COMP2511

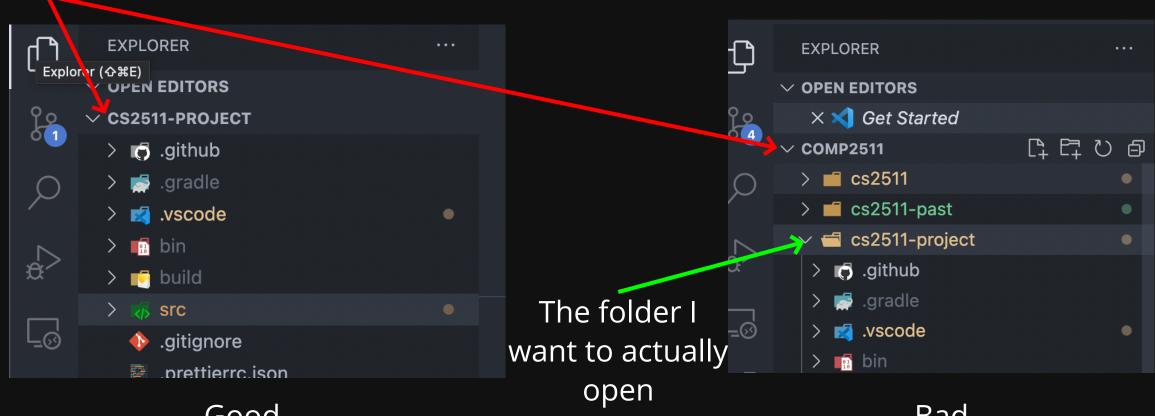
Week 2 TUESDAY 1PM - 4PM (T13B)

Today

- Some VSCode, GitLab, Git tips
- Classes
- Commenting & Documentation
- Basic Inheritance
- Access Modifiers

