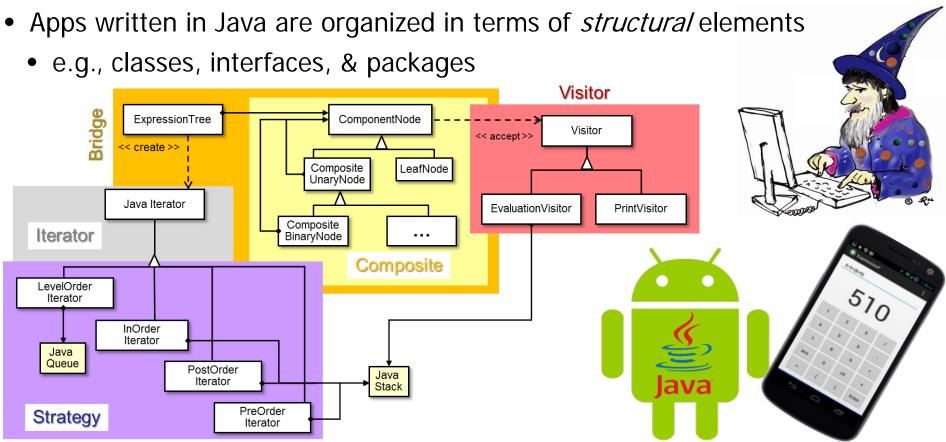
Overview of Key Object-Oriented Concepts Supported by Java

