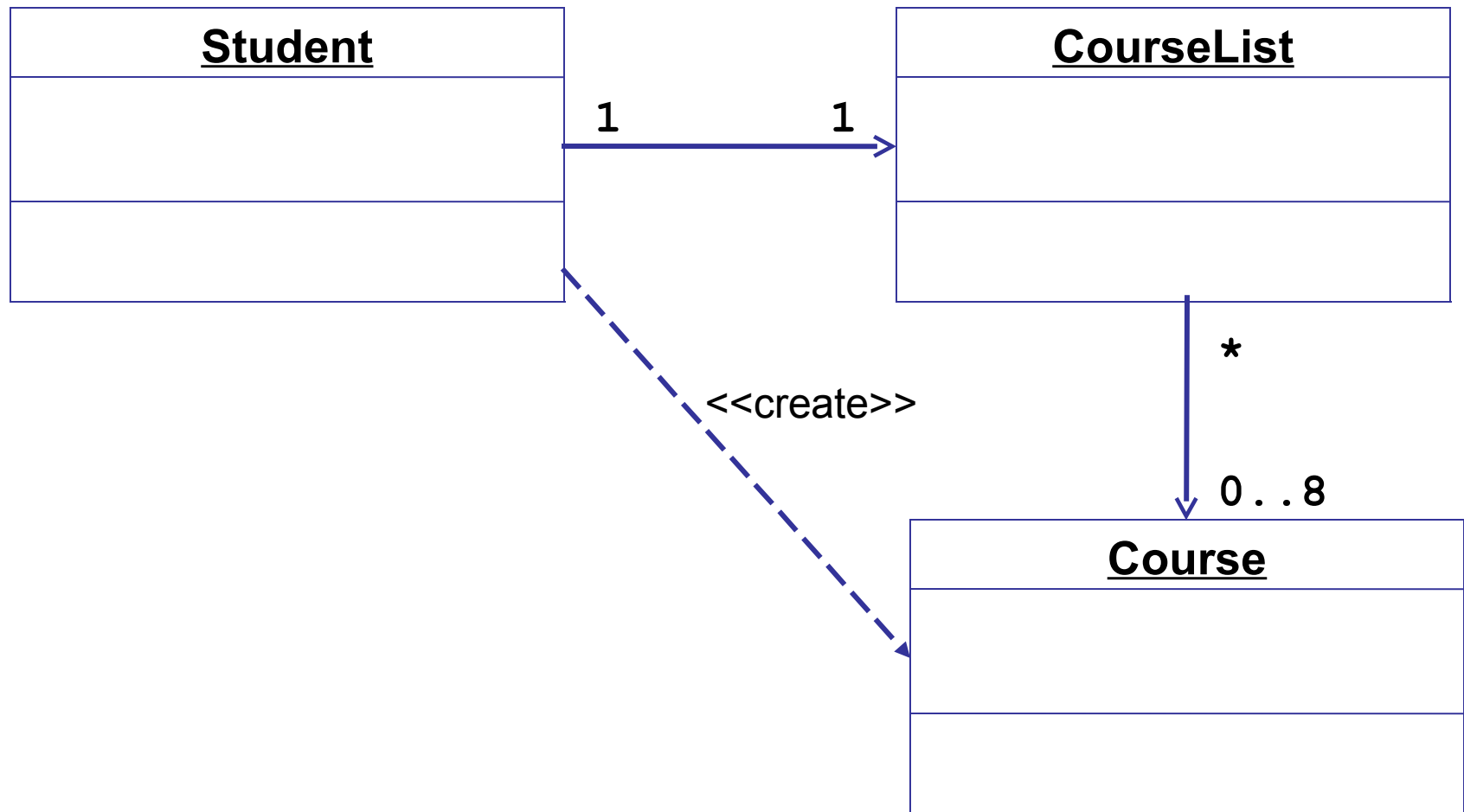
5. Dependence: "uses"



```
public class Student {
    CourseList mylist;
    public Student( ) {
        mylist = new CourseList( );
    }
    // dependency created by a parameter
    public void addCourse( Course c ) {
        mylist.add( c ) ;
    }
}
```

