

# Java in Real Life

Eugene Dzhurinsky

March 13, 2012

# Thinking in Object-Oriented way

## Benefits of encapsulation

- ▶ Keep code and data together.
- ▶ Single point of modification.
- ▶ One class - one responsibility.
- ▶ Easy maintenance.
- ▶ Unit tests.

# Thinking in Object-Oriented way

## Benefits of encapsulation

- ▶ Keep code and data together.
- ▶ Single point of modification.
- ▶ One class - one responsibility.
- ▶ Easy maintenance.
- ▶ Unit tests.

# Thinking in Object-Oriented way

## Benefits of encapsulation

- ▶ Keep code and data together.
- ▶ Single point of modification.
- ▶ One class - one responsibility.
- ▶ Easy maintenance.
- ▶ Unit tests.

# Thinking in Object-Oriented way

## Benefits of encapsulation

- ▶ Keep code and data together.
- ▶ Single point of modification.
- ▶ One class - one responsibility.
- ▶ Easy maintenance.
- ▶ Unit tests.

# Thinking in Object-Oriented way

## Benefits of encapsulation

- ▶ Keep code and data together.
- ▶ Single point of modification.
- ▶ One class - one responsibility.
- ▶ Easy maintenance.
- ▶ Unit tests.

# Thinking in Object-Oriented way

## Wrong class hierarchy

```
class Engine {  
    protected int power;  
    protected int minRpm;  
    protected int maxRpm;  
    //getters/setters/constructor  
}  
  
class Vehicle extends Engine {  
    private int capacity;  
    private int volume;  
    // getters/setters/constructor  
}
```

# Thinking in Object-Oriented way

**Prefer composition over inheritance. Is-a versus has-a principle.**

- ▶ Problems with having complex data hierarchy when modifying superclasses.
- ▶ Tightly coupling children class with ancestor one.
- ▶ Hierarchy design bugs makes it hard to refactor.
- ▶ Keeping unnecessary data in children from ancestor.
- ▶ Breaking incapsulation with protected field access. Ability to break contract of ancestor class in child class.



# Thinking in Object-Oriented way

**Prefer composition over inheritance. Is-a versus has-a principle.**

- ▶ Problems with having complex data hierarchy when modifying superclasses.
- ▶ Tightly coupling children class with ancestor one.
- ▶ Hierarchy design bugs makes it hard to refactor.
- ▶ Keeping unnecessary data in children from ancestor.
- ▶ Breaking incapsulation with protected field access. Ability to break contract of ancestor class in child class.

# Thinking in Object-Oriented way

**Prefer composition over inheritance. Is-a versus has-a principle.**

- ▶ Problems with having complex data hierarchy when modifying superclasses.
- ▶ Tightly coupling children class with ancestor one.
- ▶ Hierarchy design bugs makes it hard to refactor.
- ▶ Keeping unnecessary data in children from ancestor.
- ▶ Breaking incapsulation with protected field access. Ability to break contract of ancestor class in child class.

# Thinking in Object-Oriented way

**Prefer composition over inheritance. Is-a versus has-a principle.**

- ▶ Problems with having complex data hierarchy when modifying superclasses.
- ▶ Tightly coupling children class with ancestor one.
- ▶ Hierarchy design bugs makes it hard to refactor.
- ▶ Keeping unnecessary data in children from ancestor.
- ▶ Breaking incapsulation with protected field access. Ability to break contract of ancestor class in child class.

# Thinking in Object-Oriented way

**Prefer composition over inheritance. Is-a versus has-a principle.**

- ▶ Problems with having complex data hierarchy when modifying superclasses.
- ▶ Tightly coupling children class with ancestor one.
- ▶ Hierarchy design bugs makes it hard to refactor.
- ▶ Keeping unnecessary data in children from ancestor.
- ▶ Breaking incapsulation with protected field access. Ability to break contract of ancestor class in child class.

