1 Course Blocks

INFO213-22SU1 - Object-Oriented Systems Development

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/ INFO213 Tutorial 04 (Part 2) - Instructions

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Tutorial Objectives

The goal of the second half of tutorial is to introduce the method of defining collections with inverse references, automatic membership updating, and conditional/constraint-based collection membership. You will be able to accomplish the following after completing the session:

- Use conditional instructions for directing the flow of code.
- Use Abstract classes, Superclasses, and Subclasses.
- Define automatic inverse relationships in collections.
- Define conditional collections membership based on a constraint.

Exercise 0: Preparing Development Environment

Here, we will continue developing the 'SimpleBankModel' code that you finished in the last half of the session.

Downloads Needed

- If you have not completed the previous section of this tutorial, you can download the complete solution from INFO213 Tutorial 4 (Part
 1) Solutions on Week 4 and import it into JADE.
 - Please keep in mind that loading the downloaded SimpleBankModel schema may cause part of your code in the SimpleBankModel schema to be overwritten if it differs from the solution code.

Exercise 1: Conditional, Break, Continue, And While Instructions

To cover all our **basic programming** needs, here we introduce the remaining few instructions that have not been explicitly discussed in the lectures

- Add the following method in the JadeScript class. Please note the following:
 - The **while** instruction is an iterative instruction which in this case is intended to loop until we reach the stop value read from the prompt.
 - The **if ... then ... elseif ... then ... endif** instruction creates a cascade of conditions and corresponding actions.
 - The **continue** instruction skips the rest of the code in the loop body while the **break** instruction exists the loop all together.

```
2 breakAndContinue();
 5
      i: Integer:
      stop: Integer;
 6
 7 begin
10
      while i < stop do
11

    Start the debugger to step through this method.

12
          write i.String & " out of " & stop.String;
13
         if i = 3 then
14

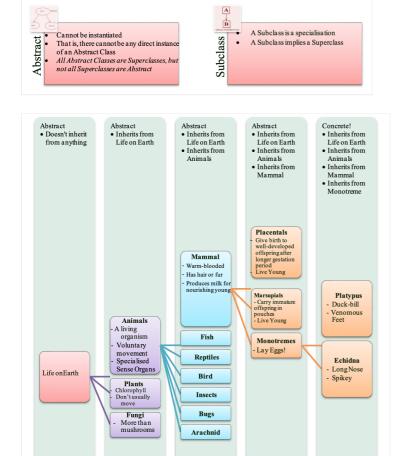
    Instead of using F9 to launch the method, start the debugger by

              write Tab & "Don't like this number...";
                                                                     pressing Shift+F9.
              continue;
17
18
          elseif i > 8 then
              write Tab & "Can't go past 9...";
                                                                   • Step through a few iterations and observe how the value of
              break;
20
          endif:
                                                                     variable i changes.
21
22
          write Tab & "Done with " & i.String;
                                                                   • Please note that the continue and break instructions can also be
24 end;
                                                                     use with the other iterative instruction foreach.
```

Exercise 2: Abstract Classes, Subclasses, And Superclasses

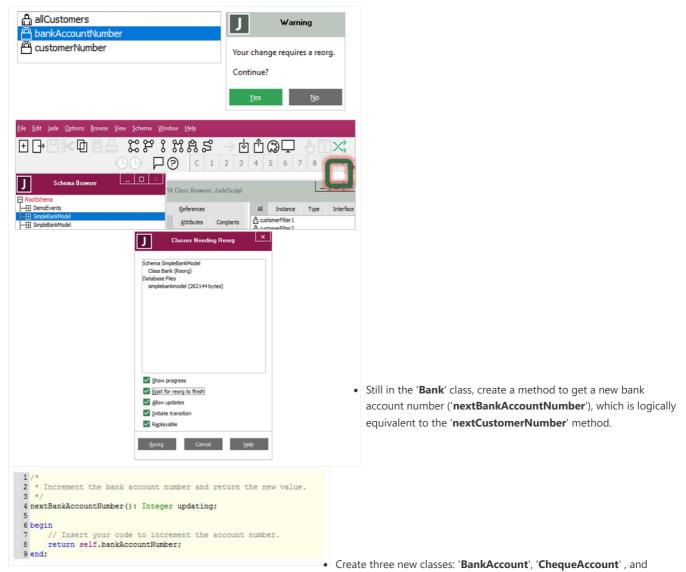
Information - Classes

• We will define three new classes in this exercise to represent various types of bank accounts.



