

## OBJECT-ORIENTED LANGUAGE AND THEORY

# **4. SOME TECHNIQUES IN CLASS BUILDING**

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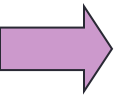
Nguyen Thi Thu Trang  
trangntt@soict.hust.edu.vn



# Goals

- Understand notions, roles and techniques for overloading methods and overloading constructors
- Object member, class member
- How to pass arguments of functions

# Outline



1. Method overloading
2. Classifier and constant members
3. Passing arguments to methods

# Method recalls

- Each method has its own signature
- A method signature is composed of:
  - Method's name
  - Number of arguments and their types

The diagram illustrates the components of a method signature in a Java code snippet. The code is: `public void credit(double amount) {`. The text is annotated with arrows and labels:   
- An arrow labeled "method name" points to the word `credit`.   
- An arrow labeled "argument type" points to the word `double`.   
- A bracket labeled "signature" points to the entire `credit(double amount)` portion.   
- The words `public void` are to the left of the signature.   
- An ellipsis `...` and a closing brace `}` are below the signature.

```
public void credit(double amount) {  
    ...  
}
```

# 1.1. Method overloading

- **Method Overloading:** Methods in a **class** might have the **same name** but **different signatures**:
  - **Numbers of arguments** are different
  - If the numbers of arguments are the same, **types of arguments** must be **different**
- **Advantages:**
  - The same name describes the **same task**
  - Is easier for developers because they don't have to remember **too many method names**. They remember only one with the appropriate arguments.

# Method overloading – Example 1

- Method `println()` in `System.out.println()` has 10 declarations with different arguments: `boolean`, `char[]`, `char`, `double`, `float`, `int`, `long`, `Object`, `String`, and one without argument.
- Do not need to use different names (for example "`printString`" or "`printDouble`") for each data type to be displayed.



## Method overloading – Example 2

```
class MyDate {  
    int year, month, day;  
    public boolean setMonth(int m) { ...}  
    public boolean setMonth(String s) { ...}  
}  
  
public class Test{  
    public static void main(String args[]){  
        MyDate d = new MyDate();  
        d.setMonth(9);  
        d.setMonth("September");  
    }  
}
```

## Method overloading – More info.

- Methods are considered as **overloading** only if they belong to the **same class**
- Only apply this technique on methods describing the **same kind of task**; do not abuse
- When compiling, compilers rely on number or types of arguments to decide which **appropriate method** to call.
  - If there is no method or more than one method to call, an error will be reported.



# Discussion

- Given a following method:  
0. `public double test(String a, int b)`
- Let select overloading methods of the given method 0 from the list below:
  1. `void test(String b, int a)`
  2. `public double test(String a)`
  3. `private int test(int b, String a)`
  4. `private int test(String a, int b)`
  5. `double test(double a, int b)`
  6. `double test(int b)`
  7. `public double test(String a, long b)`

