

CS/ENGRD 2110

SPRING 2017

Lecture 3: Fields, getters and setters, constructors, testing
<http://courses.cs.cornell.edu/cs2110>

CS2110 Announcements

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A1 on course website Thursday morning.

Piazza: Check course Piazza regularly for announcements.

To learn about issues with A1, check pinned A1 FAQs note often!

Take course S/U?

OK with us. Check with your advisor/major. To get an S, you need to do at least C– work. Do D+ work or less, you get a U.

<http://cornell.videonote.com/channels/583>

Please don't email us about prelim conflicts! We'll tell you at the appropriate time how we handle them.

Assignment A1

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Write a class to maintain information about PhDs ---e.g. their advisor(s) and date of PhD.

Objectives in brief:

- Get used to Eclipse and writing a simple Java class
- Learn conventions for Javadoc specs, formatting code (e.g. indentation), class invariants, method preconditions
- Learn about and use JUnit testing

Important: READ CAREFULLY, including Step 7, which reviews what the assignment is graded on.

Groups. You can do A1 with 1 other person. FORM YOUR GROUP EARLY! Use Piazza Note @5 to search for partner!

Recommended time-table for doing A1

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Start A1 the day before it is due? You may be frustrated, upset, rushed because you can't get the help you need. With 675 students, too many will be trying to get help at the last minute. Not a good educational experience. Instead, use following schedule, which gives you a day or two after each part to get help if you need it:

2 Feb. Spend 20 minutes reading the assignment.

4 Feb. Write and test the Group A methods. This includes writing the Junit test procedure for the group.

5 Feb. Write and test the Group B methods AND the Group C methods.

7 Feb. Write and test the Group D methods.

9 Feb. Do point 7 of the handout: Review the learning objectives and check each of the items given in point 7. Submit on the CMS.

CHECK the pinned A1 note on the Piazza every day.

Next week's section: Exception Handling

5 **You must** read/watch the tutorial BEFORE the recitation:

www.cs.cornell.edu/courses/cs2110/2017sp/online/exceptions/EX1.html

Get to it from the **Tutorials** page of the course website.

NOTE THAT THERE ARE SIX WEB PAGES!

Bring your laptop to class, ready to answer questions, solve problems. The questions will be on the course website the night before section (Monday evening).

During the section, you can talk to neighbors, discuss things, answer questions together. The TA will walk around and help. The TA will give a short presentation on some issue if needed.

You will have until a week after the recitation (on a Wednesday night) to submit answers on the CMS.

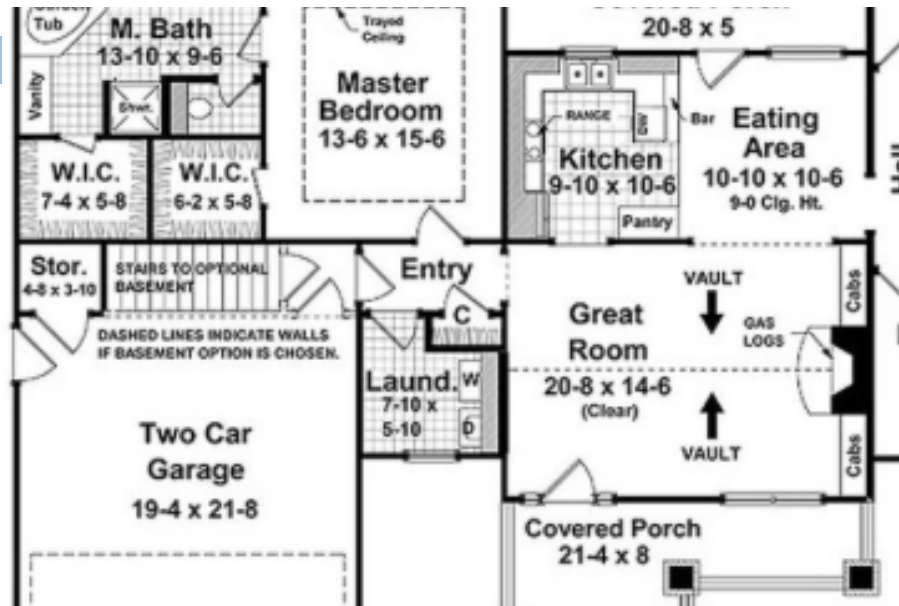
Homework (not to be handed in)

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1. Course website will contain classes **Time** and **TimeTester**. The body of the one-parameter constructor is not written. Write it. The one-parameter constructor is not tested in **TimeTester**. Write a procedure to test it.
2. Visit course website, click on **Resources** and then on Code Style **Guidelines**. Study
 1. Naming conventions
 - 3.3 Class invariant
 4. Code organization
 - 4.1 Placement of field declarations
 5. Public/private access modifiers
3. Look at slides for next lecture; bring them to next lecture

Difference between class and object

7



A blueprint, design, plan
A class

Can create many objects from
the same plan (class). Usually,
not all exactly the same.



