M1 (b) – Encapsulation

Jin L.C. Guo
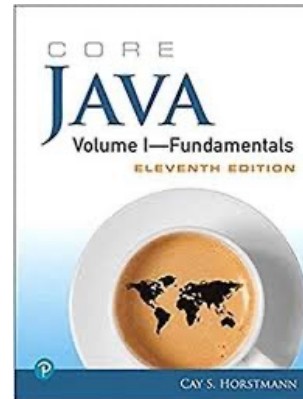
Concerns from you (latest survey input)

- Workload
  - Time management

- Format
  - Lectures
  - Lab Tests
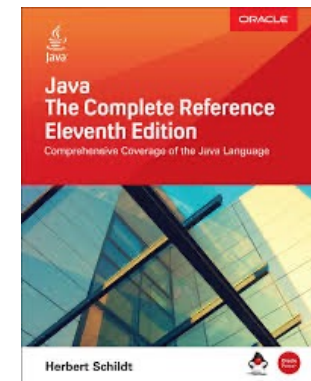
- Background

Additional references for Java

- https://docs.oracle.com/javase/tutorial/java/nutsandbolts/index.html

- Core Java Volume I—Fundamentals,
  Eleventh Edition

- Java: The Complete Reference,
Eleventh Edition

Recap of last class

Programming Mechanism Review

- Classes and Interfaces

Activity 1 :

Code Demo
m1.EscapingReference

Are there any ways to change the state of an Undergrad object without going through its own methods?
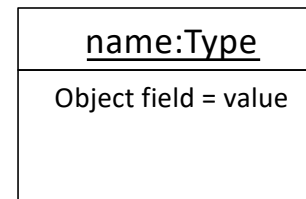
What about Course?

Object Diagram

- Model the structure of the system at a specific time

Object Diagram

- Model the structure of the system at a specific time
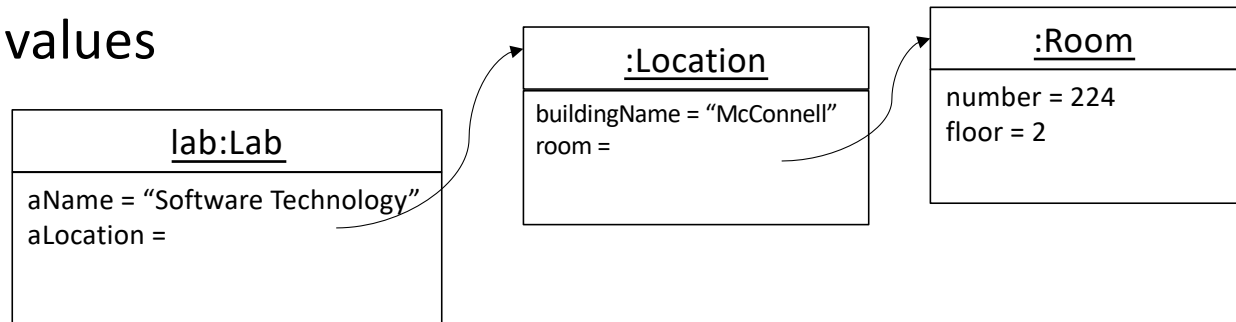
- Complete or part of the system