# Discussion

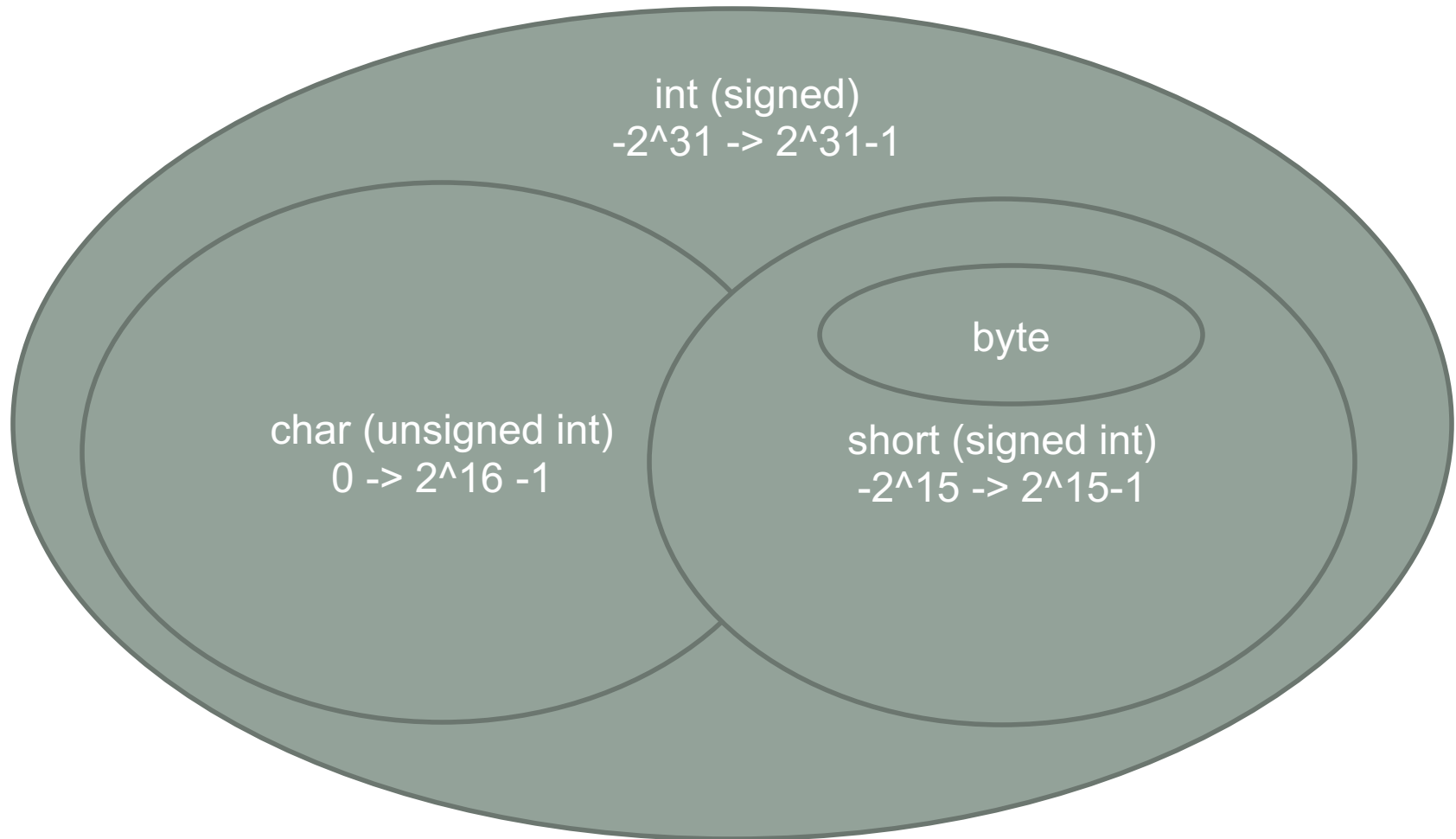
```
void prt(String s) { System.out.println(s); }  
void f1(char x) { prt("f1(char)"); }  
void f1(byte x) { prt("f1(byte)"); }  
void f1(short x) { prt("f1(short)"); }  
void f1(int x) { prt("f1(int)"); }  
void f1(long x) { prt("f1(long)"); }  
void f1(float x) { prt("f1(float)"); }  
void f1(double x) { prt("f1(double)"); }
```

- What will happens if we do as follows:
  - `f1(5);`
  - `char x='a'; f1(x);`
  - `byte y=0; f1(y);`
  - `float z = 0; f1(z);...`

# Discussion

```
void prt(String s) { System.out.println(s); }
void f2(short x) { prt("f3(short)"); } => 2 b
void f2(int x) { prt("f3(int)"); }    => 4 b
void f2(long x) { prt("f5(long)"); }  => 8 b
void f2(float x) { prt("f5(float)"); }
```

- What will happen if we do as follows:
  - `f2(5);`
  - `char x='a'; f2(x); => 2 b`
  - `byte y=0; f2(y);`
  - `float z = 0; f2(z);`
- What will happen if we call `f2(5.5)?`



## 1.2. Constructor overloading

- In different contexts => create objects in different ways
- Any number of constructors with different parameters (following constructor overloading principles)
- Constructors are commonly overloaded to allow for different ways of initializing instances

```
BankAccount new_account =  
    new BankAccount();  
  
BankAccount known_account =  
    new BankAccount(account_number);  
  
BankAccount named_account =  
    new BankAccount("My Checking Account");
```

# Example

```
public class BankAccount{
    private String owner;
    private double balance;
    public BankAccount(){owner = "noname";}
    public BankAccount(String o, double b){
        owner = o; balance = b;
    }
}

public class Test{
    public static void main(String args[]){
        BankAccount acc1 = new BankAccount();
        BankAccount acc2 =
            new BankAccount("Thuy", 100);
    }
}
```