Ensure that you open the correct folder example: cs2511-project

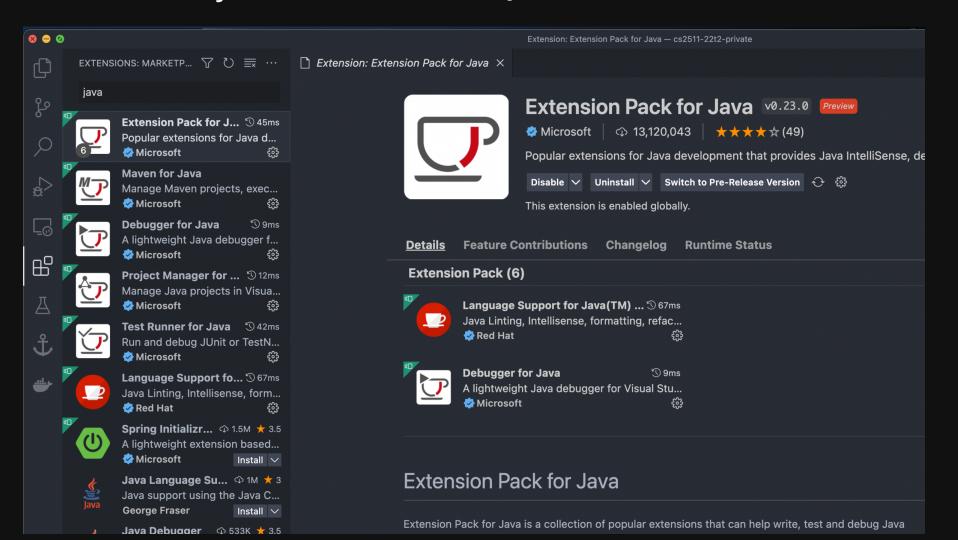
Name of folder open



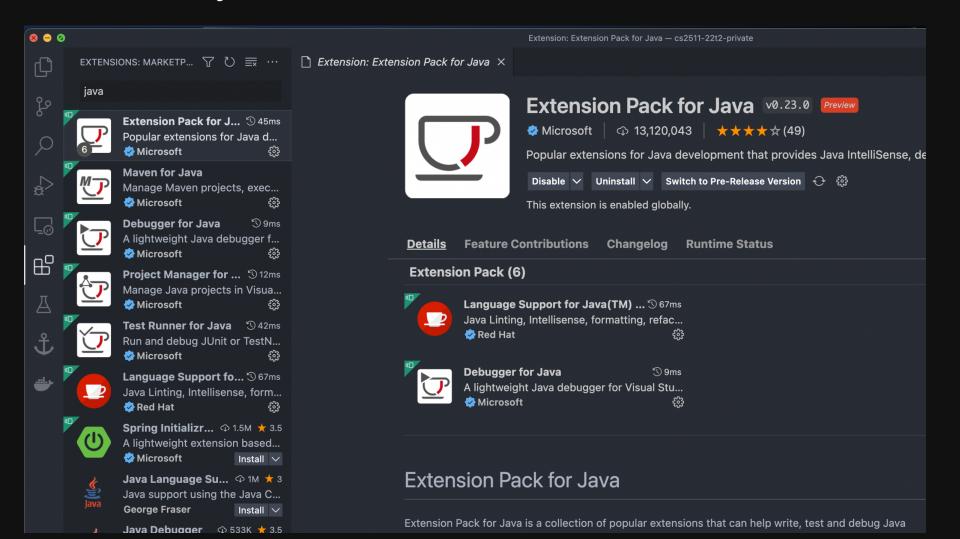
Good

Bad

Ensure you have the correct Java extension installed



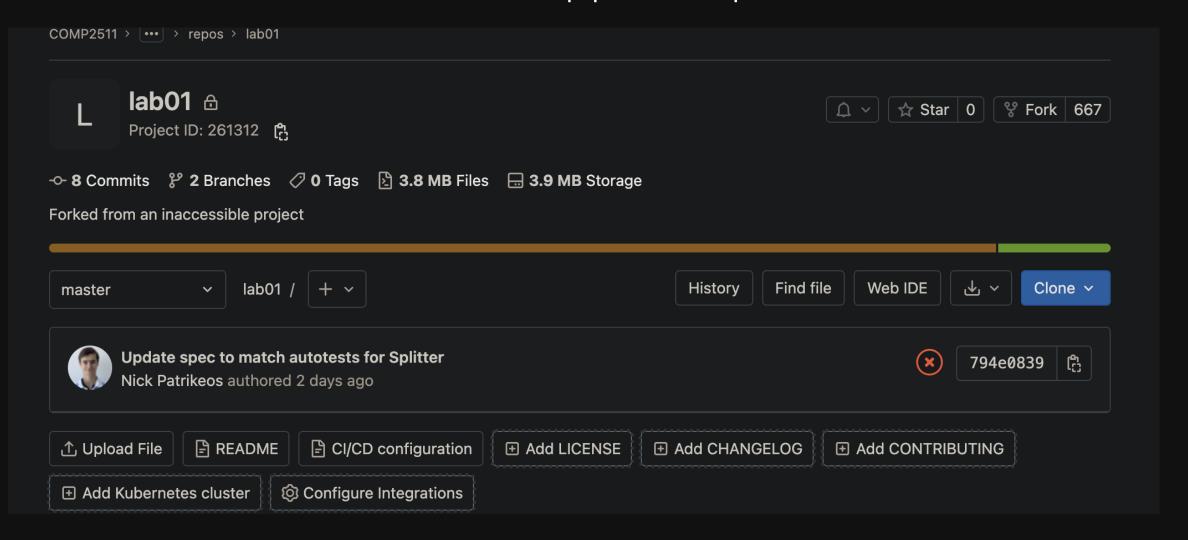
Ensure you have the correct Java extension installed



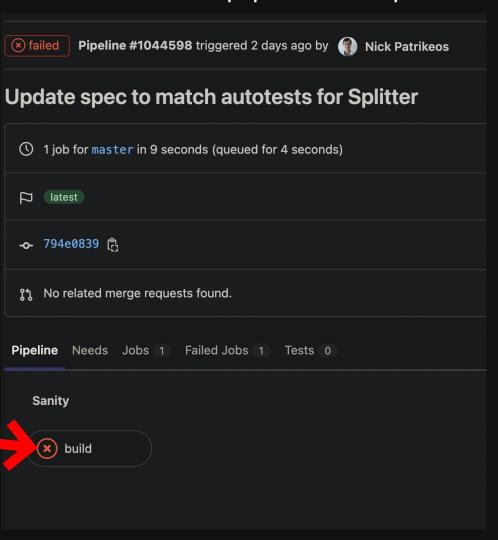
Ensure that you are running code using the "Run" button

```
You, last week | 1 author (You)
    package example;
3 ∨ import java.util.Arrays;
     import java.util.Scanner;
     You, last week | 1 author (You)
     * Write a program that uses the `Scanner` class
     * which reads in a line of numbers separated by spaces,
     * and sums them.
11
12 voublic class Sum {
         Run | Debug
         public static void main(String[] args) {
              * new - Creates a new Scanner object. (Think of it like C Malloc, but Java's
              * garbage collection frees it)
              * Scanner is an object that allows us to specify an input
              * System.in = stdin in C
             Scanner scanner = new Scanner(System.in);
```

