Object-Oriented Programming

SoftEng
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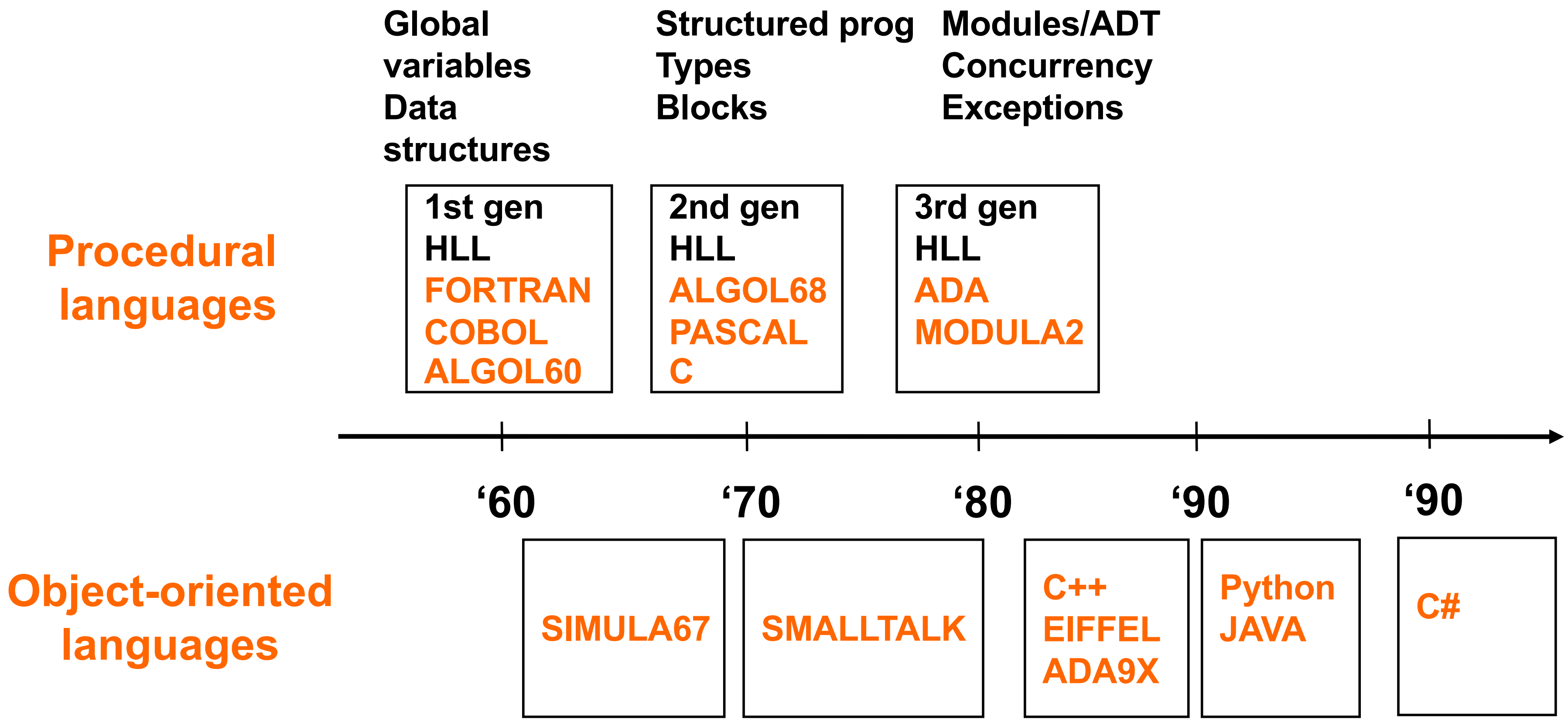
Learning objectives

- Define the object-oriented (OO) paradigm
  - What are objects and classes?
- Understand the differences between procedural approach and OO
  - What is encapsulation?
- Understand the fundamental concepts of OO
  - What are interfaces, messages, and inheritance?
- Appreciate the benefits of OO
  - What are modularity, reuse, and maintainability?

Programming paradigms

- Procedural (Pascal, C,...)
- Object-Oriented (C++, Java, C#,...)
- Functional (LISP, Haskell, SQL,...)
- Logic (Prolog)

Languages timeline

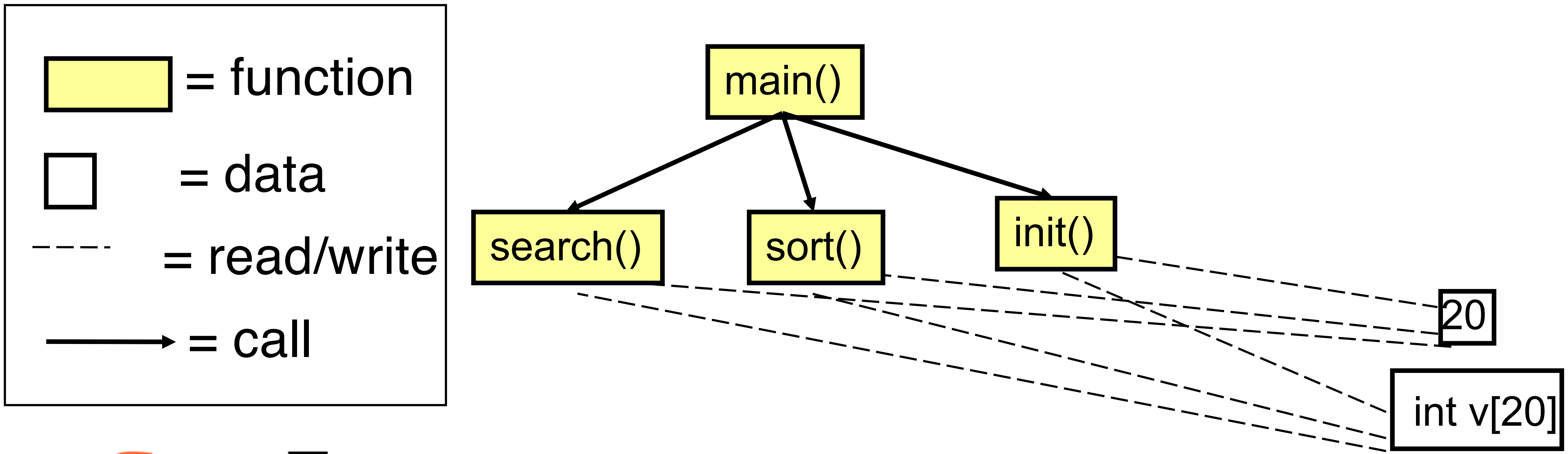


Procedural

```
int vect[20];
void sort() { /* sort */ }
int search(int n){ /* search */ }
void init() { /* init */ }
// …
int i;
void main(){
    init();
    sort();
    search(13);
}
```

