Design by Contract and Inheritance

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Objectives

- Understand Liskov Substitution Principle (LSP).
- Know and be able to apply the rules of LSP.



Outline

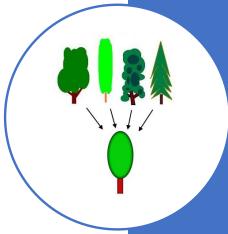
- Inheritance.
- Liskov Substitution Principle.
- Example.
- Substitution Rules.
- Liskov Substitution Principle and Design by Contract.
- Examples.
- Summary.



Inheritance (is_a)

- Inheritance: A reusability technique in which a child class inherits all the attributes and operations of a parent class (Bruegge and Dutoit 2014).
- Inheritance: A way of obtaining code without writing it. In particular, a subclass can inherit the implementation of its superclass methods (Liskov and Guttag 2001).

• Inheritance: A semantic notion by which the responsibilities (properties and constraints) of a subclass are considered to include the responsibilities of a superclass, in addition to its own, specifically declared responsibilities (IEEE Standard 2010) ✓



Liskov Substitution Principle (LSP)

- The substitution principle provides abstraction by requiring that subtypes behave in accordance with the specification of their supertype (Liskov and Guttag 2001).
- The supertype behavior must be supported by the subtype (i.e. subtype objects can be substituted for supertype objects without affecting the behavior of the using code)
- In Object Oriented Design:
 - A method written in terms of a superclass T must be able to use instances of any subclass of T without knowing whether the instances are of subclass.
 - New subclasses of T can be added without modifying the methods of T (Extensibility).



Client

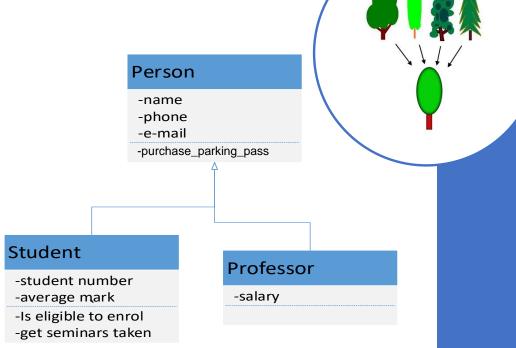
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Example

 \bullet A client calls the method purchase_parking_pass in an object p of type Person.

• Student and Professor are both subtypes of Person.

- An object st is an instance of subtype
 Student and an object prof is of subtype Professor.
- If p in the client code is replaced with st *or* prof, the client must not get affected.



Example: Violation of LSP

```
enum ShapeType {square, circle};
                                               Module cannot be extended without
public class Shape
                                               modification. Not extensible.
                                               =>Violation of LSP.
    private ShapeType myType;
    public Shape(ShapeType t){myType = t;}
    public void DrawShape(Shape s)
         if( this.myType == ShapeType.square)
                  ((Square)this).Draw();
         else if(this.myType == ShapeType.circle)
                  ((Circle)this).Draw();
Example adapted from the book: Agile Principles, Patterns, and Practices in C# (Martin and
Martin 2006).
```

Example: Violation of LSP

```
public class Rectangle {
protected double width;
protected double height;
public void setWidth(double w) {
    width = w;}
public void setHeight(double h) {
    height = h;}
public class Square extends Rectangle {
public void setWidth(double w) {
    width = w; height = w;}
public void setHeight(double h) {
    width = h; height = h;}
```

If rectangle had a method draw, the caller will observe different behavior in case of substituting an object of type square (subtype) for an object of type rectangle (supertype).

=> Violation of LSP



Example adapted from the book: Agile Principles, Patterns, and Practices in C# (Martin and Martin 2006).

Substitution Rules

Signature Rule

- The subtype must have all the methods of the supertype.
- The signatures of the subtype methods must be compatible with the signatures of the corresponding supertype methods.

Method Rule

• Calls for the subtype methods must behave like the corresponding supertype methods.

• Properties Rule

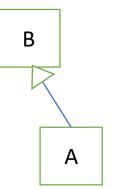
• The subtype must preserve all properties that can be proved about supertype objects.



LSP and DbC: Preconditions Methods Rule

- An operation in a subclass that overrides an operation in a superclass must keep or weaken the preconditions.
- The precondition is weakened in the subclass operation => the subtype operation requires less from the caller.
- i.e. if class A overrides operation op in class B, and the preconditions of A: op is preA while the preconditions of B: op is preB, then



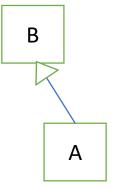


LSP and DbC: Postconditions Methods Rule

- An operation in a subclass that overrides an operation in a superclass must keep or strengthen the postconditions.
- The postconditions is strengthened in the subclass operation => the subtype operation provides more to the caller.
- i.e. if class A overrides operation op in class B, and the postconditions of A: op is postA while the preconditions of B:op is postB, then

• If the precondition of B:op is satisfied and B is substituted for A, then the caller still expects the postcondition of B:op to be satisfied.