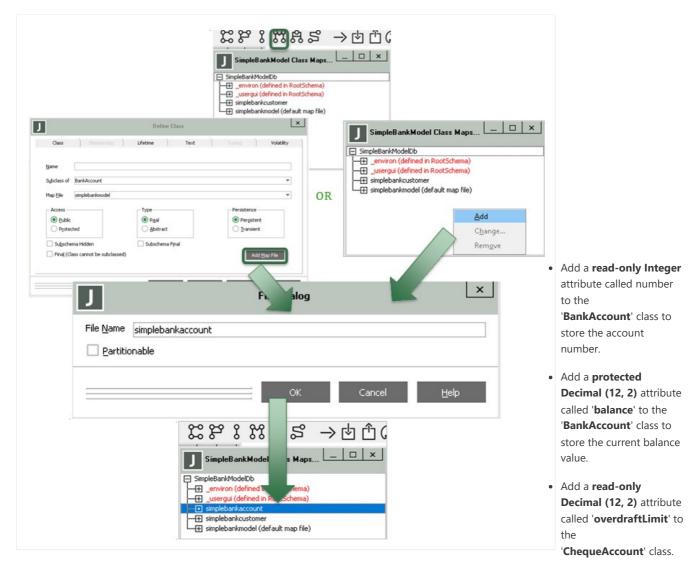
How To Work With Classes

- Start by adding a new Integer type protected attribute called 'bankAccountNumber' to the 'Bank' class.
 - Your code may require a Reorg after adding this attribute. Please do so.

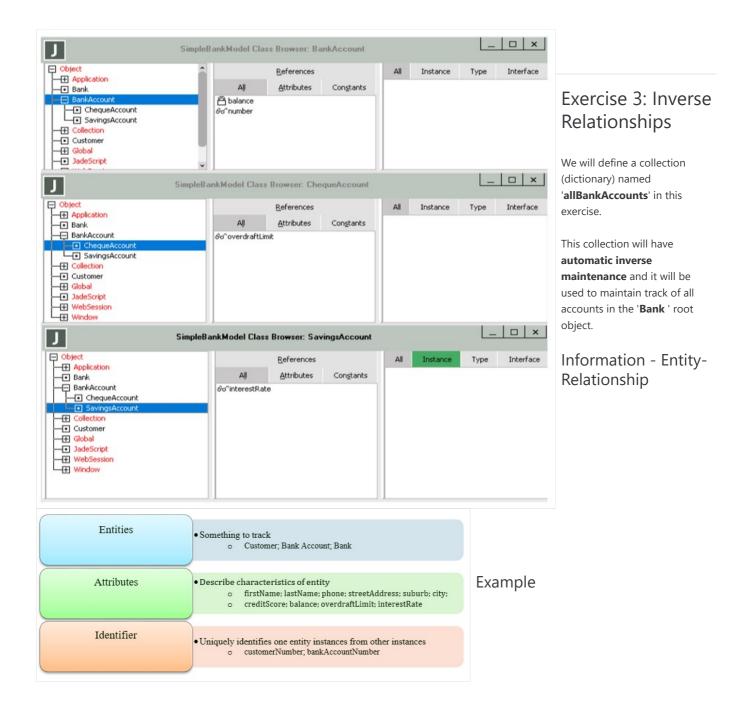


'SavingsAccount'.

