

Object-Oriented Programming

CMPSC 461

Programming Language Concepts

Penn State University

Fall 2016

What Makes a Good Language?

Avoid common bugs (e.g., reading a nil pointer)

Ease of understanding

Ease of reuse

What Abstraction Means

Abstraction: omitting or hiding low-level details

Modularity: dividing up a system into components

Encapsulation: building walls around a module

Information hiding: hiding details of a module's implementation from the rest of the system

Separation of concerns: making a feature the responsibility of a single module

Abstract Data Types

Primitive types: values and operation on values

User-defined types: records, lists, ...

Focus on values

ADT: defined by a set of operations on a type

Focus on operation

Stack is a type with `new`, `pop`, `push`, `empty` ...

Internal representation is less relevant

Classifying Operations

Creators: create new objects of type

Producers: create new objects from old ones

Mutators: change objects, e.g., `list.add(n)`

Observers: take objects of ADT and return objects with different type, e.g., `list.size()`

ADT Example

int

Creators: numeric literals 1, 2, 3, ...

Producers: arithmetic operations +, -, *, /, ...

Observers: comparison operators ==, !=, <, >

Mutators: none (immutable)

ADT Example

List

Creators: `ArrayList, LinkedList, ...`

Producers: `Collections.unmodifiableList()`

Observers: `size(), get()`

Mutators: `add(), remove(), ...`

ADT Example

String

Creators: `String()` , `String(char[])`

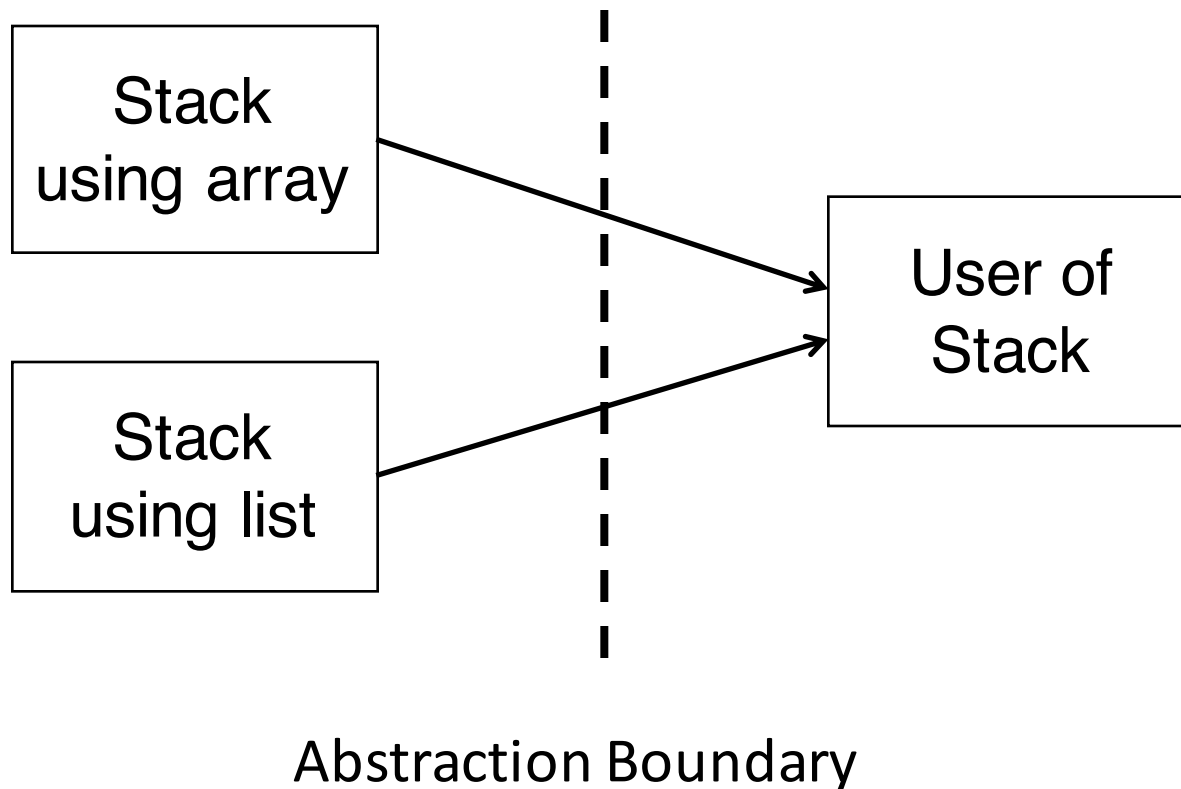
Producers: `concat()` , `substring()` , ...

Observers: `length()` , `charAt()` , ...