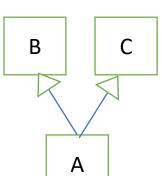


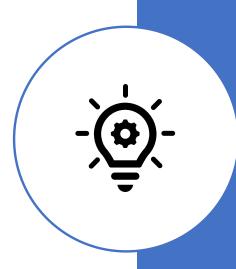


LSP and DbC: Invariants Properties Rule

- A subtype (child) class must preserve the invariant of the supertype (parent)
- In the case of multiple inheritance, the invariant of the subclass must include all the invariants from the super classes (and-ed)
- i.e. if the invariants of classes A, B and C are invA, invB and invC respectively, and class A inherits from B and C, then

invA => (invB and invC)





Obligation on the client of the deliver service not to ask for the delivery of packages over 5 kg in weight => benefit for the supplier.

A courier company that delivers packages within a city.

Class COURIER

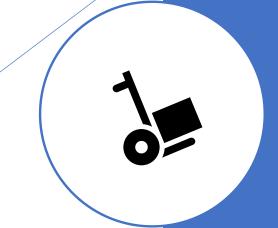
operation deliver (p: Package, d: Destination)

//Delivers package to destination.

Precondition: Weight of package p does not exceed 5 kg.

Postcondition: Package delivered within 3 working hours

of when it was accepted.



Benefit for the client: Be sure that the package is delivered within 3 working hours.

=> Obligation on the supplier.

Example: Courier Service Deliver

	Obligations/ Responsibilities	Benefits/ Rights
Caller	Don't ask for delivery of packages over 5 kg in weight.	Expects packages to be delivered within 3 working hours.
Callee	Deliver packages within 3 working hours.	Don't have to cope with packages over 5 kg in weight.



What if the preconditions and postconditions on the deliver service in the DifferentCourier class are not exactly the same as the Courier class?

What happens if the delivery service is actually provided by a different courier, a subclass of Courier? Courier Client +Deliver(...) 2- The client thinks it is using a delivery service from a regular kind of DifferentCourier 3- But the service is actually courier. now provided by a different +Deliver(...) kind of courier. Will the service be acceptable to the client? <<instanceOf>> 1- A client is given access to a courier object. a courier: Different a client: Client Courier

Redefine the Precondition for DifferentCourier::Deliver:

Case 1: e.g. Weight of package must not exceed 5 kg

Same precondition ✓. Client satisfied ©

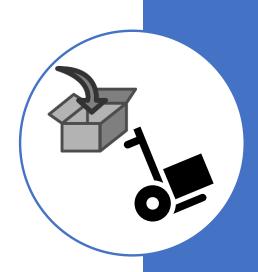
Case 2: e.g. Weight of package must not exceed 8 kg

Less restrictive precondition ✓. Client satisfied ©

Case 3: e.g. Weight of package must not exceed 3 kg

More restrictive precondition **★**. Client disappointed ⊗





Redefine the Postcondition for DifferentCourier::Deliver:

Case 1: e.g. Package delivered within 3 working hours.

Same postcondition ✓. Client satisfied ©

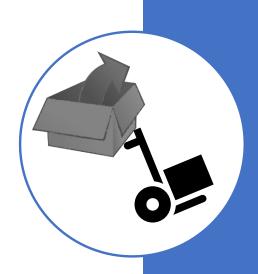
Case 2: e.g. Package delivered within 2 working hours.

Stronger constraint on the supplier ✓. Client satisfied ☺

Case 3: e.g. Package delivered within 5 hours.

Weaker constraint on the supplier **★**. Client disappointed ⊗

=> A feature in a subclass can leave the postcondition of an inherited feature unchanged or it can redefine postcondition to be a stronger one.



Suppose that the courier service has an insurance policy to cover claims for damage to packages in transit.

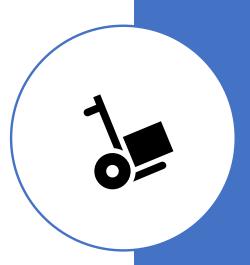
Invariant: insurance_cover_in_dollars >=1000000

Redefine the Class Invariant for DifferentCourier:

e.g. insurance cover in dollars >=2000000.