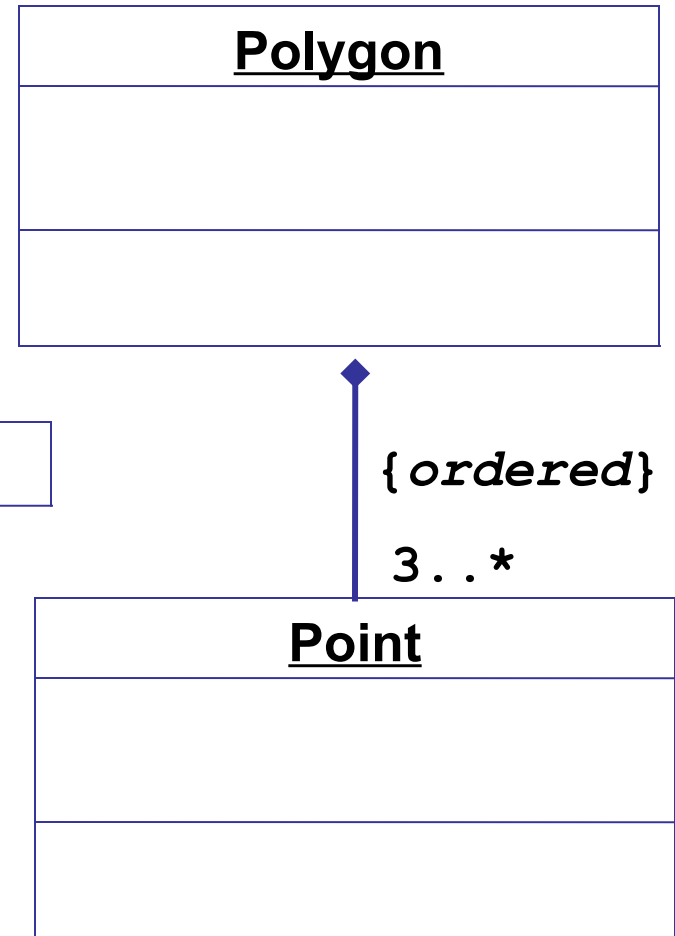


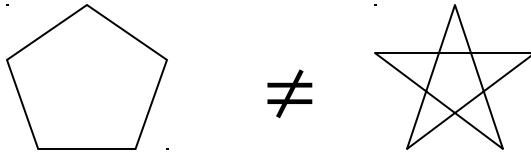
6a. describe the relationships



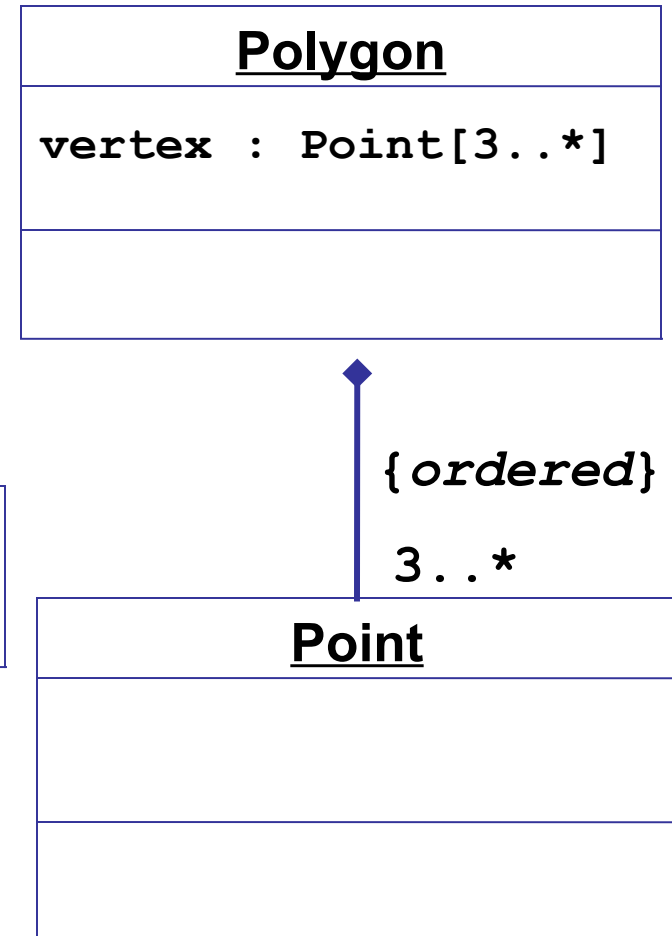
6b.

what are the key properties of this relation?



