

面向对象的模块化

刘钦

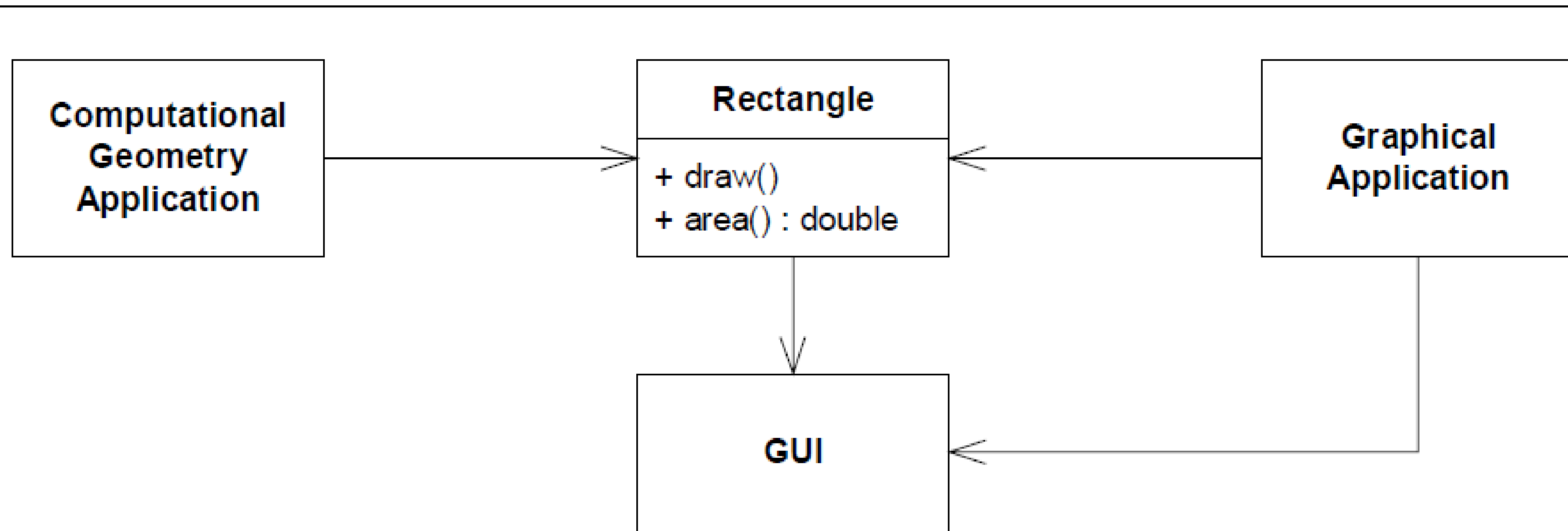


Figure 9-1

课前练习

Outline

- 面向对象中的模块与耦合
- 访问耦合
- 继承耦合
- 内聚
- 耦合和内聚的度量

Module

- A piece of code
 - Methods
 - Class
 - Module(package)
- Coupling:
 - among pieces
- Cohesion:
 - internal a piece

Structural methods vs OO methods in Coupling

- Coupling
 - Coupling is the measure of the strength of association established by a connection from one module to another
- Structural methods
 - A connection is a reference to some label or address defined elsewhere
- OO methods
 - Component coupling (访问耦合)
 - Inheritance coupling (继承耦合)

降低耦合的设计原则

- 1: 《Global Variables Consider Harmful》
- 2: 《To be Explicit》 显示比
- 3: 《Do not Repeat》
- 4: Programming to Interface

Outline

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表 14-1 访问耦合

类 型	耦 合 性	解 释	例 子
隐式访问	<div>最高</div> <div>↑</div> <div>↓</div> <div>最低</div>	B 既没在 A 的规格中出现，也没在实现中出现	Cascading Message
实现中访问		B 的引用是 A 方法中的局部变量	1) 通过引入局部变量，避免 Cascading Message 2) 方法中创建一个对象，将其引用赋予方法的局部变量，并使用
成员变量访问		B 的引用是 A 的成员变量	类的规格中包含所有需接口和供接口（需要特殊语言机制）
参数变量访问		B 的引用是 A 的方法的参数变量	类的规格中包含所有需接口和供接口（需要特殊语言机制）
无访问		理论最优，无关联耦合，维护时不需要对方任何信息	完全独立

注：源自 [Eder1992]。

访问耦合

Example: Consider the class `EMPLOYEE` as defined above with the additional instance variable `involvedInProject`, which references the project for which an employee is currently working, and the additional method `numberColleagues`, which returns the number of colleagues in the current project. The implementation of `numberColleagues` may be given as follows:

```
int numberColleagues () {  
    return (involvedInProject->getProjectMembers->count - 1)  
}
```

Cascading Message问题

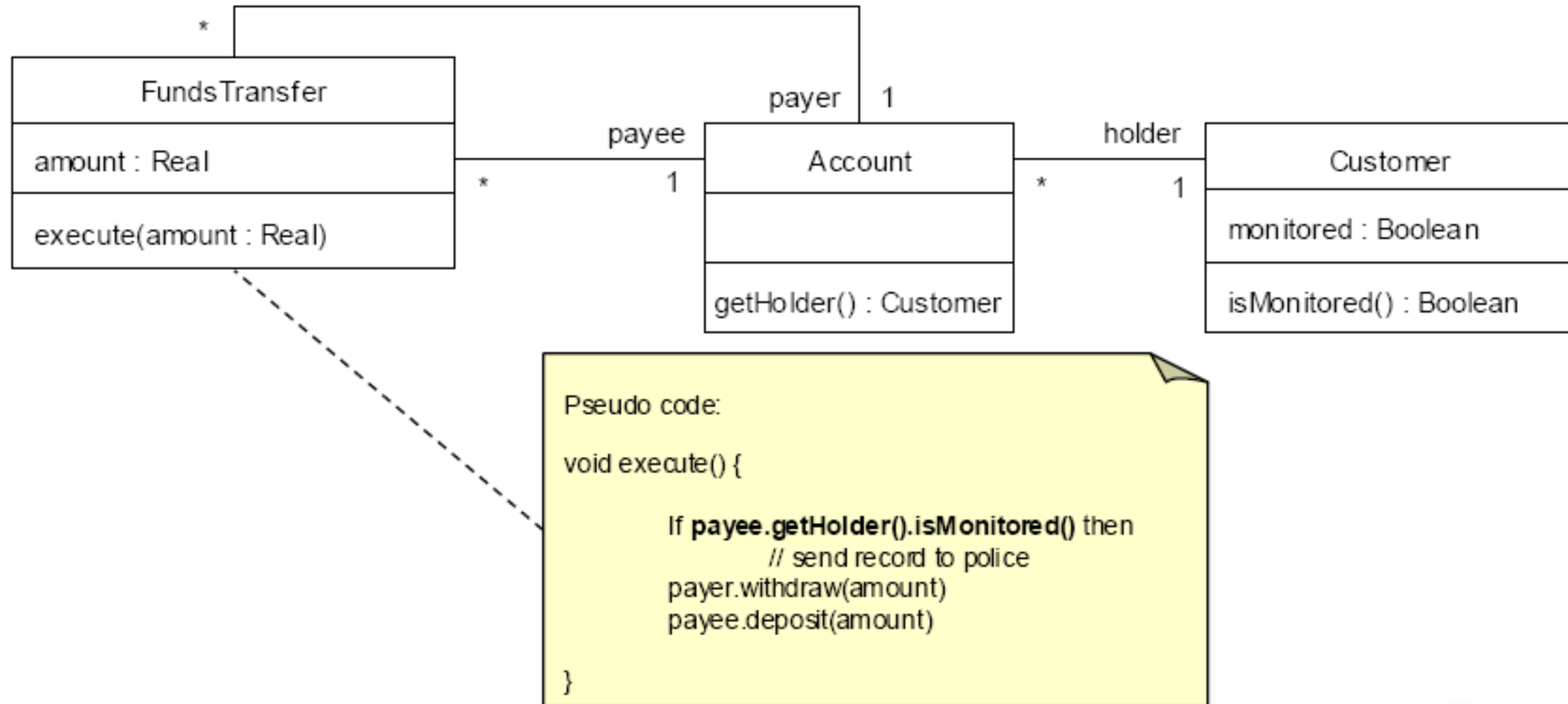
Example: Consider the previous example where the classes `EMPLOYEE` and `SET(EMPLOYEE*)` are hidden coupled due to the implementation of the method `numberColleagues`. The implementation may be improved by disallowing cascading messages as follows:

```
int numberColleagues () {  
    SET(EMPLOYEE*) * projectMembers;  
    projectMembers = involvedInProject->getProjectMembers;  
    return (projectMembers->count - 1)  
}
```

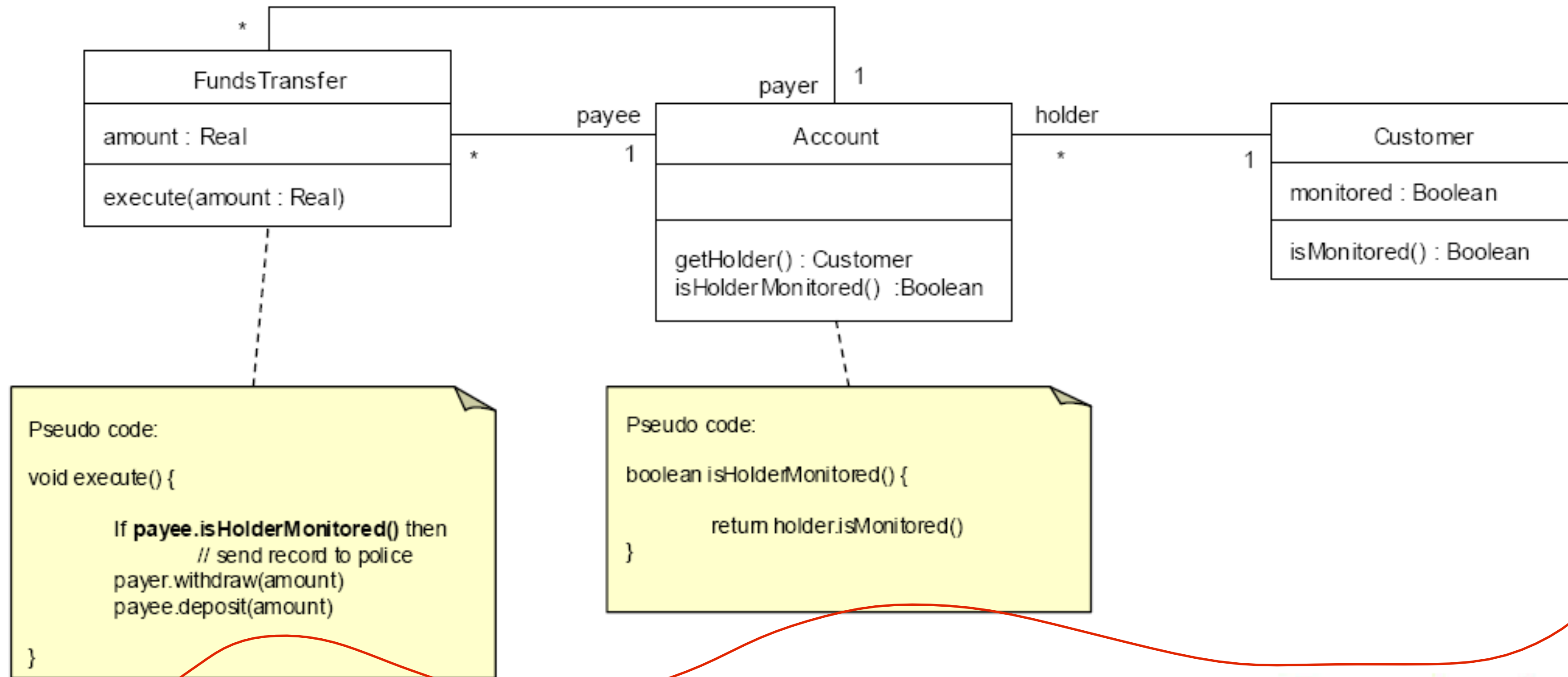
By introducing local variables and disallowing cascading messages the coupling between the classes `EMPLOYEE` and `SET(EMPLOYEE*)` can be improved from hidden to scattered. □