# this keyword

- “this” refers to the **current object**, it is used **inside the class** of the object that it refers to.
- It uses attributes or methods of object through “.” operator, for example:

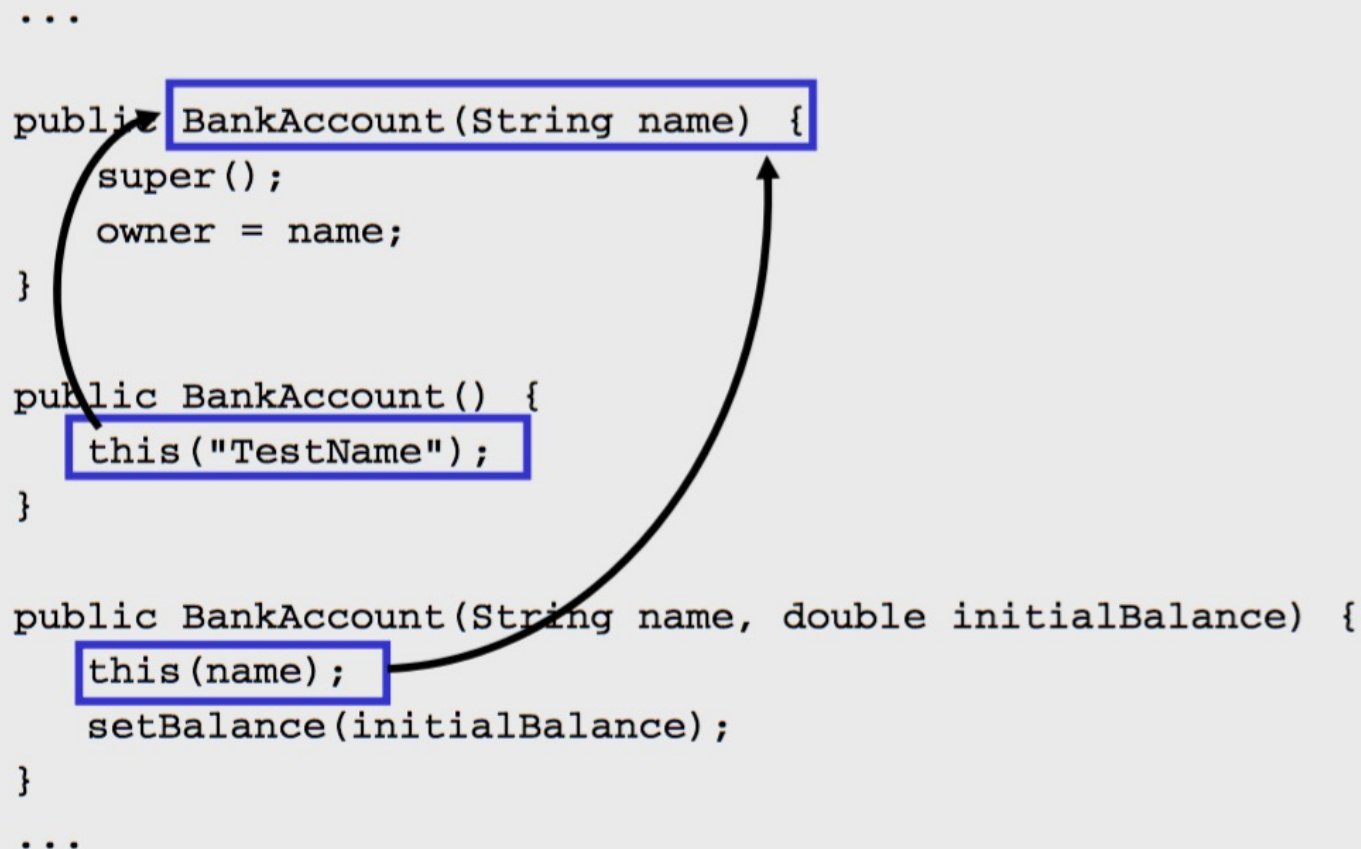
```
public class BankAccount{  
    private String owner;  
    public void setOwner(String owner){  
        this.owner = owner;  
    }  
    public BankAccount() { this.setOwner("noname"); }  
    ...  
}
```

- Call another constructor of the class:
  - **this(parameters) ;** //first statement in another constructor

# this keyword

In a constructor, the keyword `this` is used to refer to other constructors in the same class

```
...  
  
public BankAccount(String name) {  
    super();  
    owner = name;  
}  
  
public BankAccount() {  
    this("TestName");  
}  
  
public BankAccount(String name, double initialBalance) {  
    this(name);  
    setBalance(initialBalance);  
}  
  
...
```