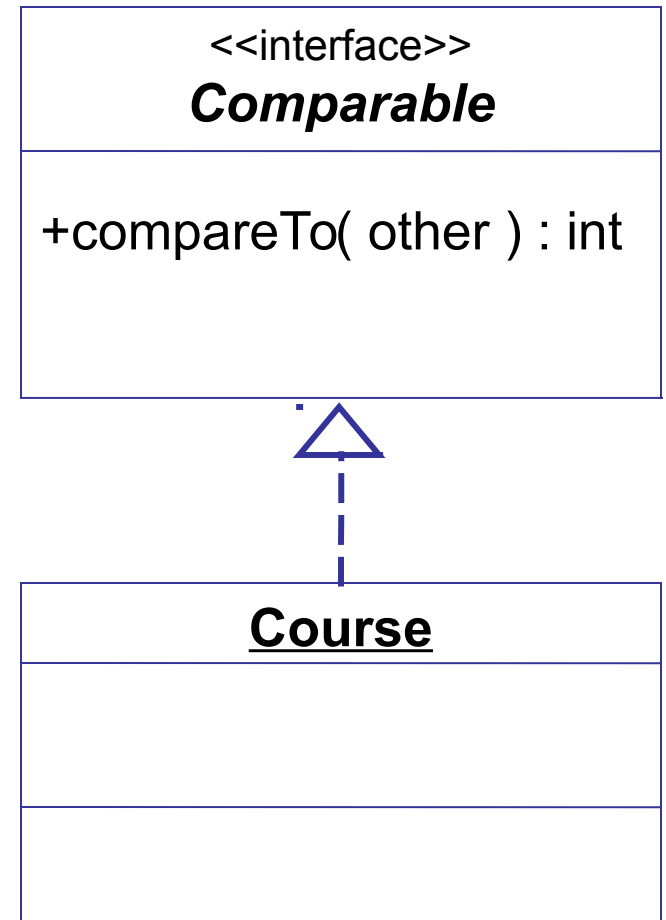


polygon has an ***ordered*** coll. of vertices
 polygon *owns* its vertices



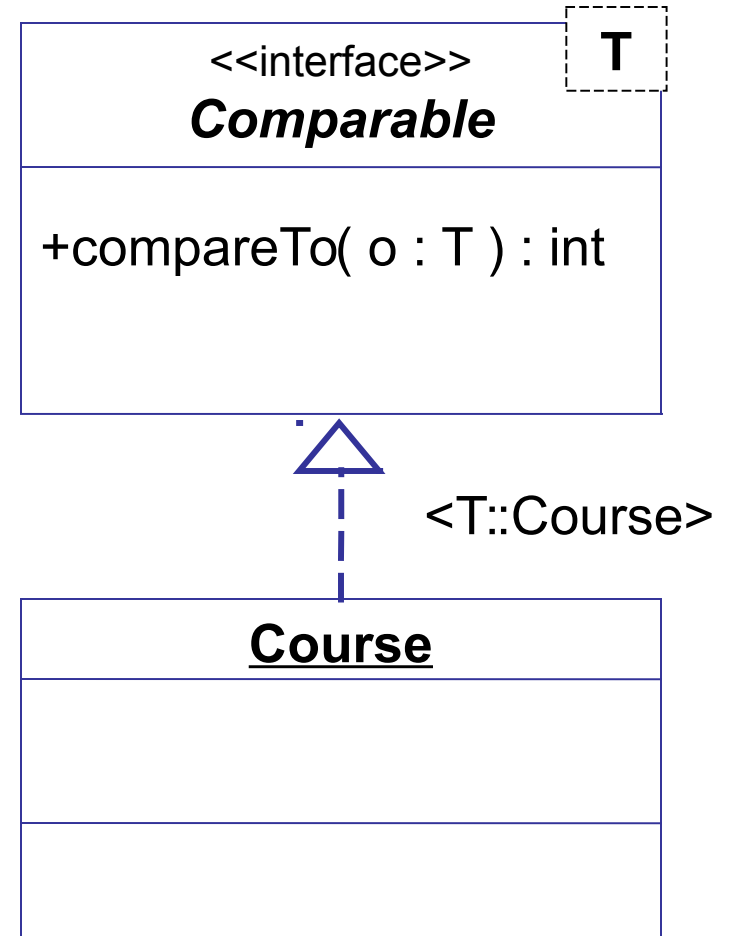


7. Implements

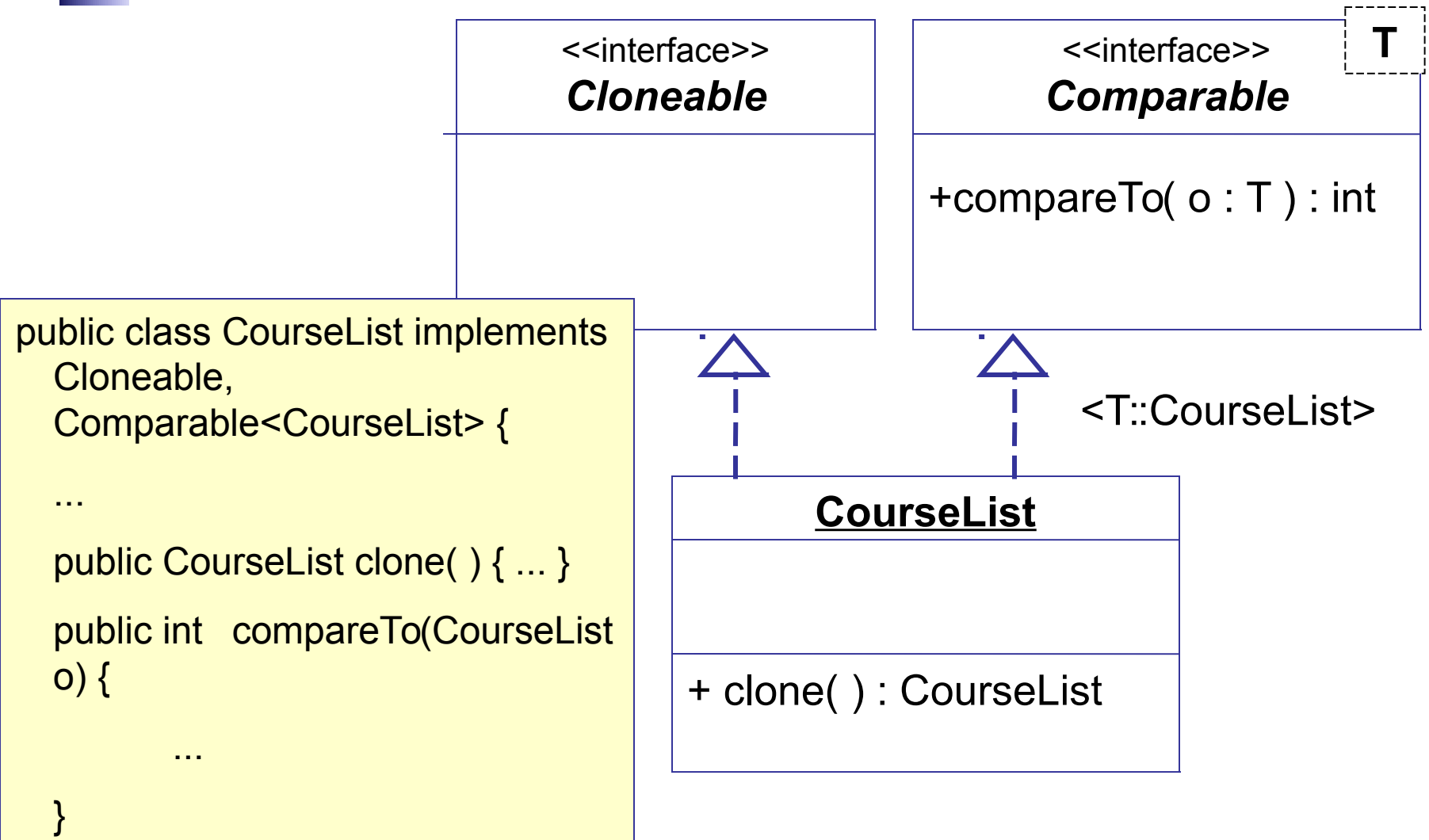




7b. Parameterized interface