# Thinking in Object-Oriented way

## Better class hierarchy

```
class Engine {  
    protected int power;  
    protected int minRpm;  
    protected int maxRpm;  
    //getters/setters/constructor  
}
```

```
class Vehicle {  
    private Engine engine;  
    private int capacity;  
    private int volume;  
    // getters/setters/constructor  
}
```

# Thinking in Object-Oriented way

## Ad-hoc polymorphism, method overloading.

```
interface TaxCalculator {  
    Number calculate(int interest, int grossIncome);  
    Number calculate(double interest, int grossIncome);  
}  
  
class CalculatorImpl implements TaxCalculator {  
    // method implementations  
}  
  
class Bank {  
    private TaxCalculator calculator = new CalculatorImpl();  
    public Number calculate(int grossIncome) {  
        int interest = getInterest(...);  
        return calculator.calculate(interest, grossIncome);  
    }  
}
```

# Thinking in Object-Oriented way

## Subtype polymorphism. Liskov substitution principle

```
interface TaxCalculator {  
    Number calculate(int interest , int grossIncome);  
}  
  
class TaxCalculatorWithVAT implements TaxCalculator {  
    Integer calculate(int interest , int grossIncome) {...}  
}  
  
class TaxCalculatorNoVAT implements TaxCalculator {  
    Float calculate(int interest , int grossIncome) {...}  
}  
  
class Bank {  
    private final TaxCalculator calculator;  
    public Bank(TaxCalculator calculator) { this.calculator = calculator; };  
    public Number calculate(int grossIncome) {  
        int interest = getInterest(...);  
        return calculator.calculate(interest , grossIncome);  
    }  
}
```

# Thinking in Object-Oriented way

## Parametric polymorphism. Generics.

```
interface List<T> {  
    void append(T item);  
    void prepend(T item);  
    T removeFirst();  
    T removeLast();  
}  
  
class ArrayList<E> implements List<E> {  
    private E[] items = new E[100];  
    private int currentIdx = 0;  
    public void append(E item) {...}  
    public void prepend(E item) {...}  
    E removeFirst() {...}  
    E removeLast() {...}  
}  
  
void main() {  
    List<String> stringList = new ArrayList<String>();  
    stringList.append("new string here");  
}
```



# Thinking in Object-Oriented way

## Abstract class definition. Purpose. Is-a versus Has-a.

```
class Engine {  
    // engine properties omitted  
    public void start() {};  
    public void go() {};  
    public void stop() {};  
}  
  
abstract class Vehicle {  
    protected final Engine engine;  
    protected Vehicle(Engine engine) { this.engine = engine; }  
    public abstract void move();  
}  
  
class Truck extends Vehicle {  
    private final int capacity;  
    public Vehicle(Engine engine, int capacity) {  
        super(engine);  
        this.capacity = capacity;  
    }  
    public void move() {  
        engine.start();  
        engine.go();  
        engine.stop();  
    }  
}
```

# Thinking in Object-Oriented way

## Interface definition. Contracts.

```
class Engine { ... }

interface Movable {
    void move();
}

abstract class Vehicle {
    protected final Engine;
    protected Vehicle(Engine engine) { this.engine = engine; }
}

class Truck extends Vehicle implements Moveable {
    public Vehicle(Engine engine) {
        super(engine);
    }
    public void move() {
        engine.start();
        engine.go();
        engine.stop();
    }
}
```

# Thinking in Object-Oriented way

## Multiple inheritance - safe way. Diamond problem.

```
class Engine { ... }

interface Movable {
    void move();
}

interface Unloadable {
    void unload();
}

abstract class Vehicle { ... }

class Truck extends Vehicle implements Movable, Unloadable {
    private final Unloadable trunk;
    public Vehicle(Engine engine, Unloadable trunk) {
        super(engine);
        this.trunk = trunk;
    }
    public void move() { ... }
    public void unload() {
        trunk.unload();
    }
}
```

# Thinking in Object-Oriented way

## Design Patterns

- ▶ Program to interfaces - not implementations.
- ▶ Prefer composition over inheritance.
- ▶ Open-close principle.

