

Revision of OOD, Composition, Implementation hiding, UML

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4/12/2023



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CHAPTER

10

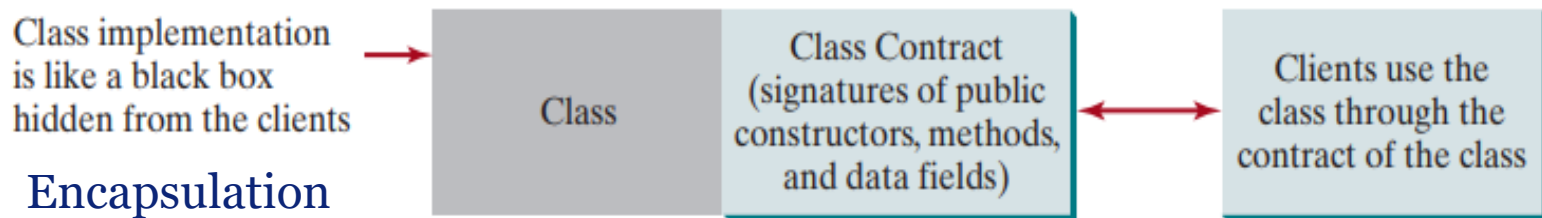
Object-Oriented Thinking

Class Abstraction and Encapsulation



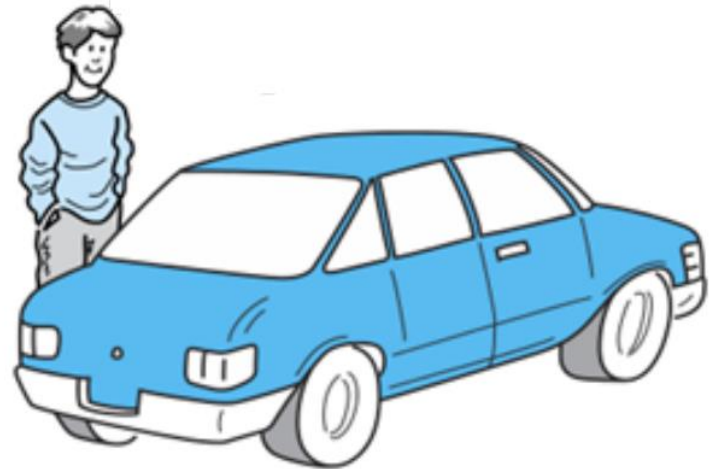
Class abstraction is separation of class implementation from the use of a class. The details of implementation are encapsulated and hidden from the user. This is known as class encapsulation

- **Class abstraction** means to **separate** class implementation from the use of the class.
- **The creator** of the class provides a description of the class and let **the user** know how the class can be used.
- **The user of the class** does not need to know how the class is implemented. The detail of implementation is **encapsulated and hidden from the user**
- A description and collection of public constructors, methods, and field that are accessible from **outside** the class is called the **Class's Contract**

