

# Assignment 1: Part 1

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## Abstraction

Abstraction is a concept of having an entity that is specific for solving a task or a problem without letting users know the detail implementation of how problem is solved. For example, we can call a API and the API will give the result we need but we would not know how API generate the result.

In Java, Interface class is a way to achieve Abstraction. An interface class looks like below, which has the names of a interface methods that does not have a body. Let's say we want to have a object that can update the student info to the database.

```
interface StudentOps {  
    void insert(Student);  
    void delete(Student);  
    void update(Student);  
}
```

Then, the interface class would be implemented by a concrete class, which will implement all the interface methods and has a connect method that handle the implementation of db connection(This method does not and need not to be view by the user of StudentOps object).

```
class JdbcStudentOpsImpl implements StudentOps {  
    public void insert(Student s) {  
        // code  
        connect ()  
    }  
    public void delete(Student s) {  
        // code  
        connect ()  
    }  
    public void update(Student s) {  
        // code  
        connect ()  
    }  
  
    public void connect(Student s) {  
        // connect the jdbc  
    }  
}
```

When we use the object to update student info, we create an instance of interface by executing the constructor of a concrete class that implements the interface instead of use the `JdbcStudentOpsImpl` directly.

```
StudentOps studentOps = new JdbcStudentOpsImpl  
  
studentOps.insert(std)  
studentOps.delete(std)  
studentOps.update(std)
```

In this way, the user who want to update the student info would not see how the db is connect and can still update the data. This prevent user from viewing the detail or wrongly use the

connect function. Besides, when we want to change to a different db connection method, we can create a new concrete class that implement `studentOps` to substitute old implementation without change the code of `studentOps`.

```
StudentOps studentOps = new jdbcStudentOpsImpl
```

```
studentOps.insert(std)  
studentOps.delete(std)  
studentOps.update(std)
```

---

<https://stackoverflow.com/questions/62112528/how-does-interface-helps-in-hiding-details> -The example java code

## Encapsulation

“Encapsulation is defined as the wrapping up of data under a single unit.” The data/function should be only used or seen within a class if it is unnecessary for other part of code.

In Java, it could be achieved by “private” declaration. By declaring private before a variable or a function, the variable and function can only be access within the class or function and cannot be called outside of the class or function.

```
Class Birthday{  
    Private String date;  
  
    Public void setDate(int month, int day){  
        date=Integer.toString(month)+"*"+Integer.toString(day)  
    }  
}
```

In the case above, the date can only be changed by called by the setDate function and cannot be directly changed through called the variable from the object. That's say the date variable in Birthday object should strictly follow the format “month\*day“, by using private variable, it prevent the user change the variable and not followed the format.

## Polymorphism

*“Each class in a well-designed program denotes a distinct concept with its own set of responsibilities. Nevertheless, it is possible for two (or more) classes to share some common functionality. For example, the Java classes `HashMap` and `TreeMap` are distinct implementations of the concept of a “map,” and both support the methods `get`, `put`, `keySet`, and so on. The ability of a program to take advantage of this commonality is known as polymorphism”*

- Sciore E. (2019) *Polymorphism*. In: *Java Program Design*. Apress, Berkeley, CA. [https://doi.org/10.1007/978-1-4842-4143-1\\_2](https://doi.org/10.1007/978-1-4842-4143-1_2)

Poly-morph (*many-forms*), is the concept of objects of the same class exhibiting different characteristics. Objects belonging to two different subclass that share the same parent, will inherit the same methods. Of course, due to the differences the subclass brings, the methods will change according to the nuances of the subclass.

The benefit of this concept is that we can build a program around an abstract superclass, and we can later pass different objects that extends the superclass into the program. These objects can belong to varying subclasses and be different from each other, but the implementation remains agnostic to these object-classes.

In my opinion, this is especially useful when:

1. The details of the subclass are not clear at the start of implementation
2. There are differences between subclasses, but they share some common functionality
3. You need a collection of different objects to use a related method (which can be inherited)

Head First Design Patterns explains this rather prolixly:

*“The point is to exploit polymorphism by programming to a supertype so that the actual runtime object isn’t locked into the code. And we could rephrase “program to a supertype” as “the declared type of the variables should be a supertype, usually an abstract class or interface, so that the objects assigned to those variables can be of any concrete implementation of the supertype, which means the class declaring them doesn’t have to know about the actual object types!”*

- *Welcome to Design Patterns: Intro to Design Patterns; Head First Design Patterns, 2nd Edition* by Eric Freeman, Elisabeth Robson, Kathy Sierra, and Bert Bates. O’ Reilly & Associates, Inc