Modules and relationships

- Modules:
  - Data
  - Function (Procedure)
- Relationships:
  - Call
  - Read/write



Problems

- There is no syntactic relationship between:
  - Vectors (int vect[20])
  - Operations on vectors (search, sort, init)

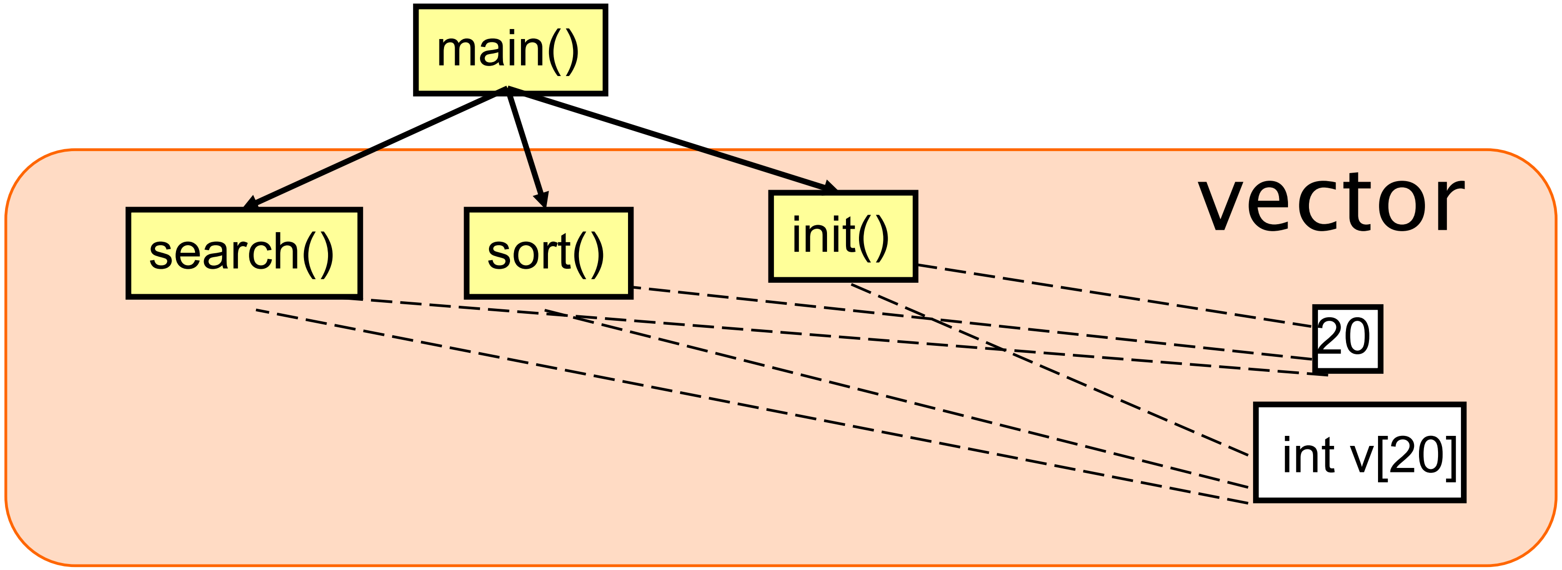
- There is no control over *size*:

```
for (i=0; i<=20; i++) {  vect[i ]=0; };
```

- Initialization
  - Actually performed?

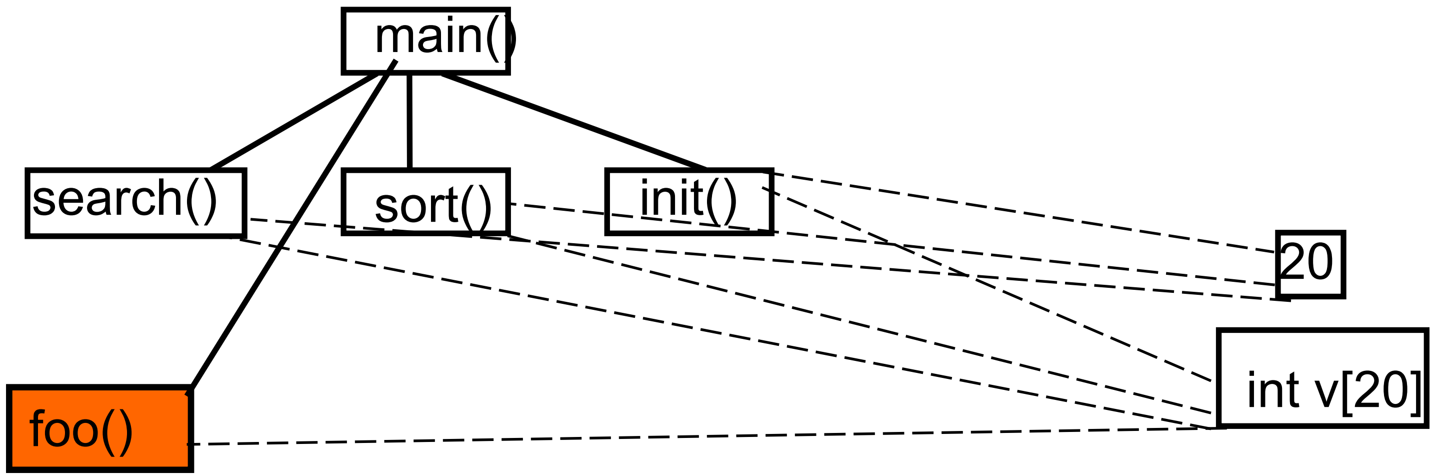
The vector

- It is not possible to consider a vector as a primitive and modular concept
- Data and functions cannot be modularized properly