- The 'BankAccount' class is a superclass for the other two.
- The 'BankAccount' class should be defined as an abstract class, subclass of 'Object'.
- The mapfile for the 'BankAccount' class is 'simplebankmodel'
- The mapfile for 'ChequeAccount' and 'SavingsAccount' is 'simplebankaccount'.
- You may need to check the required mapfiles exist before you define the classes and add them if necessary.

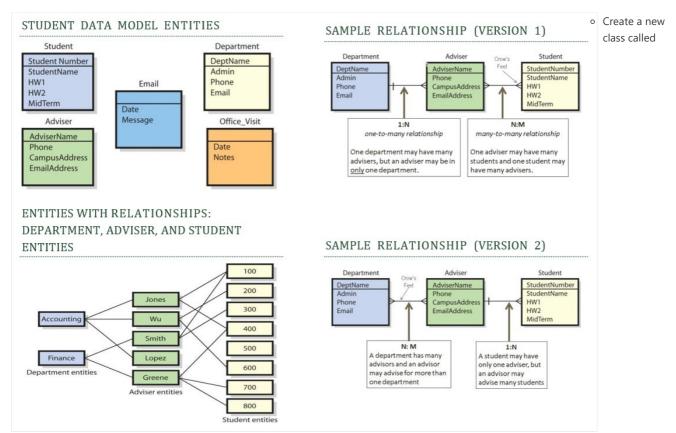


• Add a read-only Decimal (12, 2) attribute called 'interestRate' to the 'SavingsAccount' class.



