OBJECT-ORIENTED LANGUAGE AND THEORY
3. ABSTRACTION & ENCAPSULATION

Outline

1. Abstraction
2. Encapsulation and Class Building
3. Object Creation and Communication

1.1. Abstraction

- Reduce and factor out details so that one can focus on a few concepts at a time
  - "abstraction – a concept or idea not associated with any specific instance".
- Example: Mathematics definition
  - 1 + 2

1) Store 1, Location A
2) Store 2, Location B
3) Add Location A, Location B
4) Store Results

1.2. Abstraction in OOP

- Objects in reality are very complex

- Need to be simplified by ignoring all the unnecessary details
- Only "extract" related/involving, important information to the problem
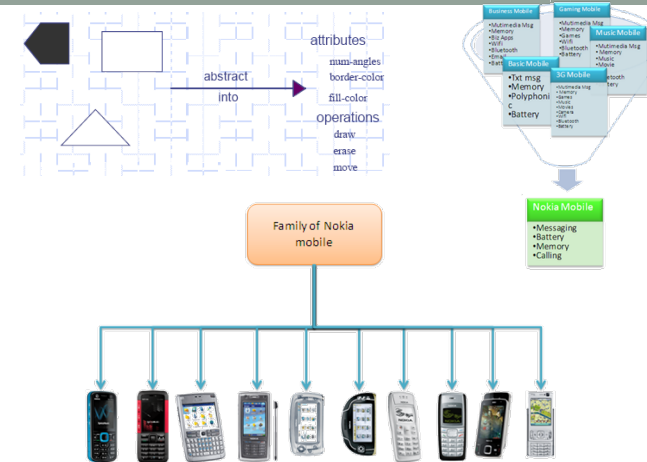
Example: Abstracting Nokia phones

- What are the common properties of these entities? What are particular properties?
  - All are Nokia phones
  - Sliding, folding, …
  - Phones for Businessman, Music, 3G
  - QWERTY keyboard, Basic Type, No-keyboard type
  - Color, Size, …

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1.2. Abstraction (3)

- Any model that includes the most important, essential, or distinguishing aspects of something while suppressing or ignoring less important, immaterial, or diversionary details. The result of removing distinctions so as to emphasize commonalties (*Dictionary of Object Technology*, Firesmith, Eykholt, 1995).
  - → Allow managing a complex problem by focusing on important properties of an entity in order to distinguish with other entities
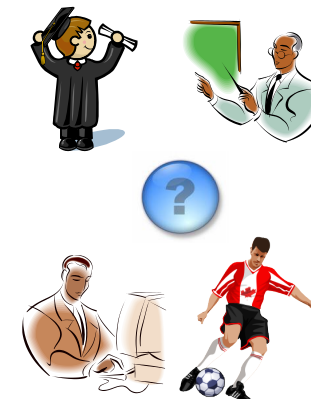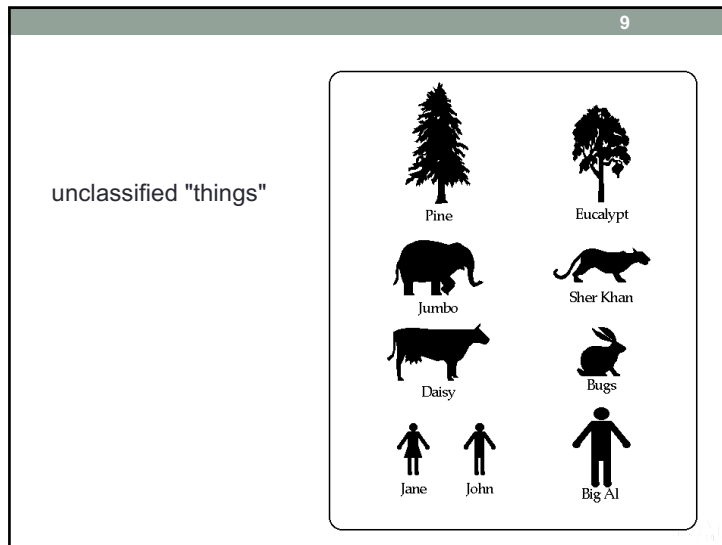
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1.2. Abstraction (4)

- **ABSTRACTION** is a view of an entity containing only related properties in a context