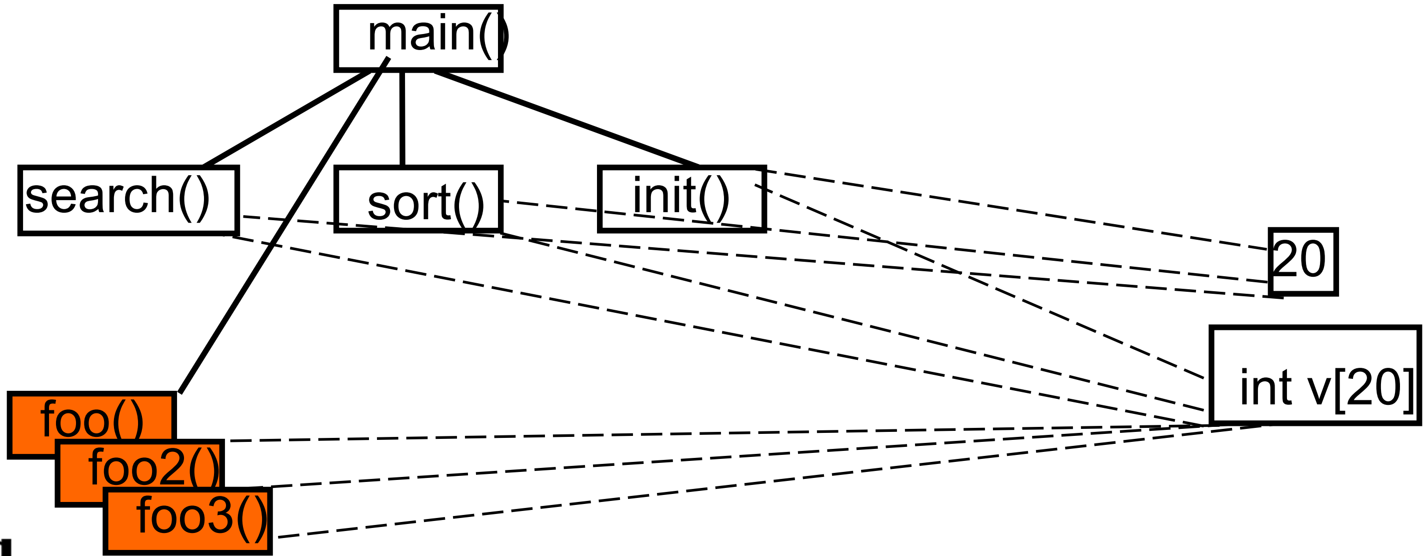
Procedural – problems

- No constraints on read/write relationships
- External functions can read/write vector's data



Procedural – On the long run

- (All) functions may read/write (all) data
- As time goes by, this leads to a growing number of relationships
- Source code becomes difficult to understand and maintain
  - Problem known as "Spaghetti code"



What is OO?

- Procedural Paradigm
  - Program defines data and then calls subprograms acting on data
- OO Paradigm
  - Program creates objects that encapsulate the data and procedures operating on data
- OO is “simply” a new way of organizing a program
  - Cannot do anything using OO (e.g., Java) that can’t be done using procedural paradigm (e.g., in C)

Why OO?

- Programs are getting too large to be fully comprehensible by any person
- There is need of a way of managing very-large projects
- Object Oriented paradigm allows:
  - Programmers to (re)use large blocks of code …
  - … without knowing all the picture
- Makes code reuse a real possibility
- Simplifies maintenance and evolution of code

Why OO?

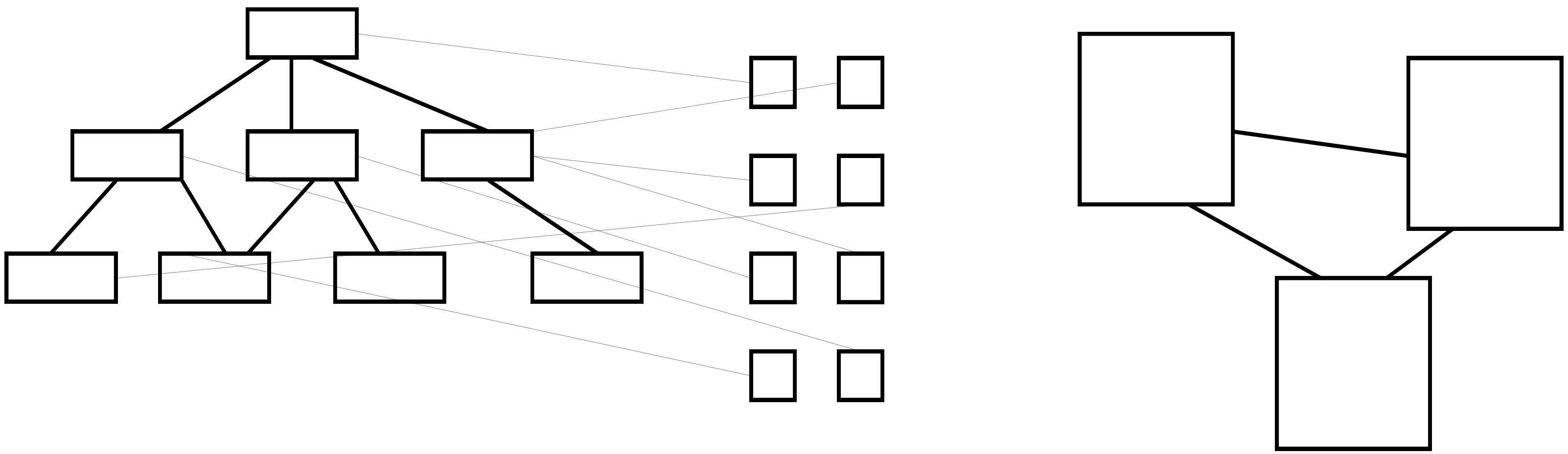
- Benefits only occur in larger programs
- Analogous to structured programming
  - Programs < 30 lines, spaghetti is as understandable and faster to write than structured
  - Programs > 1000 lines, spaghetti is incomprehensible, probably doesn't work, not maintainable
- Only programs > 1000 lines benefit from OO really

An engineering approach

- Given a system, with components and relationships among them, we have to:
  - Identify the components
  - Define component interfaces
  - Define how components interact each other through their interfaces
  - Minimize relationships among components

An engineering approach

- Objects introduce an additional abstraction layer
- More complex system can be built