Mutators: none (immutable)

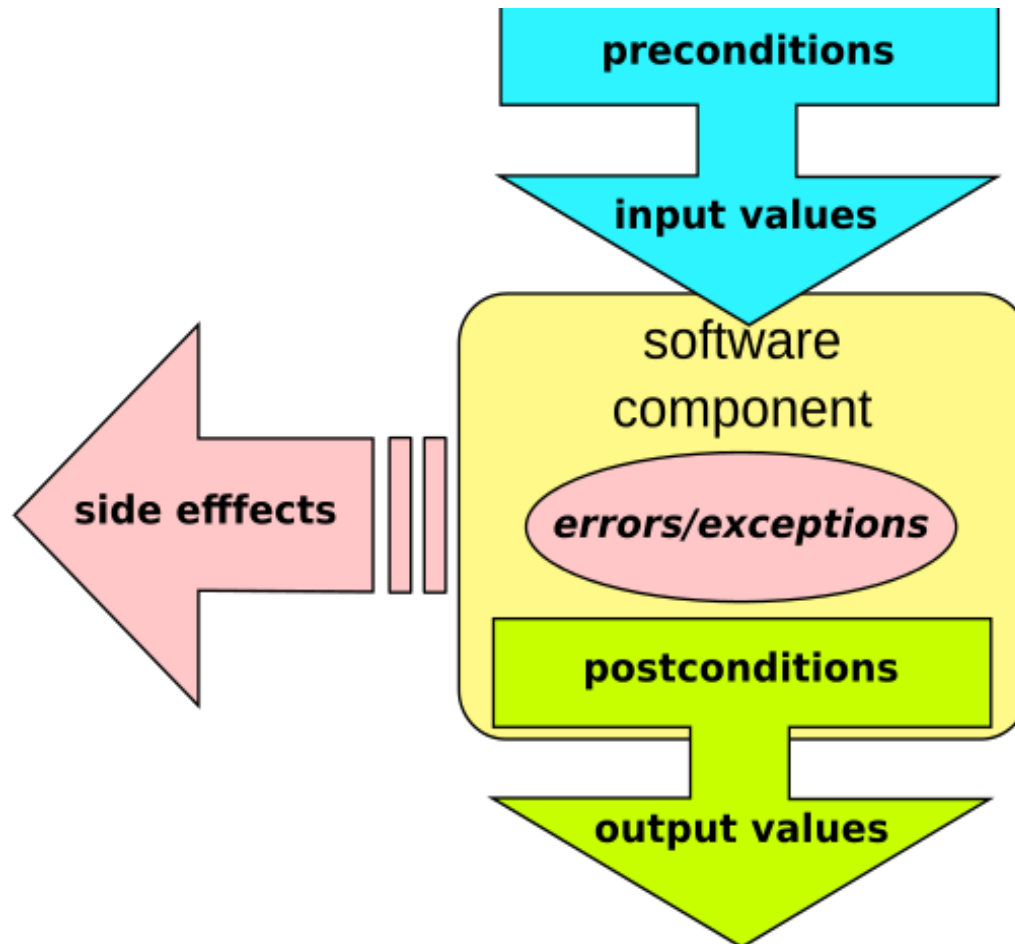
Representation Independence

A good ADT should be independent of impl.



Design by Contract

A good ADT should define a contract:



Contract

Precondition: assumptions on inputs

Side effects: changes to the value

Postcondition: functionality of the operation

Invariants: a property that is always true throughout the operation

Example: Rational Numbers

```
public class Rational {  
    private int p,q; // represents p/q  
    // class invariant:  $q > 0$ ,  $\gcd(p,q) = 1$   
    //                     Note:  $\gcd(0,x) = x$ 
```

Example: Rational Numbers

```
/** Create num/den.  
    Requires: den != 0.  
*/  
public Rational (int num, int den) {  
    if (den < 0) {  
        num = -num;  
        den = -den;  
    }  
    int g = gcd(num, den);  
    p = num/g;  
    q = den/g;  
}
```

Precondition

Check den!=0?

Example: Rational Numbers

Side effects

```
/** Modifies: this to be this+r. */  
public void add(Rational r) {  
    int g = gcd(q, r.q);  
    p = r.q/g * p + q/g * r.p;  
    q *= r.q/g;  
}
```