A house built from the blueprint
An object

Overview

8

- An object can contain variables as well as methods. Variable in an object is called a **field**.
- Declare fields in the class definition. Generally, make fields **private** so they can't be seen from outside the class.
- May add **getter methods** (functions) and **setter methods** (procedures) to allow access to some or all fields.
- Use a new kind of method, the **constructor**, to initialize fields of a new object during evaluation of a new-expression.
- Create a **JUnit Testing Class** to save a suite of test cases.

References to text and JavaSummary.pptx

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Declaration of fields: B.5-B.6 slide 12

Getter/setter methods: B.6 slide 13, 14

Constructors: B.17-B.18 slide 15

Class String: A.67-A.73

JUnit Testing Class: none slide 74-80

Overloading method names: B-21 slide 22

class Time

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Object contains the time of day in hours and minutes.

Methods in object refer to fields in object.

Could have an array of such objects to list the times at which classes start at Cornell.

With variables **t1** and **t2** below,

t1.getHour() is 8

t2.getHour() is 9

t2.toString() is "09:05"

t1 Time@150

t2 Time@fa8

Time@150

hr 8

min 0

Time

getHour()
getMin()
toString()

Time@fa8

hr 9

min 5

Time

getHour()
getMin()
toString()

Class Time

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```
/** An instance maintains a time of day */
```

```
public class Time {
```

```
    private int hr;    //hour of the day, in 0..23
```

```
    private int min;  // minute of the hour, in 0..59
```

Access modifier private:

can't see field from outside class

Software engineering principle:

make fields private, unless there
is a real reason to make public

```
}
```

Time@fa8

hr

9

min

5

Time

Class invariant

12

```
/** An instance maintains a time of day */  
public class Time {  
    private int hr;    // hour of the day, in 0..23  
    private int min;  // minute of the hour, in 0..59
```

Class invariant:

collection of defs of
variables and
constraints on them
(green stuff)

Software engineering principle: Always write a clear,
precise class invariant, which describes all fields.

Call of every method starts with class invariant true
and should end with class invariant true.

Frequent reference to class invariant while
programming can prevent mistakes.

```
}
```

Getter methods (functions)

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```
/** An instance maintains a time of day */  
public class Time {  
    private int hr; // hour of the day, in 0..23  
    private int min; // minute of the hour, in 0..59
```

```
/** Return hour of the day */
```

```
public int getHour() {  
    return hr;  
}
```

```
/** Return minute of the hour */
```

```
public int getMin() {  
    return min;  
}
```

```
}
```

Spec goes **before** method.
It's a Javadoc comment
—starts with **/****

Time@fa8

hr

9

Time

min

5

getHour()
getMin()

A little about type (class) String

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```
public class Time {  
    private int hr;    //hour of the day, in 0..23  
    private int min;  // minute of the hour, in 0..59  
    /** Return a representation of this time, e.g. 09:05 */  
    public String toString() {  
        return prepend(hr) + ":" + prepend(min);  
    }  
    /** Return i with preceding 0, if  
        necessary, to make two chars. */  
    private String prepend(int i) {  
        if (i > 9 || i < 0) return "" + i;  
        return "0" + i;  
    }  
    ...  
}
```

Java: double
quotes for
String literals

Java: + is
String
catenation

Catenate with empty String to
change any value to a String

“helper” function is private, so it
can’t be seen outside class

Concatenate or catenate?

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I never **concatenate** strings;
I just **catenate** those little things.
Of syllables few,
I'm a man through and through.
Shorter words? My heart joyfully sings!

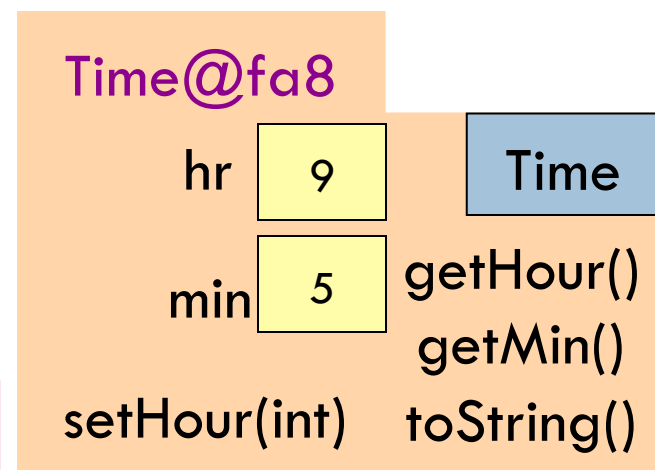
Setter methods (procedures)

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```
/** An instance maintains a time of day */  
public class Time {  
    private int hr;    //hour of the day, in 0..23  
    private int min;  // minute of the hour, in 0..59  
  
    ...  
  
    /** Change this object's hour to h */  
    public void setHour(int h) {  
        hr= h;  
    }  
}
```