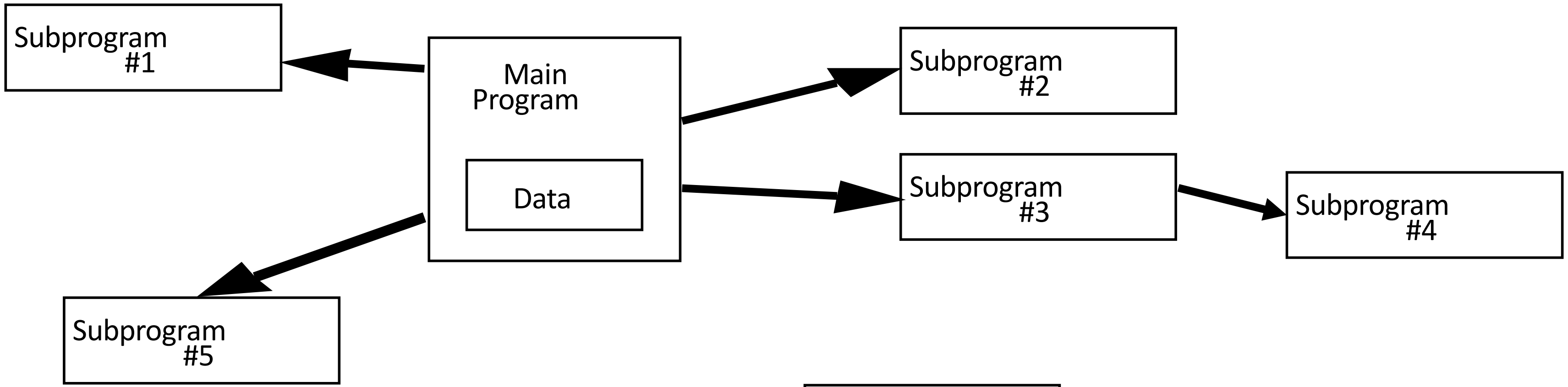


Object-Oriented approach

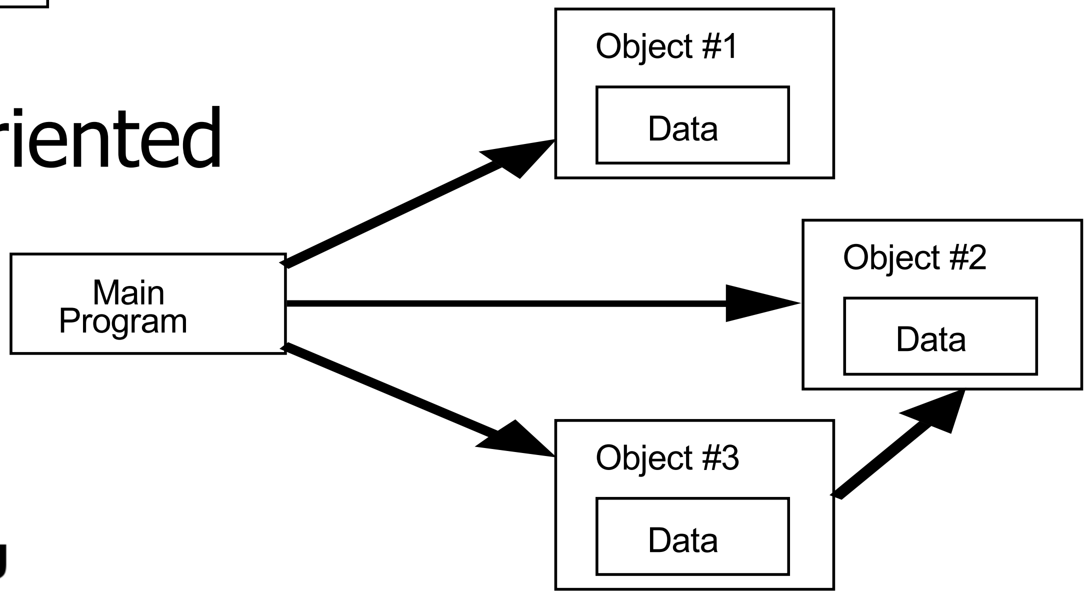
- Defines a new component type
  - Object (and class)
  - Data and functions on data are within the same module
  - Allows defining a more precise interface
- Defines a new kind of relationship
  - Message passing
  - Read/write oper. limited to object scope

Procedural vs. OO

Procedural



Object Oriented



Class and object

- Represents a set of objects
  - Common properties
  - Autonomous existence
  - E.g. facts, things, people, etc.
- Abstraction
- An instance of a class is an object of the type that the class represents (the creation of an object is called instantiation)
  - A class is like a type definition
    - No data is allocated until an object is created from the class

Class and object

- In an application for a commercial organization, City, Department, Employee, Purchase and Sale could be examples of typical classes
- No limit to the number of objects that can be created from a class
- Each object is independent; changing one object doesn’t change the others

Class and object

- Class (the description of object structure, i.e. *type*):
  - Data (ATTRIBUTES or FIELDS)
  - Functions (METHODS or OPERATIONS)
  - Creation methods (CONSTRUCTORS)
- Object (class instance)
  - State and identity

Example

```
class Car {
     string bodyColor;
     void setBodyColor(…) {…}
     void turnOn() {…}
 }

Car mikeCar = new Car();
c.setBodyColor(red);
c.turnOn();
```

Object-Oriented approach

```
class Vector {

    //data
    private int v[20];

   //interface
   public Vector() {
     for(int i=0; i<20; i++) v[i]=0;
   }
   public sort(){  /*sort*/ }
   public search(int c){ /*search*/ }
}
```

Object-Oriented approach

- Use of the class Vector:

```
Vector v1 = new Vector();
Vector v2 = new Vector();
v1.sort();
v1.search(22);
```

Object-Oriented approach

```
/*Example in C language */
int vect[20];
int i;
void sort(int [] v, int size) { … };
int search(int [] v, int size, int c)
    { … };

void main() {
   for (i=0; i<20; i++) {
        vect[i]=0;
   }
   sort(vect, 20);
   search(vect, 20, 33);
}
```

```
/*The same example in Java */
class Vector {
  private int v[20];
  public Vector() {
    for (int i=0; i<20; i++) v[i]=0;
  }
  public sort()          {  /*sort*/ }
  public search(int c) {/*search*/}
}
```

```
/* The same main() in Java */
int main() {
  Vector v1 = new Vector();
  Vector v2 = new Vector();
  v1.sort();
  v1.search(22);
}
```

