

Classes and Objects

Design



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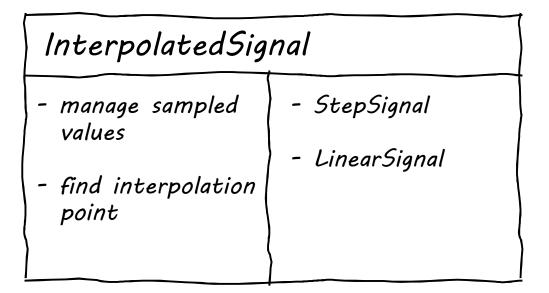


How to translate problem into classes and methods?
Initially seems harder than finding functions
"With great power comes great responsibility"
Introduce a simple design process

Always ask: what is this class responsible for?

A one-phrase summary of what the class takes care of that nothing else in the program takes care of Discover/create these using *CRC cards*

- . Class
- . Responsibility
- Collaboration



Example: audiology experiments

Clinician applies test to subject to get result

Test specifies what to do and what scores to collect

Clinicians and subjects are people

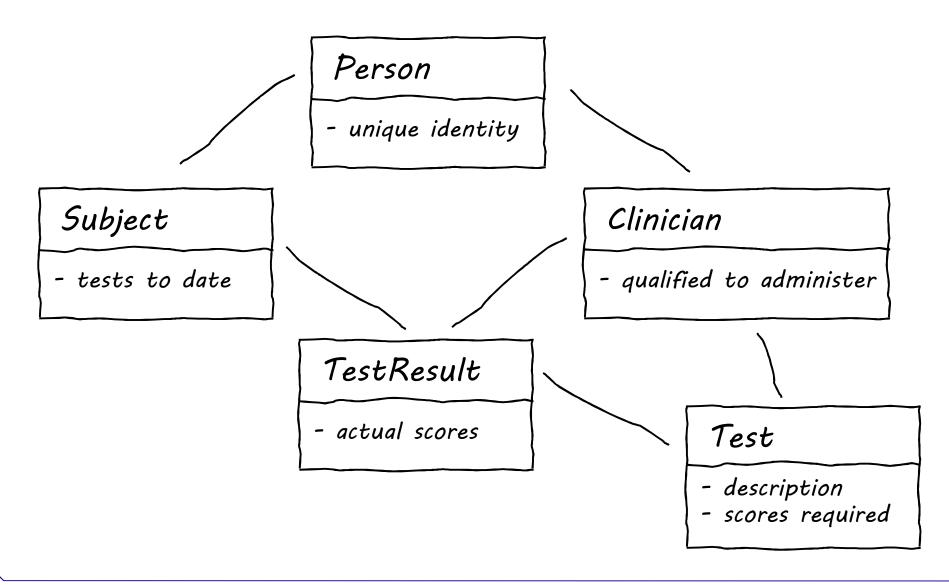
Clinician is only qualified to administer certain tests

