

封装

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需求的变更

- Unit
 - Kilometers
 - NauticalMiles
 - StatueMiles
 - Radians
- Three implementations for geometry
 - PlaneGeometry
 - SphericalGeometry
 - EllipticalGeometry

Isolating potential
change

将需求的变更封装在
类里面！

```

public class Position
{
    public Position( double latitude, double longitude )
    {
        setLatitude( latitude );
        setLongitude( longitude );
        // Default to plane geometry and kilometers
        geometry = new PlaneGeometry();
        units = new Kilometers();
    }
    public void setLatitude( double latitude )
    {
        setPhi( Math.toRadians( latitude ) );
    }
    public void setLongitude( double longitude )
    {
        setTheta( Math.toRadians( longitude ) );
    }
    public void setPhi( double phi )
    {
        // Ensure -pi/2 <= phi <= pi/2 using modulo arithmetic.
        // Code not shown.
        this.phi = phi;
    }
    public void setTheta( double theta )
    {
        // Ensure -pi < theta <= pi using modulo arithmetic.
        // Code not shown.
        this.theta = theta;
    }
    // Setters for geometry and units not shown
}

```

Good Design

```
public double getLatitude()  
{  
    return( Math.toDegrees( phi ) );  
}  
public double getLongitude()  
{  
    return( Math.toDegrees( theta ) );  
}  
// Getters for geometry and units not shown  
public double distance( Position position )  
{  
    // Calculate and return the distance from this object to  
    // position using the current geometry and units.  
}  
public double heading( Position position )  
{  
    // Calculate and return the heading from this object to  
    // position using the current geometry and units.  
}  
private double phi;  
private double theta;  
private Geometry geometry;  
private Units units;  
}
```

```
Position myHouse = new Position( 36.538611, -121.797500 );
Position coffeeShop = new Position( 36.539722, -121.907222 );
double distance = myHouse.distance( coffeeShop );
double heading = myHouse.heading( coffeeShop );
System.out.println
    ( "Using " + myHouse.getGeometry() + " geometry, " +
      "from my house at (" +
        myHouse.getLatitude() + ", " + myHouse.getLongitude() +
        ") to the coffee shop at (" +
          coffeeShop.getLatitude() + ", " + coffeeShop.getLongitude() +
        ") is a distance of " + distance + " " + myHouse.getUnit() +
        " at a heading of " + heading + " degrees."
    );
myHouse.setGeometry( Geometry.SPHERICAL );
myHouse.setUnits( Units.STATUTE_MILES );
distance = myHouse.distance( coffeeShop );
heading = myHouse.heading( coffeeShop );
System.out.println
    ( "Using " + myHouse.getGeometry() + " geometry, " +
      "from my house at (" +
        myHouse.getLatitude() + ", " + myHouse.getLongitude() +
        ") to the coffee shop at (" +
          coffeeShop.getLatitude() + ", " + coffeeShop.getLongitude() +
        ") is a distance of " + distance + " " + myHouse.getUnit() +
        " at a heading of " + heading + " degrees."
    );
```

完备性

- 例子
 - 一个只能加水而不能倒水的杯子
 - 只能入库，不能出库的仓库

Encapsulation

- **Encapsulation rule 1:**
 - **Place data and the operations that perform on that data in the same class**
 - 将数据和操作数据的行为放在一起
- **Encapsulation rule 2:**
 - **Use responsibility-driven design to determine the grouping of data and operations into classes**
 - 用职责驱动的设计原则来决定数据和行为的在一起
- **Encapsulation rule 3:**
 - **The responsibility should be complete**
 - 职责要完备

类的职责与封装

- 数据职责
 - 表征对象的本质特征
 - 行为（计算）所需要的数据
 - 教务系统中学生对象：计算年龄
 - 税务系统中纳税人：计算所得税
- 行为职责
 - 表征对象的本质行为
 - 拥有数据所应该体现的行为
 - 出生年月
 - 个人收入

数据职责与行为职责“
在一起”