解决方案—引入局部变量

Cascading Message问题案例

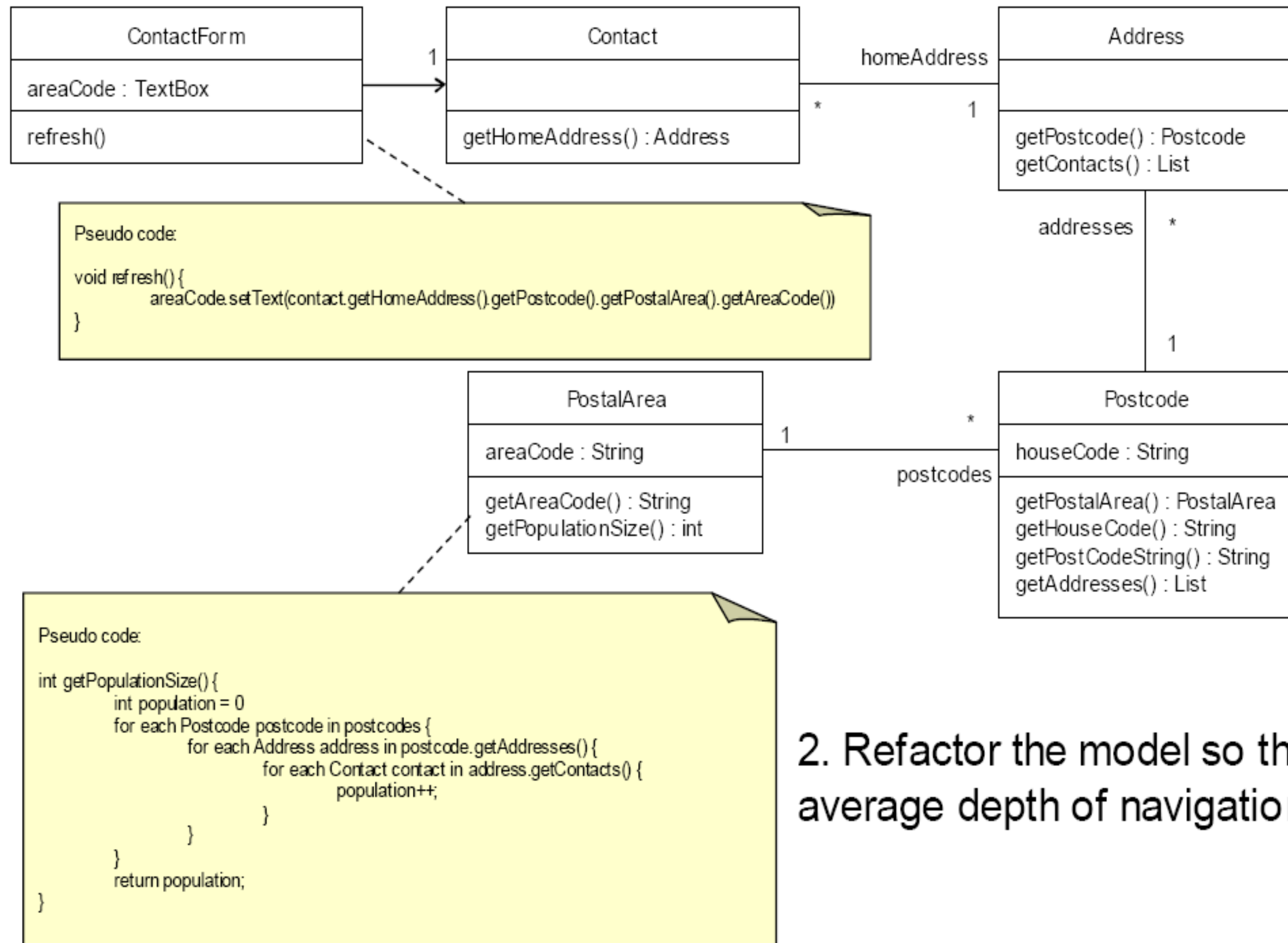


解决方案 — 委托



Principles of Component Coupling

- Principle 5: The Law of Demeter
 - You can play with yourself.
 - You can play with your own toys, but you can't take them apart
 - You can play with toys that were given to you.
 - You can play with toys you've made yourself.



2. Refactor the model so that the average depth of navigation is 1

问题案例

Principles of Component Coupling

- Principle 4: Programming to Interface

支持接口

- Programming to Required Interface, not only Suffered Interface
- Design by Contract
 - Contract of Module/ Class
 - Required methods / Provided methods
 - Contract of Methods
 - PreCondition, PostCondition, Invariant

Example: In the previous example the classes `EMPLOYEE` and `SET(EMPLOYEE*)` are scattered coupled. We may improve their coupling property to specified coupling by changing the specification of `EMPLOYEE` as follows:

```
class EMPLOYEE {  
  suffered interface:                /* corresponds to public in C++ */  
    int computeSalary ();  
    int numberColleagues ();  
    ...  
  required interface:                /* not available in C++ */  
    SET(EMPLOYEE*)* class PROJECT::getProjectMembers ();  
    int class SET(EMPLOYEE*)::count ();  
    ...  
};
```

案例

Principles of Component Coupling

**Clients should not be forced to depend
upon interfaces that they do not use.**

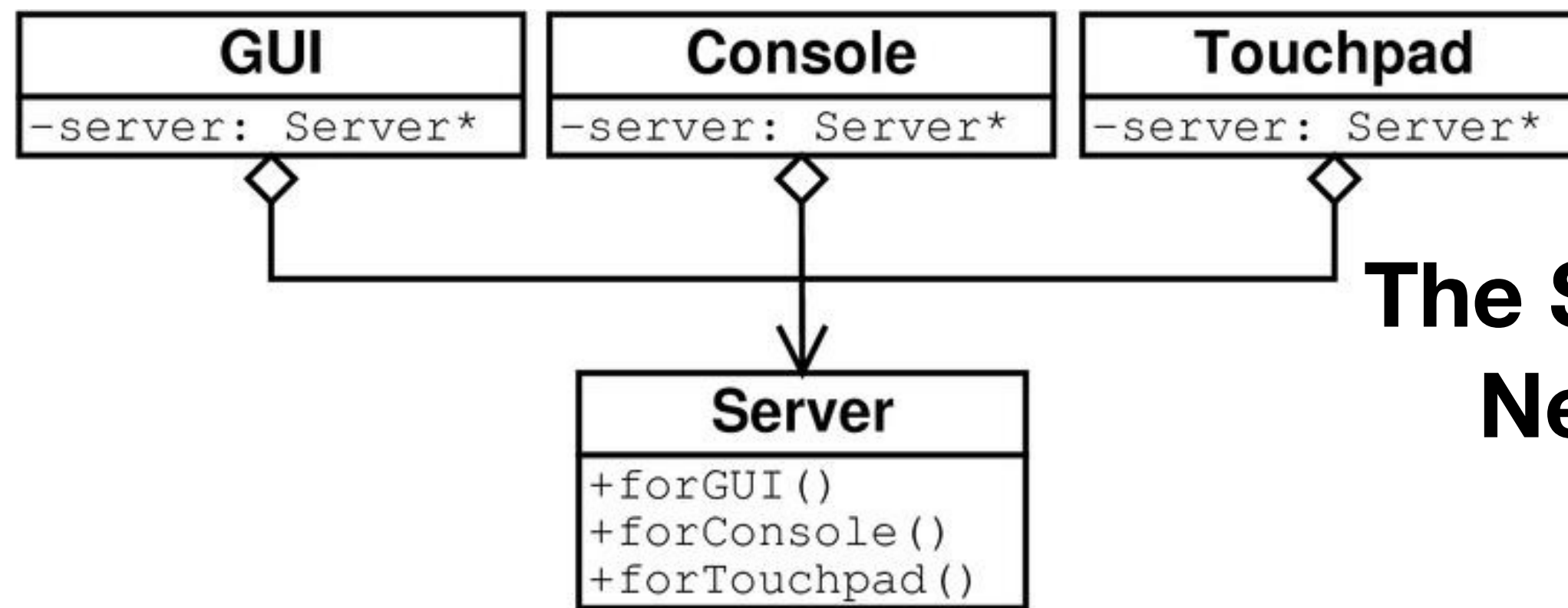
R. Martin, 1996

- **Principles 6: Interface Segregation Principle(ISP)**
 - Programming to Simpler Interface
- Many client-specific interfaces are better than one general purpose interface