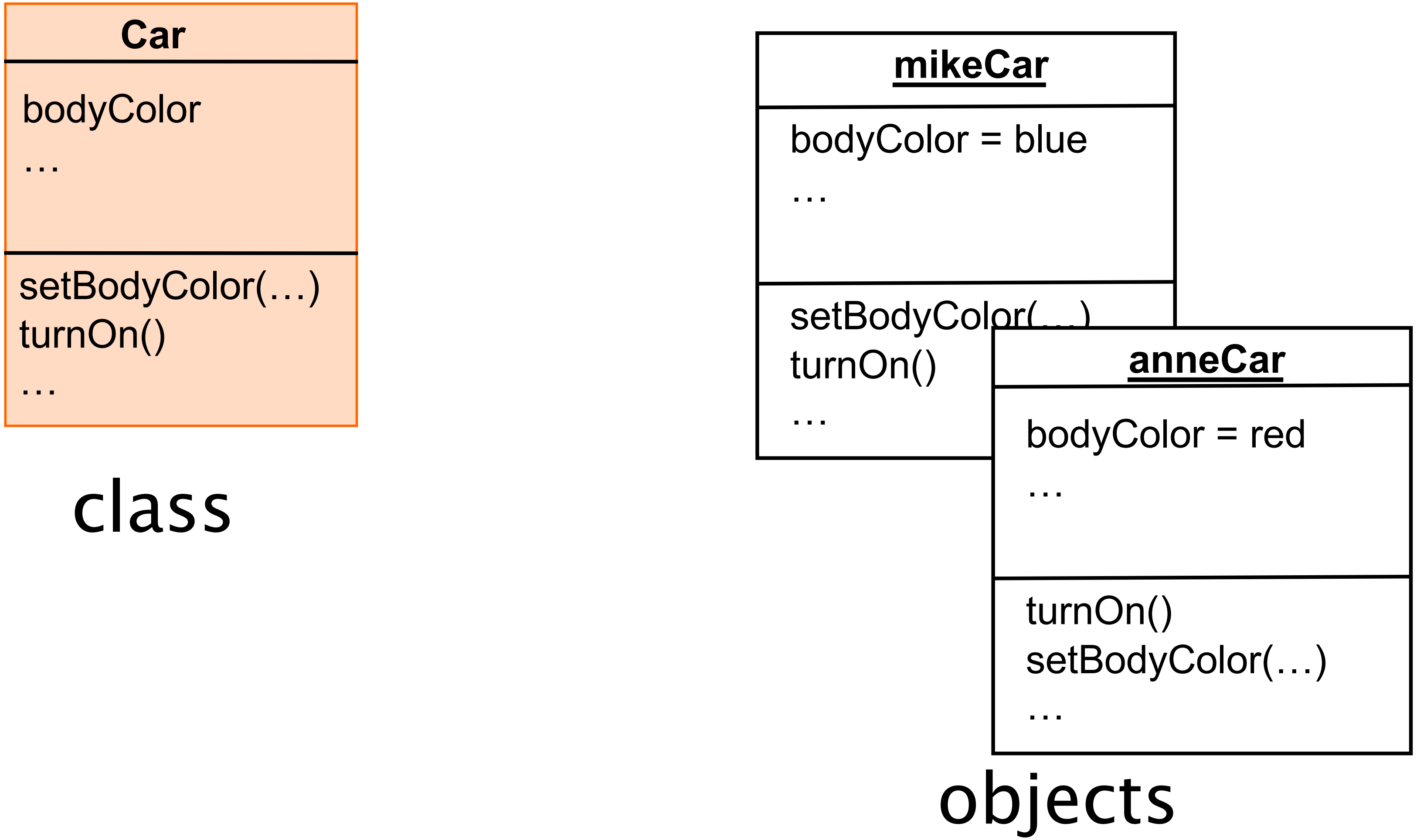
UML

- Unified Modeling Language
- Standardized modeling and specification language
  - Defined by the Object Management Group (OMG)
- Graphical notation to specify, visualize, construct and document an object-oriented system
- Several diagrams
  - Class diagram, Activity diagram, Use Case diagram, Sequence diagram, State diagrams, etc.

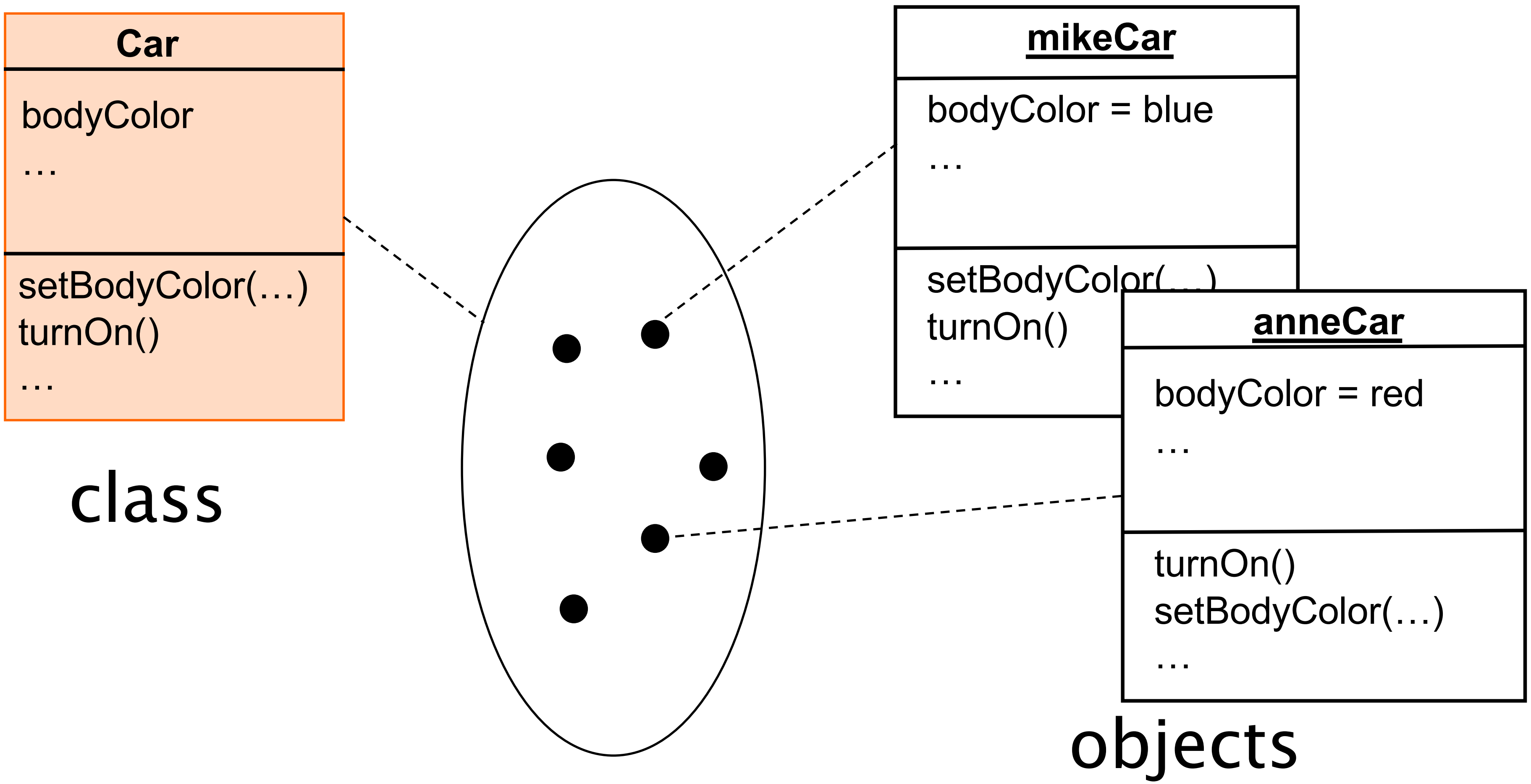
UML Class diagram

- Captures
  - Main concepts (classes)
  - Characteristics of the concepts
    - Data associated to the concepts
  - Relationships between concepts
  - Behavior of concepts
    - Operations associated to the concepts (functions)

