

SWINBURNE UNIVERSITY OF TECHNOLOGY

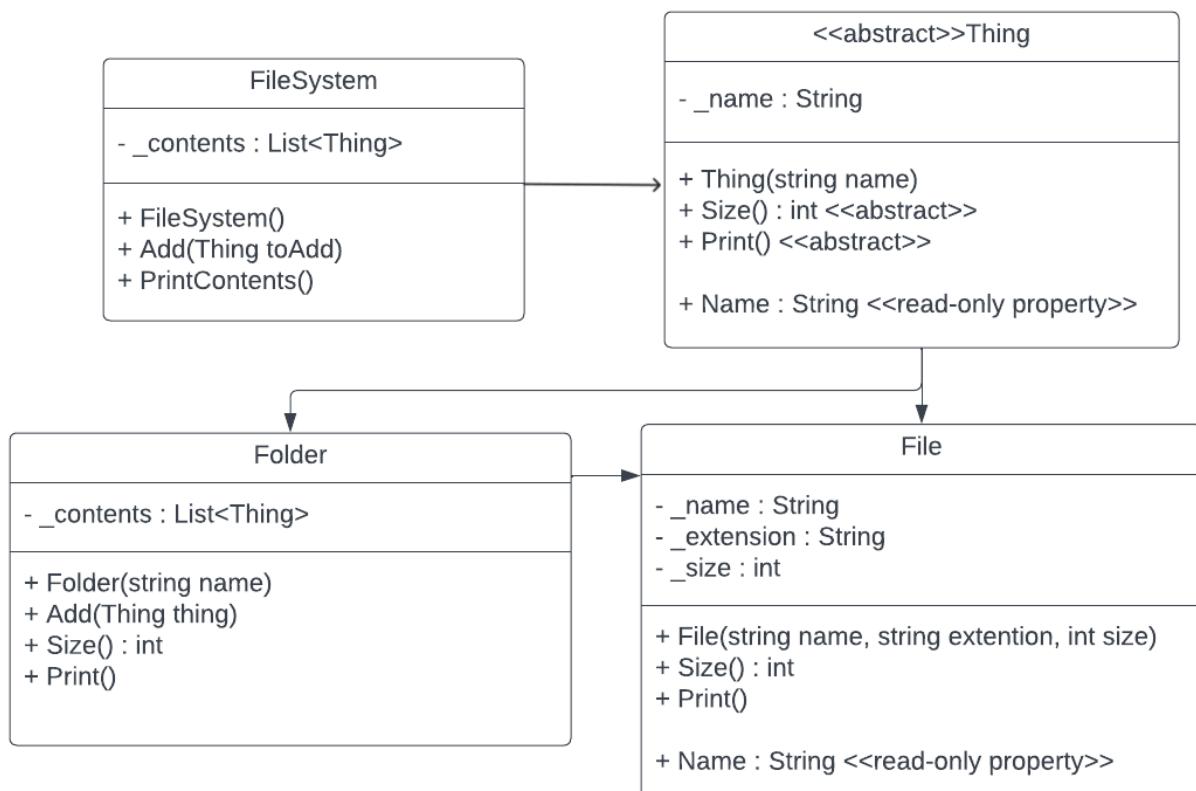
COS20007 OBJECT ORIENTED PROGRAMMING

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## Semester test

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```
1  using System;
2
3  namespace Test1
4  {
5      public class Program
6      {
7          public static void Main()
8          {
9              FileSystem fs = new FileSystem();
10
11             File file1 = new File("AnImage", "jpg", 5342);
12             File file2 = new File("Somefile", "txt", 832);
13
14             Folder saveFiles = new Folder("Save files");
15             saveFiles.AddThing(new File("Save 1 - The Citadel", "data", 2348));
16             saveFiles.AddThing(new File("Save 2 - Artemis Tau", "data", 6378));
17             saveFiles.AddThing(new File("Save 3 - Serpent Nebula", "data", 973));
18
19             Folder newFolder = new Folder("New folder");
20
21             // Adding a folder that contains another folder which contains files.
22             Folder myFolder = new Folder("Nur's Folder");
23             Folder examFolder = new Folder("OOP Exam Folder");
24             examFolder.AddThing(new File("Qutestion File", "data", 1000));
25             examFolder.AddThing(new File("Answer File", "data", 2000));
26             myFolder.AddThing(examFolder);
27
28             fs.Add(saveFiles);
29             fs.Add(newFolder);
30             fs.Add(file1);
31             fs.Add(file2);
32             fs.Add(myFolder);
33
34             fs.PrintContents();
35
36         }
37     }
38 }
```

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace Test1
8  {
9
10     public class FileSystem
11     {
12         private List<Thing> _contents = new List<Thing>();
13
14         public FileSystem()
15         {
16         }
17
18         public void Add(Thing toAdd)
19         {
20             _contents.Add(toAdd);
21         }