For example :

```
class BankAccount() :  
  
    def __init__(self) :  
        self.balance = 0.0  
        self.customer_name = ""  
        self.rate = 0.0  
  
    def greet_customer(self) :  
        print("Hello {} your balance is USD{}".format(self.customer_name, self.balance))  
  
    def debit(self, amount) :  
        self.balance -= amount  
  
    def credit(self, amount) :  
        self.balance += amount  
  
    def add_interest(self) :  
        self.balance += self.rate*self.balance
```

In this case, BankAccount is an abstract superclass. All accounts in this bank will have these basic functions.

```
class SavingsAccount(BankAccount) :  
  
    def __init__(self) :  
        super().__init__()  
        self.num_transactions = 6  
        self.rate = 0.042  
  
    def greet_customer(self) :  
        print("Hello Savings Account Customer {}, \
```

```

your balance is USD{}. You have {} transactions \
left this month.".format(self.customer_name, self.balance, self.num_transactions))

def debit(self, amount) :
    if self.num_transactions==0 :
        print("You have used up all your transactions for this month. You cannot make anymore debits to this
account.")
    elif self.balance==0 or amount>self.balance :
        print("You have insufficient balance to perform this transaction")
    else :
        super().debit(amount)
        self.num_transactions -= 1

class InvestmentAccount(BankAccount) :

    def __init__(self) :
        super().__init__()
        self.leverage = 0.0
        self.rate = 0.42

    def greet_customer(self) :
        print("Hello Investment Customer {}, your current balance is USD{} and leverage is USD{}"
            .format(self.customer_name, self.balance, self.leverage))

    def credit(self, amount, is_loan=False) :
        super().credit(amount)
        if is_loan :
            self.leverage += amount

    def add_interest(self) :
        self.balance -= self.leverage*self.rate

```

In this case, both `SavingsAccount` and `InvestmentAccount` are from the same class `BankAccount`, but their implementation of the same `credit()`, `debit()` and `add_interest()` methods are very different. Let us consider 2 cases:

1. Adding interest at the end of every month.
2. Crediting a government incentive amount to each account.

```
SB = SavingsAccount()
IB = InvestmentAccount()

gov_subsidy = 1000.00

SB.credit(1000.00)
IB.credit(1000.00, True)

while True:

    if datetime.date.tomorrow("%D") == "01": #if tomorrow is the first of a month, i.e. today is the last day
        SB.add_interest()
        IB.add_interest()
```

In this case, both the accounts may get credited with the same government subsidy - but when the interest is calculated, the `InvestmentAccount` will actually lose value, and the `SavingsAccount` will gain in value.

➤ *This example is mine, but the idea was inspired from Sciore E. (2019) Polymorphism. In: Java Program Design. Apress, Berkeley, CA. [https://doi.org/10.1007/978-1-4842-4143-1\\_2](https://doi.org/10.1007/978-1-4842-4143-1_2)*

## **Method Overriding**

In this case of polymorphism, a subclass can change the way a function behaves by re-defining a method from the superclass.

## **Method Overloading**

A function can be re-defined in the same or different class, where these definitions differ in input parameters. In such a case, the program will interpret which method is being called by the parameters provided.

### **Duck Typing or Dynamic Typing**

Languages like Python are not very strict about specifying the type of input parameters to a function. So, the program will run dynamically - and try to perform the operations in the method regardless of input. An error will only be raised when the operations in the method cannot be performed on the input object. Depending on their stance, one could argue that this is a special case of Polymorphism as well.

### **Coupling**

*“Coupling refers to how tightly different classes are connected to one another. Tightly coupled classes contain a high number of interactions and dependencies. Loosely coupled classes are the opposite in that their dependencies on one another are kept to a minimum and instead rely on the well-defined public interfaces of each other...”*

*Legos, the toys that SNAP together would be considered loosely coupled because you can just snap the pieces together and build whatever system you want to. However, a jigsaw puzzle has pieces that are TIGHTLY coupled. You can't take a piece from one jigsaw puzzle (system) and snap it into a different puzzle, because the system (puzzle) is very dependent on the very specific pieces that were built specific to that particular “design”. The legos are built in a more generic fashion so that they can be used in your Lego House, or in my Lego Alien Man.”*

➤ Seth Long's Blog, <https://megocode3.wordpress.com/2008/02/14/coupling-and-cohesion/>

A tightly coupled program means different objects in the program share resources and dependencies with each other. It is very difficult to make changes to a class in such cases, as dependent objects (that share resources) will be affected by this change.