• Java is an object-oriented programming language



• Apps written in Java are organized in terms of *structural* elements





See en.wikipedia.org/wiki/Software_design_pattern

 An object is an instance of a class that performs certain operations
 & interacts with other objects

```
anObject : SomeClass
Class1 mField1
Class2 mField2
void method1()
void method2()
void method3()
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See docs.oracle.com/javase/tutorial/java/javaOO/variables.html

- An object is an instance of a class that performs certain operations
 & interacts with other objects
 - An object in Java resides in a memory location of a computer
 - It consists of
 - *State* represented via data fields
 - Behavior represented via methods

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anObject : SomeClass

Class1 mField1
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...

void method1()
void method2()
void method3()
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Objects often correspond to real-world entities



anAccount : Account

Money mCurrentBalance boolean mOverdraftProtection

Objects often correspond to real-world entities



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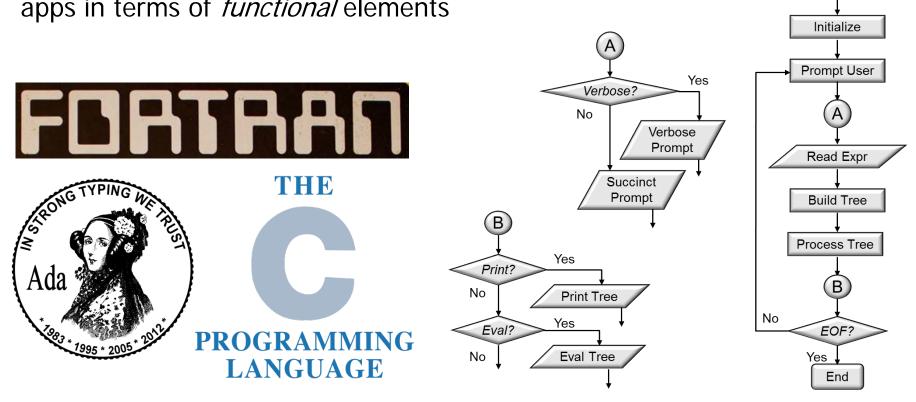


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Start

• Non-object-oriented programming languages organize apps in terms of *functional* elements



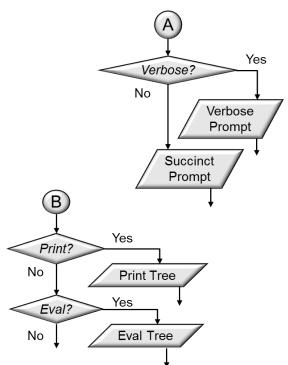
See en.wikipedia.org/wiki/Procedural_programming

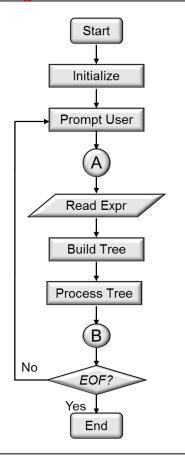
• Non-object-oriented programming languages organize apps in terms of *functional* elements

e.g., actions & logic