Object Diagram

- Model the structure of the system at a specific time

- Complete or part of the system

- Include objects and data values

name:Type
Object field = value

Object Diagram

- Model the structure of the system at a specific time

- Complete or part of the system

- Include objects and data values

lab:Lab
aName = "Software Technology" aLocation =

:Location
buildingName = "McConnell" room =

:Room
number = 224 floor = 2

Object Diagram

- Model the structure of the system at a specific time

- Complete or part of the system

- Include objects and data values

- To discover or explain facts of software design (by capturing object relations)
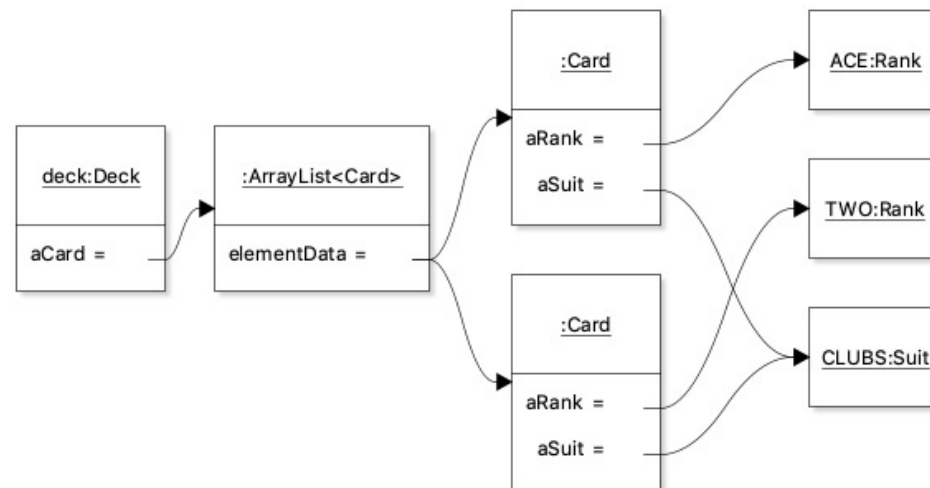
Activity 2 - Draw Object Diagram

```java
public class Deck
{
        private List<Card> aCards = new ArrayList<>();

        public void addCard(Card pCard)
        {
                aCards.add(pCard);
        }
}
```

```java
Deck deck = new Deck();
Card card1 = new Card(Rank.ACE, Suit.CLUBS);
Card card2 = new Card(Rank.TWO, Suit.CLUBS);
deck.addCard(card1);
deck.addCard(card2);
```
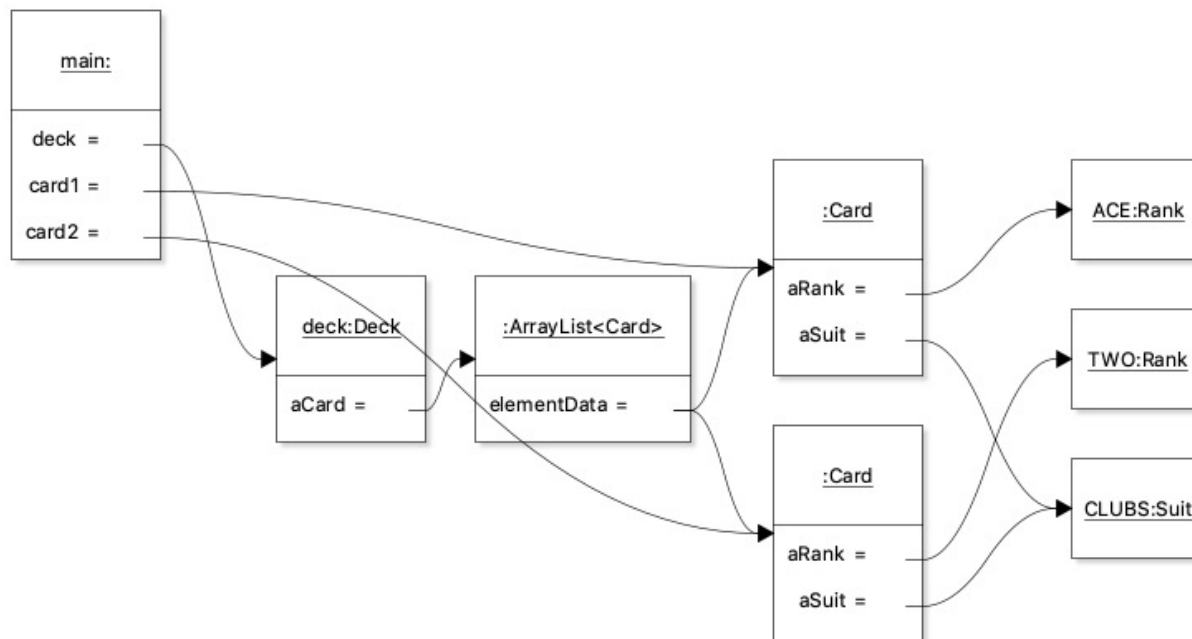
Object Diagram - Capturing Object Relations

Capturing Object Relations – Object Diagram

Well-encapsulated Card Class

```java
public class Card
{
    final private Rank aRank;
    final private Suit aSuit;

    public Card(Rank pRank, Suit pSuit)
    {
        aRank = pRank;
        aSuit = pSuit;
    }

    public Rank getRank()
    {
        return aRank;
    }

    ……
}
```

What about Deck?

```java
public class Deck
{
        private List<Card> aCards = new ArrayList<>();

        public void addCard(Card pCard)
        {
                aCards.add(pCard);
        }


}
```

```java
Deck deck = new Deck();
Card card1 = new Card(Rank.ACE, Suit.CLUBS);
Card card2 = new Card(Rank.TWO, Suit.CLUBS);
deck.addCard(card1);
deck.addCard(card2);
```

What about Deck?

```java
public class Deck
{
        private List<Card> aCards = new ArrayList<>();

        … …
        public int size ()
        {
                return aCards.size();
        }

        public Card getCard(int pIndex)
        {
                return aCards.get(pIndex);
        }
}
```

```java
Card retrievedCard = deck.get(0);
```

Add access methods that only return references to immutable objects.