Now any piece of software will have some degree of coupling because they need to interact and call each other's methods for exchanging data. But as a designer, we can follow intelligent designs to ensure that it is kept to a minimum.

One such design idea is interfaces, that allows classes to remain independent of each other. In such a case, the classes using the same interface will be able to communicate with each other, regardless of how it is implemented in code.

Rather than change a dependent object due to a change request to another object, you can implement the CR to adopt the interface demands.

➤ [This StackOverflow answer inspired this example](#)



Let us look at a highly coupled example of a Librarian class and Student class.

```
class Book():

    "Class Definition"

class Librarian():

    def __init__(self, book_listing):
        self.collection = book_listing

    def issue(self, book):
        return self.collection.pop(book)

    def take_in(self, book):
        self.collection.append(book)

class Student():

    def __init__(self, librarian):
        self.librarian = librarian

    def borrow_book(self, book):
        self.librarian.issue(book)

    def return_book(self, book):
        self.librarian.take_in(book)
```

Now, if there is a change to the `Librarian.issue()` method, there may be unexpected consequences for the `Student.borrow_book()`. Also the latter cannot even be instantiated without having a librarian object.

But we can try to decouple this, by adding a `BookShelf` class, where the `Librarian` can place books and `Student` can take the book!

```
class Book():
    "Class Definition"

class BookShelf():

    shelf = []

    def place_book(self, book):
        self.shelf.append(book)

    def take_book(self, book):
        return self.shelf.pop(book)

bookshelf = BookShelf()

class Librarian():

    def __init__(self, book_listing):
        self.collection = book_listing

    def stock(self, book):
        self.collection.pop(book)
```

```
bookshelf.place_book(book)
```

```
class Student() :
```

```
def __init__(self, librarian) :
```

```
    self.librarian = librarian
```

```
self.book = None
```

```
def borrow_book(self, book) :
```

```
    self.book = bookshelf.take_book(book)
```

```
def return_book(self, book) :
```

```
    self.book = None
```

```
    bookshelf.place_book(book)
```

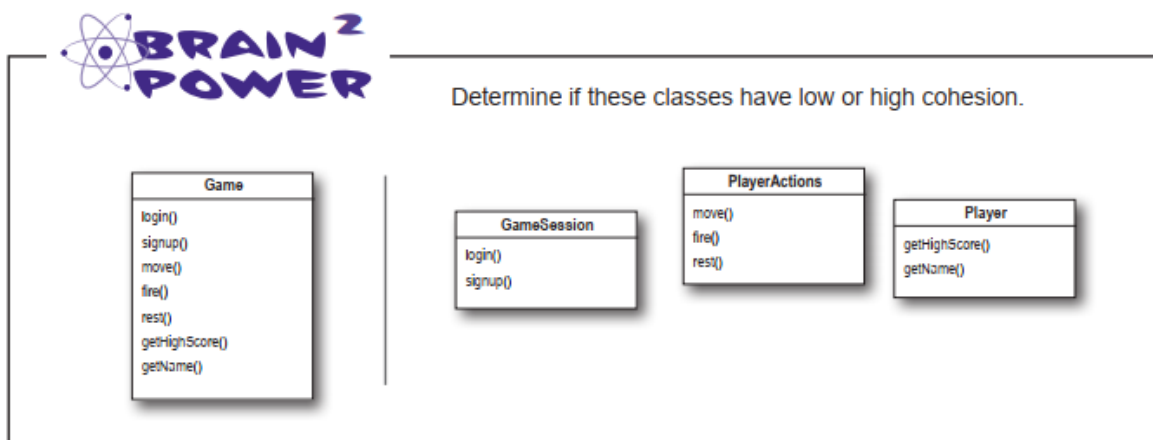
In this example, the `Student` and the `Librarian` had access to the same `BookShelf` class. If the `Librarian` class was changed to do something else - for instance if the class changed its responsibility completely - to an extent where it does not even have a `Librarian.stock` method, the `Student` class will not be affected by it at all!

## Cohesion

Cohesion is “a measure of how closely a class or module supports a single purpose or responsibility<sup>1</sup>.”

Given that a class “determine[s] what you can do with objects...but also how it is done<sup>2</sup>,” ideally, the classes that we make should be *highly* cohesive, meaning that classes should typically have a tightly bound scope of actions and responsibilities that it makes use of when they are called on the objects that we have. Cohesion makes it easy to understand the purpose of the class that we have created and when to use (or not to use) a class. It also helps in aiding in creating more robust and flexible code that can be more easily changed to meet ever-evolving demands.