First attempt at design: look for nouns and verbs

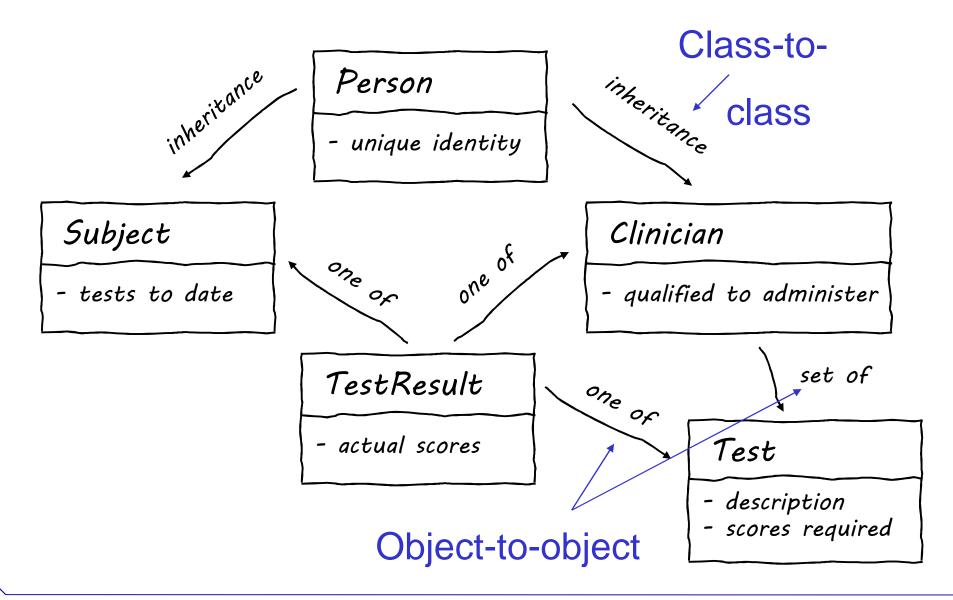
Nouns are classes and objects

Verbs are collaborations and methods

Show collaborations with lines to save space



What kind of relationship is each?



Mistake #1: formalization

- . The cheaper it looks, the more honest people are
- . Use 3×5 index cards or sticky notes

Mistake #2: members and methods instead of responsibilities and collaborations

A doctor is not "someone in a white coat with a stethoscope"

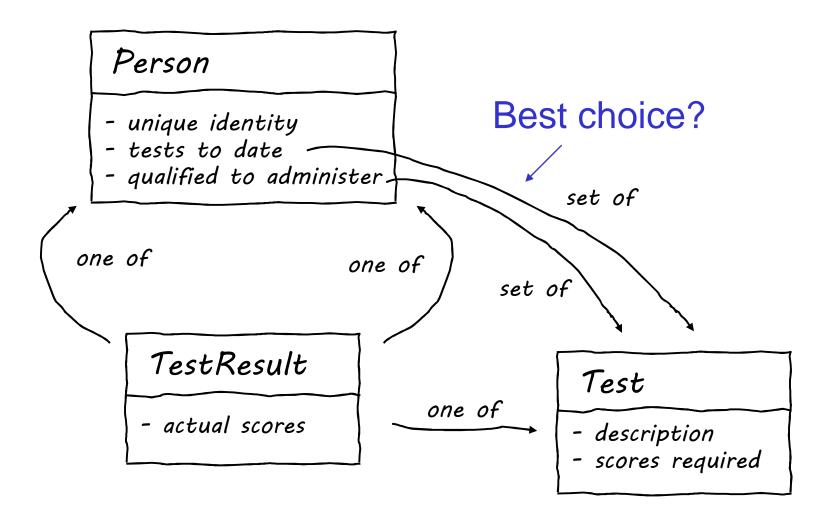


Can a clinician also be a subject? Yes
Poor fit for this design:

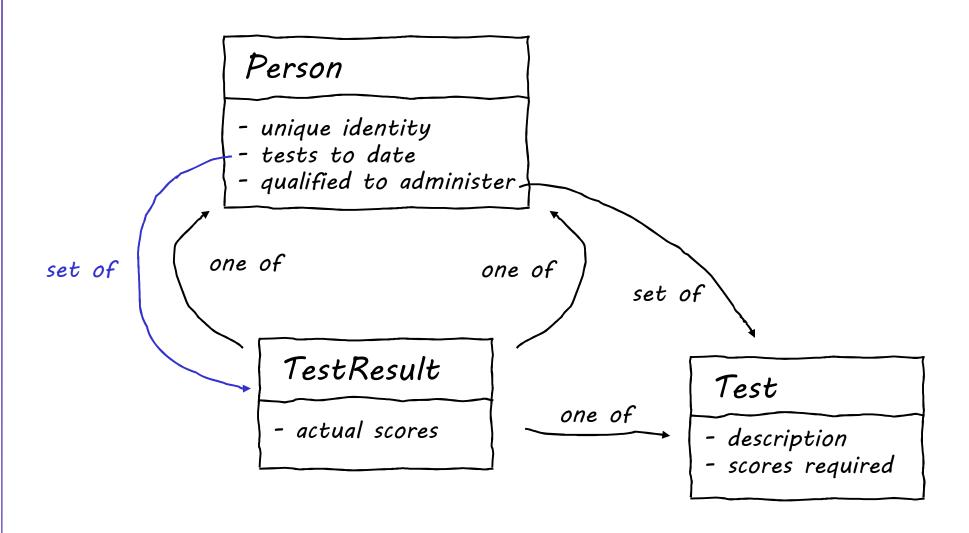
- . One object for person-as-subject
- . A different object for person-as-clinician