setHour(int) is now in the object

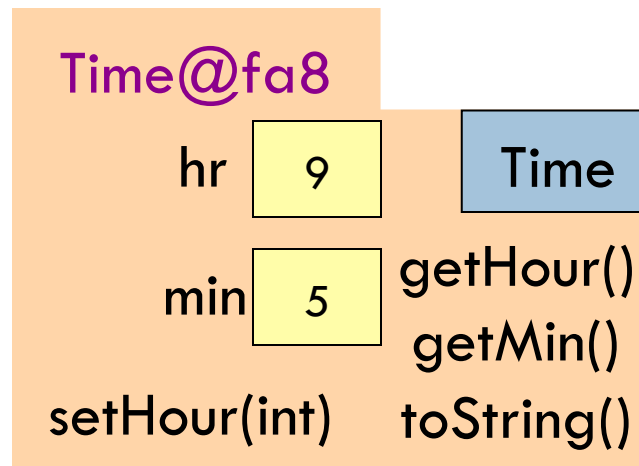
No way to store
value in a field!
We can add a
“setter method”



Setter methods (procedures)

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```
/** An instance maintains a time of day */  
public class Time {  
    private int hr;    //hour of day, in 0..23  
    private int min;  // minute of hour, in 0..59  
  
    ...  
    /** Change this object's hour to h */  
    public void setHour(int h) {  
        hr= h;  
    }  
}
```



Do not say
“set field hr to h”
User does not know
there is a field. All
user knows is that
`Time` maintains hours
and minutes. Later,
we show an imple-
mentation that
doesn't have field h
but “behavior” is the
same

Test using a JUnit testing class

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In Eclipse, use menu item **File** → **New** → **JUnit Test Case** to create a class that looks like this:

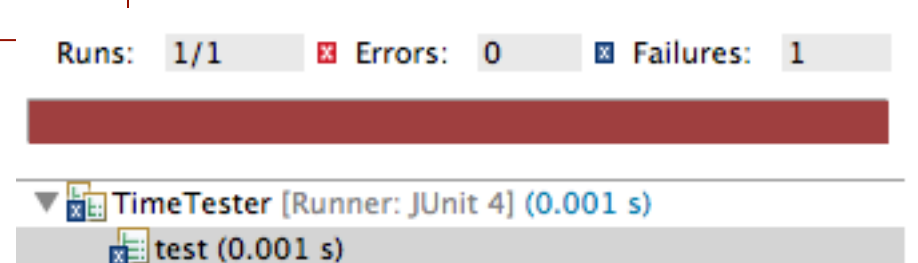
```
import static org.junit.Assert.*;
import org.junit.Test;

public class TimeTester {
    @Test
    public void test() {
        fail("Not yet implemented");
    }
}
```

Select **TimeTester** in **Package Explorer**.

Use menu item **Run** → **Run**.

Procedure **test** is called, and the call **fail(...)** causes execution to fail:



Test using a JUnit testing class

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... have to code the “@Test” before the test method that you want to run

```
public class TimeTester {
```

```
    @Test
```

```
    public void testConstructor() {
```

```
        Time t1= new Time();
```

```
        assertEquals(0, t1.getHour());
```

```
        assertEquals(0, t1.getMin());
```

```
        assertEquals("00:00", t1.toString());
```

```
    }
```

```
}
```

Write and save a suite of “test cases” in TimeTester, to test that all methods in Time are correct

Store new Time object in t1.

Give green light if expected value equals computed value, red light if not:

```
assertEquals(expected value, computed value);
```

Test setter method in JUnit testing class

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```
public class TimeTester {  
    ...  
  
    @Test  
    public void testSetters() {  
        Time t1= new Time();  
        t1.setHour(21);  
        assertEquals(21, t1.getHour());  
    }  
}
```

TimeTester can have several test methods, each preceded by @Test.