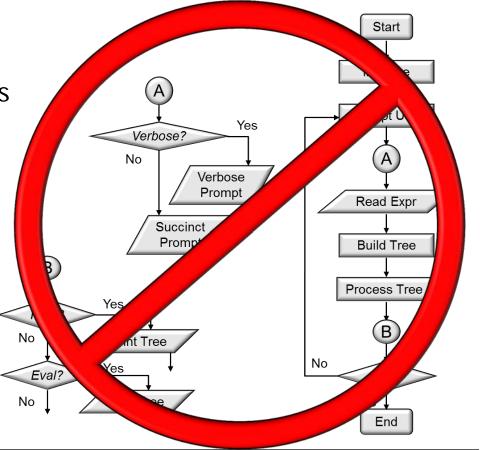
 Object-oriented Java programs also perform actions & contain logic

Money mCurrentBalance boolean mOverdraftProtection ... void deposit(Money amount) void withdrawl(Money amount)

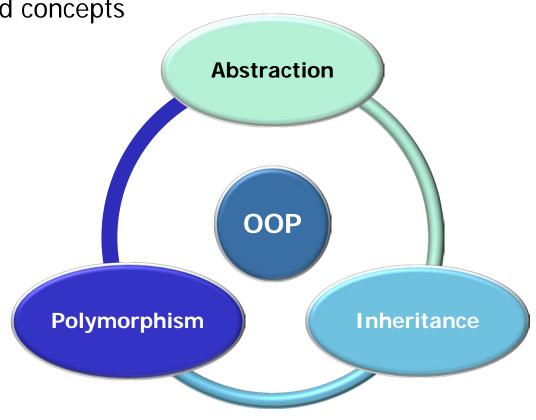
Money checkCurrentBalance()

 Object-oriented Java programs also perform actions & contain logic

 However, these functional elements don't constitute main focus in Java



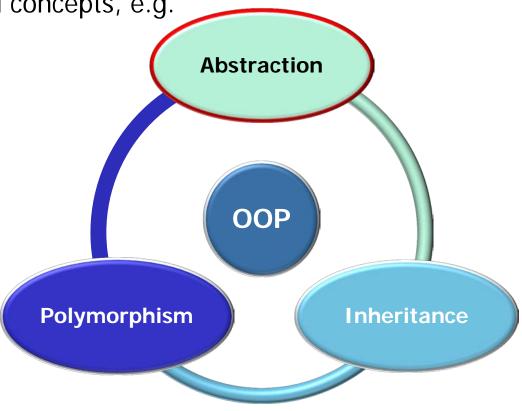
• Java supports key object-oriented concepts



See www.stroustrup.com/whatis.pdf

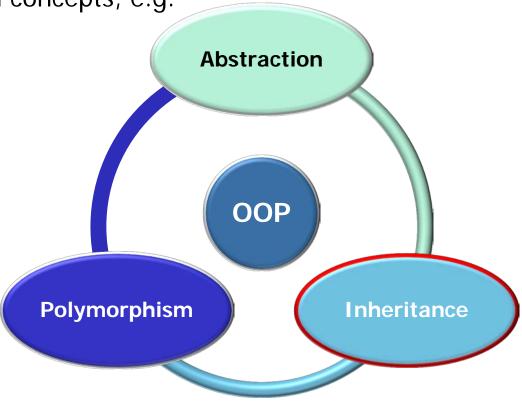
• Java supports key object-oriented concepts, e.g.

Data & control abstractions



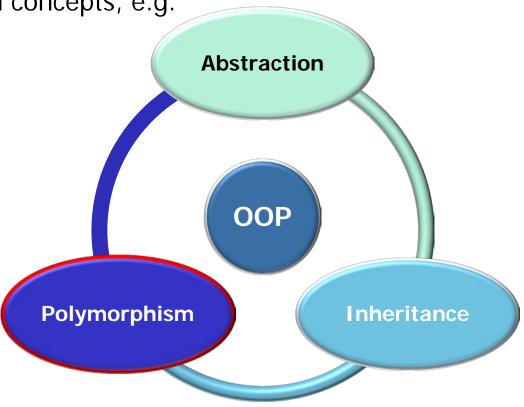
See en.wikipedia.org/wiki/Abstraction_(computer_science)

- Java supports key object-oriented concepts, e.g.
 - Data & control abstractions
 - Inheritance

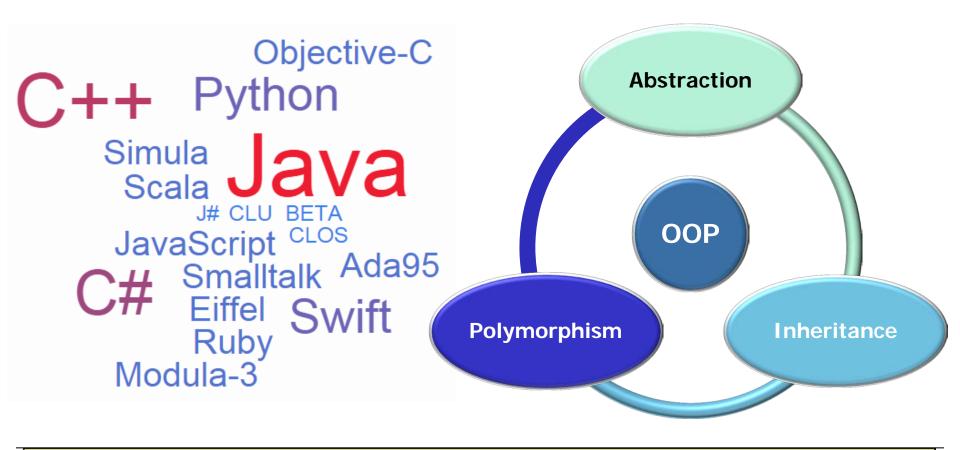


See en.wikipedia.org/wiki/Inheritance_(object-oriented_programming)

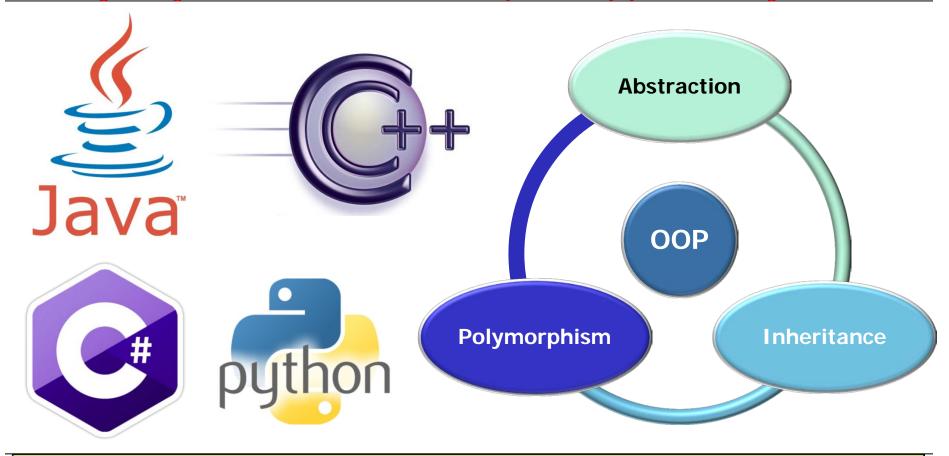
- Java supports key object-oriented concepts, e.g.
 - Data & control abstractions
 - Inheritance
 - Polymorphism



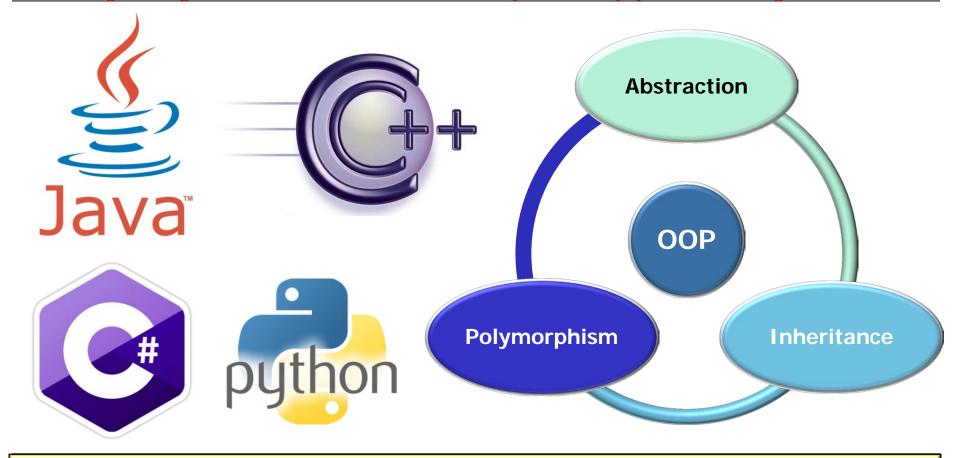
See en.wikipedia.org/wiki/Polymorphism_(computer_science)



See en.wikipedia.org/wiki/List_of_object-oriented_programming_languages



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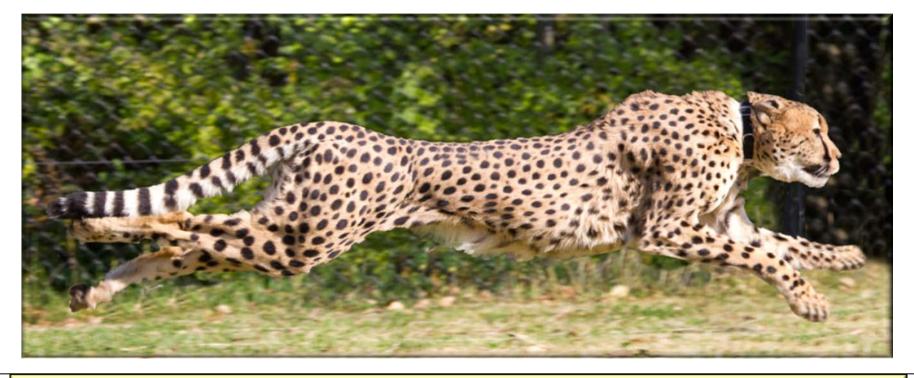


Learning other object-oriented languages is much easier once you know Java

• If you already known Java you may be bored by some parts of this lesson!

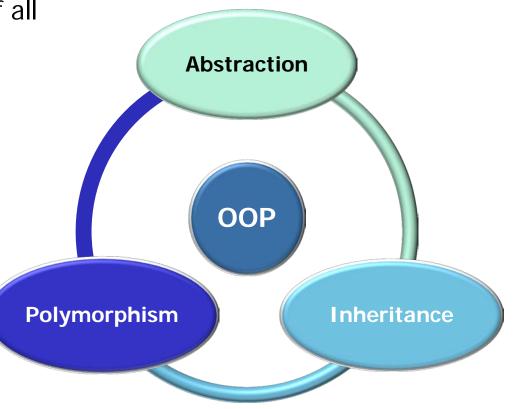


- If you already known Java you may be bored by some parts of this lesson!