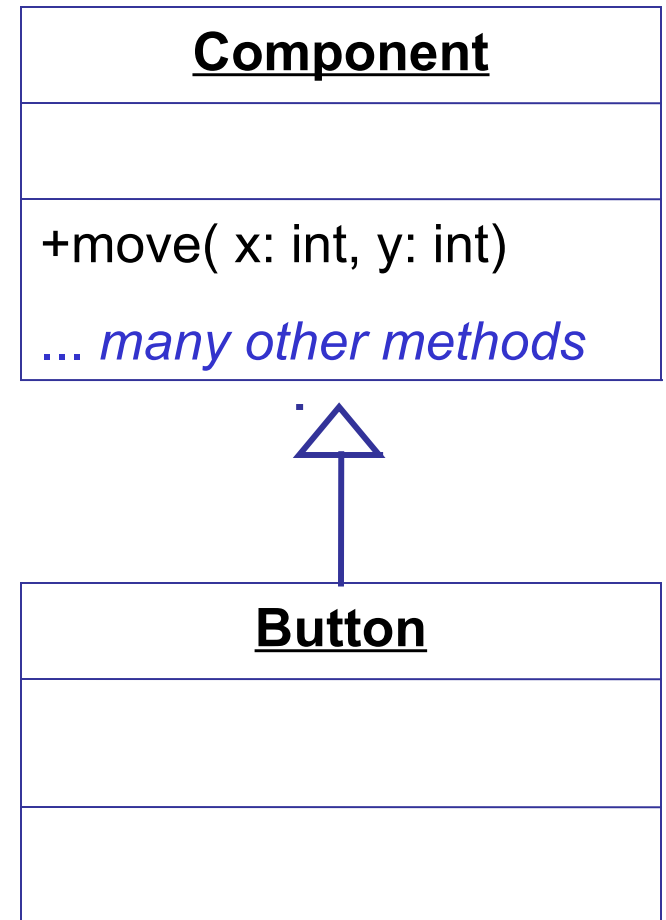


7c. Implement multiple interfaces

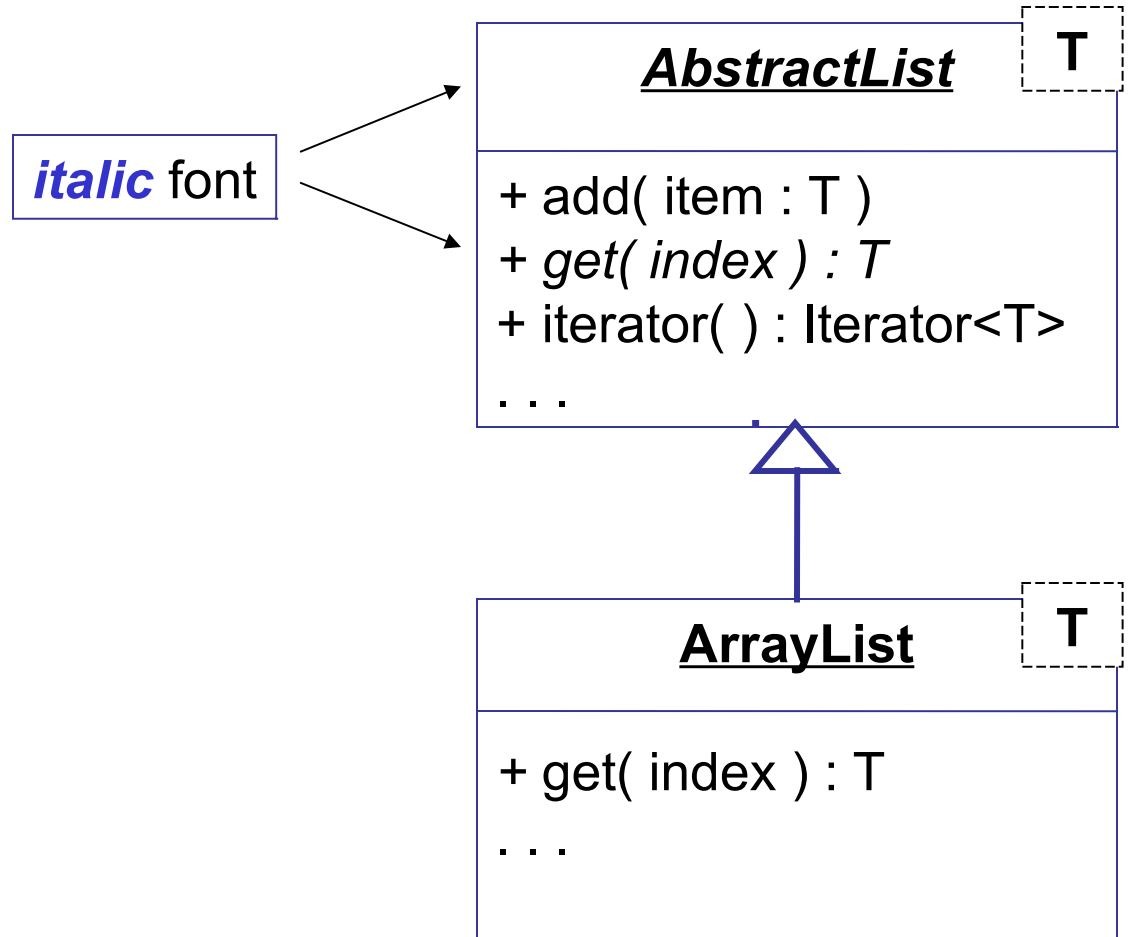


8. Inheritance

```
public class Button extends Component {  
  
}
```



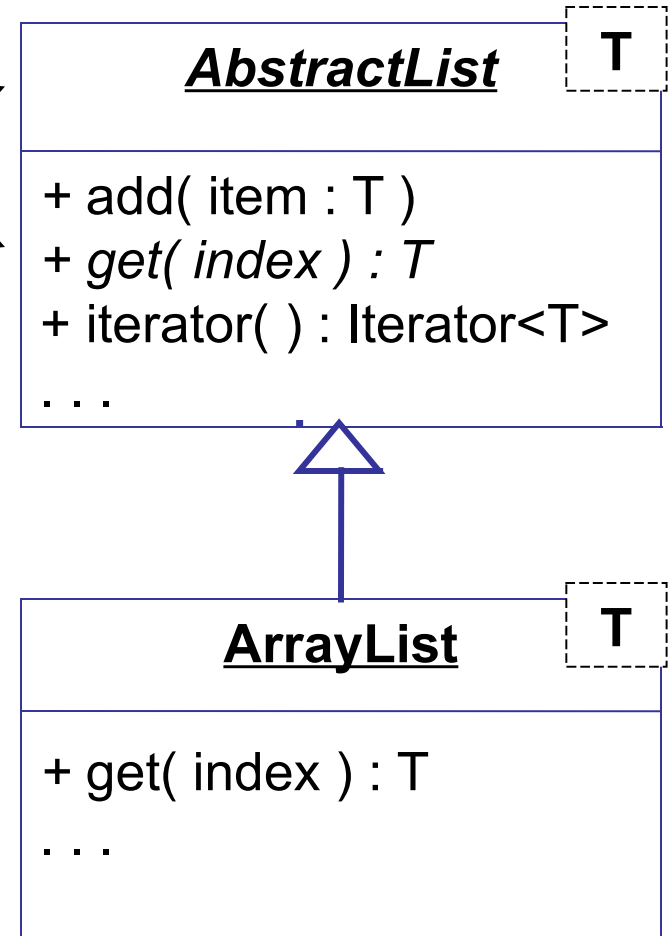
8b. What does *italic font* mean?



8b. Abstract class, abstract method

```
abstract class AbstractList<T> {  
    /* ABSTRACT method does  
    not have a method body  
    */  
    abstract T get(int index) ;  
}
```

italic font



8c.