22
23         public void PrintContents()
24         {
25             Console.WriteLine("This file system contains:");
26
27             foreach (var item in _contents)
28             {
29                 item.Print();
30             }
31         }
32     }
33
34
35
36 }
```

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace Test1
8  {
9      public abstract class Thing
10     {
11         private string _name;
12
13         public Thing(string name)
14         {
15             _name = name;
16         }
17
18         public abstract int Size();
19         public abstract void Print();
20
21         public string Name
22         {
23             get
24             {
25                 return _name;
26             }
27         }
28     }
29
30
31 }
```

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace Test1
8  {
9
10     public class Folder : Thing
11     {
12         private List<Thing> _contents = new List<Thing>();
13
14         public Folder(string name) : base(name)
15         {
16         }
17
18         public void AddThing(Thing thing)
19         {
20             _contents.Add(thing);
21         }
22
23         public override int Size()
24         {
25             int totalSize = 0;
26             foreach (var file in _contents)
27             {
28                 totalSize += file.Size();
29             }
30             return totalSize;
31         }
32
33         public override void Print()
34         {
35             if (_contents.Count == 0)
36             {
37                 Console.WriteLine($"The folder '{Name}' is empty!");
38             }
39             else
40             {
41                 Console.WriteLine($"The folder '{Name}' contains {Size()} bytes
42 ← total:");
43                 foreach (var file in _contents)
44                 {
45                     file.Print();
46                 }
47             }
48         }
49
50
51     }
52 }
```