# Thinking in Object-Oriented way

## Design Patterns

- ▶ Program to interfaces - not implementations.
- ▶ Prefer composition over inheritance.
- ▶ Open-close principle.

# Thinking in Object-Oriented way

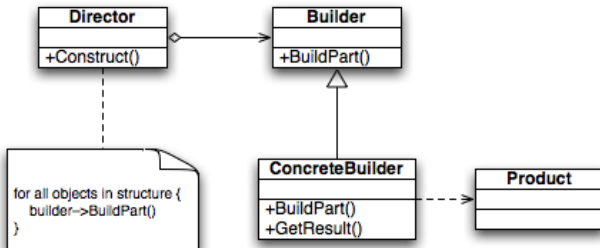
## Design Patterns

- ▶ Program to interfaces - not implementations.
- ▶ Prefer composition over inheritance.
- ▶ Open-close principle.

# Thinking in Object-Oriented way

Types of design patterns :: Creational patterns.

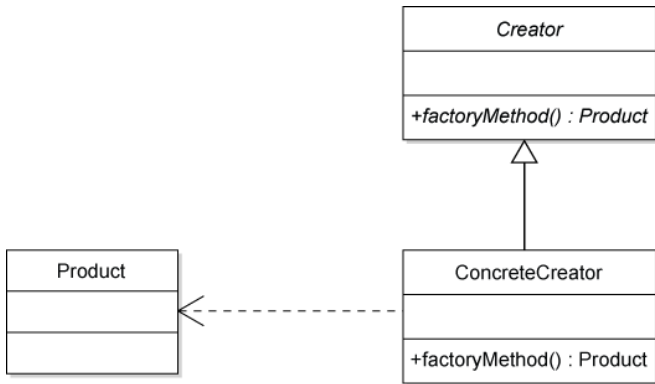
## Builder



# Thinking in Object-Oriented way

Types of design patterns :: Creational patterns.

## Factory method

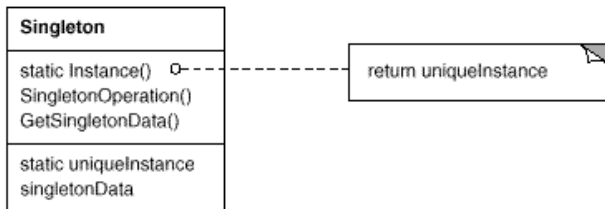




# Thinking in Object-Oriented way

Types of design patterns :: Creational patterns.

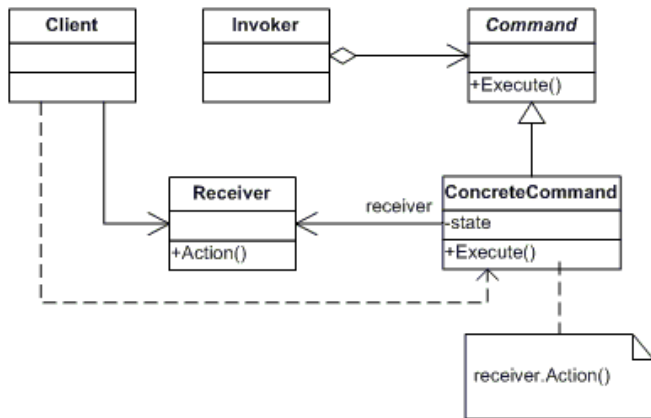
## Singleton



# Thinking in Object-Oriented way

Types of design patterns :: Behavioral patterns.