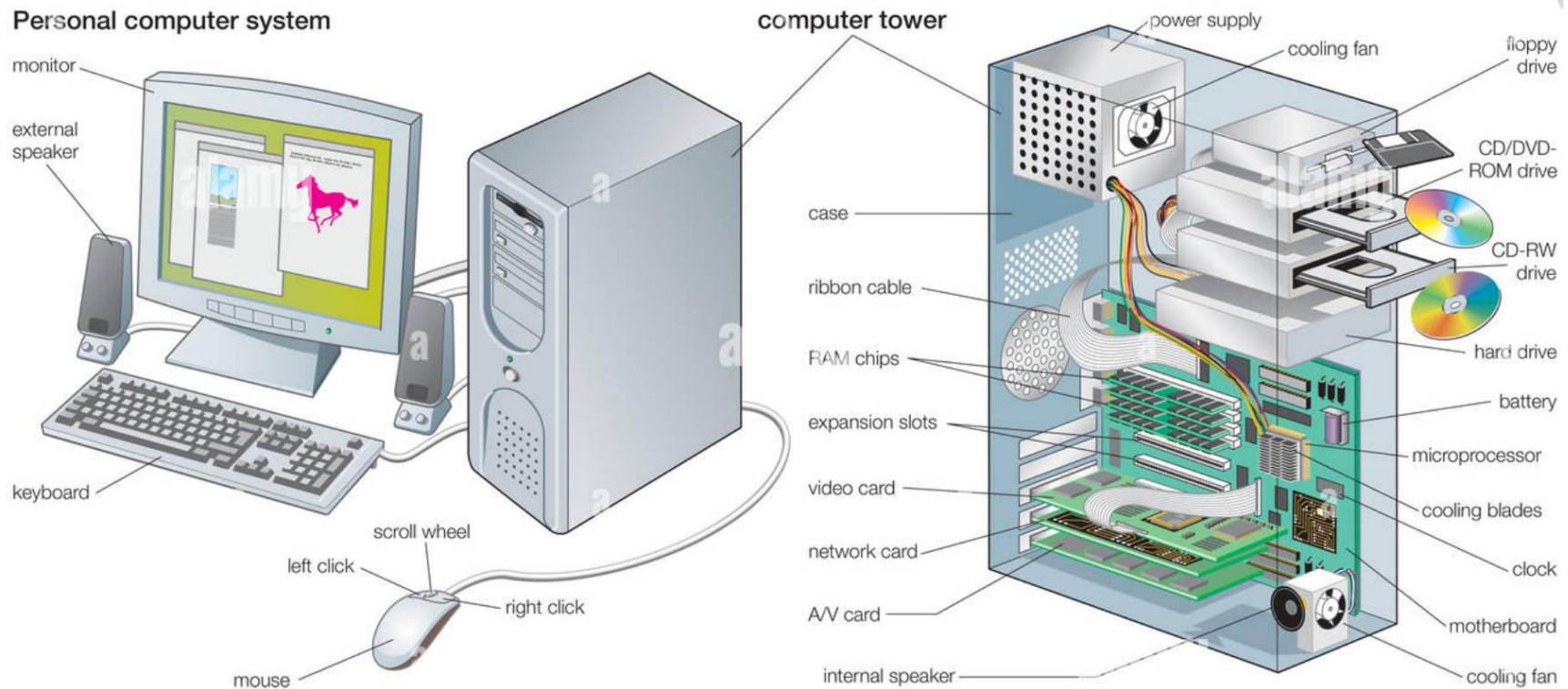


Example: Building a Car from an OOP Perspective

- Car has many components such as **carburetor**, **starter**, **alternator**, **engine**, **AC system**, **gas tank**, **transmission system**, etc
- Each **component** can be viewed as an **object** that has **properties and methods**
- To get the components to work together, you **only** need to know how the component is used and how it interacts with one another (**abstraction**) – OOP way of Thinking
- **You don't need** to know how each component works internally – you can build the car without knowing (**encapsulation**).



Example: Building a computer-system from an OOP Perspective ?



<https://www.alamy.com/stock-photo-the-components-of-a-personal-computer-system-24066746.html>

Class Relationships



In order to design classes, you need to explore the relationships between them.

There are four common relationships between classes:

- **Association** : a general binary relationship that describes an activity between two classes
- **Aggregation** : an association that represents an ownership relationship between two objects
- **Composition** : an association that represents an “exclusive” ownership relationship between two objects
- **Inheritance** : the ability to generate a specialized class (subclass) from a general class (superclass). Will cover this in a later chapter.

