### DDG University

### **Informal Goals**

- 1. Learn new things related to technology.
- 2. Learn from each other.
- 3. Foster inter-team building.
- 4. To become better engineers.

Search for DDG University in Asana.

## Structure and Interpretation of Computer Programs (SICP)

by Harold Abelson and Gerald Jay Sussman

#### 2.1 Introduction to Data Abstraction

1. Data Abstraction

#### **A Little More Lisp**

- cons
- car
- cdr

#### cons, car, cdr

```
(define pair (cons 100 300))

(car pair)
> 100

(cdr pair)
> 300
```

#### Wishful Thinking

#### Lets suppose we have:

- (make-rat (n) (d)) returns the rational number whose numerator is the integer (n) and whose denominator is the integer (d).
- (numer  $\langle x \rangle$ ) returns the numerator of the rational number  $\langle x \rangle$ .
- (denom  $\langle x \rangle$ ) returns the denominator of the rational number  $\langle x \rangle$ .

Sounds like a contract or...

an *interface!* 

#### **Our Rational Number Code**

```
(define (add-rat x y)
  (make-rat
    (+ (* (numer x) (denom y))
       (* (numer y) (denom x)))
    (* (denom x) (denom y))))
(define (sub-rat x y)
  (make-rat
    (- (* (numer x) (denom y))
       (* (numer y) (denom x)))
    (* (denom x) (denom y))))
(define (mul-rat x y)
  (make-rat
    (* (numer x) (numer y))
    (* (denom x) (denom y))))
(define (div-rat x y)
  (make-rat
    (* (numer x) (denom y))
    (* (denom x) (numer y))))
```

#### **Rational Number Implementation**

```
(define (make-rat n d) (cons n d))
(define (numer x) (car x))
(define (denom x) (cdr x))
```

Looks a little like a... class!

#### **Abstraction Barriers**

[Programs that use rational numbers]
Rational numbers in problem domain
[add-rat sub-rat]
Rational numbers as numerators and denominators
[make-rat numer denom]
Rational numbers as pairs
[cons car cdr]
However pairs are implemented

#### **An Alternate Implementation of Our "Class"**

No tradition data structures here. Everything is stored in deferred procedures.

#### **Wrapping-up**

• Data abstraction...

# That's all for section 2.1. Thanks!