 - You can move quickly through this material to prepare for the next lesson

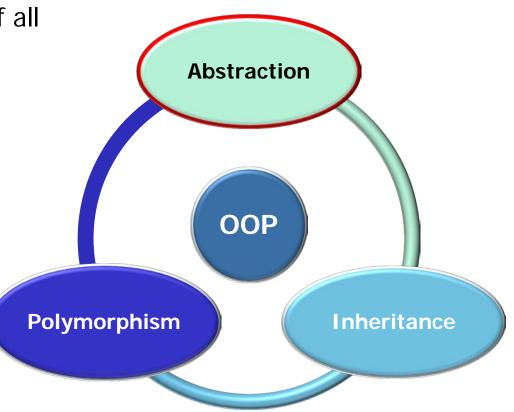


Make sure you understand this material since other lessons depend on it...

 Abstraction is an essential part of all object-oriented programming languages



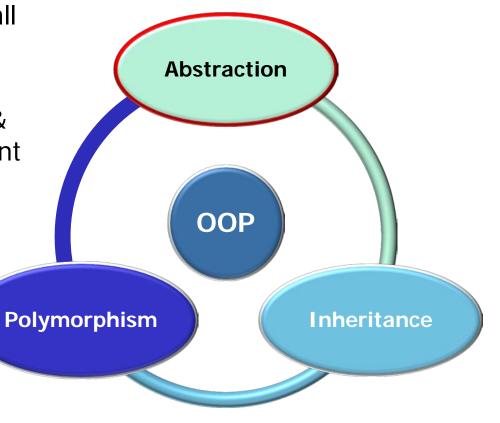
 Abstraction is an essential part of all object-oriented programming languages



See en.wikipedia.org/wiki/Abstraction_(computer_science)

 Abstraction is an essential part of all object-oriented programming languages

 It emphasizes what's important & de-emphasizes what's unimportant at a particular level of detail



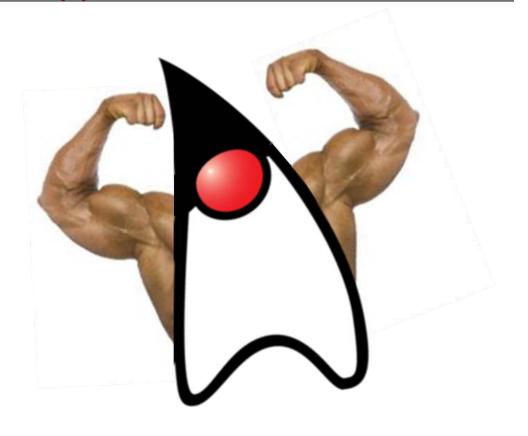
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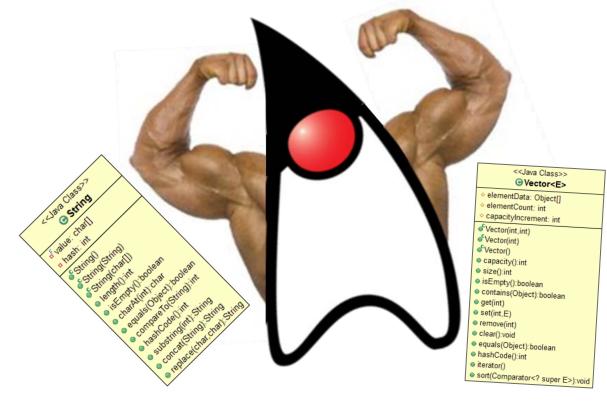
- Abstraction is an essential part of all object-oriented programming languages
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• Java supports many abstractions



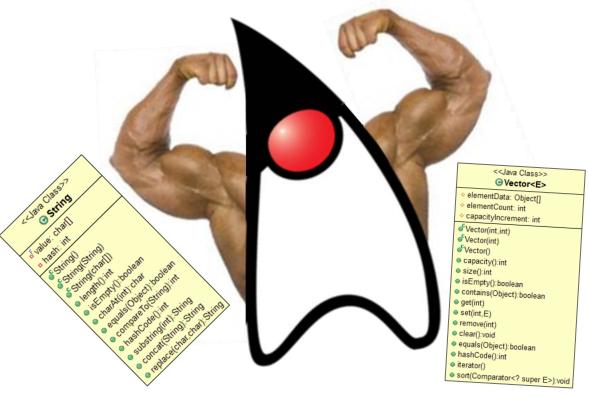
- Java supports many abstractions, e.g.
 - Data abstractions



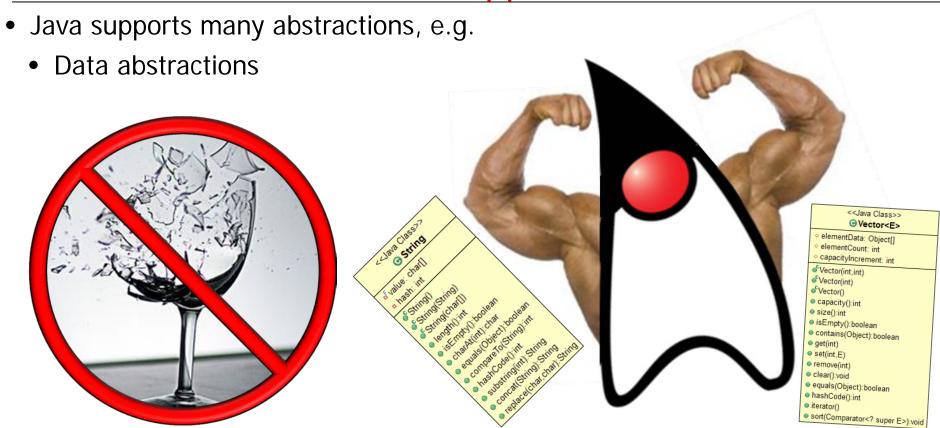
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Data abstractions

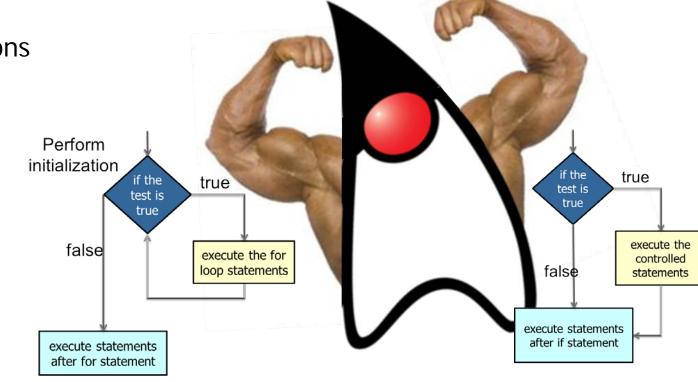




See en.wikipedia.org/wiki/Application_programming_interface

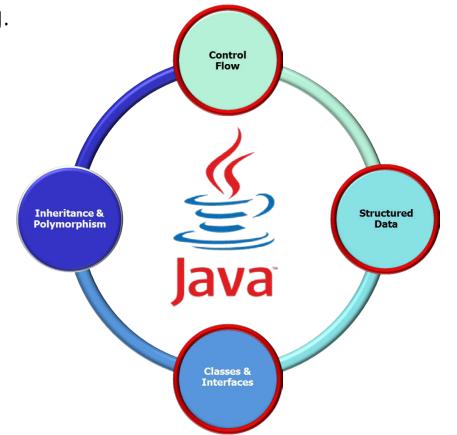


- Java supports many abstractions, e.g.
 - Data abstractions
 - Control abstractions



See en.wikipedia.org/wiki/Abstraction_(computer_science)#Control_abstraction

- Java supports many abstractions, e.g.
 - Data abstractions
 - Control abstractions



We'll now summarize various data & control abstractions supported by Java

 Java supports data abstraction via Abstract Data Types (ADTs)

