

Constructors and Copying Deep and Shallow Copies

Your Notes:

Complete the US State class below so that we can create states in the following way -

```
State s1 = new State();
```

// 52% are democ. voters, 45% are repub. votes. 3% other-

```
State michigan = new State("Michigan", 0.52, 0.45);
```

```
State copyOfMichigan = new State(s2);
```

```
class State {  
    private String name  
    private double dem; // likelihood of democratic result  
    0..1  
    private double repub; // likelihood of republican  
    result 0..1  
    double getDem() {  
    }  
    double getRepub() {  
    }  
    String getName() {  
    }  
    String toString() {  
        return getName() + ":" + getDem() + "," + getRepub();  
    }  
}
```

Rewrite the following code to use constructors instead of the *set*___ and *copy* methods.

```
Ghost g1 = new Ghost();
g1.setX(10); g1.setY(20);
g1.setEdible(true);
```

```
Ghost g2 = g1.copy();
```

... and write the two new Ghost constructors for the Ghost class: i) A Constructor that takes 3 parameters and ii) a copy-constructor that takes a reference to another ghost.

```
class Ghost {
    int x,y;
    boolean edible;
```

Make a list of US States.

```
StateList list = new StateList();
State michigan = new State("Michigan",0.52, 0.45);
list.add(michigan);
...
```

```
public class StateList {
```

```
    private State[] array = new State[0]; // empty array of pointers.
```

Note Each time *add* is called we'll make a larger array.

```
    public State getState(int i) { return this.array[i]; }
```

```
    public int getSize() { return this.array.length; }
```

```
    public void add(State s) {
```

```
        State[] temp = new State[this.array.length + 1];
```

```
        for (int i = 0; i < array.length; i++) temp[i] = array[i];
```

```
        temp[temp.length - 1] = s;
```

```
        this.array = temp; // array pointer now looks at new array
```

```
    }
```

```
    public void addAll(StateList other) { // Spot the error :-)
```

```
        for (int x = 0 ; x < other.length ; x ++)
```

```
            add(other.getState(x));
```

```
    }
```

```
    // returns states where state.repub > 0.5
```

```
    public StateList getRepublicanStates() {
```

```
        StateList result = new StateList();
```

```
        for (int x = 0 ; x < array.length x`; x ++)
```

```
            State state = getState(x);
```

```
            if (state.getRepub() > 0.5)
```

```
                result.add(state);
```

```
        }
```

```
        return result;
```

```
    }
```

```
    // ---- CONSTRUCTORS ----
```

```
    public StateList() { // do nothin'
```

```
    }
```

```
    public StateList(StateList other) {
```

```
        array = new State[other.getSize()];
```

```
        for(int x = 0 ; x < array.length ; x ++)
```

```
            array[x] = other.getState(x); // SHALLOW COPY
```

```
        or            array[x] = _____ // DEEP
```

```
        }
```

```
    }
```

```
}
```