In Java:

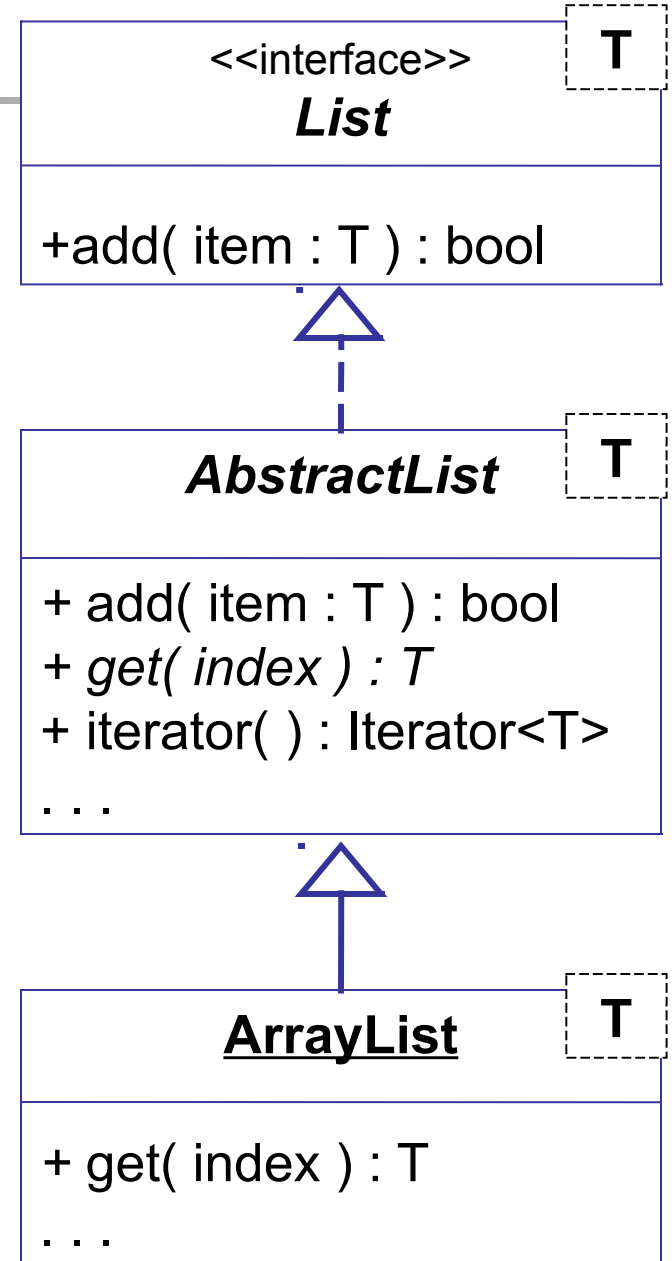
- 1) *define* a reference (variable) for an ArrayList of **Course** objects
- 2) *create* an ArrayList of Course objects

```
/* 1. define a reference to a list of Course  
objects */
```

```
List<Course> arr;
```

```
/* 2. create the ArrayList */
```

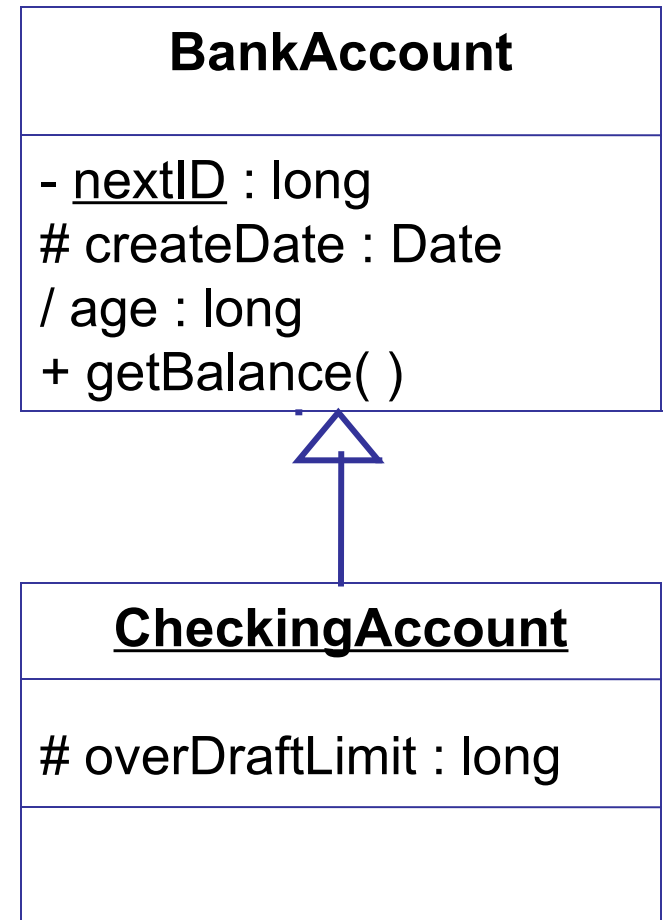
```
arr = new ArrayList<Course>( );
```



9. Properties & Visibility

What do +, -, #, / mean?