GitLab Tips



GitLab Tips



GitLab Tips

```
1 Running with gitlab-runner 13.8.0 (775dd39d)
         on COMP2511 Primary Runner frcgae5g
    3 Preparing the "docker" executor
                                                                                                                                                    00:04
    4 Using Docker executor with image sneakypatriki/cs2511-basic:latest ...
    5 Pulling docker image sneakypatriki/cs2511-basic:latest ...
     6 Using docker image sha256:6b096604fbdcff132bec42cd058ffba4d9c817b76ebec2bc5597cc8e412fe063 for sneakypatriki/cs2511-basic:latest with digest sneakyp
       atriki/cs2511-basic@sha256:73409fb773ed594c21365f434cb2d887459fd714c04beef73e90f7369783bc57 ...
    8 Preparing environment
                                                                                                                                                    00:01
    9 Running on runner-frcgae5g-project-261312-concurrent-0 via cashewbread...

✓ 11 Getting source from Git repository

                                                                                                                                                    00:01
    12 Fetching changes with git depth set to 50...
   13 Reinitialized existing Git repository in /builds/COMP2511/22T2/STAFF/repos/lab01/.git/
       Checking out 794e0839 as master...
    15 Removing src/average/Average.class
    16 Skipping Git submodules setup
   18 Executing "step_scrie" stage of the job script
                                                                                                                                                    00:02
    19 $ bash tests.sh
   20 --- /dev/fd/63
    21 +++ /dev/fd/62
    22 @ -0,0 +1 @
    23 +The average is 3.5
   25 Cleaning up file based variables
                                                                                                                                                    00:00
    27 ERROR: Job failed: exit code 1
```

Test File

- Compares the difference between your output and what is expected
- Runs test in order. Average -> splitter -> satellite
- No output == good

```
2 function run junit() {
       exercise=$1
       rm -rf bin/Sexercise
       javac -d bin -cp "$JUNIT" $(find src/$exercise -name "*.java")
       java -jar "$JUNIT" -cp bin:src/$exercise --scan-class-path --
   disable-ansi-colors --disable-banner 2>&1
7 }
 9 cd src
10 # Average
11 javac average/Average.java | exit 1
12 diff <(java average/Average) <(echo "The average is 3.5") || exit 1
13
14 # Splitter
15 javac splitter/Splitter.java | exit 1
16 diff <(java splitter/Splitter <<< "Welcome to my humble abode")
   <(printf "Enter a message: \nWelcome\nto\nmy\nhumble\nabode\n") ||</pre>
   exit 1
17
19 javac satellite/Satellite.java | exit 1
20 diff <(java satellite/Satellite) <(printf "I am Satellite A at
   position 122.0 degrees, 10000 km above the centre of the earth and
   moving at a velocity of 55.0 metres per
   second\n2.129301687433082\n0.04303052592865024\n4380.0\n") | exit 1
21
22 cd ..
23
24 JUNIT="lib/junit-platform-console-standalone-1.7.0-M1.jar"
```

Test File

- The '-' (minus) line is your output
- The '+' (plus) line is expected

Git Config

When you **commit** something, you are effectively saving the staged files as a new snapshot and **signing it** with your **name** and **email**. You have to configure your git identity if you haven't done it before

```
1 git config --global user.name "Your Name Here"
2 git config --global user.email "z555555@unsw.edu.au"
```

You then can add whatever email you have set in user.email on GitLab, so that it recognises all the commits that have been pushed to GitLab.