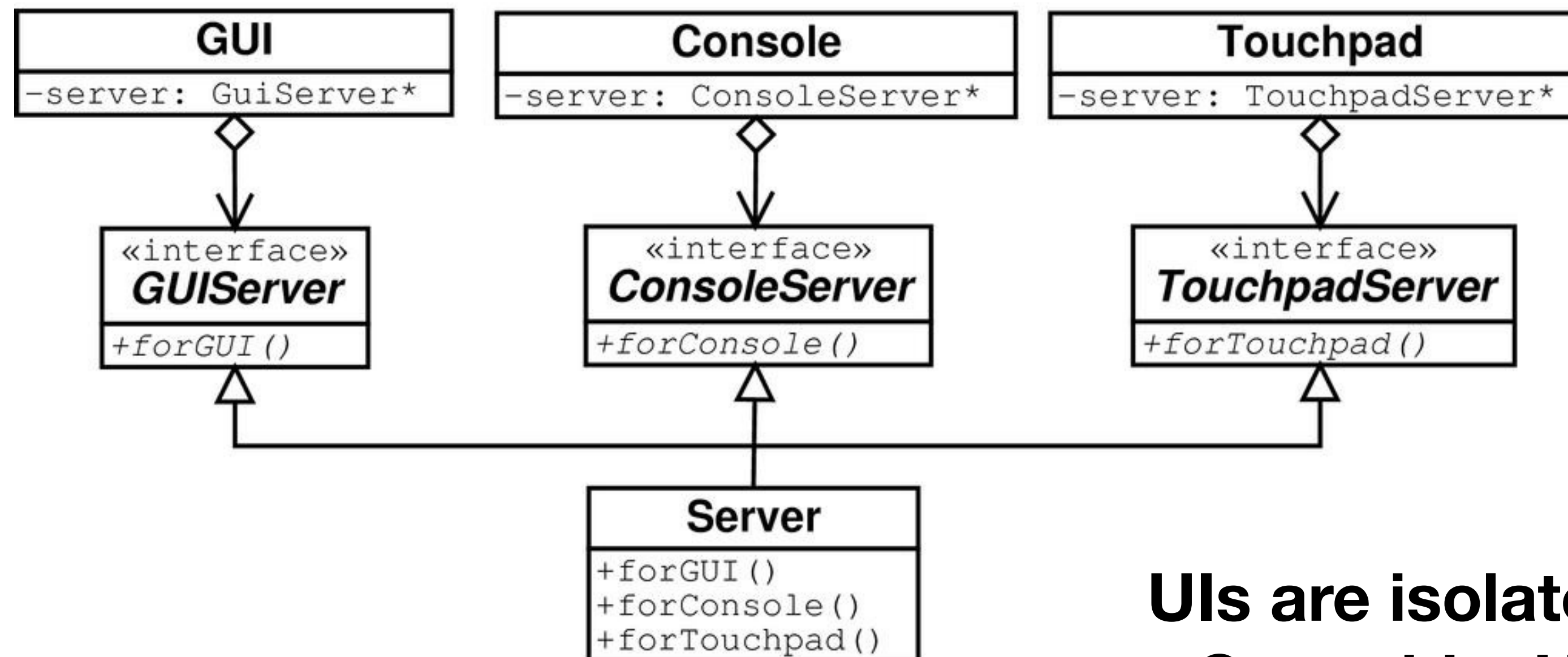
Principles of Component Coupling

— — ISP Explained

- Multipurpose classes
 - Methods fall in different groups
 - Not all users use all methods
- Can lead to unwanted dependencies
 - Clients using one aspect of a class also depend indirectly on the dependencies of the other aspects
- ISP helps to solve the problem
 - Use several client-specific interfaces

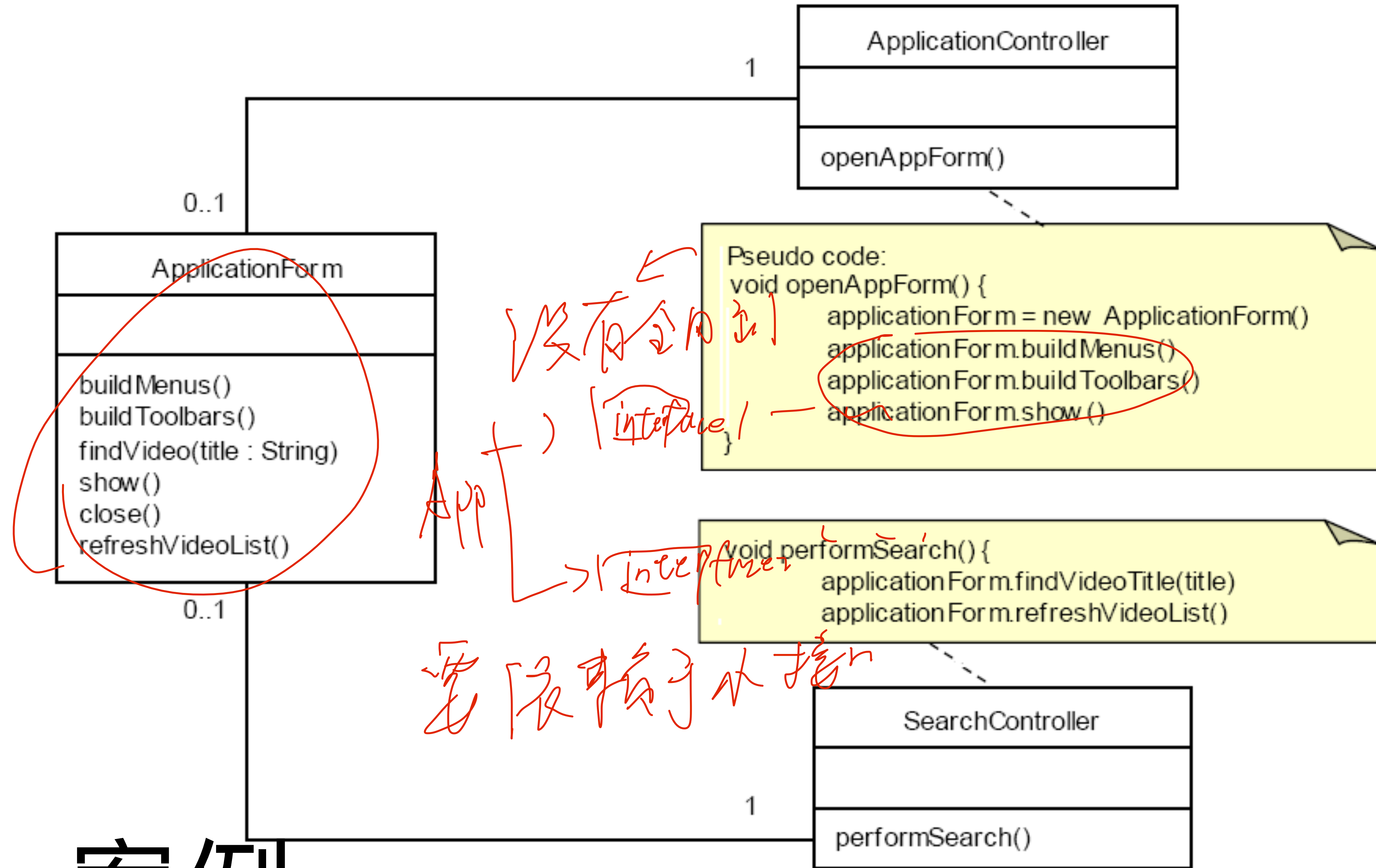


The Server "collects" interfaces
New UI → Server interface changes
All other UIs recompile



UIs are isolated from each other
Can add a UI with changes in
Server → other UIs not affected

案例



案例

Outline

- 面向对象中的模块与耦合
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- 继承耦合
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表 14-2 继承耦合

类 型		耦 合 性	解 释
修改（modification）	规格	<div>最高</div> <div>↑</div> <div>↓</div> <div>最低</div>	子类任意修改从父类继承回来的方法的接口
	实现		子类任意修改从父类继承回来的方法的实现
精化（refinement）	规格		子类只根据已经定义好的规则（语义）来修改父类的方法，且至少有一个方法的接口被改动
	实现		子类只根据已经定义好的规则（语义）来修改父类的方法，但只改动了方法的实现
扩展（extension）			子类只是增加新的方法和成员变量，不对从父类继承回来的任何成员进行更改
无（nil）			两个类之间没有继承关系

继承耦合

Modification Inheritance Coupling

- Modifying without any rules and restricts
- Worst Inheritance Coupling
- If a client using a parent ref, the parent and child method are all needed
 - Implicit
 - There are two connections, more complex
- Harm to polymorphism

Example: Consider class `STACK` inheriting from class `ARRAY`. Since `ARRAY` is only used to implement `STACK`'s internal data structure, and since the methods of `ARRAY` are semantically not meaningful when used with a stack (e.g., the method `putAt` of `ARRAY` does not exist for a stack) the methods of `ARRAY` are only inherited for private use but are deleted from the suffered, i.e., public interface of `STACK`. Thus `STACK` and `ARRAY` are signature modification coupled. To improve their coupling the definition of `STACK` should include an instance variable `a` with domain `ARRAY` instead of inheriting from `ARRAY`. □

用栈继承数组是不好的
(因为栈不需要有数组的所有方法)

问题案例

Refinement Inheritance Coupling

- defining new information
- the inherited information is only changed due to predefined rules
- If a client using a parent ref, the whole parent and refinement of child are needed
 - 1+connections
- Necessary!

```

class PERSON {
    [0..120] age;          /* for simplicity we assume */
    ...                  /* the existence of an enumeration type [0..120] */
public;                 /* and [15..65] */
    [0..120] getAge ();
    void setAge ([0..120] a);
    ...
}

class EMPLOYEE : public PERSON {
    [15..65] age;
    ...
public;
    [15..65] getAge ();
    void setAge ([15..65] a);
    ...
}

```

Since employees may only be active from 15 to 65 (at least in Austria) the subclass **EMPLOYEE** of class **PERSON** refines the signatures of the inherited access operations of **age** according to the covariant style. Thus, **EMPLOYEE** and **PERSON** are signature refinement coupled based on the covariant style.

Extension Inheritance Coupling

- the subclass only adds methods and instance variables but neither modifies nor refines any of the inherited ones
- If a client using a parent ref, only the parent is needed
 - 1 connection

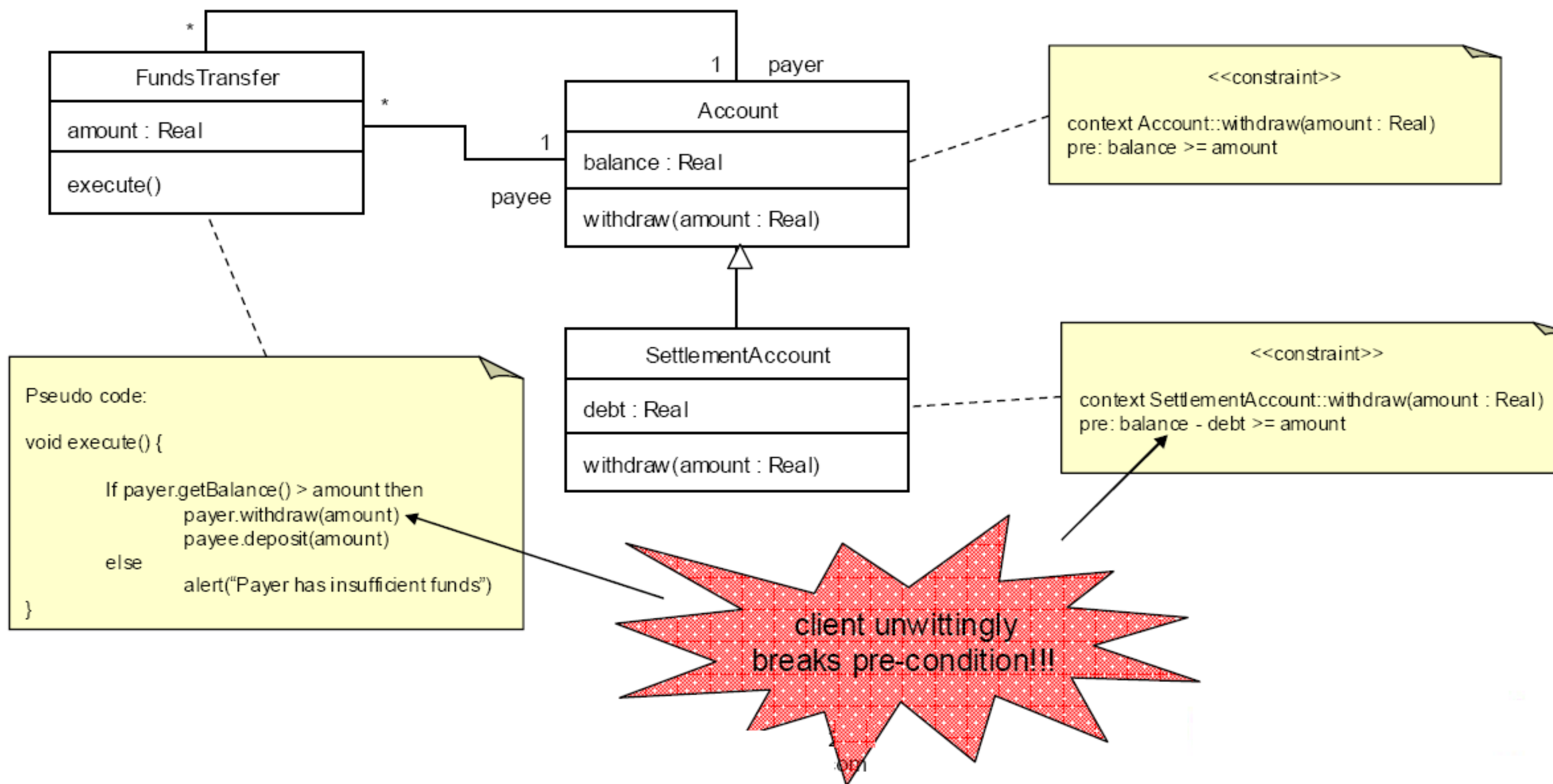
Principles of Inherit Coupling

Principle 7: Liskov Substitution Principle (LSP)