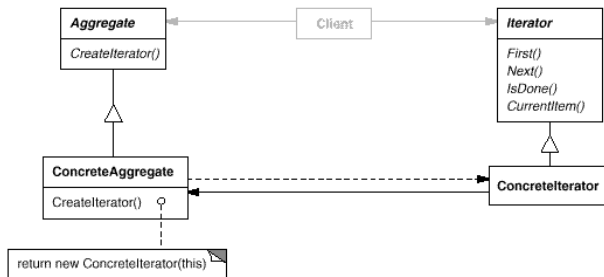
## Command



# Thinking in Object-Oriented way

Types of design patterns :: Behavioral patterns.

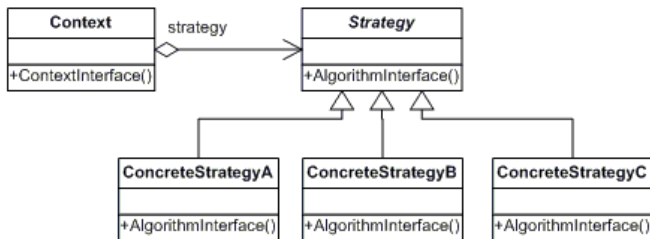
## Iterator



# Thinking in Object-Oriented way

Types of design patterns :: Behavioral patterns.

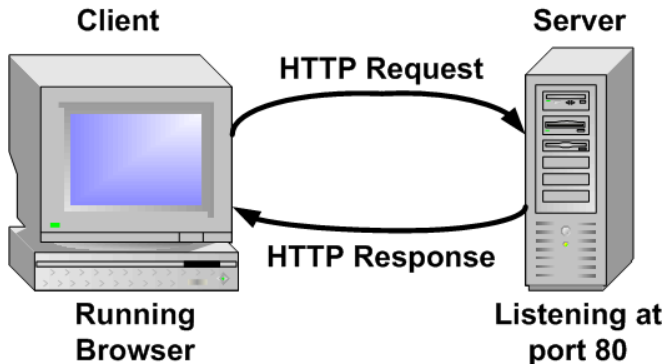
## Strategy



# Java and WEB applications.

## HTTP Protocol.

### Request / response model



# Java and WEB applications.

## HTTP Protocol.

### Stateless

**FIGURE 6-9**

HTTP messages flow between a browser and a Web server.

1. The URL in the browser's Address bar contains the domain name of the Web server that your browser contacts.

Address

2. Your browser opens a socket and connects to a similar open socket at the Web server.

3. Next, your browser generates and sends an HTTP message through the socket.

Get np/chapter6.htm  
From: you@school.edu  
user-agent HTTP Toolkit1.0

4. The server sends back the requested HTML document through the open sockets.

HTTP/1.0 200 OK  
Date: Fri 31 Dec 2003  
Content-Type: text.htm  
Content-Length: 1354  
<HTML>  
<BODY>  
<H1> NP InfoWeb</H1>