Please do this, its important Git etiquette

- What is the difference between super and this?
 - super refers to the immediate parent class whereas this refers to the current class
- What about super(...) and this(...)?
 - super() acts as a parent class constructor and should be the first line in a child class constructor
 - this() acts as a current class constructor (can be used for method overloading)

```
package shapes;
   public class Shape {
       public String color;
       public Shape(String color) {
           System.out.println("Inside Shape constructor");
           this.color = color;
  public class Rectangle extends Shape {
       public int height;
       public int width;
       public Rectangle(String color) {
           super(color);
           System.out.println("Inside Rectangle constructor with one argument");
       public Rectangle(String name, int width, int height) {
11
           this(name);
12
           this.width = width:
           this.height = height;
13
           System.out.println("Inside Rectangle constructor with three arguments");
14
15
       public static void main(String[] args) {
17
18
           Rectangle r = new Rectangle("red", 10, 20);
19
           System.out.println(r.color);
           System.out.println(r.width);
20
21
           System.out.println(r.height);
22
23 }
```

- What is the difference between super and this?
 - super refers to the immediate parent class whereas this refers to the current class
- What about super(...) and this(...)?
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```
package shapes;
   public class Shape {
       public String color;
       public Shape(String color) {
           System.out.println("Inside Shape constructor");
           this.color = color;
  public class Rectangle extends Shape {
       public int height;
       public int width;
       public Rectangle(String color) {
           super(color); // => Calling constructor of parent `Shape(String color)
           System.out.println("Inside Rectangle constructor with one argument");
       public Rectangle(String name, int width, int height) {
11
           this(name); // => Calling constructor `Rectangle(String color)`
12
           this.width = width;
13
           this.height = height;
14
           System.out.println("Inside Rectangle constructor with three arguments");
15
16
17
       public static void main(String[] args) {
           // Rectangle(3 arguments) => Rectangle(1 argument) => Shape(1 argument)
18
19
           Rectangle r = new Rectangle("red", 10, 20);
           System.out.println(r.color);
20
21
           System.out.println(r.width);
22
           System.out.println(r.height);
23
24
```

What are **static fields** and **methods**?

Static fields are variables that are common and available to all instances of a Class. They belong to the Class, rather than an instance.

Methods are a block of code that perform a task. You can think of them as functions of a class.

```
package circle;
   public class Circle extends Object {
       // Every class extends Object, it is not needed though
       private static final double pi = 3.14159;
       private int x, y;
       private int r;
       // Only 1 variable for all Circle objects
 9
10
       static int no circles = 0;
11
12
       public Circle() {
13
           super(); // not needed
14
           no circles++;
15
16
17
        public double circumference() {
18
           return 2 * pi * r;
19
20 }
```

What are **static fields** and **methods**?

Static fields are variables that are common and available to all instances of a Class.

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public class Circle extends Object {
    // Every class extends Object, it is not needed though
    private static final double pi = 3.14159;
    private int x, y;
    private int r;

// Only 1 variable for all Circle objects
    static int no_circles = 0;

public Circle() {
        super(); // not needed
        no_circles++;
    }

public double circumference() {
        return 2 * pi * r;
    }
}
```

Documentation

JavaDoc

Documentation

- Why is documentation important? When should you use it
- What does the term "self-documenting" code mean?
 - Code that documents itself. It is readable inherently. Usually accomplished through variable name and function names
- When can comments be bad (code smell)?
 - Comments become stale & does not get updated with new changes
 - Possibly hinting that your design/code is too complex

Documentation

Single Line

```
1 // Single line comment
```

Multi-line comment

```
1 /**
2 * This is multi-line
3 * documentation
4 */
```

JavaDoc

- JavaDoc is one way of documenting in Java.
- JavaDoc is a way of writing your comments
- It mainly targets class definitions and method/function definitions.
- in COMP2511, you will not have to use JavaDoc documentation unless asked.

JavaDoc

```
public class File {
        * @param fileName the name of the file
        * @param content contents of the file
       public File(String fileName, String content) {}
       * @param fileName
        * @param fileSize
       protected File(String fileName, int fileSize) {}
20
21
        * Checks if transfer has been completed
        * @return true if it has been completed
22
23
24
       public boolean hasTransferBeenCompleted() {}
```

Inheritance

Inheritance

What is it?