```
SomeClass
Class1 mField1
Class2 mField2
void method1()
void method2()
void method3()
```

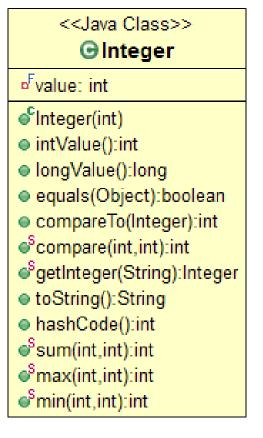
- Java supports data abstraction via Abstract Data Types (ADTs), which define
 - A set of data values



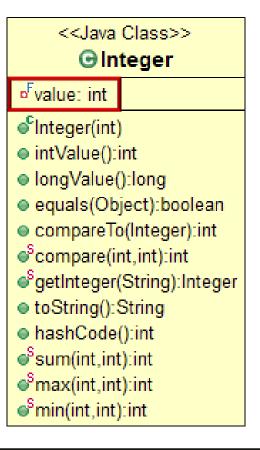
- Java supports data abstraction via Abstract Data Types (ADTs), which define
 - A set of data values
 - A set of operations on these values

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SomeClass
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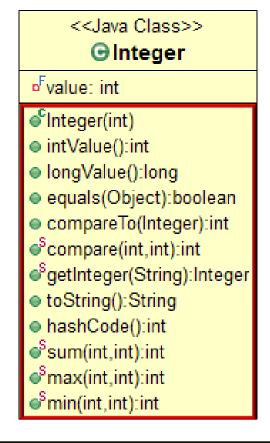
The Java Integer class is an example of an ADT



- The Java Integer class is an example of an ADT
 - It contains a value



- The Java Integer class is an example of an ADT
 - It contains a value
 - It contains operations on the value



 At the heart of data abstraction is encapsulation



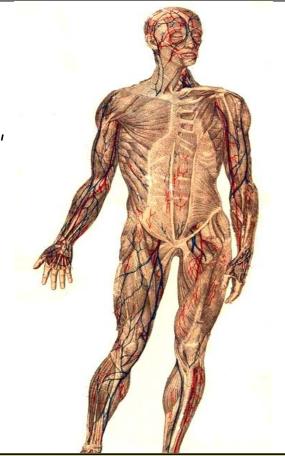
See en.wikipedia.org/wiki/Encapsulation_(computer_programming)

- At the heart of data abstraction is encapsulation
 - Hides ADT internal representation so apps can only access public operations, but not its implementation details



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Java classes provide a blueprint for creating objects



See docs.oracle.com/javase/tutorial/java/javaOO/classes.html

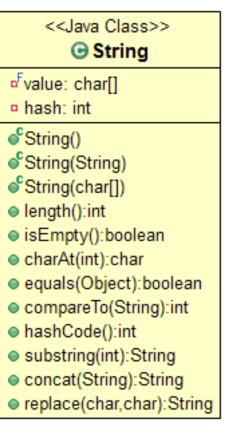
- Java classes provide a blueprint for creating objects, which provides
 - Fields
 - Used to store the state of an object



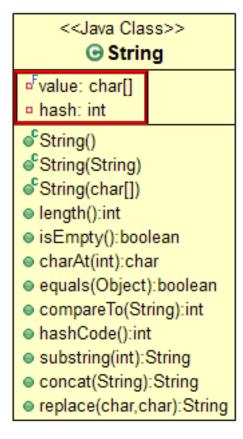
- Java classes provide a blueprint for creating objects, which provides
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 - Methods
 - Used to implement the behaviors of an object



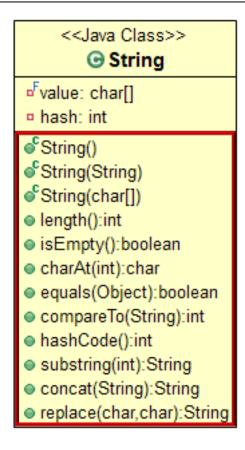
The Java String class contains



- The Java String class contains
 - Fields
 - e.g., store a sequence of characters, length of this sequence, etc.

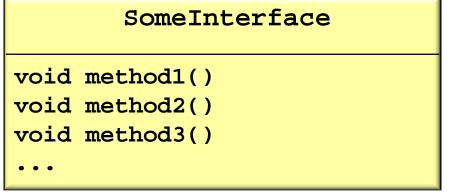


- The Java String class contains
 - Fields
 - Methods
 - e.g., examine individual characters of the sequence, compare strings, search strings, extract substrings, create copies of a string, etc.

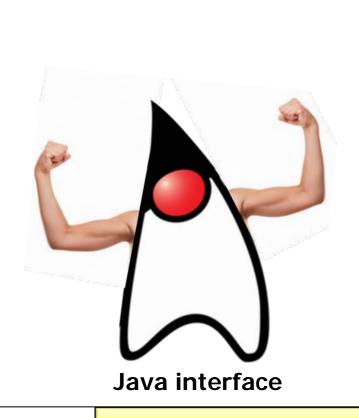


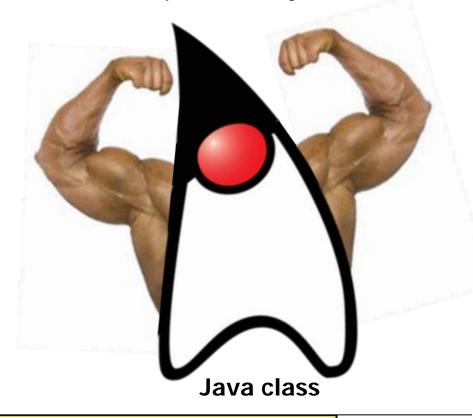
 Objects of same class shared methods, String₂ but may store different values in fields Pointer to vtable field₁ = "world" String₁ Pointer to vtable field₁ = "hello" Pointer to method, Pointer to method₂ Pointer to method, VirtualTable (vtable)

 Java interfaces define a contract specifying methods that classes implementing the interface provide