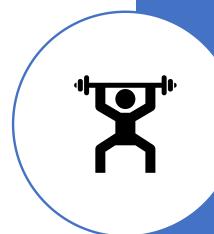
The new invariant for the DifferentCourier subclass should be insurance_cover_in_dollars >=1000000 and insurance_cover_in_dollars >=2000000 = insurance_cover_in_dollars >=2000000

=> A subclass inherits its superclass's invariant. It can add more clauses to the invariant, which are and-ed onto the inherited clause, thus strengthening the inherited invariant.



Exercise: Linked List implementation of Set

```
public class LinkedList {
/** Adds an element to the end of the list
 * Precondition: element != null
 * postcondition: this.getLength() == old.getLength() + 1
        && this.contains(element) == true */
public void addElement(Object element) {...}
class Set extends LinkedList {
/** Adds element, provided element is not already in the set
 * Precondition: element != null && this.contains(element) == fa
 * postcondition: this.getLength() == old.getLength() + 1
        && this.contains(element) == true */
public void addElement(Object element) {...}
```



This strengthens the precondition \odot Violetes LSP.

Example: OCL

context Person

inv: self.age >= 0 and

context Adult

inv: self.age>=18

context Employee

inv: self.salary >= min_wage

Applying the Properties Rule:

context Adult

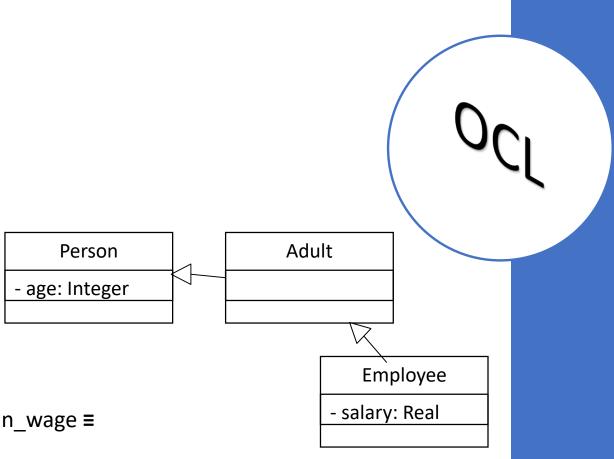
inv: self.age>=18 and self.age>= 0 ≡

self.age>=18

context Employee

inv: self.age>=18 and self.age>= 0 and self.salary>=min_wage ≡

self.age>=18 and self.salary>=min_wage



Example: OCL

context Person::goCamping(campSite)

pre : self.canAccess->exists(g:CampGround | g = campSite | and g.hasAvailability and

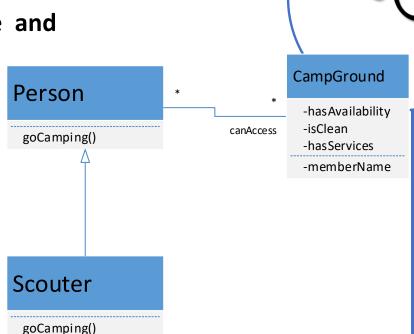
g.hasServices and g.isClean) ...(pre1)

context Scouter::goCamping(campSite)

pre : self.canAccess->exists(g:CampGround I g = campSite and

g.hasAvailability)...(pre2)

> Precondition is weakened (pre1 => pre2)



Example: OCL

context Person::goCamping(campSite)

post : self.canAccess->exists(g:CampGround I g = campSite and g.has Availability)

...(post1)

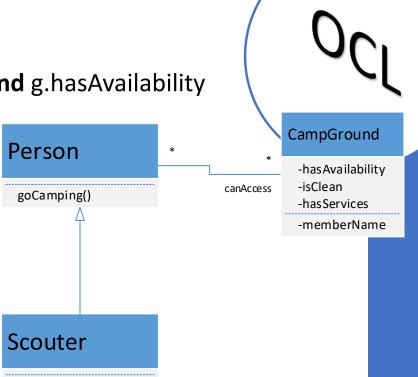
context Scouter::goCamping(campSite)

post : self.canAccess->exists(g:CampGround I g = campSite and g.hasAvailability

and g.isClean...(post2)

→ Postcondition is strengthened (pre1 and post2 => post1)

> The subtype method guarantees more than supertype Method.



goCamping()

Summary

- Liskov Substitution Principle: The supertype behavior must be supported by the subtype (i.e. subtype objects can be substituted for supertype objects without affecting the behavior of the using code)
- If you are writing a subclass ad you inherit a feature from a superclass, you can redefine its contract
 - Keep or weaken the precondition (method rule).
 - Keep or strengthen the postcondition (method rule).
 - Preserve the invariant (properties rule).