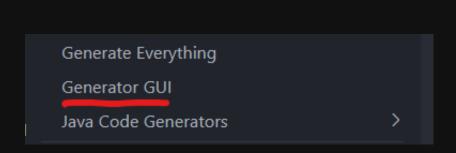
In Java, a class can inherit attributes and methods from another class. The class that inherits the properties is known as the sub-class or the child class. The class from which the properties are inherited is known as the superclass or the parent class.

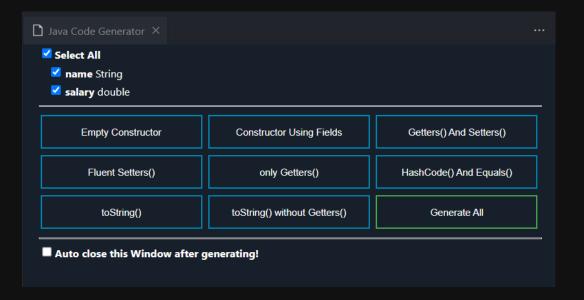
Known as a "is-a" relationship

Employee.java & Manager.java

- 1. Create a **Employee** class with a **name** and **salary**
- 2. Create setters & getters with JavaDoc
- 3. Create a **Manager** class that inherits **Employee** with a **hireDate**
- 4. Override toString() method

The java extension packs come with some features you can use to generate boilerplate code





How many constructors does a class need?

Technically none. If a class is defined without a constructor, Java adds a default constructor

However, if a class needs attributes to be assigned (e.g., has a salary), then a constructor must be assigned

```
1 package employee;
3 import java.time.LocalDate;
5 public class Employee {
      private String name;
      private double salary;
      public Employee(String name, double salary) {
          this.name = name;
          this.salary = salary;
      public String getName() {
          return this.name;
      public void setName(String name) {
          this.name = name;
      public double getSalary() {
          return this.salary;
      public void setSalary(double salary) {
          this.salary = salary;
      @Override
      public String toString() {
          return getClass().getName() + "[name=" + name + ", salary=" + salary + "]";
```

```
package employee;
   import java.time.LocalDate;
   public class Manager extends Employee {
       private LocalDate hireDate;
10
11
12
13
       public Manager(String name, double salary, LocalDate hireDate) {
14
15
           super(name, salary);
16
           this.hireDate = hireDate;
17
18
       public LocalDate getHireDate() {
19
20
           return this.hireDate;
21
22
       @Override
23
24
       public String toString() {
           return super.toString() + "[hireDate=" + hireDate + "]";
25
26
27
28 }
```

Access Modifiers

Access Modifiers

	default	private	protected	public
Same Class	Yes	Yes	Yes	Yes
Same package subclass	Yes	No	Yes	Yes
Same package non- subclass	Yes	No	Yes	Yes
Different package subclass	No	No	Yes	Yes
Different package non- subclass	No	No	No	Yes

Private

It is accessible only to the same class (not including main). The most restrictive modifier.

	default	private	protected	public
Same Class	Yes	Yes	Yes	Yes
Same package subclass	Yes	No	Yes	Yes
Same package non- subclass	Yes	No	Yes	Yes
Different package subclass	No	No	Yes	Yes
Different package non- subclass	No	No	No	Yes

Public

It is accessible to everything. The least restrictive modifier.

	default	private	protected	public
Same Class	Yes	Yes	Yes	Yes
Same package subclass	Yes	No	Yes	Yes
Same package non- subclass	Yes	No	Yes	Yes
Different package subclass	No	No	Yes	Yes
Different package non- subclass	No	No	No	Yes

Protected

Can be accessed in the same package and in inheritance.

	default	private	protected	public
Same Class	Yes	Yes	Yes	Yes
Same package subclass	Yes	No	Yes	Yes
Same package non- subclass	Yes	No	Yes	Yes
Different package subclass	No	No	Yes	Yes
Different package non- subclass	No	No	No	Yes

Default

The default access modifier is also called **package-private**, which means that all members are visible within the same package but aren't accessible from other packages

	default	private	protected	public
Same Class	Yes	Yes	Yes	Yes
Same package subclass	Yes	No	Yes	Yes
Same package non- subclass	Yes	No	Yes	Yes
Different package subclass	No	No	Yes	Yes
Different package non- subclass	No	No	No	Yes

Attendance

Feedback



https://forms.gle/R4sMTTQzPC4vqXSN8