- Example

```
public class Ship {  
    private double x=0.0, y=0.0  
    private double speed=1.0, direction=0.0;  
    public String name;  
  
    public Ship(String name) {  
        this.name = name;  
    }  
    public Ship(String name, double x, double y) {  
        this(name); this.x = x; this.y = y;  
    }  
    public Ship(String name, double x, double y,  
        double speed, double direction) {  
        this(name, x, y);  
        this.speed = speed;  
        this.direction = direction;  
    }  
    //to be continued...
```

```
//(cont.)
private double degreeToRadian(double degrees) {
    return(degrees * Math.PI / 180.0);
}

public void move() {
    move(1);
}

public void move(int steps) {
    double angle = degreesToRadians(direction);
    x = x + (double)steps*speed*Math.cos(angle);
    y = y + (double)steps*speed*Math.sin(angle);
}

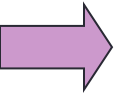
public void printLocation() {
    System.out.println(name + " is at ("
                        + x + "," + y + ").");
}

} //end of Ship class
```



# Outline

1. Method overloading



2. Classifier and constant members

3. Passing arguments to methods

## 2.1. Constant members

- An attribute/method that can not change its values/content during the usage.
- Declaration syntax:

```
access_modifier final data_type  
    CONSTANT_VARIABLE = value;
```

- For example:

```
final double PI = 3.141592653589793;  
public final int VAL_THREE = 39;  
private final int[] A = { 1, 2, 3, 4, 5, 6 };
```

## 2.1. Constant members (2)

- Typically, constants associated with a class are declared as **static final** fields for easy access
  - A common convention is to use only uppercase letters in their names

```
public class MyDate {  
    public static final long SECONDS_PER_YEAR =  
        31536000;  
    ...  
}  
...  
long years = MyDate.getMillisSinceEpoch() /  
    (1000*MyDate.SECONDS_PER_YEAR);
```

javax.swing

**Class JOptionPane**

**ERROR\_MESSAGE**

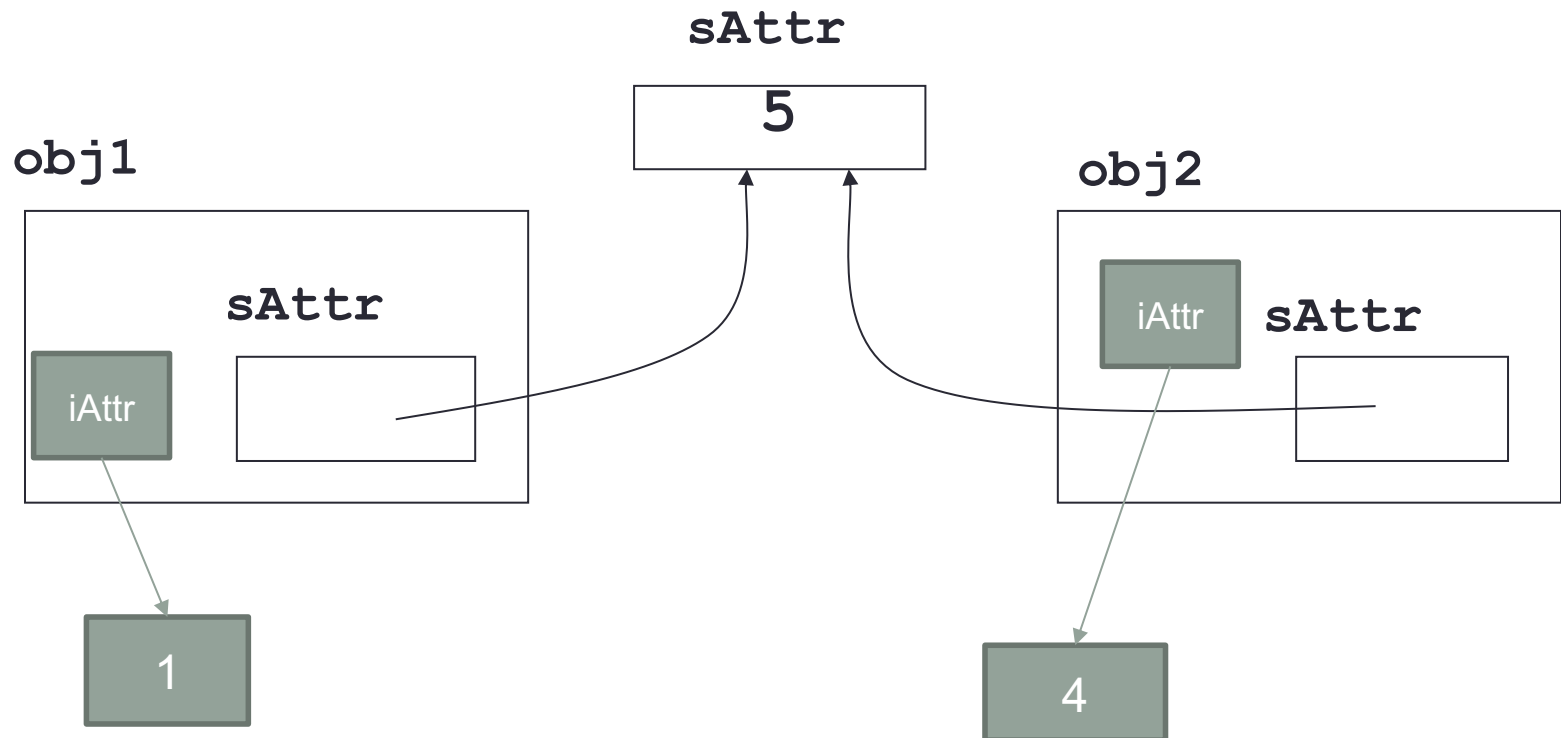
```
public static final int ERROR_MESSAGE
```