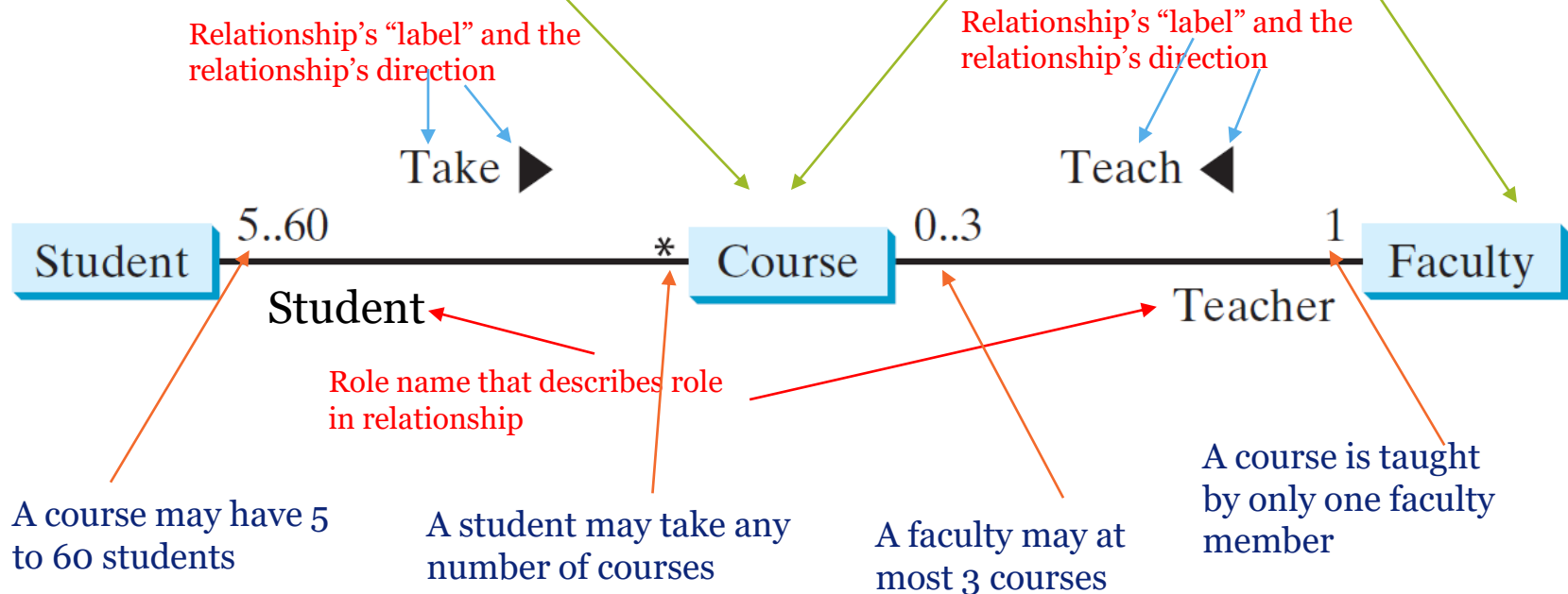
Association – UML Example



Association – a general binary relationship that describes an activity between two classes

A Student taking a Course is an association between the Student Class and the Course Class

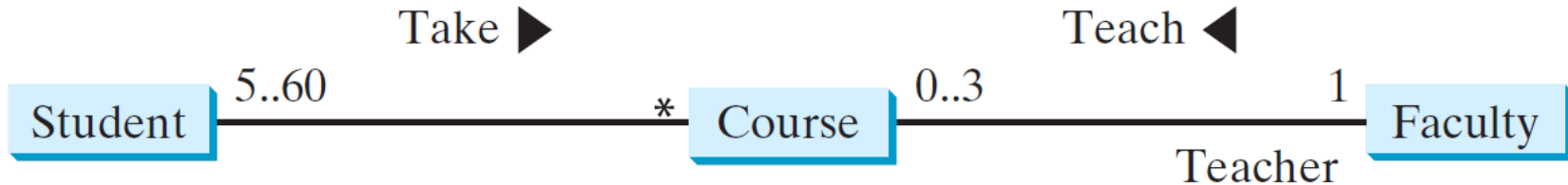
A Faculty member teaching a course is an association between the Faculty Class and the Course Class



Association – Implementation



The association relations are implemented using data field and methods in classes.



```
public class Student {
    private Course[] courseList;

    public void addCourse(
        Course c) { ... }
}
```

```
public class Course {
    private Student[] classList;
    private Faculty faculty;

    public void addStudent(
        Student s) { ... }

    public void setFaculty(
        Faculty faculty) { ... }
}
```

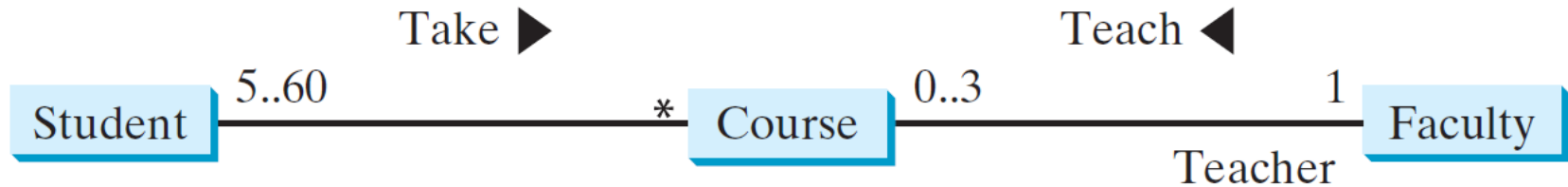
```
public class Faculty {
    private Course[] courseList;

    public void addCourse(
        Course c) { ... }
}
```

Association – Implementation



The association relations are implemented using data field and methods in classes.