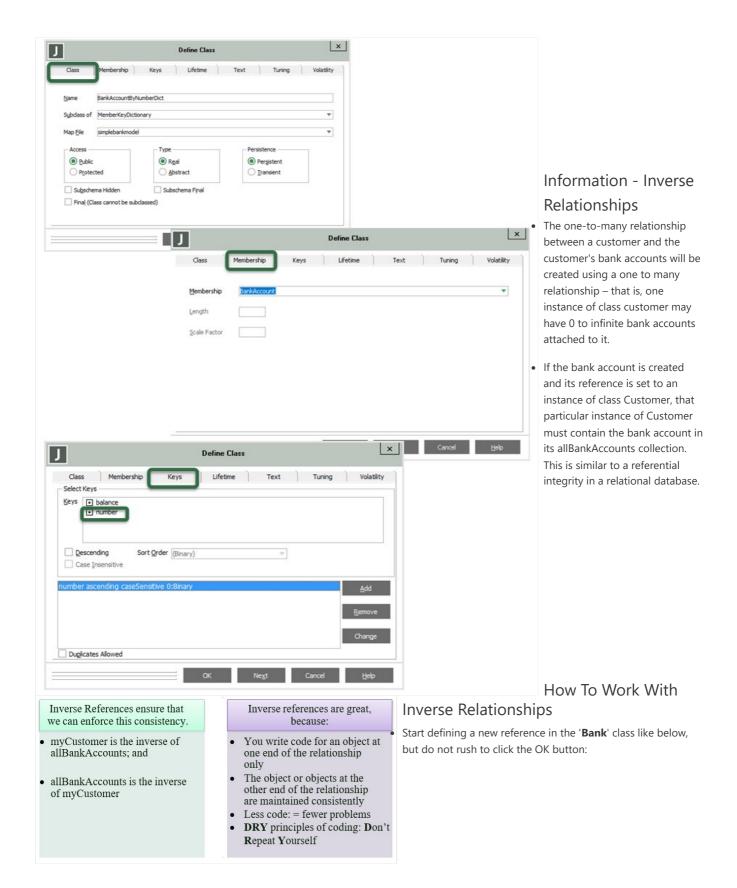
How To Work With Collection

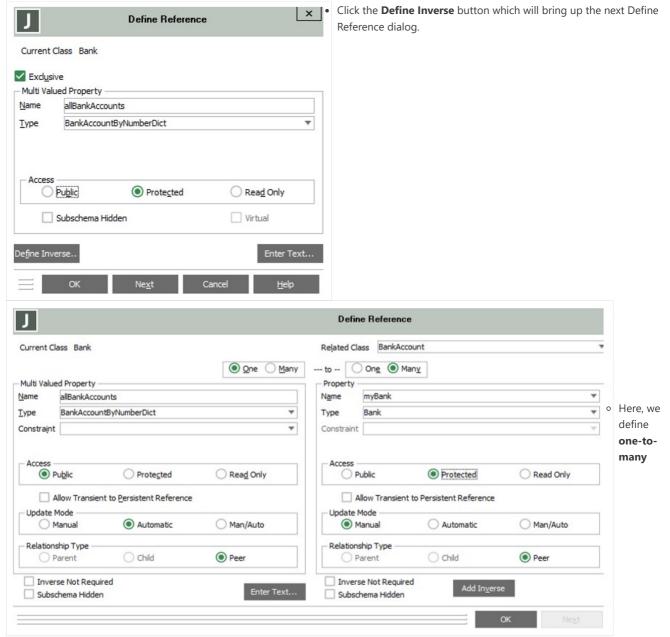
• Define the accounts collection (dictionary) which will be appeared as a member of the 'Bank' root object.



'BankAccountByNumberDict' as a subclass of 'MemberKeyDictionary' that is mapped to the 'simplebankmodel' mapfile.

- On the **Membership** tab, select the 'BankAccount' class in the combo box.
- On the **Keys** tab, select the 'number' attribute as the collection sorting key with the **default (binary) sorting order**.



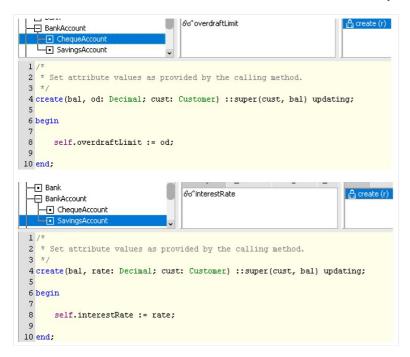


relationship between the 'Bank' and 'BankAccount' classes.

- The Manual update mode on the 'BankAccount' class side in combination with the Automatic update mode on the 'Bank' class side means that as soon as a 'Bank' instance is assigned to the 'myBank' reference in the 'BankAccount' instance, this 'BankAccount' instance is automatically added to the 'allBankAccounts' collection in the 'Bank' instance.
- For simplicity of our code we define the 'allBankAccounts' access as public.
 - This point will be reviewed when we create a constructor for the 'BankAccount' class.
- Note that 'myBank' reference in the 'BankAccount' class appears automatically after you are done with this dialog.
- Define a Protected reference named 'myCustomer' in the 'BankAccount' class, of type 'Customer'.
- Define a constructor 'create' in the 'BankAccount' class.

```
*Initialise the account number and the reference to the Bank Account
 4 create(cust : Customer; balance : Decimal) updating;
 6 begin
       //Assign a new unique number to the customer.
      self.number := app.myBank.nextBankAccountNumber();
11
12
      //The following line will not compile if commented in
      // self.myBank.allBankAccounts.add(self);
13
14
15
      //This customer's Bank instance
      self.myBank := app.myBank;
16
17
18
      //This account's myCustomer reference
      self.balance := balance;
19
20
21
       //This account's balance reference
      self.myCustomer := cust;
23 end;
```

- Q: Why would Line 12 cause a compiler error if uncommented?
- Now we will reimplement the 'create' method as a parameterised constructors for the 'ChequeAccount' and 'SavingsAccount'.
- Both the 'ChequeAccount' and the
 'SavingsAccount' now include 'super()' which
 calls the 'create' function from the
 'BankAccount' class.
- Q: In what order are the 'create' methods called? Subclass first or Superclass first?