A Java interfaces provides a subset of the features provided by a Java class

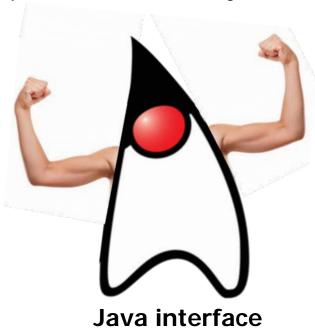


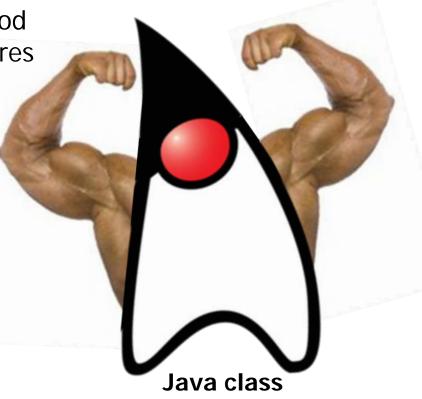


See www.tutorialspoint.com/java/java_interfaces.htm

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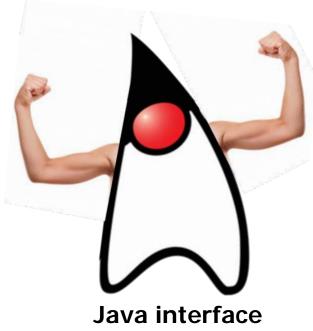
 e.g., an interface cannot contain method implementations, only method signatures

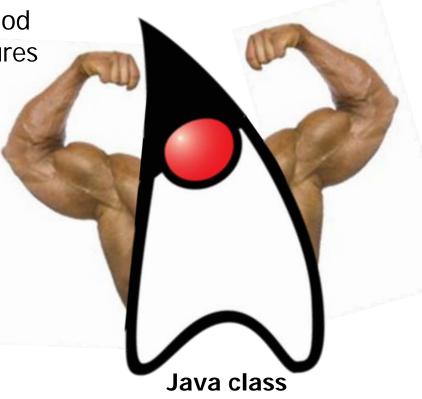




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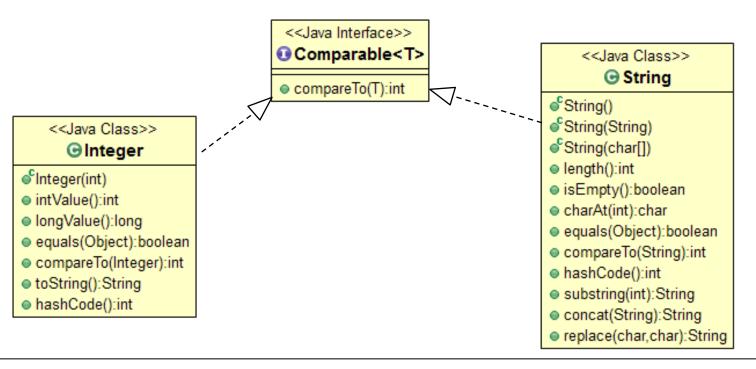
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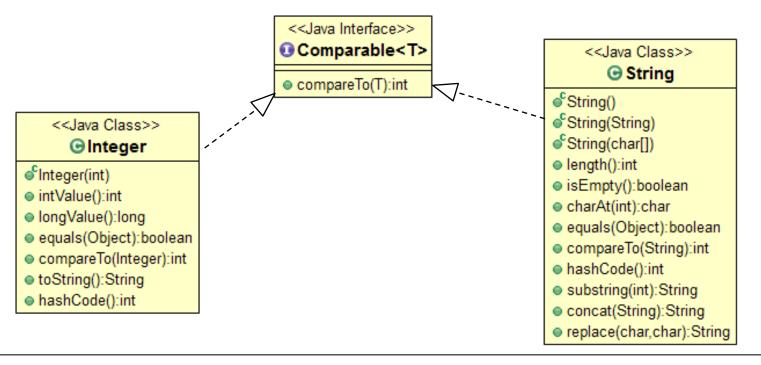


Java 8 supports "default methods" in interfaces

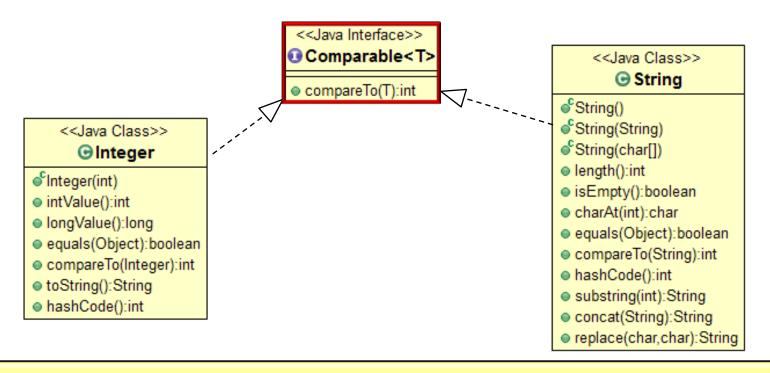
• A Java interface cannot be instantiated, but must be implemented by a class



- A Java interface cannot be instantiated, but must be implemented by a class
 - The class defines the interfaces methods & any necessary fields

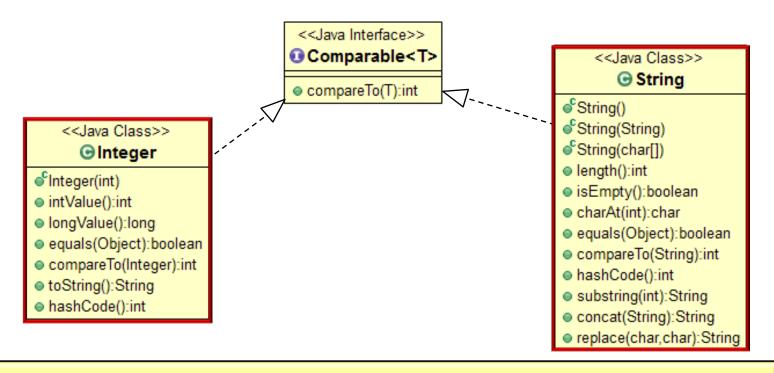


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See developer.android.com/reference/java/lang/Comparable.html

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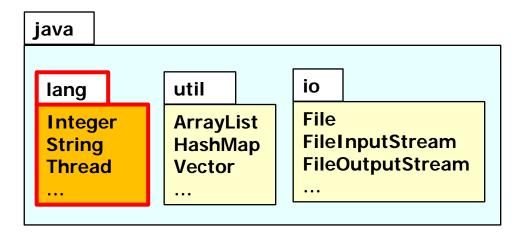
See developer.android.com/reference/java/lang/Comparable.html

Classes & interfaces can be grouped into packages

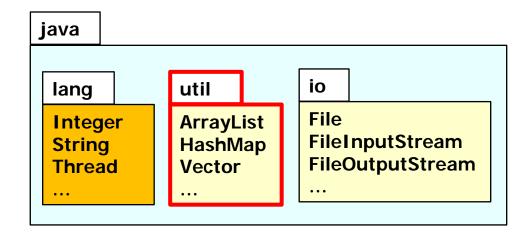


See docs.oracle.com/javase/tutorial/java/concepts/package.html

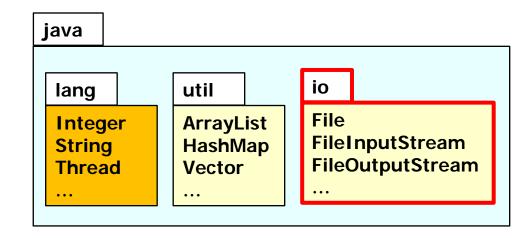
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 - java.lang contains classes fundamental to design of Java
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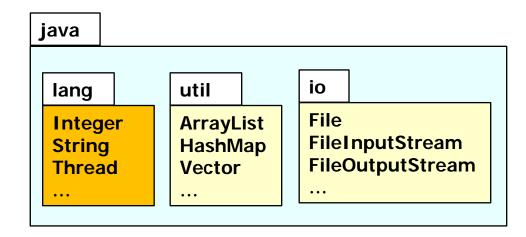


- Classes & interfaces can be grouped into packages, e.g.
 - java.lang contains classes fundamental to design of Java
 - java.util contains a collection of common reusable ADTs
 - java.io contains classes that provide operations on files



Classes & interfaces can be grouped into packages



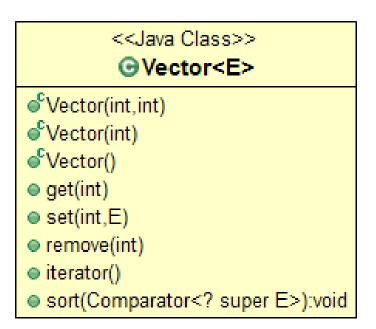


Packages help manage large projects by avoiding collisions for common names

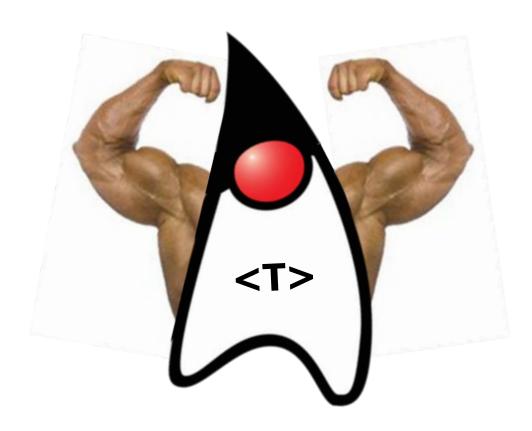
 Java generics enable ADTs to be parameters when defining classes, interfaces, & methods



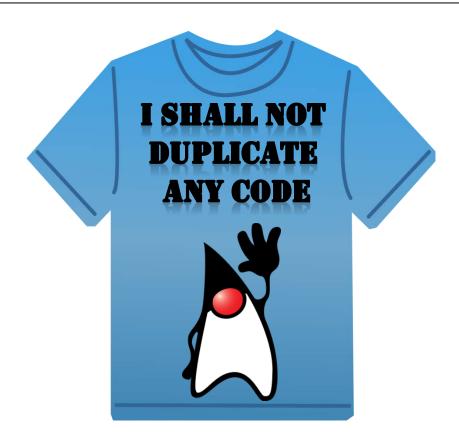
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 Generics offer several benefits to Java programmers



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 - Eliminate unnecessary code duplication



- Generics offer several benefits to Java programmers, e.g.
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 - Ensure compile-time type safety when operating on different ADTs