The Student-Taking-A-Course relationship is implemented using addCourse method in Student class and addStudent method in the Course class

```
public class Student {
    private Course[]
    courseList;

    public void addCourse(
        Course c) { ... }
}
```

The Student class can store a list of courses the student is taking

```
public class Course {
    private Student[]
    classList;
    private Faculty faculty;

    public void addStudent(
        Student s) { ... }

    public void setFaculty(
        Faculty faculty) { ... }
}
```

The Course class can use a list to store the students taking the course

```
public class Faculty {
    private Course[]
    courseList;

    public void addCourse(
        Course c) { ... }
}
```

The Course class can use a data field to store the faculty who teaches the course

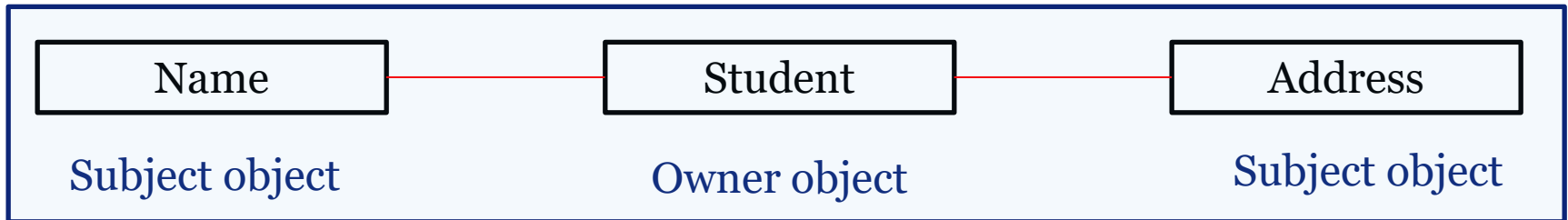
The Faculty class can use a list to store the courses the faculty is teaching

Aggregation and Composition

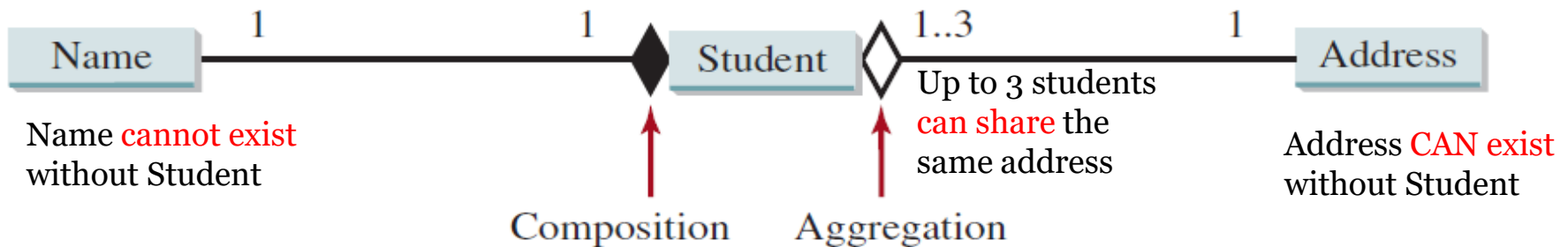


Aggregation – an association that represents an ownership relationship between two objects

- Owner object is called the “aggregating object” and it’s class is called the “aggregating class”
- Subject object is called the “aggregated object” and it’s class is called the “aggregated class”



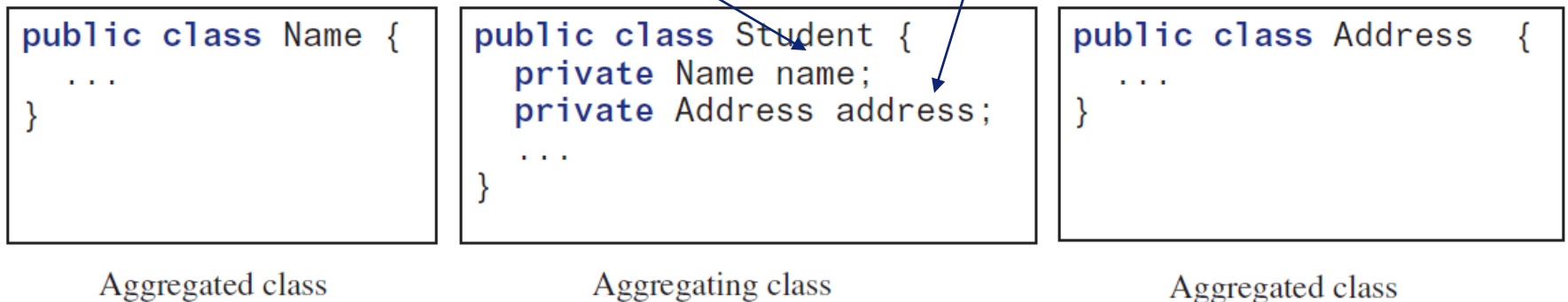
If the **subject** object CAN NOT exist without the Owner object, **this aggregation is called “Composition”**