5. After sending the response, the server closes its socket and the browser closes its socket.

# Java and WEB applications.

## HTTP Protocol.

### Request headers

**GET** /links/widgets/zoneit.js HTTP/1.1

**Host:** widgets.dzone.com

**User-Agent:** Mozilla/5.0 (X11; FreeBSD amd64; rv:10.0.2) Gecko/20100101 Firefox/10.0.2

**Accept:** \*/\*

**Accept-Language:** en-us,en;q=0.5

**Accept-Encoding:** gzip, deflate

**Connection:** keep-alive

**Referer:** http://java.dzone.com/

**Cookie:** \_\_qca=1194188492-91087860-55883650

**Pragma:** no-cache

**Cache-Control:** no-cache

# Java and WEB applications.

## HTTP Protocol.

### Response headers

HTTP/1.1 200 OK

**Date:** Tue, 13 Mar 2012 13:36:28 GMT

**Server:** Apache/2.2.11 (Unix) DAV/2 SVN/1.5.5 Resin/4.0.4 PHP/5.2.13

**X-Powered-By:** PHP/5.2.13

**Last-Modified:** Tue, 13 Mar 2012 13:34:54 GMT

**ETag:** "416b0bcb5a020fbaeae5d0c6cb68d87"

**Expires:** Sun, 19 Nov 1978 05:00:00 GMT

**Cache-Control:** must-revalidate

**Content-Encoding:** gzip

**Vary:** User-Agent

**Keep-Alive:** timeout=15, max=500

**Connection:** Keep-Alive

**Transfer-Encoding:** chunked

**Content-Type:** text/html;

**charset=utf-8**



# Java and WEB applications.

## HTML.

### HTML overview



# Java and WEB applications.

## HTML.

### HTML example

```
<html>
<head>
  <title>Page Title</title>
  <link href="style.css" type="text/css" rel="stylesheet" media="screen" />
</head>
<body>
  <div id="header">
  </div>
  <div id="navigation">
    <a href="index.html">Home</a> | <a href="about.html">About</a> |
    <a href="contact.html">Contact</a>
  </div>
  <div id="left-sidebar">
  </div>
  <div id="content-area">
  </div>
  <div id="right-sidebar">
  </div>
  <div id="footer">
  </div>
</body>
</html>
```

# Java and WEB applications.

## Databases. Data Definition Language (DDL)

### Tables

```
CREATE TABLE customer (  
    customer_id int primary key auto_increment ,  
    firstname varchar(255) not null ,  
    lastname varchar(255) not null ,  
    email varchar(100) not null ,  
    gender char(1) null  
)
```

# Java and WEB applications.

## Databases. Data Definition Language (DDL)

### Indexes. Unique indexes. Primary keys.

- ▶ Indexes. Hash and B-Tree indexes. Purpose.

```
create index customer_gender on customer (gender);
```

- ▶ Unique indexes

```
create unique index customer_firstname_lastname  
    on customer (firstname , lastname);
```

# Java and WEB applications.

## JDBC.

### JDBC Overview



# Java and WEB applications.

## JDBC.

### Example connecting to database and fetching results

```
interface CustomerEnumerator {
    List<Customer> enumerate(String firstName) throws EnumerateCustomerException;
}
class JDBCCustomerEnumerator implements CustomerEnumerator {
    public List<Customer> enumerate(String firstName) {
        Class.forName("com.mysql.jdbc.Driver").newInstance();
        Connection dbh = null; PreparedStatement psth = null; ResultSet res = null;
        try {
            DriverManager.
                getConnection("jdbc:mysql://localhost:3306/customers","dbUser","c001pwd");
            PreparedStatement psth = dbh.prepareStatement("select firstname,lastname,gender
                from customers where firstname=?");
            psth.setString(1,firstName);
            ResultSet res = psth.executeQuery();
            List<Customer> customers = new ArrayList<Customer>(100);
            while (res.hasNext()) {
                customers.add(new Customer(res.getString(1),res.getString(2),res.getString(3)));
            }
            return customers;
        } catch (SQLException e) { throw new EnumerateCustomerException(e);}
        finally { DbUtils.closeQuietly(dbh, psth, res);}
    }
}
```

# Java and WEB applications.

Servlets and Java Server Pages.

## Java Servlets

- ▶ `javax.servlet.http.HttpServlet`
- ▶ `javax.servlet.http.HttpServletRequest` and `javax.servlet.http.HttpServletResponse`
- ▶ Sessions. Customer identification.
- ▶ `web.xml` definition.

# Java and WEB applications.

Servlets and Java Server Pages.

## Java Servlets

- ▶ `javax.servlet.http.HttpServlet`
- ▶ `javax.servlet.http.HttpServletRequest` and `javax.servlet.http.HttpServletResponse`
- ▶ Sessions. Customer identification.
- ▶ `web.xml` definition.



# Java and WEB applications.

Servlets and Java Server Pages.