## 2.2. Classifier members

- Members may belong to either of the following:
  - The whole class (class variables and methods, indicated by the keyword **static** in Java)
  - Individual objects (instance variables and methods)
- Static attributes and methods belong to the class
  - Changing a value in one object of that class changes the value for all of the objects
- Static methods and fields can be accessed without instantiating the class
  - Static methods and fields are declared using the static keyword

# Static parts: are shared between all objects

- sAttr: static (class/classifier scope)
- iAttr: instance (object/instance scope)



## Instance member vs. Classifier member

- Attributes/methods can only be accessed via objects
  - Each object has its own copy of an object's attribute
  - **Values** of an attribute of different objects are different.
- Attributes/methods can be accessed through class
  - All objects have the same copy of class attributes
  - **Values** of a class attribute of different objects are the same.



# Static members in Java

- Regular members are members of objects
- Class members are declared as **static**
- Syntax for declaring static member:

**access\_modifier static data\_type varName;**

- Example:

```
public class MyDate {  
    public static long getMillisSinceEpoch() {  
        ...  
    }  
    public String getMonth(){  
        long ms = getMillisSinceEpoch();  
        ...  
    }  
}  
long millis = MyDate.getMillisSinceEpoch();
```

```
MyDate date1 = new MyDate();  
date1.getMonth(); date1.getMillisSinceEpoch();
```

# Example: Class JOptionPane in javax.swing

- Attributes

Field Summary	
static int	<a href="#"><u>CANCEL_OPTION</u></a> Return value from class method if CANCEL is chosen
static int	<a href="#"><u>CLOSED_OPTION</u></a> Return value from class method if user closes window CANCEL_OPTION or NO_OPTION.
static int	<a href="#"><u>DEFAULT_OPTION</u></a> Type used for showConfirmDialog.
static int	<a href="#"><u>ERROR_MESSAGE</u></a> Used for error messages.

static int	<a href="#"><u>WARNING_MESSAGE</u></a> Used for warning messages.
static int	<a href="#"><u>YES_NO_CANCEL_OPTION</u></a> Type used for showConfirmDialog.
static int	<a href="#"><u>YES_NO_OPTION</u></a> Type used for showConfirmDialog.
static int	<a href="#"><u>YES_OPTION</u></a> Return value from class method if YES is chosen.