The following image provides an example for high versus low cohesion. It is taken from the *Head First Design Patterns* textbook<sup>3</sup>.



The Game() class on the left is a class that is of low cohesion. It has many different actions that it performs. More specifically, it isn't quite that it has many actions but rather *all the actions under this class are not related to each other*. In other words, the actions under Game() do not share the same responsibility. This can be contrasted with the three classes on the right. While each of these classes have multiple *actions*, the actions therein are all related to each other and therefore each class on the right have one and only one *responsibility*. If we were to imagine the Game() class to be implemented in code, then if any one of the actions within Game() were to change, then any method or subclass that depends on Game() has the possibility to function in unintended ways. On the other hand, if GameSession(), PlayerActions(), and Player() were implemented in code, then a change will be less likely to cause unintended consequences down the road. Additionally, as a nice side effect, when classes have high cohesiveness, debugging becomes a simpler task as it is easier to know where to go in the code to fix an issue with classes defined in the example above on the right than on the left.

<sup>1</sup> Freeman, Eric, et.al, *Head First Design Patterns*, 2nd Edition (2021) p. 340.

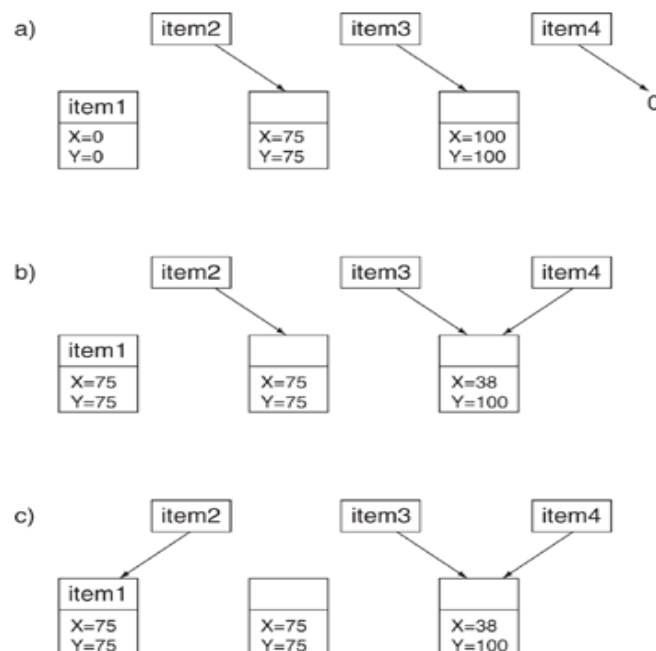
<sup>2</sup> Mailund, Thomas, *Advanced Object-Oriented Programming in R* (2017): Chapter 2: “Class Hierarchies”, DOI: 10.1007/978-1-4842-2919-4\_2

<sup>3</sup> Freeman, Eric, et.al, *Head First Design Patterns*, 2nd Edition (2021) p. 341.

## Identity

Identity is “the nature of an object that distinguishes it from all other objects<sup>4</sup>.” Within a class we want to make sure that the objects that we call or instantiate are indeed the objects that we are referring to. Furthermore, we want to make sure that the objects that we make should be objects that we want to call in our methods (versus, data that we can store somewhere else). The objects that we put into our classes should have an identity—a purpose—and shouldn’t be there without being used or called. If two objects share the same identity, then a change to one of the two objects will lead to the same change in the other object. This has the potential to be problematic as if we aren’t sure of or careful about the changes that we make on objects within a class, then we can’t guarantee that there won’t be unintended side effects, bugs, or errors in our code later down the line. Take for example the following diagram from Booch’s *Object-Oriented Analysis and Design with Applications*<sup>5</sup>:

Figure 3-4 Object Identity



With each change to how item1, item2, item3, and item4 refer to data, eventually, we could end up in outcome C where X=75 and Y=75 doesn’t refer to anything (which can result in a memory leak<sup>6</sup>) and item3 and item4 refer to the same thing. If we keep in mind that objects should have their own unique identity and role within a class (which is similar, but distinct, to how classes should be highly cohesive), this will help to more easily identify where errors and bugs are within our code thereby allowing us to have cleaner design and readability of our code.

<sup>4</sup> Booch, Grady, et al., *Object-Oriented Analysis and Design with Applications, Third Edition* (2007), Chapter 3: Classes and Objects

<sup>5</sup> *Ibid.*

<sup>6</sup> *Ibid.*