Aggregation and Composition - Implementation

The Student-Has-A-Name relationship is implemented using the data field “**name**” in the Student class – the aggregating class

The Student-Has-An-Address relationship is implemented using the data field “**address**” in the Student class – the aggregating class

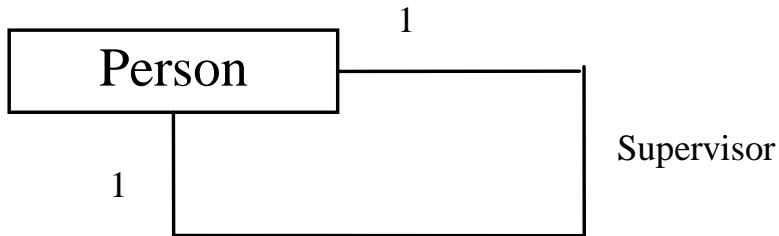


NOTE: Since aggregation and composition relationships are represented using classes in similar ways, many textbooks don't differentiate them and call both compositions.

Aggregation Between Same Class

Person

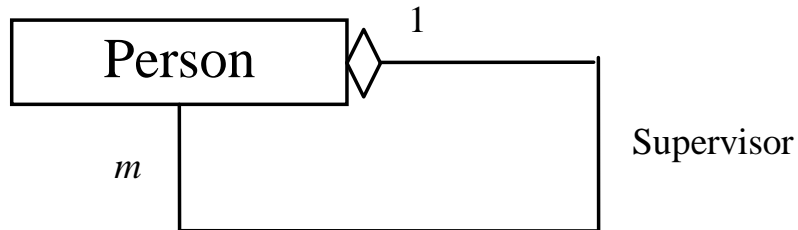
Aggregation may exist between objects of the same class. For example, a person may have a supervisor.



```
public class Person {  
    // The type for the data is the class itself  
    private Person supervisor;  
    ...  
}
```

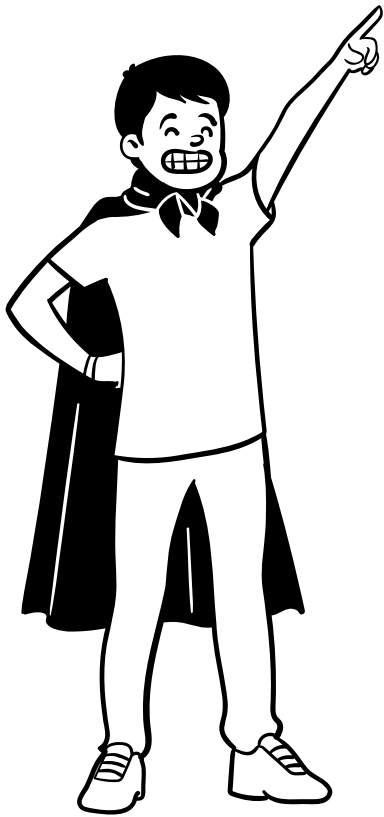
The Person-Has-A-Supervisor relationship implementation

What happens if a person has several supervisors?



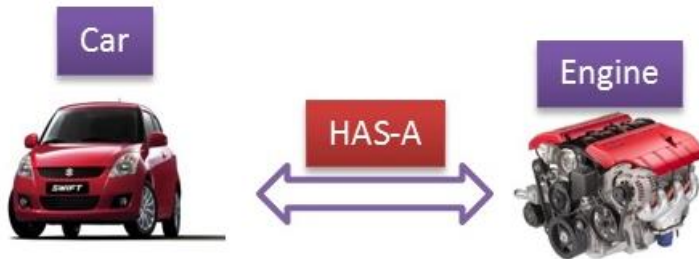
```
public class Person {  
    ...  
    private Person[] supervisors;  
}
```

Can use an array to implement the Person-Has-Many-Supervisors relationship



**Next slides provide
more examples**

Examples (Car & Engine)



Composition (engine just for one car)

Car
-color : String -maxSpeed : int
«constructor»+Car(color : String, maxSpeed : int) «getter»+getColor() : String «setter»+setColor(color : String) : void «getter»+getMaxSpeed() : int «setter»+setMaxSpeed(maxSpeed : int) : void +carInfo() : void