UML Class diagram

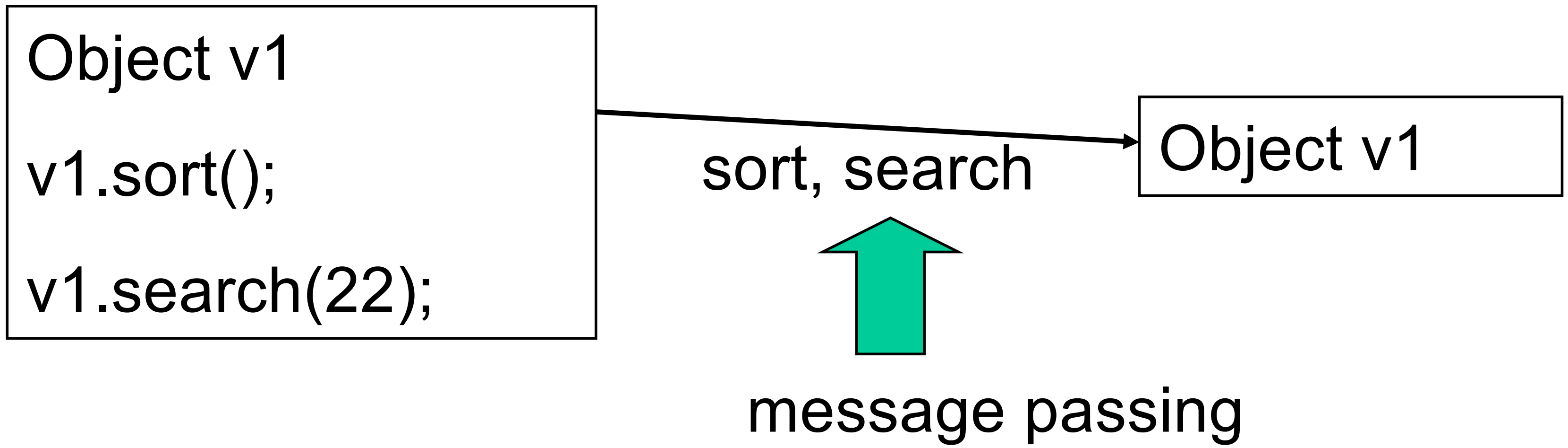


UML Class diagram



Message passing

- Objects communicate by message passing
  - Not by procedure call
  - Not by direct access to object’s local data



Message

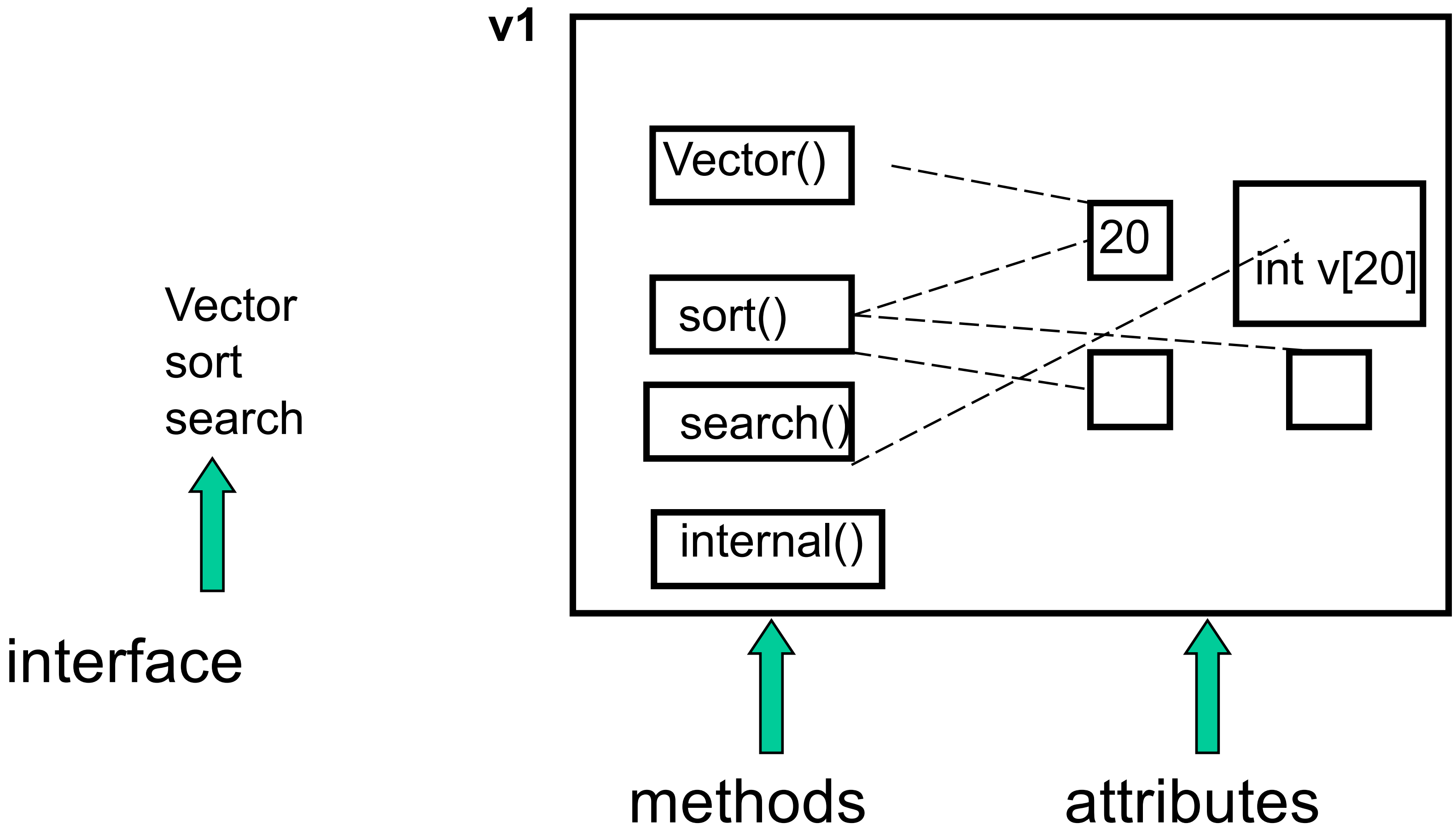
- A message is a service request
  - search, sort
- A message may have arguments
  - A value or an object name

- Examples
  - search(21)
  - search(joeCar)