All are called when menu item Run → Run is selected

Time@fa8

hr

9

Time

min

5

getHour()
getMin()
toString()

setHour(int)

Constructors —new kind of method

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```
public class C {  
    private int a;  
    private int b;  
    private int c;  
    private int d;  
    private int e;  
}
```

```
C var= new C();  
var.setA(2);  
var.setB(20);  
var.setC(35);  
var.setD(-15);  
var.setE(150);
```

C has lots of fields. Initializing an object can be a pain —assuming there are suitable setter methods

initialize the range of the variable

Easier way to initialize the fields, in the new-expression itself. Use:

```
C var= new C(2, 20, 35, -15, 150);
```

But first, must write a new method called a **constructor**

Constructors —new kind of method

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*/** An object maintains a time of day */*

public class Time {

private int hr; *//hour of day, 0..23*

private int min; *// minute of hour, 0..59*

*/** Constructor: an instance with*

h hours and m minutes.

*Precondition: h in 0..23, m in 0..59 */*

public Time(**int** h, **int** m) {

 hr=h;

 min= m;

}

Purpose of constructor:
Initialize fields of a
new object so that its
class invariant is true

Memorize!

Need precondition

No return type
or void

Name of constructor
is the class name

Time@fa8

hr

9

min

5

Time

getHour() getMin()
toString() setHour(int)
Time(int, int)

Revisit the new-expression

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Syntax of new-expression: **new** <constructor-call>

Example: **new** Time(9, 5)

Evaluation of new-expression:

1. Create a new object of class, with default values in fields

2. Execute the constructor-call

the value of hr and min would first be 0 and 0
after the execution of the constructor-call,
the hr and min turn to 9 and 5

3. Give as value of the expression
the name of the new object

If you do not declare a constructor,
Java puts in this one:

public <class-name> () { }

Time@fa8

Time@fa8

| | | | | |
|----|---|-----|---|------|
| hr | 9 | min | 5 | Time |
|----|---|-----|---|------|

getHour() getMin()
toString() setHour(int)
Time(int, int)

How to test a constructor

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Create an object using the constructor. Then check that **all fields** are properly initialized—even those that are not given values in the constructor call

```
public class TimeTester {  
    @Test  
    public void testConstructor1() {  
        Time t1= new Time(9, 5);  
        assertEquals(9, t1.getHour());  
        assertEquals(5, t1.getMin());  
    }  
    ...  
}
```

Note: This also checks the getter methods! No need to check them separately.

But, main purpose: check constructor

A second constructor

25

```
/** An object maintains a time of day */  
public class Time {  
    private int hr;    //hour of day, 0..23  
    private int min; // minute of hour, 0..59  
    /** Constructor: an instance with  
        m minutes.
```

Precondition: m in 0..(23*60 +59) */

```
public Time(int m) {  
    hr= m/60; min= m%60;  
    ??? What do we put here ???  
}  
...  
    new Time(9, 5)  
    new Time(1 25)
```

Time is overloaded: 2 constructors! Have different parameter types. Constructor call determines which one is called

Time@fa8

hr

9

min

5

Time

getHour() getMin()

toString() setHour(int)

Time(int, int) Time (int)

Generate javadoc

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- With project selected in Package explorer, use menu item **Project -> Generate javadoc**
- In Package Explorer, click on **the project -> doc -> index.html**
- You get a pane with an API like specification of class Time, in which javadoc comments (start with **/****) have been extracted!
- That is how the API specs were created.

Method specs should not mention fields

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```
public class Time {  
    private int hr; //in 0..23  
    private int min; //in 0..59  
    /** return hour of day*/  
    public int getHour() {  
        return h;  
    }  
}
```



Decide
to change
implemen-
-tation

```
public class Time {  
    // min, in 0..23*60+59  
    private int min;  
    /** return hour of day*/  
    public int getHour() {  
        return min / 60;  
    }  
}
```

Time@fa8

min

545

Time

getHour() getMin()
toString() setHour(int)

Time@fa8

hr

9

Time

min

5

getHour()
getMin()
toString()

setHour(int)

Specs of methods stay the same.
Implementations, including fields, change!