```
package java.util;
public class Vector<E> ... {
    ...
```

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```
public class Vector<E> ... {
e.g.,
Vector<Integer> vi = new
  Vector<>();
Vector<Double> vd = new
  Vector<>();
vi.set(0, 10); // Works
```

vi.set(0, 10.0); // Fails

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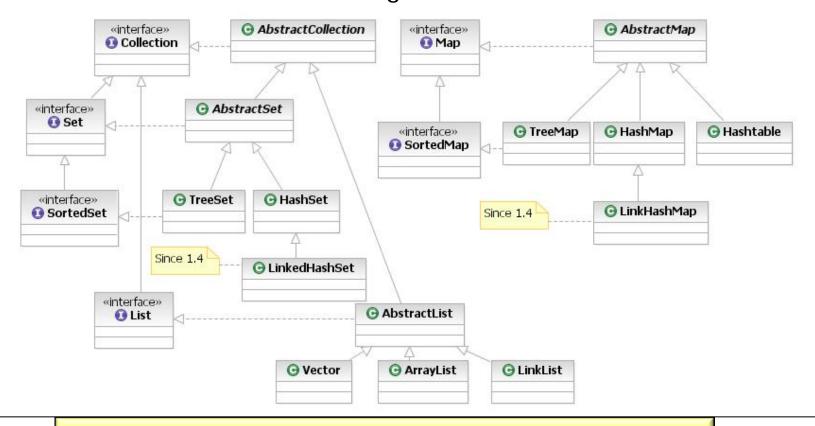
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• The Java Collections Framework uses generic classes & interfaces extensively



See en.wikipedia.org/wiki/Java_collections_framework

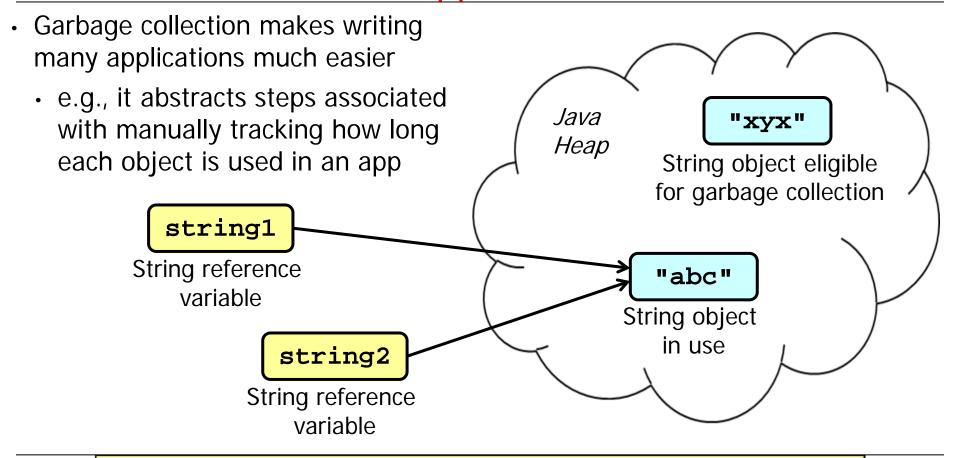
 Java's garbage collector automatically reclaims & recycles memory that is not in use by a program



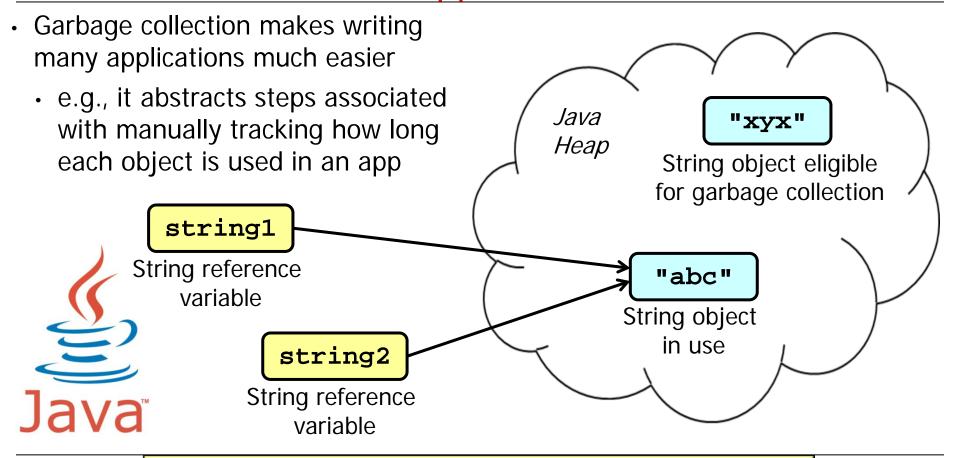
 Garbage collection makes writing many applications much easier





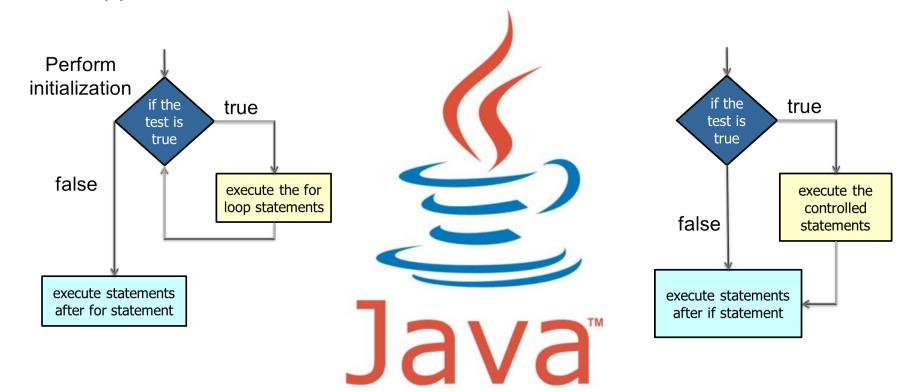


Not all object-oriented languages support garbage collection...