To show package visibility: ~





Interfaces

Most general use is:

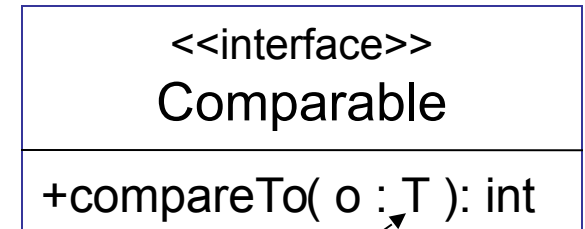
- Specify behavior that a type of object must have.
- *Separate the specification of a behavior from its implementation.*

Example: Comparable

define an ordering of objects

used by Arrays.sort, Arrays.search

each class can implement the way that it wants. All we need to know is that it specifies a relative ordering.



*T is a **type parameter**.
The actual type is specified when you implement Comparable.*



Comparable Interface

Comparable - objects that can be put in some kind of order (compared to each other).

Examples are: numbers, String,
Date.

| |
|---|
| <<interface>> Comparable<T> |
| +compareTo(T): int |

If you want to be able to sort objects,
then your class should implement Comparable.

```
/* coins can be compared by value */
public class Coin implements Comparable<Coin> {
    private int value;
    public int compareTo(Coin other) {
        if ( other == null ) return -1;
        return this.value - other.value;
    }
}
```



Meaning of compareTo

The return value has this meaning:

`a.compareTo(b) < 0` a should come before b

`a.compareTo(b) > 0` a should come after b

`a.compareTo(b) = 0` a and b have same order

Usually:


`a.compareTo(null) < 0` put nulls at end.

```
/* compare students by GPA.  Best student comes first
*/
public class Student implements Comparable<Student> {
    public int compareTo(Student other) {
        if ( other == null ) return -1;
        if ( this.getGPA() > other.getGPA() ) return -1;
        if ( this.getGPA() < other.getGPA() ) return -10;
        return 0;
    }
}
```



Uses of Comparable

- **Sorting:** `Arrays.sort()`, `Collections.sort()`
- **Searching:** `Arrays.search()`, `Collections.search()`
search is *much faster* than `contains()` *if the collection is sorted.*
- **making decisions** about things. "Which is better?"



Example

String implements Comparable, so we can sort and search an array of Strings.

```
String [] words = { "cat", "bird", "apple", "durian",  
                    "banana", "fig" };  
Arrays.sort( words );  
int k = Arrays.search( words, "banana" ); // k = 1
```

You can do this with an array of Coin or anything else that *implements Comparable*.



Comparator Interface (1)

There are 2 problems with *Comparable*:

- 1) a class can only have 1 compareTo method
- 2) it is part of the class, so we can't change it after the class is compiled.

What if compareTo() doesn't do what you want?

Example: sort a list of Strings, *ignoring case of letters*.

We want: "apple", "Avacodo", "banana", "Cat"

String.compareTo won't sort like this.



Comparator Interface (2)

Comparator defines a `compare(a,b)` method for comparing 2 objects.

Comparator is a separate class, so we can create as many as we want and whenever we want.

```
<<interface>>  
Comparator<T>
```

```
+compare( a:T, b:T ): int  
+equals( Object ): bool
```

`compare(a, b) < 0` if a should come before b

`compare (a, b) > 0` if a should come after b

`compare(a, b) = 0` if a and b have same ordinal value

`equals(Object)` used to test if two *Comparator* objects are the same (not used very much)



Comparator Example

Define a Comparator to sort Strings *ignoring the case of letters*.

```
/* compare 2 strings ignoring case */
public class StringComparator
    implements Comparator<String> {
    public int compare(String a, String b) {
        if ( a == null ) {
            if ( b == null ) return 0;
            else return 1;
        }
        if ( b == null ) return -1;
        // String class has method to do this
        return a.compareToIgnoreCase( b );
    }
}
```



Using Comparator

The sort and search methods of Arrays and Collections have another form that uses a *Comparator*:

```
Arrays.sort( array[ ], comparator )
```

```
Arrays.search( array[ ], target, comparator )
```

```
String [] words = { "apple", "BIRD", "cat", "Durian",  
                    "banana", "Fig" };  
// use the comparator class from previous slide  
Comparator<String> comp = new StringComparator( );  
// sort the array, ignoring case of letters  
Arrays.sort( words, comp );  
// find a word, ignoring case  
int k = Arrays.search( words, "bird", comp ); // k = 2
```



Iterator Interface

Iterator - used to *iterate* over a collection of objects.

<<interface>>

Iterator

+hasNext(): boolean

+next(): T

+remove(): void

remove *is not used very much. Some iterators don't implement it.*

remove *may throw an UnsupportedOperationException.*

Example:

```
/* Print all the coins in the purse */
List<Coin> coins = purse.getCoins(); // suppose we have
Iterator<Coin> iter = coins.iterator( );
while( iter.hasNext() ) {
    Coin c = iter.next();
    System.out.println( c );
}
```



Iterator Pattern (1)

Why Iterator?

We can do the same thing like this:

```
/* Print all the coins in the purse */  
List<Coin> coins = purse.getCoins(); // suppose we have  
  
for(int k=0; k < coins.size(); k++) {  
    Coin c = coins.get(k) ;  
    System.out.println( c );  
}
```

Problem:

`coins.get(k)` works for a **List**, but **not** for a **Set** or **Stack**...