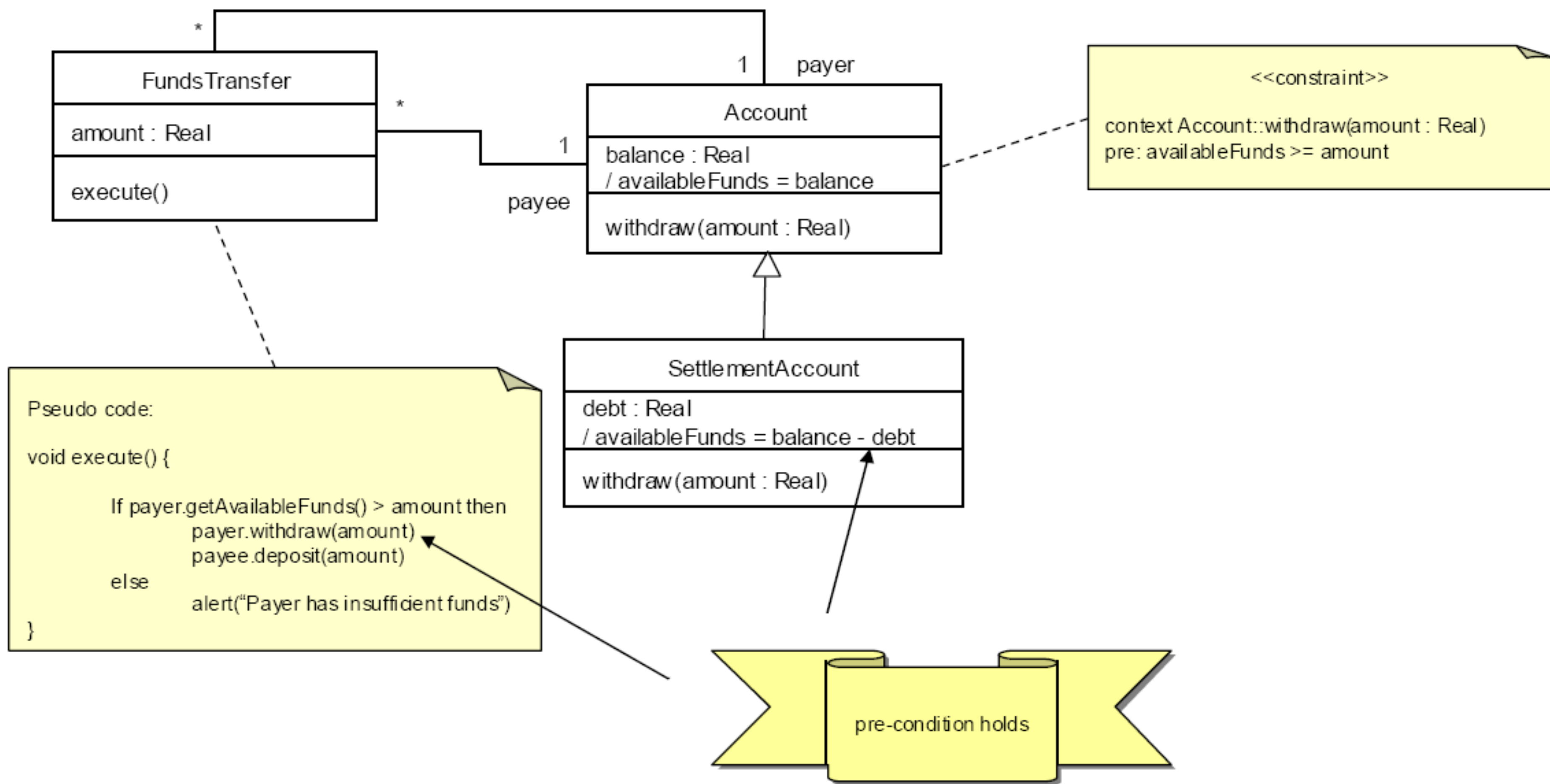
“All derived classes must be substituteable for their base class”
— Barbara Liskov, 1988

“Functions that use pointers or references to base classes must be able to use objects of derived classes without knowing it.”
— R. Martin, 1996

问题案例



解决方案



问题案例 Is a Square a Rectangle?

- `Rect r = new Rect();`
- `setWidth = 4;`
- `setHeight=5;`
- `assert(20 == getArea());`
- `class Square extends Rect{`
- `// Square invariant, height = width`
- `setWidth(x) {setHeight()=x}`
- `setHeight(x) {setWidth(x)}`
- `} // violate LSP?`

问题案例 Penguin is a bird?

- `class Bird { // has beak, wings,...`
- `public: virtual void fly(); // Bird can fly`
- `};`
- `class Parrot : public Bird { // Parrot is a bird`
- `public: virtual void mimic(); // Can Repeat words...`
- `};`
- `class Penguin : public Bird {`
- `public: void fly() {`
- `error ("Penguins don't fly!"); }`
- `};`

Penguins Fail to Fly!

- `void PlayWithBird (Bird abird) {`
- `abird.fly(); // OK if Parrot.`
- `// if bird happens to be Penguin...OOOOPS!!`
- `}`

Does not model: “Penguins can’t fly”

It models “Penguins may fly, but if they try it is error”

Run-time error if attempt to fly → not desirable

Think about Substitutability - Fails LSP

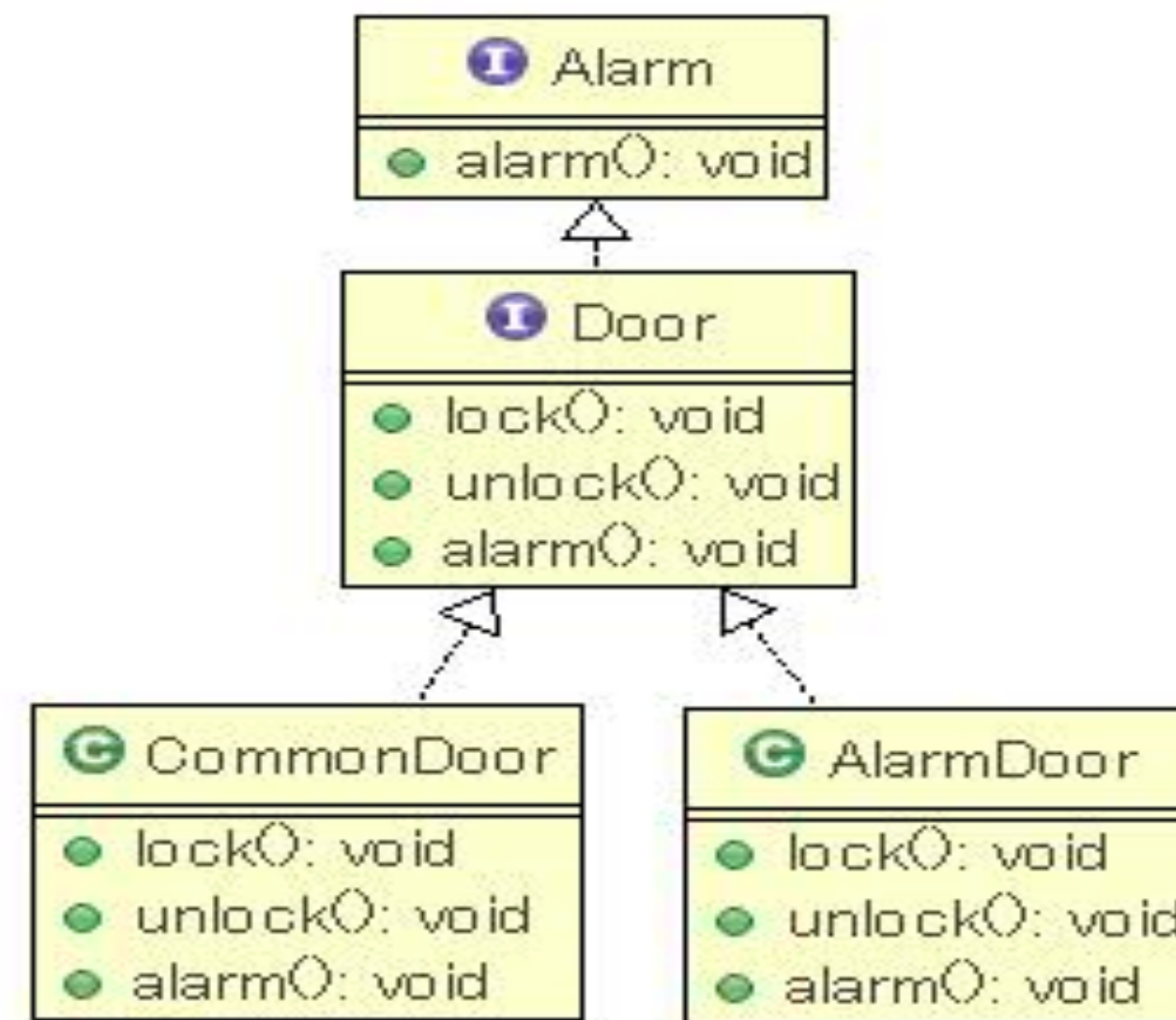
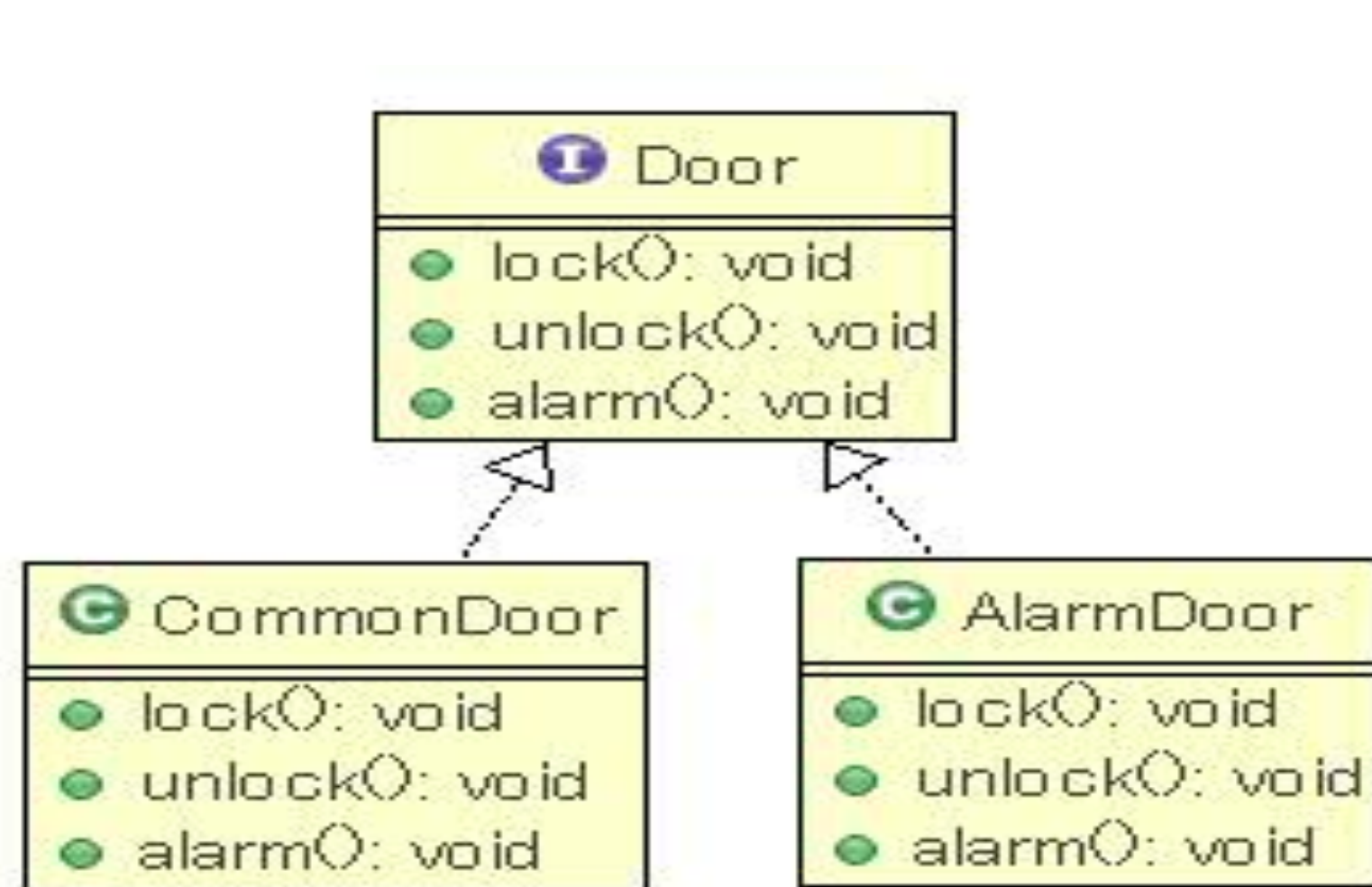
LSP Summary