- Methods:

static void	<a href="#"><u>showMessageDialog</u></a> ( <a href="#"><u>Component</u></a> parentComponent, <a href="#"><u>Object</u></a> message) Brings up an information-message dialog titled "Message".
static void	<a href="#"><u>showMessageDialog</u></a> ( <a href="#"><u>Component</u></a> parentComponent, <a href="#"><u>Object</u></a> message, <a href="#"><u>String</u></a> title, int messageType) Brings up a dialog that displays a message using a default icon determined by the messageType parameter.
static void	<a href="#"><u>showMessageDialog</u></a> ( <a href="#"><u>Component</u></a> parentComponent, <a href="#"><u>Object</u></a> message, <a href="#"><u>String</u></a> title, int messageType, Brings up a dialog displaying a message specifying all parameters

## Example – using static attributes and methods in class JOptionPane

```
JOptionPane.showMessageDialog(null, "Ban da thao tac loi", "Thong bao loi", JOptionPane.ERROR_MESSAGE);
```



```
JOptionPane.showConfirmDialog(null, "Ban co chac chan muon thoat?", "Hay lua chon", JOptionPane.YES_NO_OPTION);
```



## Example – using static attributes and methods in class JOptionPane (2)

```
Object[] options = { "OK", "CANCEL" };  
JOptionPane.showMessageDialog(null, "Nhan OK de tiep tuc",  
    "Canh bao", JOptionPane.DEFAULT_OPTION,  
    JOptionPane.WARNING_MESSAGE, null, options, options[0]);
```



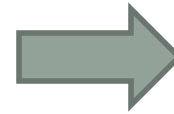
## Static member (2)

- Modifying value of a **static** member in an object will modify the value of this member in all other objects of the class.
- **Static** methods can access only **static** attributes and can call **static** methods in the same class.

## Example 1

```
class TestStatic{  
    public static int iStatic;  
    public int iNonStatic;  
}
```

```
public class TestS {  
    public static void main(String[] args) {  
        TestStatic obj1 = new TestStatic();  
        obj1.iStatic = 10; obj1.iNonStatic = 11;  
        System.out.println(obj1.iStatic+", "+obj1.iNonStatic);  
        TestStatic obj2 = new TestStatic();  
        System.out.println(obj2.iStatic+", "+obj2.iNonStatic);  
        obj2.iStatic = 12;  
        System.out.println(obj1.iStatic+", "+obj1.iNonStatic);  
    }  
}
```



```
10,11  
10,0  
12,11
```

## Example 2

```
public class Demo {  
    int i = 0;  
    void increase() { i++; }  
    public static void main(String[] args) {  
        increase() ;  
        System.out.println("Gia tri cua i la" + i) ;  
    }  
}
```

non-static method increase() cannot be referenced from a static context  
non-static variable i cannot be referenced from a static context

# Java static methods – Example

```
class MyUtils {  
    . . .  
    //===== mean  
    public static double mean(int[] p) {  
        int sum = 0;  
        for (int i=0; i<p.length; i++) {  
            sum += p[i];  
        }  
        return ((double)sum) / p.length;  
    }  
    . . .  
}  
...
```

```
// Calling a static method from outside of a class  
double avgAtt = MyUtils.mean(attendance);
```



# When static?

# Outline

1. Method overloading
2. Classifier and constant members
- 3. Passing arguments to methods

# 3. Arguments passing to methods

- We can use any data types for arguments for methods or constructors
  - Primitive data types
  - References: array and object
- Example:

```
public Polygon polygonFrom(Point[] corners) {  
    // method body goes here  
}
```

## 3.1. Variable arguments

- An arbitrary number of arguments, called *varargs*
- Syntax in Java:
  - `methodName (data_type ... parameterName)`

- Example

- Declaration:

```
public PrintStream printf(String format,  
                           Object... args)
```

- Usage:

```
System.out.printf ("%s: %d, %s\n",  
                   name, idnum, address);
```

```
System.out.printf ("%s: %d, %s, %s, %s\n",  
                   name, idnum, address, phone, email);
```

## • Example

```
public Polygon polygonFrom(Point... corners) {  
    int numberOfSides = corners.length;  
    double squareOfSide1, lengthOfSide1;  
    squareOfSide1 = (corners[1].x - corners[0].x)  
        * (corners[1].x - corners[0].x)  
        + (corners[1].y - corners[0].y)  
        * (corners[1].y - corners[0].y) ;  
    lengthOfSide1 = Math.sqrt(squareOfSide1);  
    //create & return a polygon connecting the Points  
}
```

- **corners** is considered as an array
- You can pass an array or a sequence of arguments

## 3.2. Passing by values

- C++
  - Passing values, pointers
- Java
  - Passing values

# Java: Pass-by-value for all types of data

- Java passes all arguments to a method in form of pass-by-value: Passing value/copy of the real argument
    - For arguments of value-based data types (primitive data types): passing value/copy of primitive data type argument
    - For argument of reference-based data types (array and object): passing value/copy of original reference.
- Modifying formal arguments does not effect the real arguments

# Discussion:

- What will happen if:
  - We modify the internal state of object parameters inside a method?
  - We modify the reference to an object?