What about Deck?

```java
public class Deck
{
        private List<Card> aCards = new ArrayList<>();

        … …

        public List<Card> getCards()
        {
                return new ArrayList<> (aCards);
        }


}
```

```java
List<Card> retrievedCards = deck. getCards();
```

Returning a copy

How to make a copy?

- Copy Constructor: a special constructor that creates an object using another object of the same Java class.

```java
public Undergrad(Undergrad pUG) {
    this.aID = pUG.aID;
    this.aFirstName = pUG.aFirstName;
    this.aLastName = pUG.aLastName;
}
```

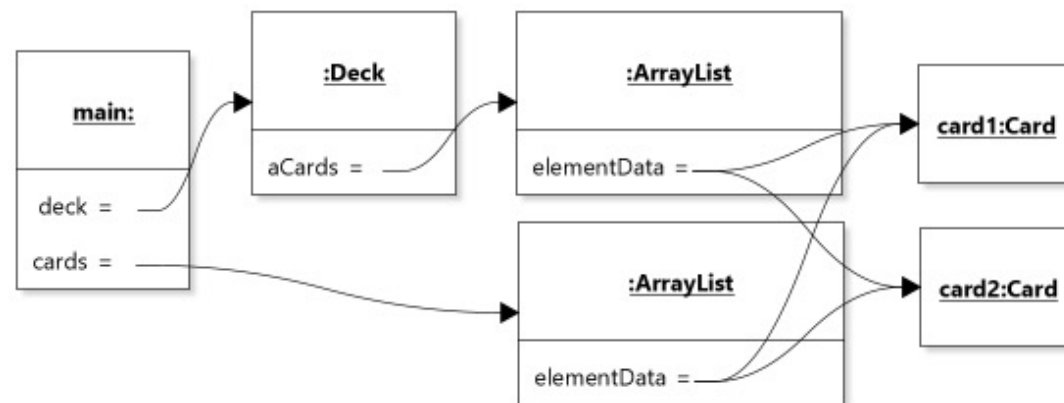# How to make a copy?

- Static method within the class

```
public static Undergrad getCopy(Undergrad pUG) {
    Undergrad copy =
        new Undergrad(pUG.aID, pUG.aFirstName, pUG.aFirstName);
    return copy;
}
```

What about Deck?

```java
public class Deck
{
        private List<Card> aCards = new ArrayList<>();

        … …

        public List<Card> getCards()
        {
                return new ArrayList<> (aCards);
        }

}
```
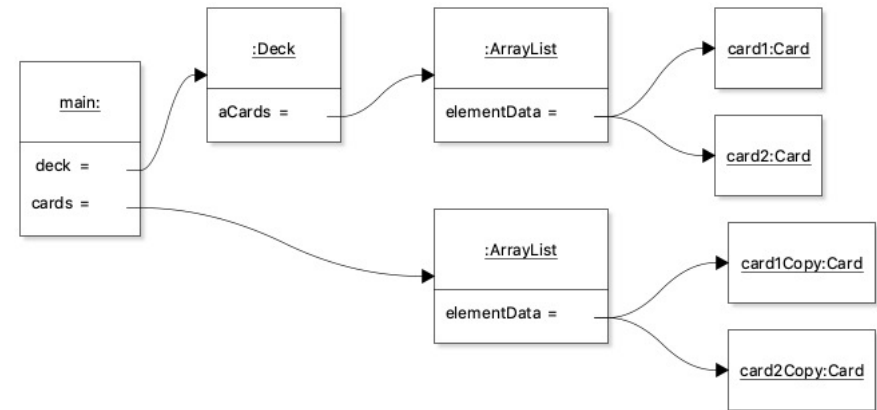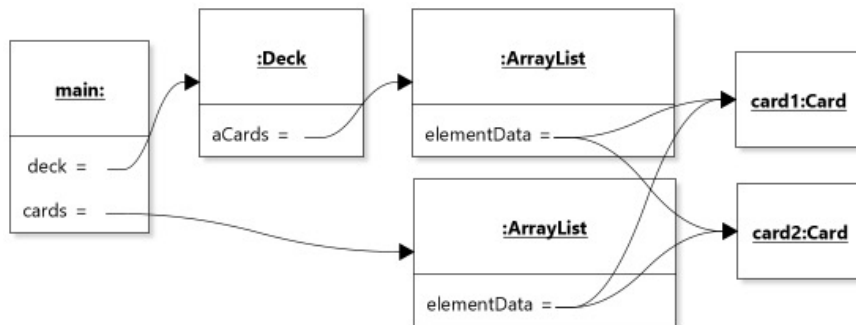