- LSP is about Semantics and Replacement
 - Understand before you design
 - The meaning and purpose of every method and class must be clearly documented
 - Lack of user understanding will induce de facto violations of LSP
- Replaceability is crucial
 - Whenever any class is referenced by any code in any system,
 - any future or existing subclasses of that class must be 100% replaceable

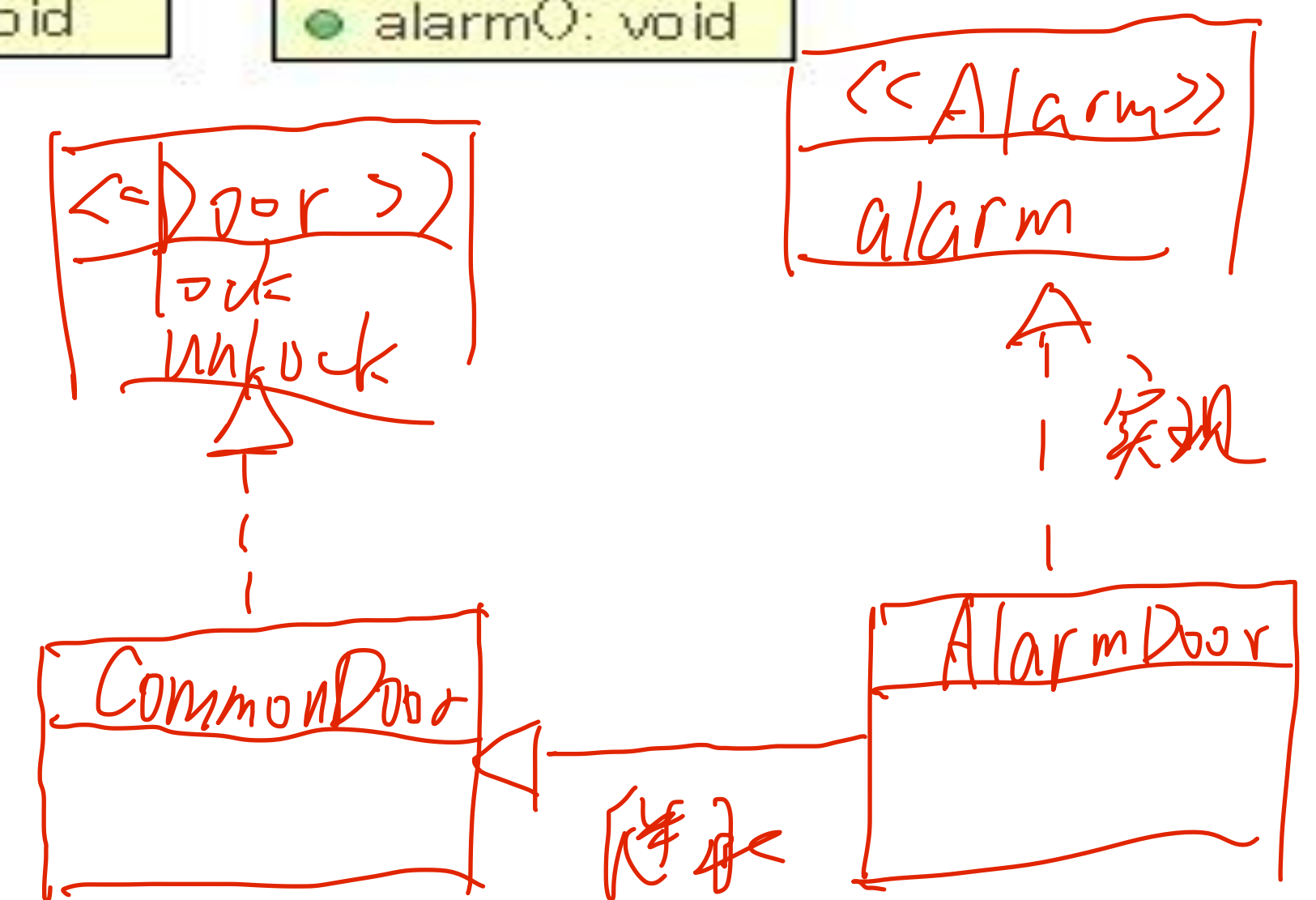
LSP Summary

**“When redefining a method in a derivate class, you may only replace its precondition by a weaker one, and its postcondition by a stronger one”
— B. Meyer, 1988**

- Design by Contract
 - Advertised Behavior of an object:
 - advertised Requirements (Preconditions)
 - advertised Promises (Postconditions)
- Derived class services should require no more and promise no less



课堂练习



Principle 8 : Favor Composition Over Inheritance

- 使用组合而不是继承 (脆弱的基类)
Favor Composition Over Inheritance
- Use inherit for polymorphism
- Use delegate not inherit to reuse code!

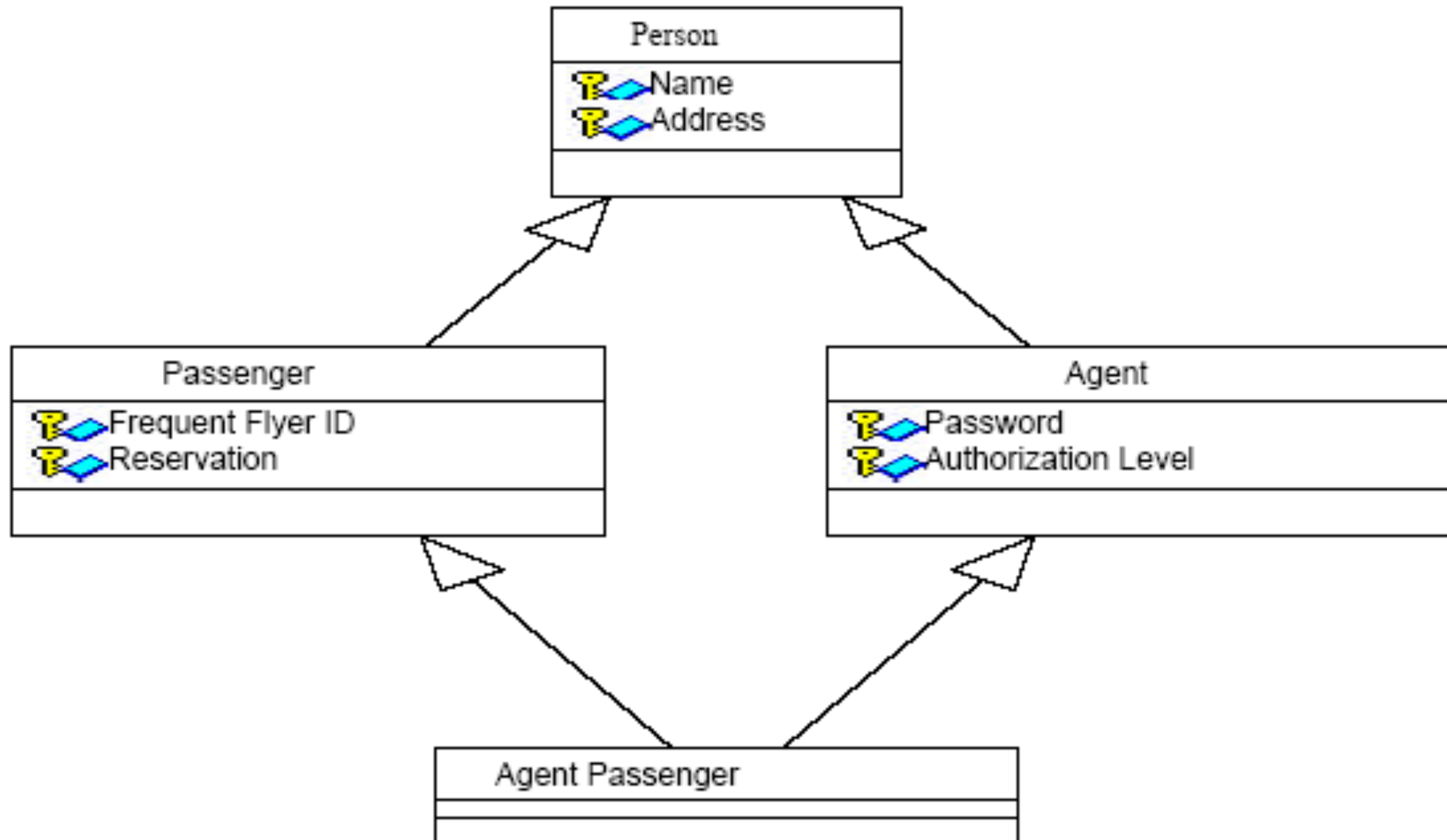
Coad's Rules of Using Inheritance

- Use inheritance only when all of the following criteria are satisfied:
 - A subclass expresses "is a special kind of" and not "is a role played by a"
 - An instance of a subclass never needs to become an object of another class
 - A subclass extends, rather than overrides or nullifies, the responsibilities of its superclass
 - A subclass does not extend the capabilities of what is merely an utility class