## Java Servlets

- ▶ `javax.servlet.http.HttpServlet`
- ▶ `javax.servlet.http.HttpServletRequest` and `javax.servlet.http.HttpServletResponse`
- ▶ Sessions. Customer identification.
- ▶ `web.xml` definition.

# Java and WEB applications.

Servlets and Java Server Pages.

## Java Servlets

- ▶ `javax.servlet.http.HttpServlet`
- ▶ `javax.servlet.http.HttpServletRequest` and `javax.servlet.http.HttpServletResponse`
- ▶ Sessions. Customer identification.
- ▶ `web.xml` definition.

# Java and WEB applications.

Servlets and Java Server Pages.

## Java Server Pages

- ▶ JSP Model 1 and JSP Model 2. Scriptlets, JSTL and Expression Language.
- ▶ Model/View/Controller.
- ▶ Entry point.
- ▶ Request forwarding and including.

# Java and WEB applications.

Servlets and Java Server Pages.

## Java Server Pages

- ▶ JSP Model 1 and JSP Model 2. Scriptlets, JSTL and Expression Language.
- ▶ Model/View/Controller.
- ▶ Entry point.
- ▶ Request forwarding and including.

# Java and WEB applications.

Servlets and Java Server Pages.

## Java Server Pages

- ▶ JSP Model 1 and JSP Model 2. Scriptlets, JSTL and Expression Language.
- ▶ Model/View/Controller.
- ▶ Entry point.
- ▶ Request forwarding and including.

# Java and WEB applications.

Servlets and Java Server Pages.

## Java Server Pages

- ▶ JSP Model 1 and JSP Model 2. Scriptlets, JSTL and Expression Language.
- ▶ Model/View/Controller.
- ▶ Entry point.
- ▶ Request forwarding and including.

# Java and WEB applications.

## Servlet Containers.

### Servlet containers

- ▶ Apache Tomcat
- ▶ Jetty

# Java and WEB applications.

## Servlet Containers.

### Servlet containers

- ▶ Apache Tomcat
- ▶ Jetty



# Software engineering

## Real life development

- ▶ Metodologies (Waterfall, Agile, RUP, XP)
- ▶ Outsourcing. Bodyshops.
- ▶ Freelancing. Scriptlance, Elance, Odesk, Rentacoder.
- ▶ Shareware. Software directories. Digital river.

# Software engineering

## Real life development

- ▶ Metodologies (Waterfall, Agile, RUP, XP)
- ▶ Outsourcing. Bodyshops.
- ▶ Freelancing. Scriptlance, Elance, Odesk, Rentacoder.
- ▶ Shareware. Software directories. Digital river.

# Software engineering

## Real life development

- ▶ Metodologies (Waterfall, Agile, RUP, XP)
- ▶ Outsourcing. Bodyshops.
- ▶ Freelancing. Scriptlance, Elance, Odesk, Rentacoder.
- ▶ Shareware. Software directories. Digital river.

# Software engineering

## Real life development

- ▶ Metodologies (Waterfall, Agile, RUP, XP)
- ▶ Outsourcing. Bodyshops.
- ▶ Freelancing. Scriptlance, Elance, Odesk, Rentacoder.
- ▶ Shareware. Software directories. Digital river.

## Suggested readings

- ▶ **Steve McConnell.** Code Complete: A Practical Handbook of Software Construction. **ISBN-10: 0735619670.**
- ▶ **Joshua Bloch.** Effective Java. **ISBN-10: 0321356683.**
- ▶ **Bruce Eckel.** Thinking in Java. **ISBN-10: 0131872486.**
- ▶ **Kathy Sierra.** Head First Java. **ISBN-10: 0596009208.**
- ▶ **Elisabeth Freeman.** Head First Design Patterns. **ISBN-10: 0596007124.**
- ▶ **Martin Fowler.** Refactoring: Improving the Design of Existing Code. **ISBN-10: 0201485672.**
- ▶ **Craig Larman.** Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development. **ISBN-10: 0131489062.**