## a. With value-based data type

- Primitive values can not be changed when being passed as a parameter

```
public void method1() {  
    int a = 0;  
    System.out.println(a); // outputs 0  
    method2(a);  
    System.out.println(a); // outputs 0  
}
```

```
void method2(int a) {  
    a = a + 1;  
}
```

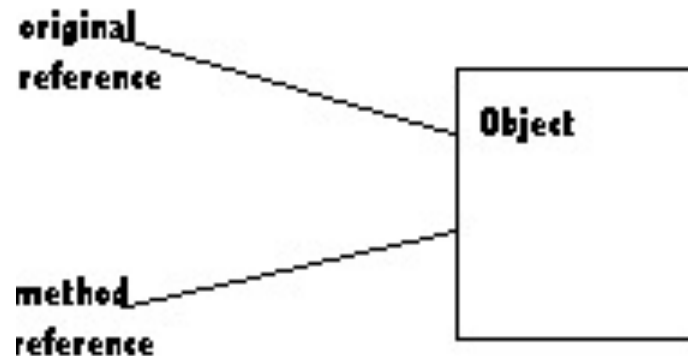


- Is this swap method correct?

```
public void swap(int var1, int var2) {  
    int temp = var1;  
    var1 = var2;  
    var2 = temp;  
}
```

## b. With reference-based data type

- Pass the references by value, not the original reference or the object



- After being passed to a method, a object has at least two references

# Passing parameters

```
public class ParameterModifier
{
    public void changeValues (int f1, Num f2, Num f3)
    {
        System.out.println ("Before changing the values:");
        System.out.println ("f1\tf2\tf3");
        System.out.println (f1 + "\t" + f2 + "\t" + f3 + "\n");

        f1 = 999;
        f2.setValue(888);
        f3 = new Num (777);

        System.out.println ("After changing the values:");
        System.out.println ("f1\tf2\tf3");
        System.out.println (f1 + "\t" + f2 + "\t" + f3 + "\n");
    }
}
```

# Passing parameters

```
public class ParameterTester
{
    public static void main (String[] args)
    {
        ParameterModifier modifier = new ParameterM

        int a1 = 111;
        Num a2 = new Num (222);
        Num a3 = new Num (333);

        System.out.println ("Before calling changeV
        System.out.println ("a1\ta2\ta3");
        System.out.println (a1 + "\t" + a2 + "\t" +

        modifier.changeValues (a1, a2, a3);

        System.out.println ("After calling changeVa
        System.out.println ("a1\ta2\ta3");
        System.out.println (a1 + "\t" + a2 + "\t" +

    }
}
```

Before calling changeValues:

a1 a2 a3  
111 222 333

Before changing the values:

f1 f2 f3  
111 222 333

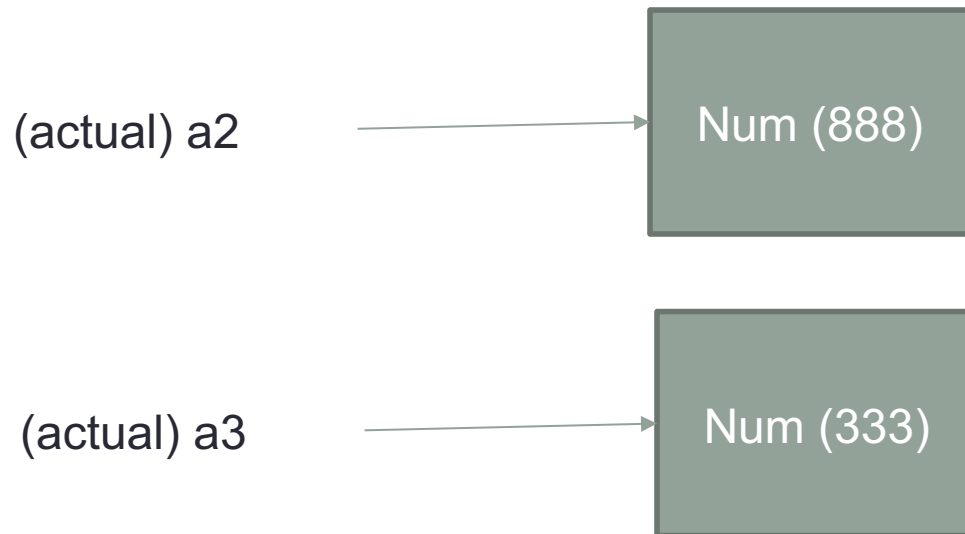
After changing the values:

f1 f2 f3  
999 888 777

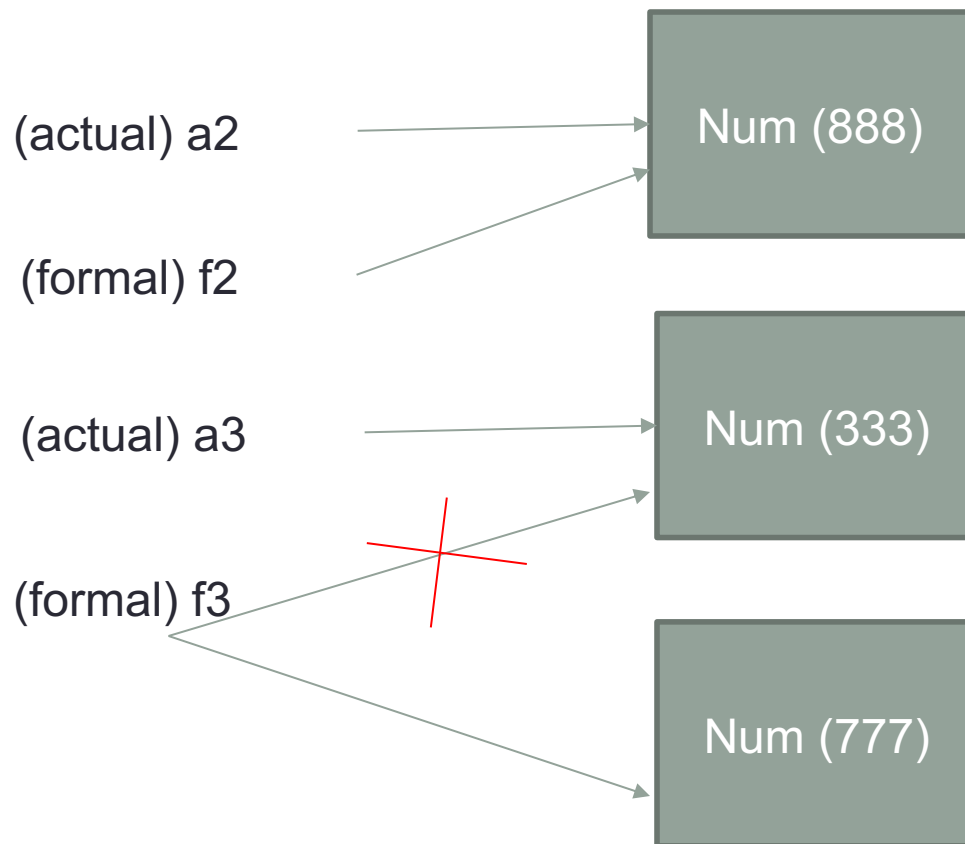
After calling changeValues:

a1 a2 a3  
111 888 333

# Inside the method `changeValues()`



# Inside the method changeValues()



# For example

```
public class Point {  
    private double x;  
    private double y;  
    public Point() { }  
    public Point(double x, double y) {  
        this.x = x; this.y = y;  
    }  
    public void setX(double x) { this.x = x; }  
    public void setY(double y) { this.y = y; }  
    public void printPoint() {  
        System.out.println("X: " + x + " Y: " + y);  
    }  
}
```

```
public class Test {  
    public static void tricky(Point arg1, Point arg2) {  
        arg1.setX(100); arg1.setY(100);  
        Point temp = arg1;  
        arg1 = arg2; arg2 = temp;  
    }  
    public static void main(String [] args) {  
        Point pnt1 = new Point(0,0);  
        Point pnt2 = new Point(0,0);  
        pnt1.printPoint(); pnt2.printPoint();  
        System.out.println(); tricky(pnt1, pnt2);  
        pnt1.printPoint(); pnt2.printPoint();  
    }  
}
```



```
X: 0.0 Y: 0.0  
X: 0.0 Y: 0.0  
  
X: 100.0 Y: 100.0  
X: 0.0 Y: 0.0  
Press any key to continue . . .
```



- Only the method references are swap, not the original references