不要重载

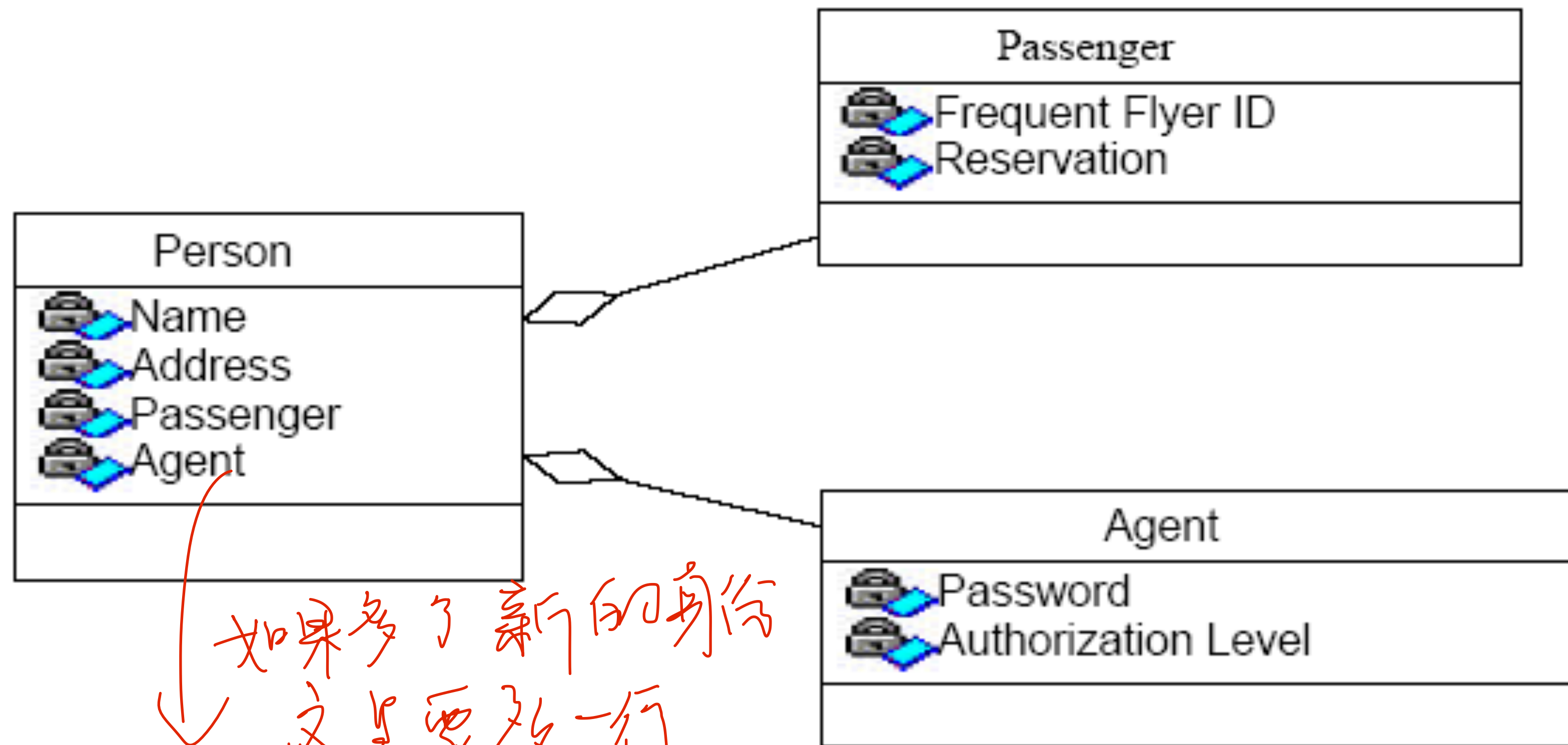
某个方法不需要, 写成null方法

Inheritance/Composition Example 1



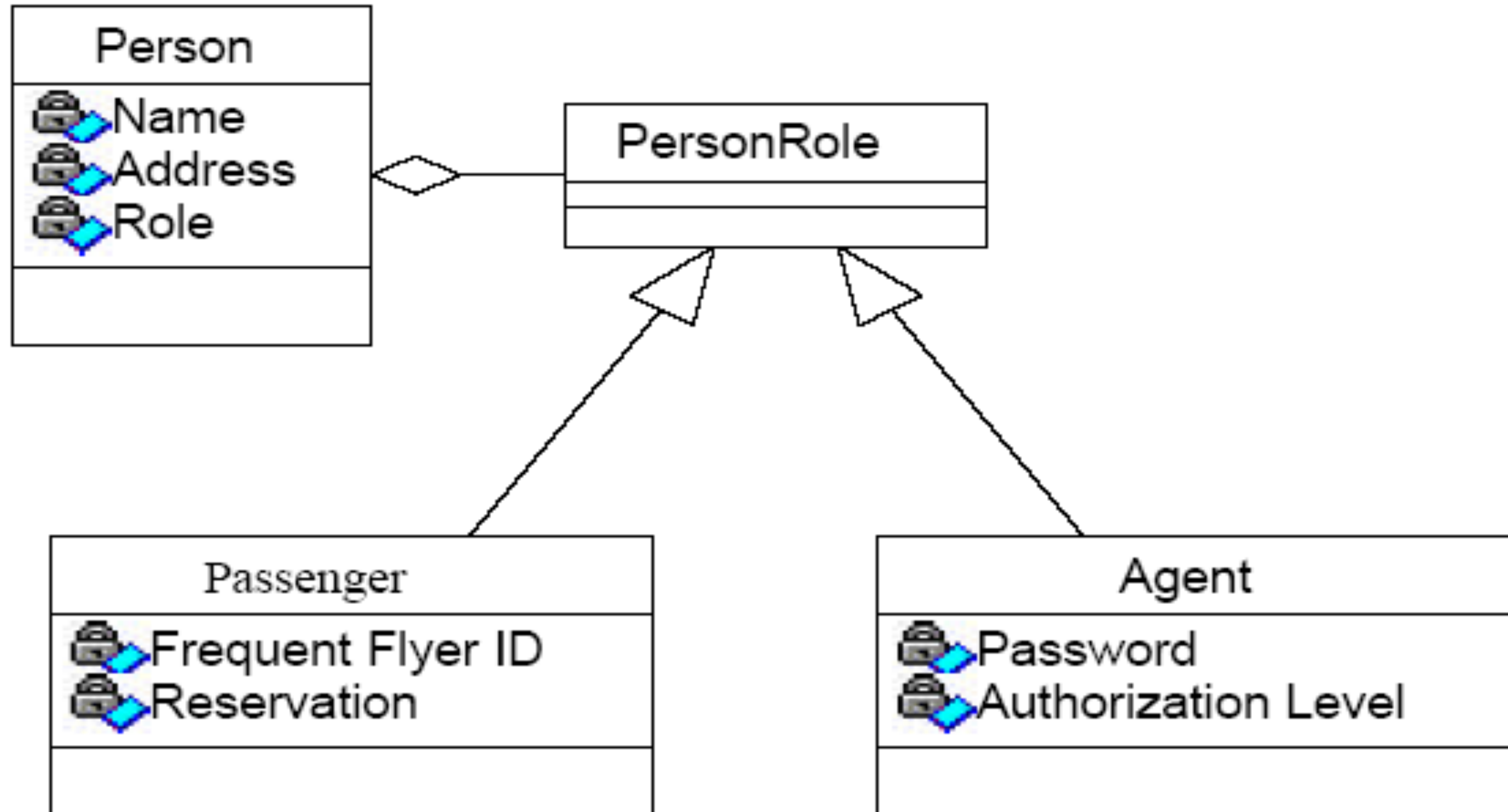
Inheritance/Composition Example 1 (Continued)

Composition to the rescue!



如果多了新的身份
这里要多一行
Passenger 没有还要置为null

Inheritance/Composition Example 2



- class Object {
- public: virtual void update() {};
- virtual void draw() {};
- virtual void collide(Object objects[]) {};
- };

分为三个接口
子类需要几个就实现几个
implement

- class Visible : public Object {
- public: virtual void draw() {
- /* draw model at position of this object */ ;
- private: Model* model;
- };

- class Solid : public Object {
- public: virtual void collide(Object objects[]) {
- /* check and react to collisions with objects */ ;

- class Movable : public Object {
- public: virtual void update() {
- /* update position */ ;
- };

-

Outline

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衡量标准	内聚低的例子	内聚高的例子
方法和属性是否一致	<p>小计每一购物项金额的方法放在 Sales 类中</p> <pre>class Sales{ HashMap<Integer, SalesLineItem> map; getSubtotal(int CommodityID){ 1) 根据 CommodityID 找到 Commodity 的价格 2) 根据 CommodityID 找到 SalesLineItem, 再找到商品购买 的数量 3) 计算小计 } }</pre>	<p>小计每一购物项金额的方法放在 SalesLineItem 中。计算总额的类在 Sales 类中。</p> <pre>class Sales{ HashMap<Integer, SalesLineItem> map; getTotal(){ 遍历 map 中的 item total = item.getSubtotal(); } } class SalesLineItem{ Commodity commodity; Int quantity; <u>getSubtotal();</u> }</pre>

衡量标准	内聚低的例子	内聚高的例子
属性之间是否体现一个职责	<p>学号、姓名、成绩、课程编号、课程名在一个类里面</p> <pre>class SCORE{ int studentID; String name; int score; int courseID; String courseName; }</pre>	<p>学号、姓名在学生类中；课程编号、课程名在课程类中；学生、课程、成绩在成绩类中</p> <pre>class Student{ int studentID; String name; } class Course{ int courseID; String courseName; } class SCORE{ Student student; Course course; int score; }</pre>