Engine
+start() : void +stop() : void

Examples (Car & Driver)

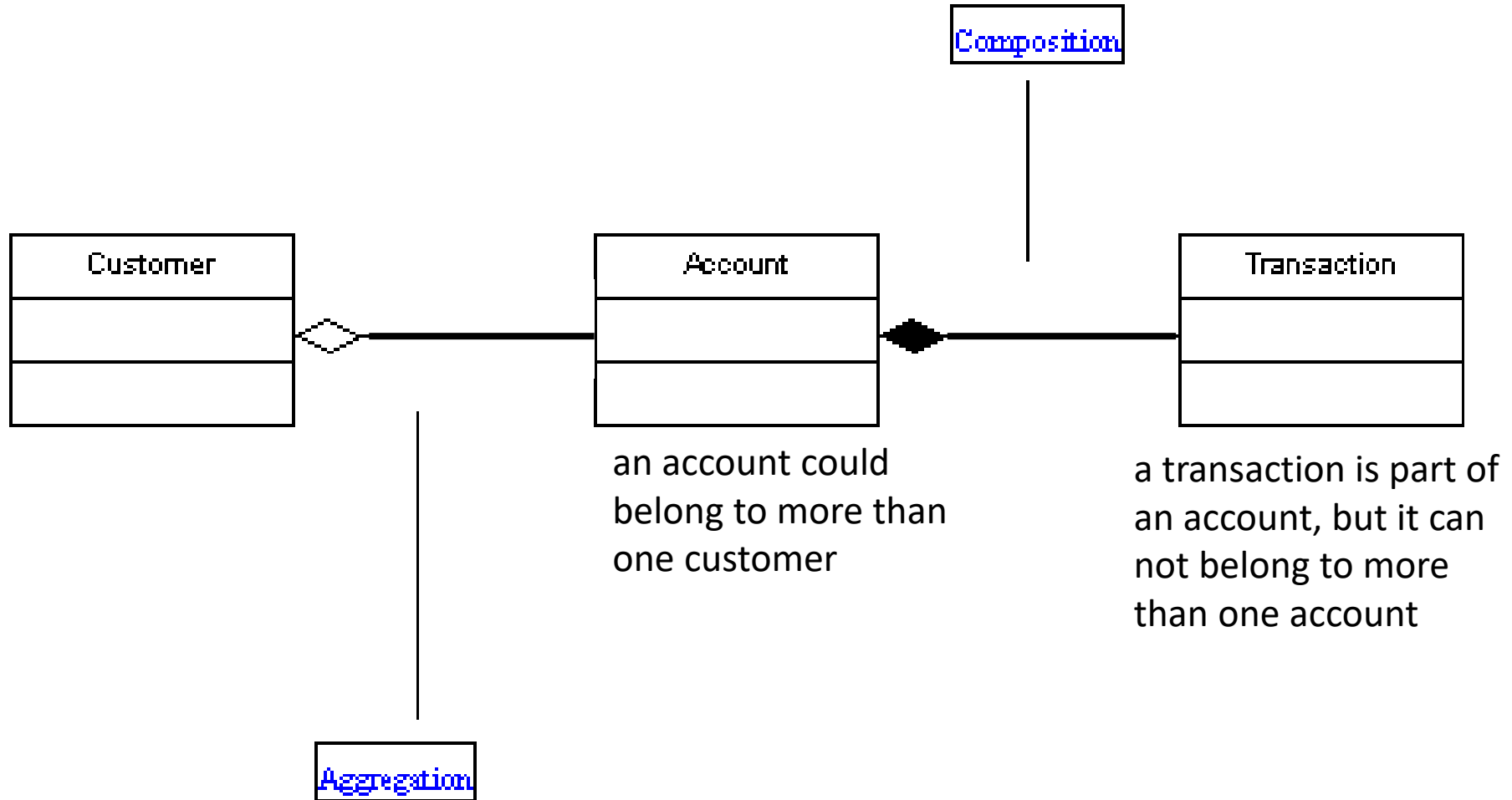


Aggregation (shared between more than one driver)

Car
-color : String -maxSpeed : int
«constructor»+Car(color : String, maxSpeed : int) «getter»+getColor() : String «setter»+setColor(color : String) : void «getter»+getMaxSpeed() : int «setter»+setMaxSpeed(maxSpeed : int) : void +carInfo() : void

Driver

Example (Aggregation and Composition)



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