Put both sets of information into Person class

New set of classes



Improvement

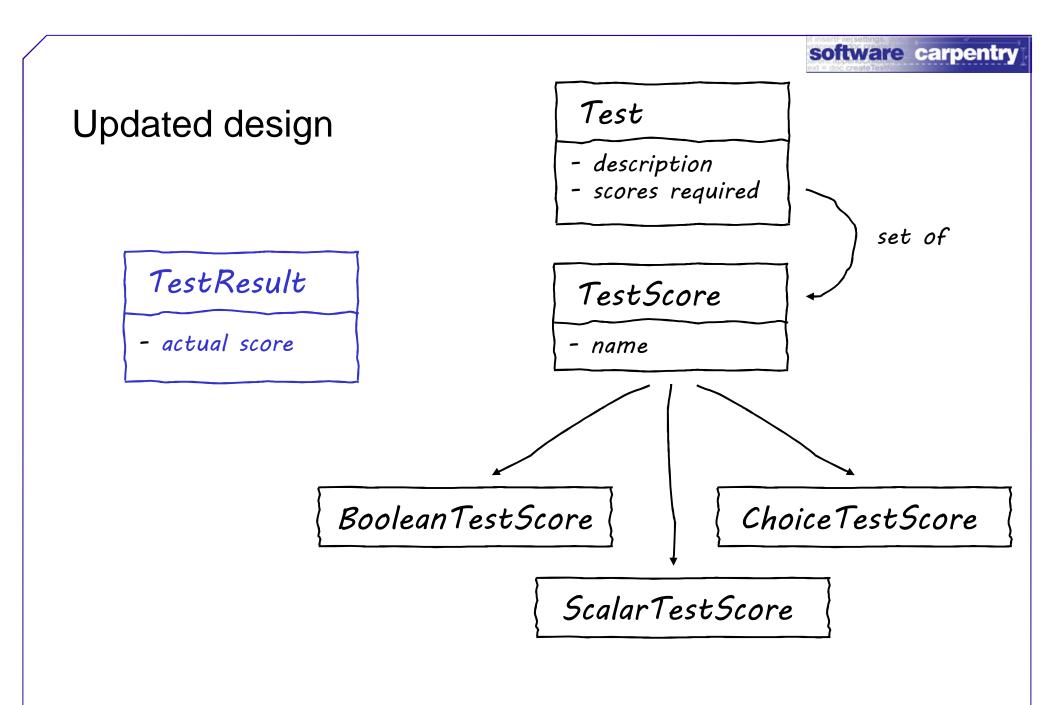


Take a closer look at test scores

- . True/False
- Scalar (e.g., frequency or volume threshold)
- . Choice (e.g., favorite from list of N items)

Use inheritance

- . Generic properties of test scores in parent class
- One subclass for each kind of test score



Can't finish until we know how TestResult will be used decide

Do all test results share generic responsibilities?

- load/display/edit/save
- convert to (weighted?) numeric valueEvery complete program will have made decisions"A week of hard work can sometimes save you an hour of thought"

Think this through *before* you start coding
Methods and members follow naturally once
responsibilities are assigned
Classes should never be designed in isolation

- . Collaborate with each other
- . Distill experience



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