提供引用，提供ID
还要查是哪个
学生。

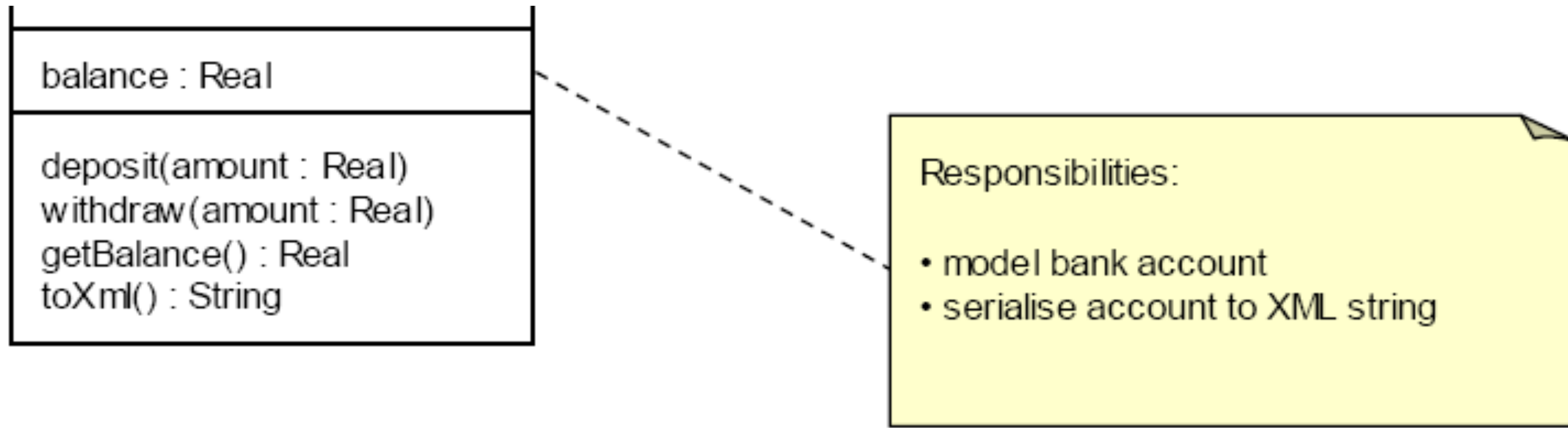
属性之间可否抽象	<p>生产年份、生产月份、生产日期、进货年份、进货月份、进货日期在一个类里面</p> <pre>class Product{ int yearOfProduction; int monthOfProduction; int dayOfProduction; int yearOfImport; int monthOfImport; int dayOfImport; }</pre>	<p>抽象出日期类包含年、月、日三个属性。类里面只有日期类的生产日期和进货日期两个变量</p> <pre>class Date{ int year; int month; int day; } class Product{ Date productionDate; Date importDate; }</pre>
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Cohesion of methods

- Methods of a Class are Common coupling
- All methods serve One Responsibility
 - Informational Cohesion
 - Relative functions (functional Cohesion)
 - Principle 9: Single Responsibility Principle

Single Responsibility Principle (SRP)

- “A class should have only one reason to change”
 - — Robert Martin
- Related to and derived from cohesion, i.e. that elements in a module should be closely related in their function
- Responsibility of a class to perform a certain function also a reason for the class to change



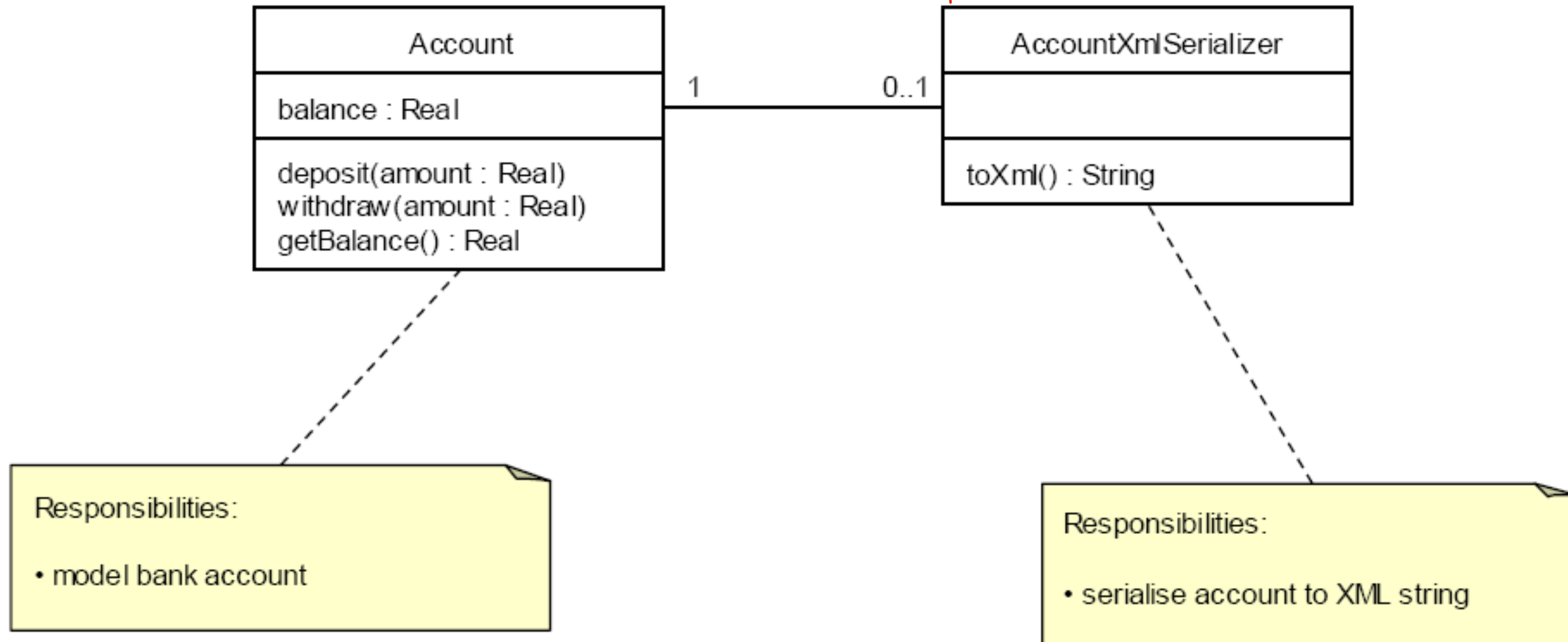
Two reasons why this class might need to change