So, our code depends on the type of collection we want to process!



Iterator Pattern (2)

Motivation:

Provide a way of **visiting each element** in a collection **without knowing the structure** or semantics of the collection.

Solution:

Define an *interface* (Iterator) that each collection can implement any way it wants.

Use the *interface* to visit each element of the collection.

```
// ask a purse to give us an iterator for its coins
Iterator<Coin> iter = purse.iterator( );
for(int k=0; k < coins.size(); k++) {
    Coin c = coins.get(k) ;
    System.out.println( c );
}
```



Iterable Interface

Iterable - defines how to get an iterator.

| |
|--|
| <code><<interface>></code> <code>Iterable<T></code> |
| <code>+iterator(): Iterator<T></code> |

This solves the problem of "how can we get an iterator without knowing the structure of the collection"?

```
/* Every collection implements Iterable!  
 * List, Set, Queue, Stack all implement it. */  
Stack<Coin> coins = ... // suppose we have Stack of  
Coin  
Iterator<Coin> iter = coins.iterator( );  
while( iter.hasNext() ) {  
    Coin c = iter.next();  
    System.out.println( c );  
}
```



Iterable Interface (2)

Polymorphism and Encapsulation:

- ❑ every class can implement **Iterable** the way it wants.
- ❑ every class can define its own kind of **Iterator**.
- ❑ the class can *hide* (encapsulate) details of how its objects are stored. The only thing it shows us is the **Iterator**.

This solves the problem of "how can we get an iterator without knowing the structure of the collection"?

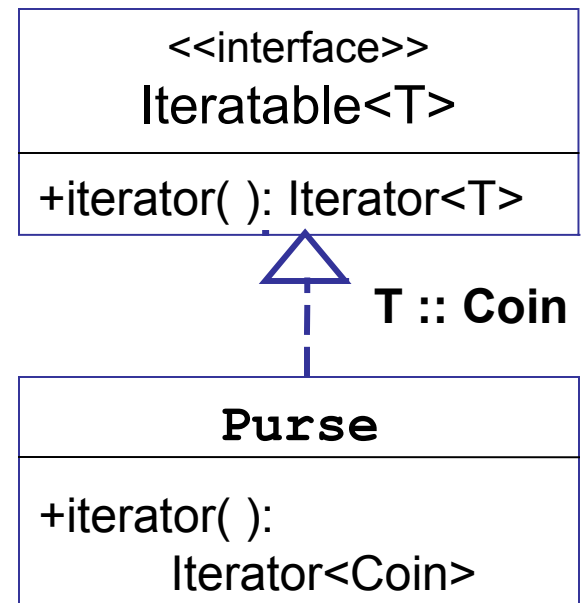
Iterable Interface (3)

Example

- we need a way to **view** the Coins in a Purse
- the Purse doesn't want us to **change** the Coins while we are viewing them (if it gave us a List, we could change things in the List)
- we don't want to **expose how** the Coins are stored in the Purse.

Solution:

- provide an Iterator for viewing Coins
- provide an iterator() method to get the Iterator





Example Implementation

Implement `Iterable<Coin>` in `Purse`

- since the coins are in a `List` and `List` already implements `Iterable`, its pretty easy.

```
/** A Purse contains some coins, but don't ask how.
 * Its a secret (encapsulation).
 */
public class Purse implements Iterable<Coin> {
    private List<Coin> coins;
    /**
     * create an iterator for viewing the coins.
     * @return an Iterator of coins in the purse
     */
    public Iterator<Coin> iterator( ) {
        return coins.iterator(); // List does it
    }
}
```



A Mystery...

- ❑ `List.iterator()` returns an object.
- ❑ we know this object implements the `Iterator` interface.

The Mystery

- ❑ what **class** does this `Iterator` belong to?
- ❑ how does it work?

No one knows.

```
List<Coin> list = new ArrayList<Coin>();  
list.add( new Coin(5) ); ...  
Iterator<Coin> iter = list.iterator();  
what class does iter belong to? We don't know
```



What are the Key Uses of Inheritance?

Name 3 key uses of inheritance:

1. Factor out common behavior (avoid duplication)
2. *Specialize* - redefine (override) a behavior
3. *Extend* - add new behavior



Inheritance versus Interface

Advantage of Inheritance

- ❑ base class provides methods that all subclasses can use (code re-use)
- ❑ base class defines data members for subclasses

Advantage of Interface

- ❑ separate the *specification of a behavior* from the *implementation*
- ❑ any class can implement: no fixed hierarchy
- ❑ doesn't consume the implementing class's choice of parent class
- ❑ a class can implement several interfaces



Draw a Sequence Diagram

Draw a sequence diagram showing what happens when `saveMoney()` is called. We don't care who the caller is, so show caller as empty box.

```
class PurseUI {  
    private Purse purse; // a coin purse holds money  
    void saveMoney() {  
        Money money = new Money( 2, 3, 5);  
        purse.insert( money );  
    }  
}
```