Returning a copy

Shallow Copy VS Deep Copy

What about Deck?

```java
public class Deck
{
    private List<Card> aCards = new ArrayList<>();

    … …
    public List<Card> getCards()
    {
        ArrayList<Card> result = new ArrayList<>();
        for(Card card:aCards)
        {
            result.add(new Card(card.getRank(), card.getSuit()));
        }
        return result;
    }
}
```
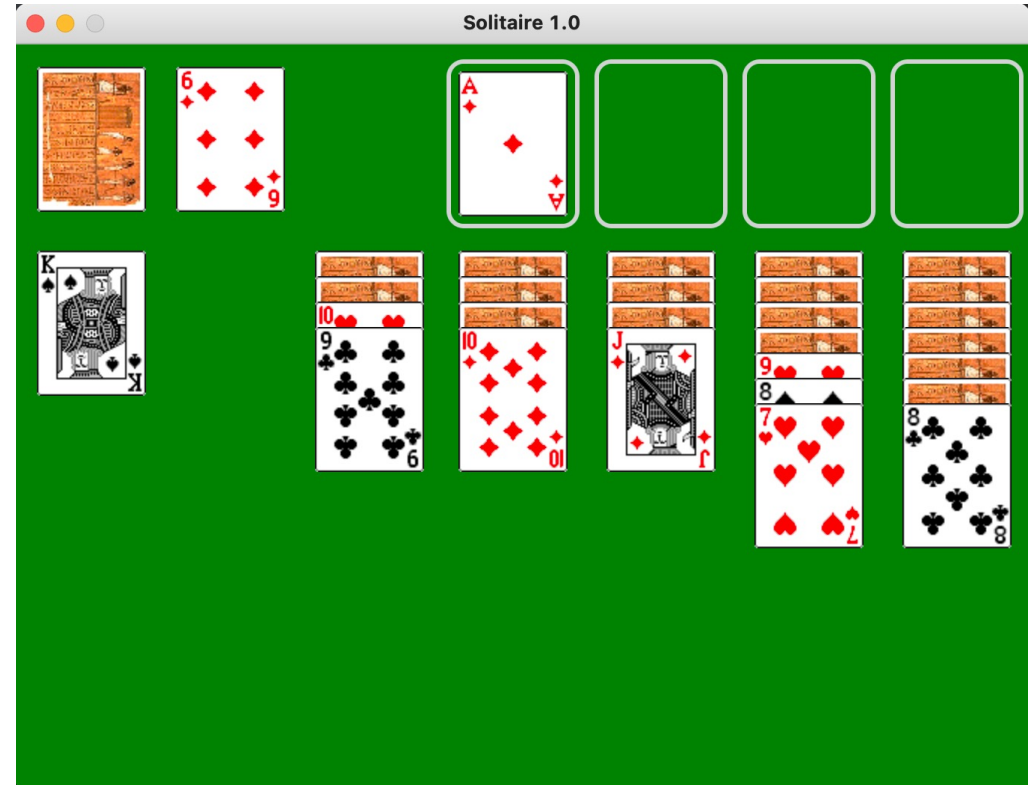
Returning a copy

```java
public Card(Card pCard){ … … }

public static copyCard(Card pCard){ … … }
```

Activity 3

- Add Color attribute to Card
  - Which class should be changed?
  - What data structure should be used to represent Color?

```java
/**
 * A card's suit.
 */
public enum Suit
{
    CLUBS, DIAMONDS, SPADES, HEARTS;

    public enum Color {BLACK, RED}

    public Color getColor()
    {
        switch(this)
        {
            case CLUBS:
                return Color.BLACK;
            case DIAMONDS:
                return Color.RED;
            case SPADES:
                return Color.BLACK;
            case HEARTS:
                return Color.RED;
            default:
                throw new AssertionError(this);
        }
    }
}
```

```java
/**
 * A card's suit.
 */
public enum Suit
{
    CLUBS(Color.BLACK),
    DIAMONDS(Color.RED),
    SPADES(Color.BLACK),
    HEARTS(Color.RED);

    private Color aColor;

    public enum Color {BLACK, RED}

    Suit(Color pColor)          package-private/private access
    {
        this.aColor = pColor;
    }

    public Color getColor()
    {
        return this.aColor;
    }
}
```

Recap of this module

- Programming mechanisms:
  - Scope and Visibility

- Concepts and Principles:
  - Information Hiding, Encapsulation, Escaping Reference, Immutability

- Design Techniques:
  - Object Diagrams

- Patterns and Antipatterns:
  - Primitive Obsession 👎

Next Module

Types and Polymorphism