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace Test1
8  {
9      public class File : Thing
10     {
11         private string _name;
12         private string _extension;
13         private int _size;
14
15         public File(string name, string extension, int size) : base(name)
16         {
17             _name = name;
18             _extension = extension;
19             _size = size;
20         }
21
22         public override int Size()
23         {
24             return _size;
25         }
26
27         public override void Print()
28         {
29             Console.WriteLine($"File '{_name}.{_extension}' -- {_size} bytes");
30         }
31
32         public new string Name
33         {
34             get
35             {
36                 return _name;
37             }
38         }
39     }
40
41 }
42 }
```

This file system contains:  
The Folder 'Save files' contains 9699 bytes total:  
File 'Save 1 - The Citadel.data' -- 2348 bytes  
File 'Save 2 - Artemis Tau.data' -- 6378 bytes  
File 'Save 3 - Serpent Nebula.data' -- 973 bytes  
The Folder 'New folder' is empty!  
File 'AnimImage.jpg' -- 5342 bytes  
File 'Somefile.txt' -- 832 bytes  
The folder 'Nur's Folder' contains 3080 bytes total:  
The folder 'OOP Exam Folder' contains 3080 bytes total:  
File 'Quteestion File.data' -- 1080 bytes  
File 'Answer File.data' -- 2800 bytes

H:\C#\Test1\bin\Debug\net6.0\Test1.exe (process 9072) exited with code 0.  
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.  
Press any key to close this window . . .

Output

Show output from: Debug

\*Test1.exe!{CoreCLR!}: [c:\host]: Loaded 'C:\Program Files\dots\shared\Microsoft\NETCore.App\6.0.16\System.Console.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just My Code' is enabled.  
\*Test1.exe!{CoreCLR!}: [c:\host]: Loaded 'C:\Program Files\dots\shared\Microsoft\NETCore.App\6.0.16\System.Threading.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just My Code' is enabled.  
\*Test1.exe!{CoreCLR!}: [c:\host]: Loaded 'C:\Program Files\dots\shared\Microsoft\NETCore.App\6.0.16\System.Threading.Overlapped.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just My Code' is enabled.  
\*Test1.exe!{CoreCLR!}: [c:\host]: Loaded 'C:\Program Files\dots\shared\Microsoft\NETCore.App\6.0.16\System.Security.Principal.Windows.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just My Code' is enabled.  
\*Test1.exe!{CoreCLR!}: [c:\host]: Loaded 'C:\Program Files\dots\shared\Microsoft\NETCore.App\6.0.16\System.Security.AccessControl.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just My Code' is enabled.  
\*Test1.exe!{CoreCLR!}: [c:\host]: Loaded 'C:\Program Files\dots\shared\Microsoft\NETCore.App\6.0.16\System.Runtime.InteropServices.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just My Code' is enabled.

# **TASK 2**

COS20007-Object Oriented Programming

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1. Describe the principle of polymorphism and how it was used in Task 1.

**ANS:**

- **Polymorphism:** Polymorphism in OOP allows objects of various classes to be treated as if they were objects of the same superclass. This allows for the use of a single interface for several data types, increasing code reusability and flexibility.
- **Usage in Task 1:** Since the “Thing class” is abstract, both the File and Folder subclasses override its methods Size() and Print(). This demonstrates polymorphism by enabling the addition of both files and folders to the “\_contents” list in the FileSystem and Folder classes.

2. Consider the FileSystem and Folder classes from the updated design in Task 1. Do we need both of these classes? Explain why or why not?

**ANS:**

The FileSystem and Folder classes each play a unique role in Task 1, despite the fact that at first glance their functions may appear to overlap.

- **Purpose:** The FileSystem class, which stores numerous objects like files and directories and so represents a full file system, serves as an overarching framework. In contrast, the Folder class mimics real-world directory hierarchies by acting as a sub-structure that may include more files and sub-folders.
- **Scalability and Maintainability:** Separating them enables for more flexible and adaptable architecture. If one were to implement unique methods or characteristics relevant to either the file system or individual folders in future iterations (such as rights, ownership, or mounting capabilities for FileSystem), having discrete classes would make this process simple.

Therefore, despite the fact that both classes handle and store "Thing" objects, their responsibilities, scalability, and representation in a common file system point to the requirement of both types. Their separation follows the Single Responsibility Principle, which ensures that each class has only one cause to change.

3. What is wrong with the class name Thing? Suggest a better name for the class and explain the reasoning behind your answer.

**ANS:**

The category name Particularly in the context of a file system, Thing is somewhat unclear and does not provide an intuitive idea of its function or the kinds of items it's designed to represent.

- **Specificity and Context:** One would anticipate class names that reflect real-world elements in a system that deals with files and folders. A class's purpose in

representing entities in a file system cannot be understood by its general name, Thing.

- **Improved Name Suggestion:** FileSystemEntity or FileSystemItem could be more appropriate names for the Thing class. Both approaches give a more straightforward representation of the purpose of the class and provide clarity when developers or collaborators interact with the codebase.

By renaming the Thing class to something more descriptive, we ensure that the name of the class is more directly related to its purpose and function, enabling improved readability and maintainability.

4. Define the principle of abstraction and explain how you would use it to design a class to represent a Book.

**ANS:**

- **Abstraction:** Abstraction in OOP refers to the notion of concealing complicated implementation details and displaying only the basic properties of an object. It is concerned with simplifying complicated reality by modelling classes based on the traits and behaviors that an item should have.
- **Application for a Book class:** If we were to use abstraction to create a class for a book, we would concentrate on the fundamental attributes and operations that characterise a book. The following are some examples of attributes and methods: ReadPage(), BookmarkPage(), ISBN, Title, Author, and PageCount. The colour of the book is an example of a non-essential element that we wouldn't add unless it was pertinent to the application at hand. By doing this, we are able to convey the core of what a book is and how it works without becoming mired down in pointless details.