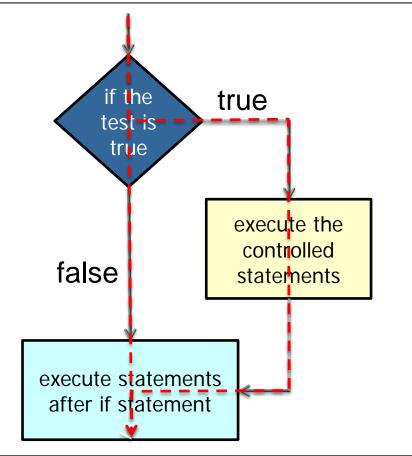
... but garbage collection is an essential feature in Java

Java supports several control abstractions

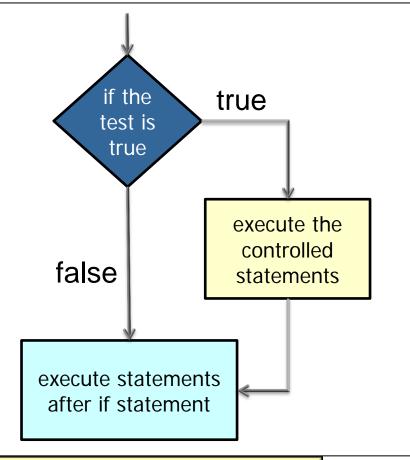


See en.wikipedia.org/wiki/Abstraction_(computer_science)#Control_abstraction

 Java conditional statements can be used to selectively alter program control flow

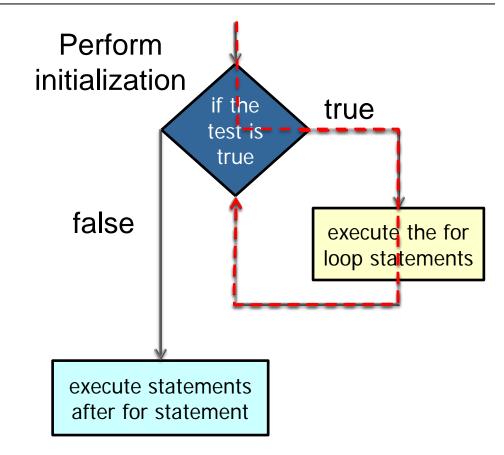


- Java conditional statements can be used to selectively alter program control flow
 - e.g., if/else statement



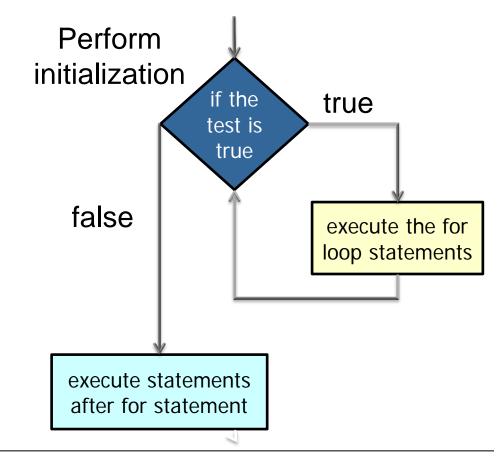
See docs.oracle.com/javase/tutorial/java/nutsandbolts/if.html

 Java iteration features enable repetition of a block of one or more statements

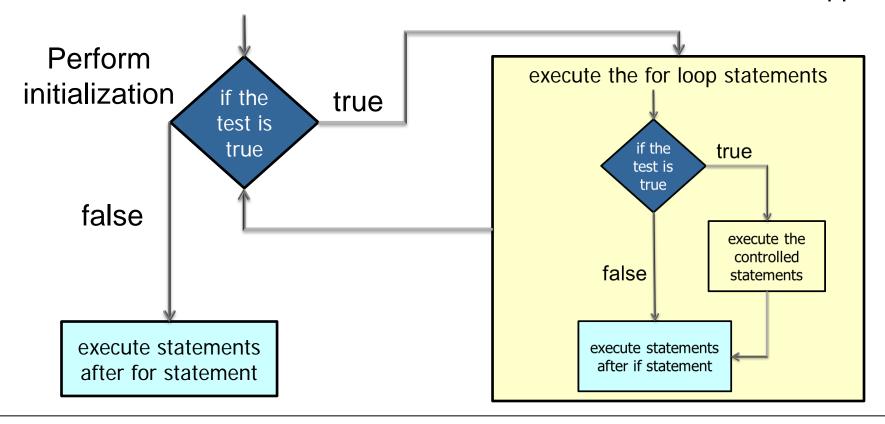


See en.wikipedia.org/wiki/Iteration#Computing

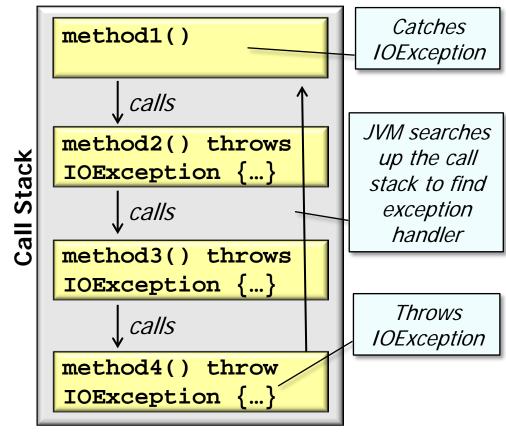
- Java iteration features enable repetition of a block of one or more statements
 - e.g., for loop, while loop, & do/while loop



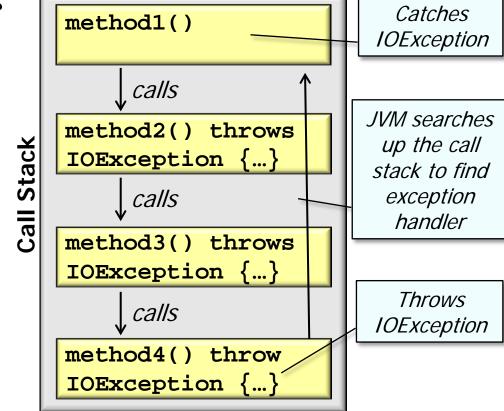
• Iteration features often combine with conditional statements in Java apps



 Java exception handling separates "normal" app execution from "anomalous" app execution



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Exception handling makes Java apps more robust, understandable, & evolvable