CS2030S

Programming Methodology II Lab 04

Factory - Private

Factory Method

Private Constructor

Write a class A that behaves as follows:



```
jshell> new A()
| Error:
| A() has private access in A
| new A()
| ^----^
jshell> A.construct()
$4 ==> A@26be92ad
jshell> A.construct()
$5 ==> A@224edc67
```

^{*}The aim is to helps you understand the initial Probably<T>

Factory
- Private
- Sharing

Factory Method

Shared Object

Modify **construct** method of **A** so that it always return the same instance:



```
jshell> A.construct()
$4 ==> A@26be92ad
jshell> A.construct()
$4 ==> A@26be92ad
```

*This is the singleton pattern

Factory

- Private
- Sharing
- Parameterized

Factory Method

Shared Object + Parameterized Constructor

Modify construct method of A so that it takes in an int and always return the same instance when the argument is **0**:

```
jshell> A.construct(0)
$4 ==> A@26be92ad
jshell> A.construct(0)
$4 ==> A@26be92ad
```

```
jshell> A.construct(1)
$5 ==> A@224edc67
jshell> A.construct(1)
$4 ==> A@4b9e13df
```

^{*}This is an example of caching. Using codes from lecture, we may want to cache Point(0, 0).

Factory

- Private
- Sharing
- Parameterized
- Code for A

Factory Method

Code for A

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```
class Probably<T> {
  private int x;
  private static A zero = new A(0);
  private A(int x) {
    this.x = x;
  }
  public static A construct(int x) {
    if (x == 0) {
      return zero;
    }
    return new A(x);
  }
}
```

Factory Probably?

```
class Probably<T> {
  private final T value;
  private static final Probably<?> NONE = new Probably<>(null);
  private Probably(T value) {
    this.value = value;
  public static <T> Probably<T> none() { // factory 1
   @SuppressWarnings("unchecked")
    Probably<T> res = (Probably<T>) NONE;
   return res;
  public static <T> Probably<T> just(T value) { // factory 2
   if (value == null) {
      return none();
   return (Probably<T>) new Probably<>(value);
```

Factory Probably? - Immutable

Probably

Immutable Class

- 1. The fields are all final
- 2. No setter
- 3. No getter

Factory Probably? - Immutable

Probably

Immutable Class

- 1. The fields are all final
- 2. No setter
- 3. No getter

Question

What happen if we want to change the value of the field?

Factory Probably? - Immutable - Comparison

Probably

Generic Comparison

Remember, you are not allowed to use raw types anymore! (wildcards to the rescue)

Raw Types

```
if (obj instanceof Probably) {
  :
}
```

Wildcards

```
if (obj instanceof Probably<?>) {
  :
}
```

PECS - Actionable

Producer Extends, Consumer Super

PECS on Actionable

Consider a method void foo(P p) where:

• P is the type of the parameter

Is the parameter:

- 1. produced a value to be used by the method foo?
- 2. consumes the value generated by the method foo?

PECS

- Actionable
- Immutatorable

Producer Extends, Consumer Super

PECS on Immutatorable

Consider a method R foo(P p) where:

- R is the return typeP is the type of parameter

Which of the following is the producer and which of the following is the consumer?

- 1. The parameter (of type P)
- 2. The return value (of type R)

PECS

- Actionable
- Immutatorable
- Applicable

Producer Extends, Consumer Super

PECS on Applicable

Consider a method R foo(C<P> p) where:

- R is the return typeC<P> is the (complex) type of parameter

Determine the following validity of the following statement:

- We should accept the superclass of P.
- We should accept the subclass of P.

^{*}Please refer to the example usage

PECS Notes

Notes on Lab 4

- Please understand the requirement of Lab 4
- Avoid raw types
- Use @SuppressWarnings responsibly

Looking Ahead

Looking Ahead

Panopto

Panopto Recording

Please be familiar with Panopto recording. Panopo will be used for recording for:

- 1. Midterm
- 2. PE1
- 3. PE2

Looking Back

Looking Back

Lab 3

Lab 3 Interesting Solution

jshell> /exit | Goodbye