Interface

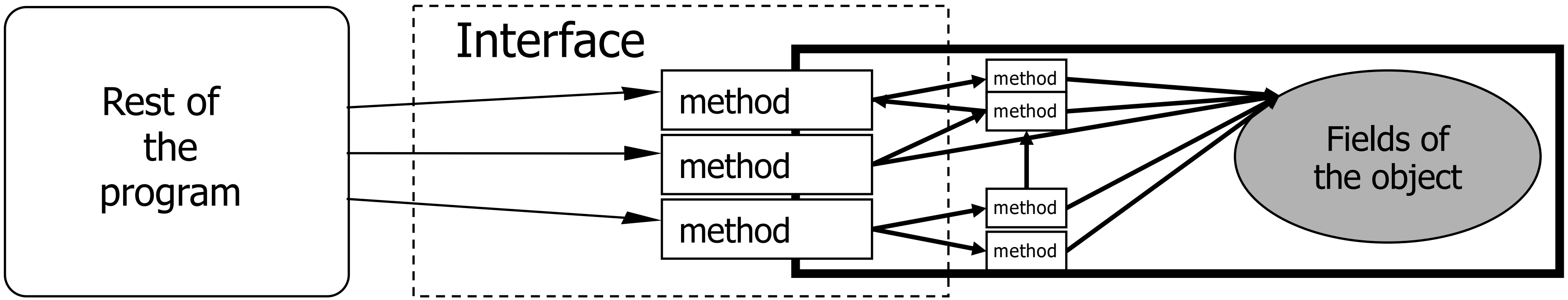
- Set of messages an object can receive
  - Any other message is illegal
  - The message is mapped to a function within the object
  - The object is responsible for the association (message, function)
- Through its interface, an object
  - Encapsulates its internals
  - Exposes a standard boundary

Interface

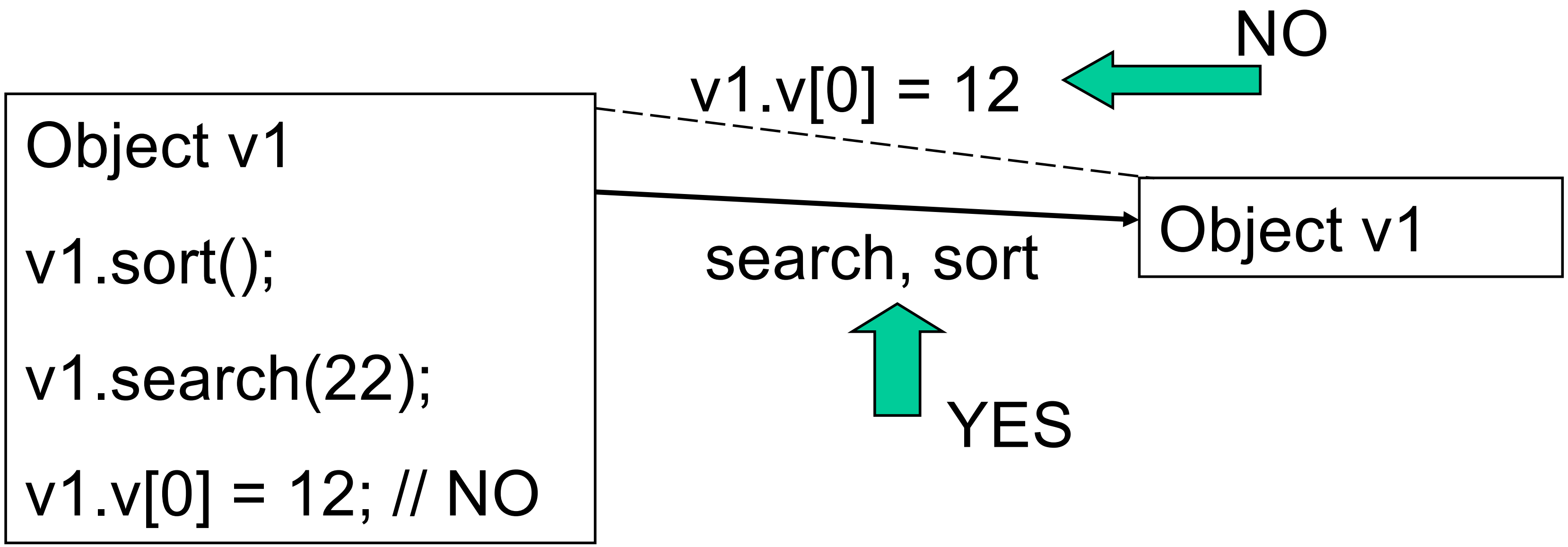

v1
Vector()
20
int v[20]
sort()
search()
internal()
Vector
sort
search
interface
methods
attributes

Interface

- The interface of an object is simply the subset of methods that other “program parts” are allowed to call
  - Stable (assumed to be, over time)



Encapsulation



- Read/write operations can only be performed by an object on its own data
- Between two objects data are exchanged through message passing

Benefits of encapsulation

- Simplified access
  - To use an object, the user need only comprehend the interface: no knowledge of the internals are necessary
- Self-containment
  - Once the interface is defined, the programmer can implement the interface (write the object) without interference of others

Benefits of encapsulation

- Ease of evolution
  - Implementation can change at a later time without rewriting any other part of the program (as long as the interface does not change)
- Single point of change
  - Changes in the data mean changing code in one location, rather than code scattered around the program (error prone)

Encapsulation in real life

- PhoneBook
  - Allows user to enter, look up and delete names and phone numbers
  - Implemented using an array
  - Maximum 100 names in the phone book
- PhoneBook object
  - Hidden Data
    - array
  - Interface
    - add, delete, lookUp

Encapsulation in real life

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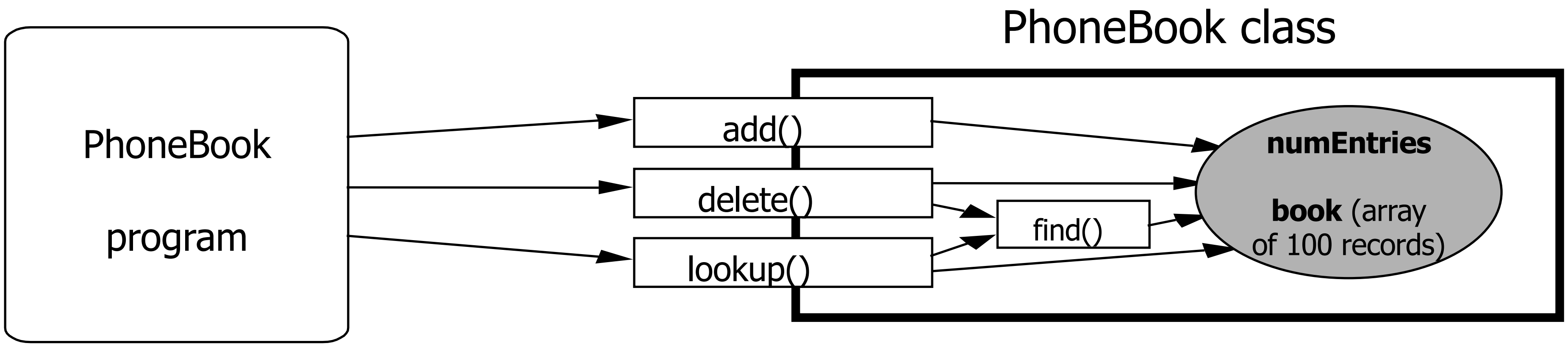


Encapsulation in real life

- The PhoneBook class is successful, it is used in hundreds of applications across the company… but it only holds 100 records!
- It now must upgraded to hold unlimited number of records
- How do we do so without breaking all the other programs in the company?