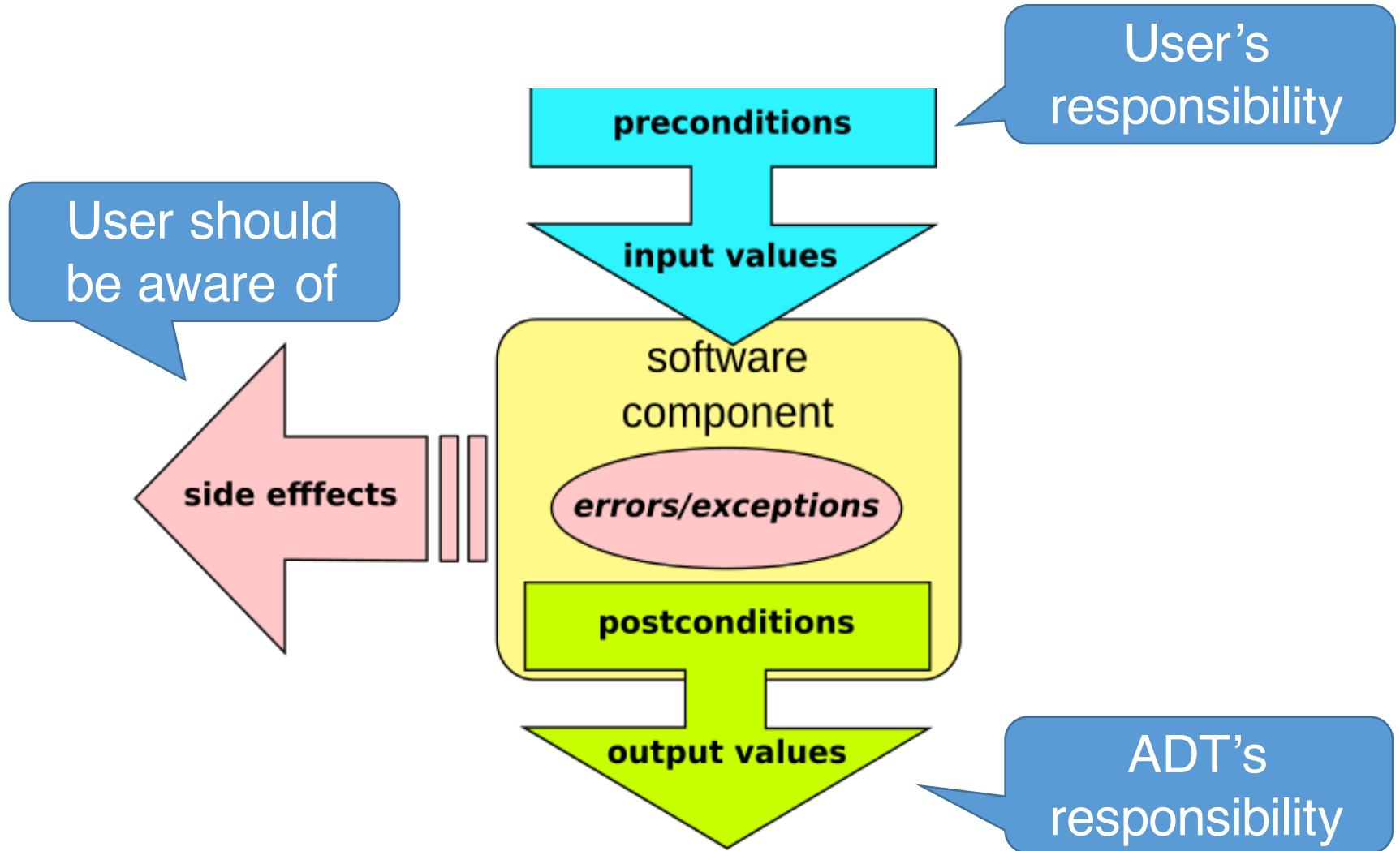
Check r.q!=0?

Example: Rational Numbers

Postcondition

```
/** Returns x+y. */  
public Rational plus(Rational x, Rational y) {  
    Rational z = new Rational(x.p, x.q);  
    z.add(y);  
    return z;  
}
```

Separation of Concerns



Enforcing Contract

How can we gain confidence that these contracts are all being obeyed?

Assertions: run-time condition check

```
assert (x > 0);
```



Stops the program if
the condition is false

Programming with Assertions

```
public class Rational {  
    private int p,q; // represents p/q  
    // class invariant:  $q > 0$ ,  $\text{gcd}(p,q) = 1$   
    //                               Note:  $\text{gcd}(0,x) = x$   
    boolean classInv() {  
        return  $q > 0 \ \&\& \ \text{gcd}(p, q) == 1$ ;  
    }  
}
```

Programming with Assertions

```
/** Create num/den.  
    Requires: den != 0.  
*/  
public Rational (int num, int den) {  
    assert (den != 0);  
    if (den < 0) {  
        num = -num;  
        den = -den;  
    }  
    int g = gcd(num, den);  
    p = num/g;  
    q = den/g;  
    assert ClassInv();  
}
```

Programming with Assertions

```
/** Modifies: this to be this+r. */  
public void add(Rational r) {  
    int g = gcd(q, r.q);  
    assert (g != 0);  
    p = r.q/g * p + q/g * r.p;  
    q *= r.q/g;  
    assert ClassInv();  
}
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Programming with Assertions

```
/** Returns x+y. */  
public Rational plus(Rational x, Rational y) {  
    Rational z = new Rational(x.p, x.q);  
    z.add(y);  
    assert ClassInv();  
    return z;  
}
```

Assertion

Assertions are powerful weapons in catching bugs!
But they have performance overhead

Java: assertions are turn off by default

Pass in `-ea` to JVM to enable all assertions