- To verify this code works, add two methods called 'addChequeAccount' and 'addSavingsAccount' in the JadeScript class. Create one
 instance of each of the 'BankAccount' subclasses and their properties in these methods.
- Hints:
 - You can use the 'Customer' instances collection to get access to the first 'Customer' object.
 - You will need to call the 'initialize' code again.
- Use the Schema Collection Inspector to verify the newly created bank accounts show in the 'allBankAccounts' collection in the 'Bank' class
- Use the **JADE Help** to learn about the difference between defining a simple collection (without automatic inverse maintenance) and an automatically maintained relationship.

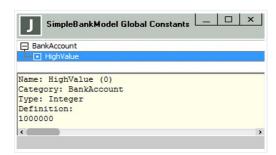
Exercise 4: Conditional Collections Membership

JADE offers a plethora of various efficiencies in database management as we have seen so far, for example, with the automatic inverse references.

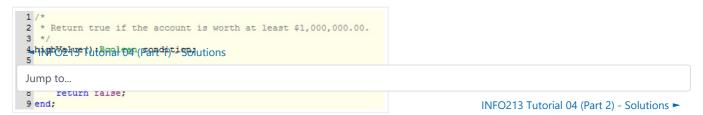
In this exercise, we will examine another very powerful feature which allows automated collections maintenance based on a constraint imposed on a collection. For example, we want to maintain a collection for all high-value accounts.

This exercise requires reliance on the JADE Online Help System to discover how to complete the tasks. The instructions are therefore not given in as much detail as usual.

- Create a global constant 'HighValue' (with the value of 1000000) under the 'BankAccount' category.
 - The topic of defining global constants has **not** been presented in lectures or tutorials. However, as part of this exercise, **you are** required to explore the JADE documentation to find out how to define a global constant.
 - Search the JADE online help system for these terms: "adding a global constant".
 - On the topic of good practices, the idea of adding a global constant provides a more maintainable solution than using numeric values in code.
- Once you have defined the required constant, it should appear in the **Global Constants** browser as follows:



- Create a **condition method** (for the 'BankAccount' class) called 'highValue' by selecting the **New Condition** option from the **Methods** menu or from the right-click context menu from the **Methods** pane in the **Class Browser**.
 - o Condition methods are usually simple declarative methods which return a **Boolean** value.
 - o Condition methods do not allow the use of method parameters or local variables.
 - The following code is incomplete. Add your code and remember to use the global 'HighValue' constant you defined earlier:



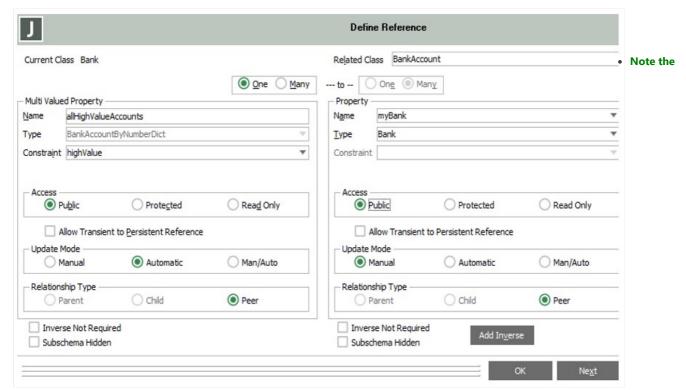
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'highValue' constraint (as defined earlier in the 'BankAccount' class) on the 'Bank' class side. This change may require a reorg.

- Please verify the 'allHighValueAccounts' collection gets updated every time a new account with a balance equal to or higher than a
 million dollars. If your database already has high-value accounts which would match the 'highValue' condition, the database will require
 a reorg and the 'allHighValueAccounts' collection will be updated. Otherwise you can edit the 'addChequeAccount' or
 'addSavingsAccount' method you created for the previous exercise.
- Q: At this stage, how would you go about verifying your code works without adding any extra code (only by using the object inspector)?

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