Encapsulation in real life

- The interface does not need to change, only the internals, thus there is no need to change any of the programs using PhoneBook class
- If it had been programmed in the procedural paradigm, each program that used the phone book would have had a copy of the data array and would have to have been extensively modified to be upgraded

Inheritance in OOP

- A class can be a sub-type of another class
- The inheriting class contains all the methods and fields of the class it inherited from plus any methods and fields it defines
- The inheriting class can override the definition of existing methods by providing its own implementation
- The code of the inheriting class consists only of the changes and additions to the base class

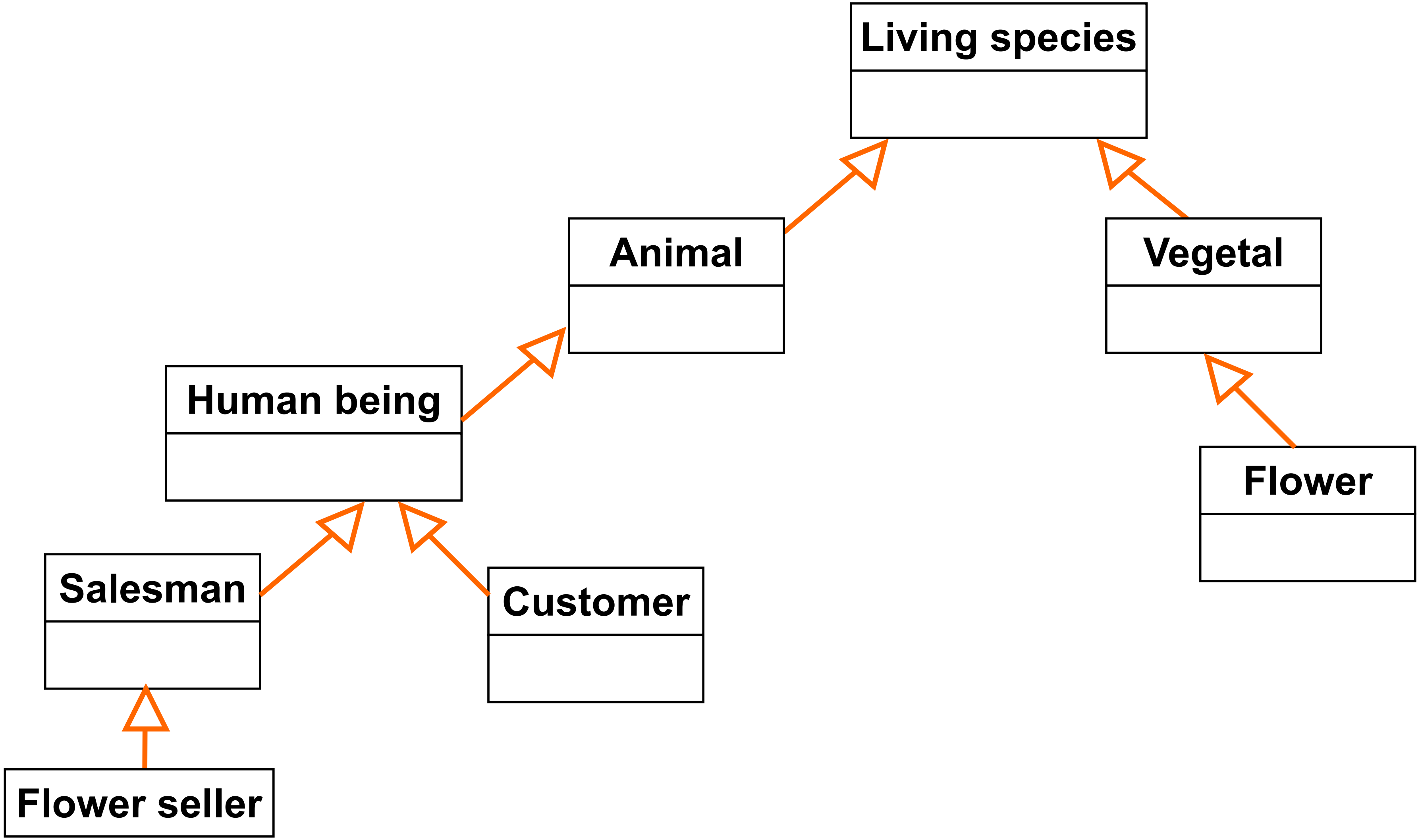
Why inheritance

- Frequently, a class is merely a modification of another class; in this way, there is minimal repetition of the same code
- Localization of code
  - Fixing a bug in the base class automatically fixes it in the subclasses
  - Adding functionality in the base class automatically adds it in the subclasses
  - Less chances of different (and inconsistent) implementations of the same operation

Inheritance in real life

- A new design created by the modification of an already existing design
  - The new design consists of only the changes or additions from the base design
- CoolPhoneBook inherits PhoneBook
  - Add mail address and cell number

Example of inheritance tree



Inheritance terminology

- Class one above
  - Parent class
- Class one below
  - Child class
- Class one or more above
  - Superclass, Ancestor class, Base class
- Class one or more below
  - Subclass, Descendent class, Derived class

Specialization/Generalization

- B *specializes* A means that objects described by B have the same properties of objects described by A
- Objects described by B may have additional properties
- B is a special case of A
- A is a generalization of B (and possible other classes)

Wrap-up session

- Class
  - Data structure (most likely private)
  - Private methods
  - Public interface
- Objects are class instances
  - State
  - Identity

Wrap-up session

- The key role of interfaces
- Objects communicate by means of messages
- Each object manages its own state (data access)

Wrap-up session

- Abstraction
  - The ability for a program to ignore some aspects of the information it is manipulating, i.e., the ability to focus on the essential
  - Each object in the system serves as a model can perform work, report on and change its state, and “communicate” with other objects in the system, without revealing *how* these features are implemented
- Example
  - Vector of integers implemented as an array or a linked list

Wrap-up session

- Encapsulation
  - Also called *information hiding*
  - Ensures that objects cannot change the internal state of other objects in unexpected ways
  - Only the object's own methods are allowed to access its state
  - Each type of object exposes an *interface* to other objects that specifies how other objects may interact with it
- Do not break it, never ever … unless you know what you are doing !!!
  - Loosens up relationships among components

Wrap-up session

- Inheritance
  - Objects defined as sub-types of already existing objects: they share the parent data/methods without having to re-implement
- Specialization/Generalization
  - Child class augments parent (e.g. adds an attribute/method)
- Overriding
  - Child class redefines parent method
- Implementation/reification
  - Child class provides the actual behaviour of a parent method

Wrap-up session

- Benefits of OO
  - Modularity (no spaghetti code)
  - Maintainability
  - Reusability