- changes to domain logic

SRP Example

问题案例

持有一个引用。

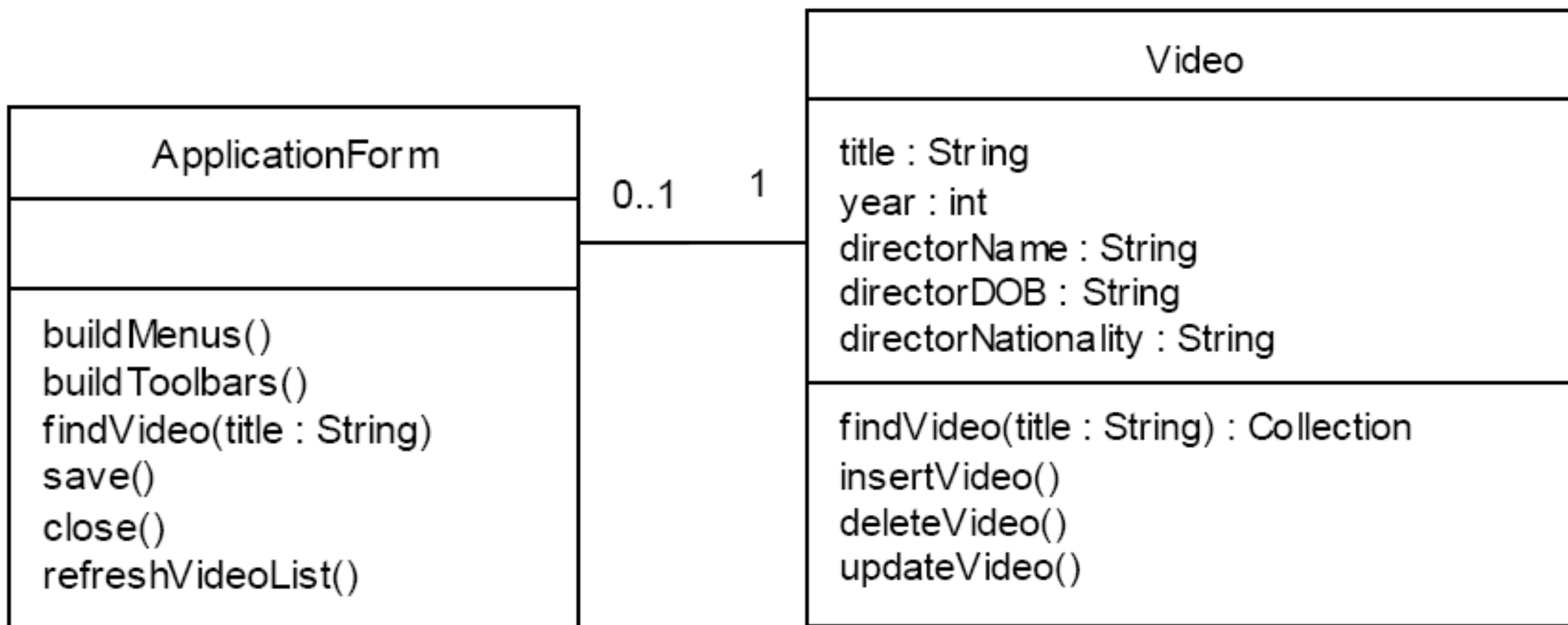


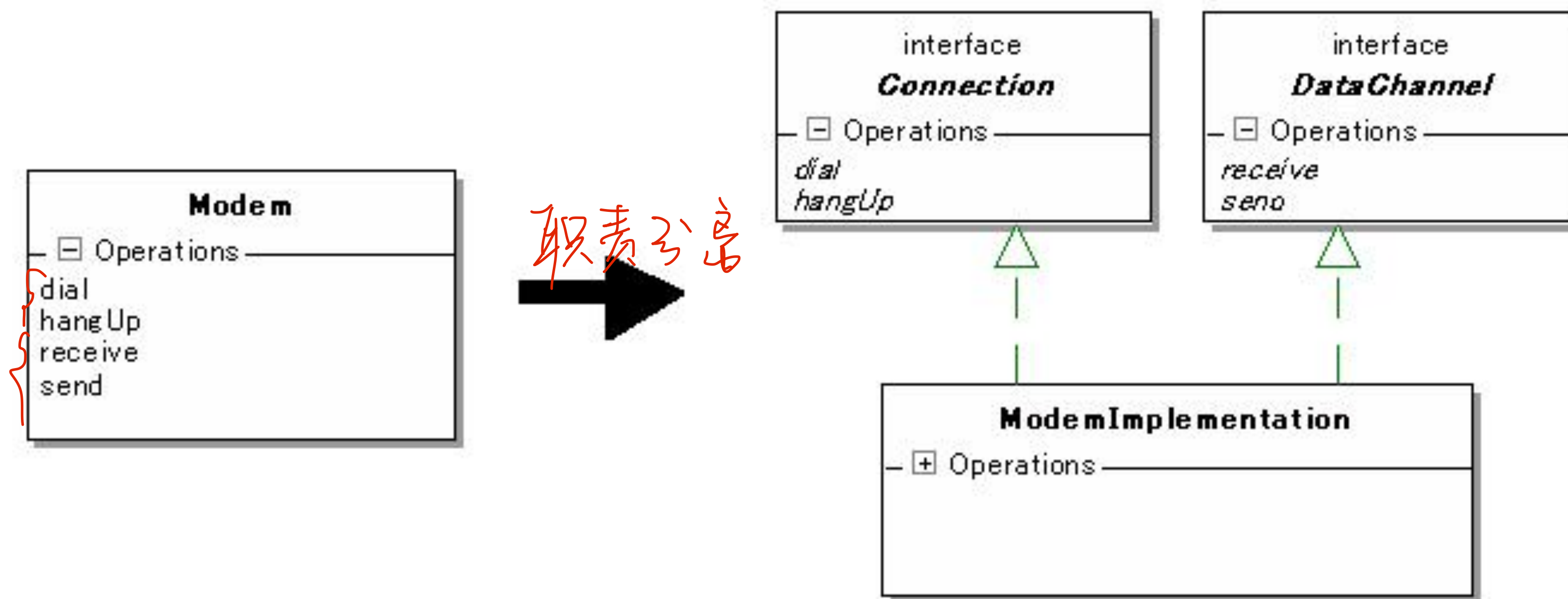
SRP Example

结局方案

SRP Summary

- Class should have only one reason to change
 - Cohesion of its functions/responsibilities
- Several responsibilities
 - mean several reasons for changes → more frequent changes
- Sounds simple enough
 - Not so easy in real life
 - Tradeoffs with complexity, repetition, opacity





课堂练习

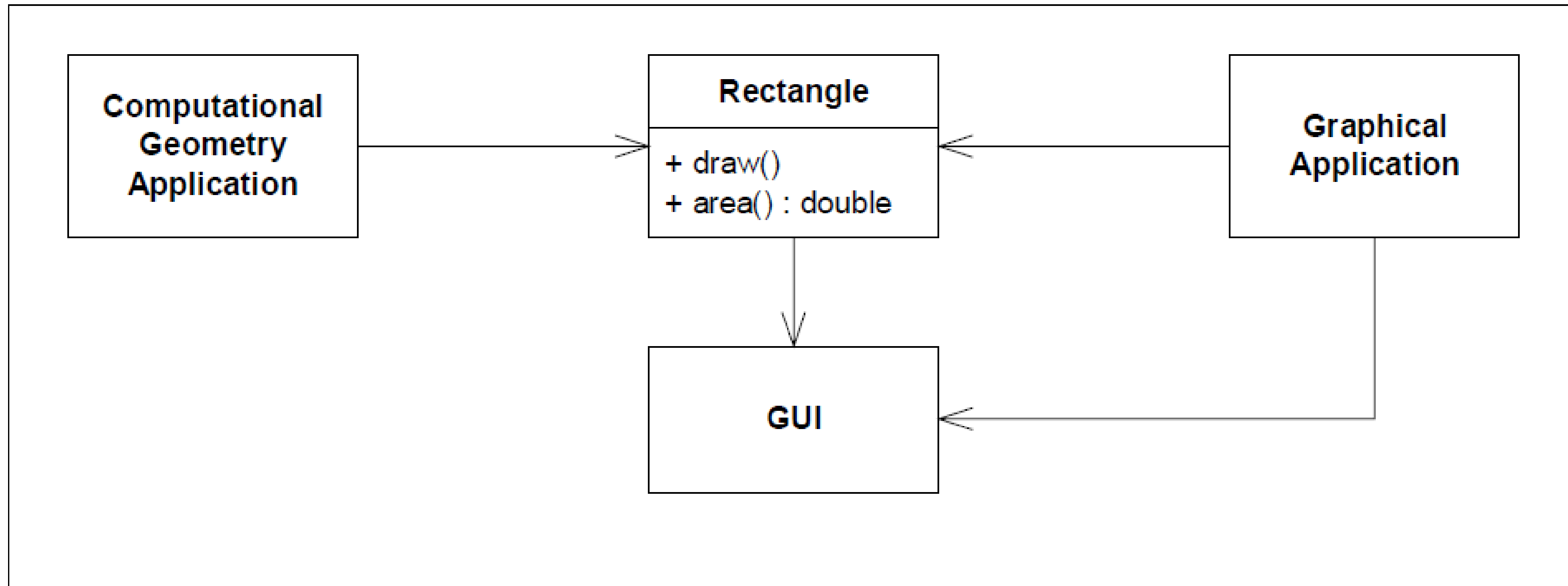


Figure 9-1
More than one responsibility

课堂练习

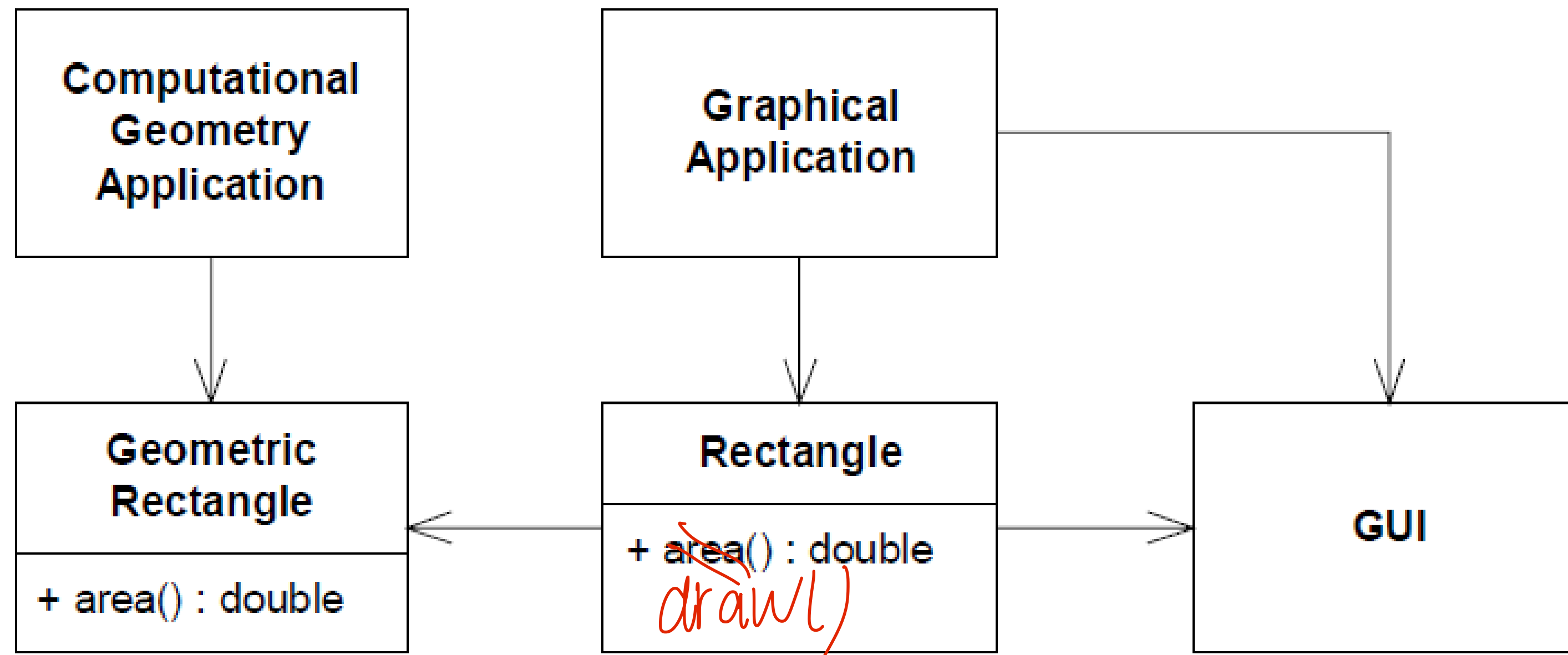


Figure 9-2
Separated Responsibilities

解决方案

Outline

- 面向对象中的模块与耦合
- 访问耦合
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Coupling Metrics between classes

- Coupling between object classes (CBO) 类里访问别的类 不包括 (继承 以及 所父类)
- A count of the number of other classes:
 - which access a method or variable in this class, or
 - contain a method or variable accessed by this class
 - Not including Inheritance
- Want to keep this low

Coupling Metrics between classes

- Data abstraction coupling (DAC)
- The number of attribute having an ADT type dependent on the definitions of other classes
- Want to keep this low

Coupling Metrics between classes

- Ce and Ca (efferent and afferent coupling)
 - Ca:
 - The number of classes outside this category that depend upon classes within this category.
 - Ce:
 - The number of classes inside this category that depend upon classes outside this category
- Want to keep these low

Coupling Metrics between classes

- Depth of the Inheritance tree (DIT)
 - the maximum length from the node to the root of the tree
 - as DIT grows, it becomes difficult to predict behavior of a class because of the high degree of inheritance
 - Positively, large DIT values imply that many methods may be reused

Coupling Metrics between classes

- Number of children (NOC)
 - count of the subclasses immediately subordinate to a class
 - as NOC grows, reuse increases
 - as NOC grows, abstraction can become diluted
 - increase in NOC means the amount of testing will increase

Measure class cohesion

- Lack of cohesion in methods (LCOM)

“Consider a Class C_1 with n methods M_1, M_2, \dots, M_n . Let $\{I_j\}$ = set of instance variables used by Method M_j . There are n such sets $\{I_1\}, \dots, \{I_n\}$.

Let $P = \{(I_i, I_j) \mid I_i \cap I_j = \emptyset\}$ and $Q = \{(I_i, I_j) \mid I_i \cap I_j \neq \emptyset\}$.

If all n sets $\{I_1\}, \dots, \{I_n\}$ are \emptyset then let $P = \emptyset$.

$LCOM = |P| - |Q|$. if $|P| > |Q|$

$= 0$ otherwise.”

越小越好

- Want to keep this low
- Many other versions of LCOM have been defined

Measure class cohesion

- If $LCOM \geq 1$, then the class should be separated

Let X denote a class, I_X the set of its instance variables of X , and M_X the set of its methods. Consider a simple, undirected graph $G_X(V, E)$ with

$$V = M_X \text{ and } E = \{ \langle m, n \rangle \in V \times V \mid \exists i \in I_X: (m \text{ accesses } i) \wedge (n \text{ accesses } i) \}.$$

$LCOM(X)$ is then defined as the number of connected components of G_X ($1 \leq LCOM(X) \leq |M_X|$).

Summary

- Principles from Modularization
 - 1: 《Global Variables Consider Harmful》
 - 2: 《To be Explicit》
 - 3: 《Do not Repeat》
 - 4: 《Programming to Interface(Design by Contract Design by Contract)》

Summary

- 5: 《The Law of Demeter》
- 6: 《Interface Segregation Principle(ISP)》
- 7: 《Liskov Substitution Principle (LSP)》
- 8: 《Favor Composition Over Inheritance》
- 9: 《Single Responsibility Principle》