- **CLASS** is the result of the abstraction, which represents a group of entities with the same properties in a specific view
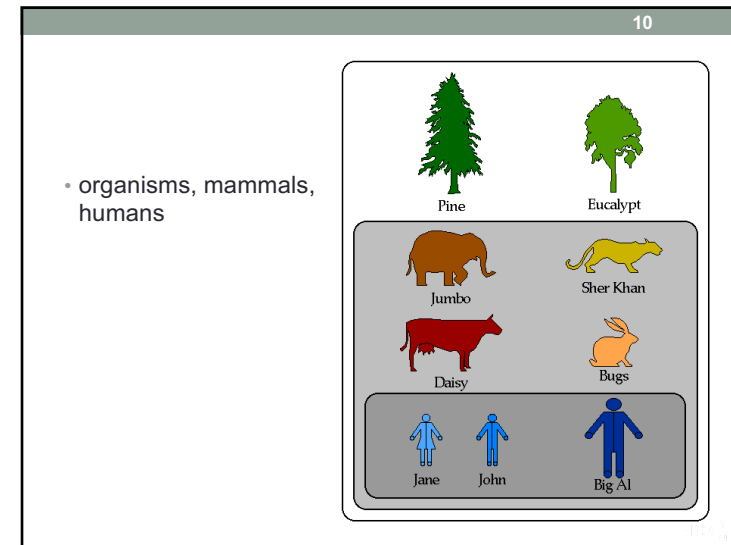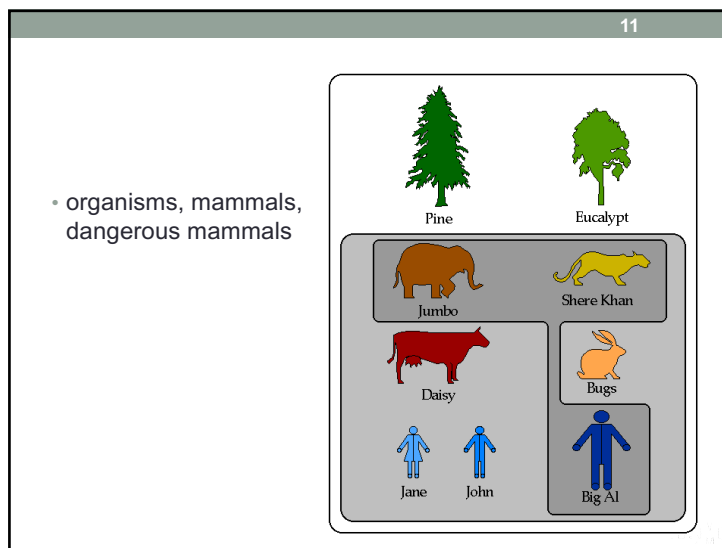

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unclassified "things"

Pine   Eucalypt

Jumbo   Sher Khan

Daisy   Bugs

Jane   John   Big Al

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- organisms, mammals, humans

Pine   Eucalypt

Jumbo   Sher Khan

Daisy   Bugs

Jane   John   Big Al

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- organisms, mammals, dangerous mammals

Pine   Eucalypt

Jumbo   Shere Khan

Daisy   Bugs

Jane   John   Big Al

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1.3. Class vs. Objects

- Class is concept model, describing entities

- Class is a prototype/ blueprint, defining common properties and methods of objects

- A class is an abstraction of a set of objects.

- Objects are real entities

- Object is a representation (instance) of a class, building from the blueprint

- Each object has a class specifying its data and behavior; data of different objects are different
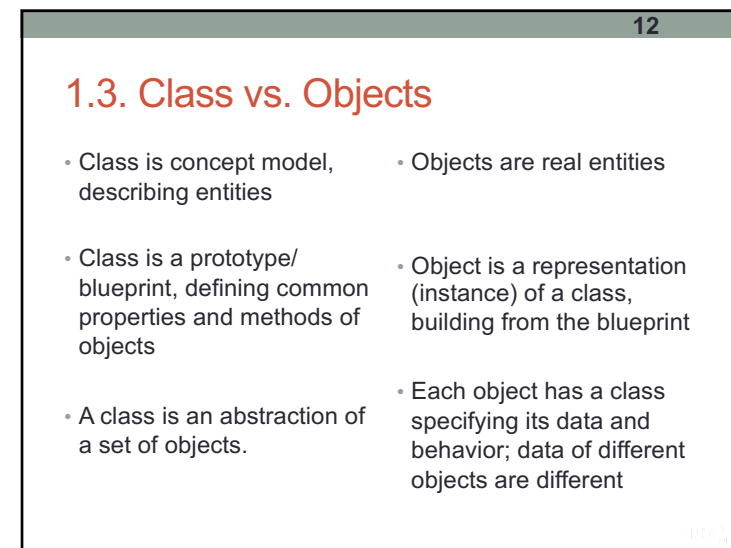
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Class representation in UML

Professor

- Class is represented by a rectangle with three parts:

  - Class name

  - Structure (Attributes)

  - Behavior (Operation)

Professor

- name
- employeeID : UniqueId
- hireDate
- status
- discipline
- maxLoad

+ submitFinalGrade()
+ acceptCourseOffering()
+ setMaxLoad()
+ takeSabbatical()
+ teachClass()

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What is attribute?

- An attribute is a named characteristic of a class. All instances of the class have this attribute.
  - A class might have no attributes or any number of attributes.

Student

Attributes

- name
- address
- studentID
- dateOfBirth

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Operation Visibility

- Visibility is used to enforce encapsulation
- May be public, protected, or private

Private operations

Public operations

Protected operations
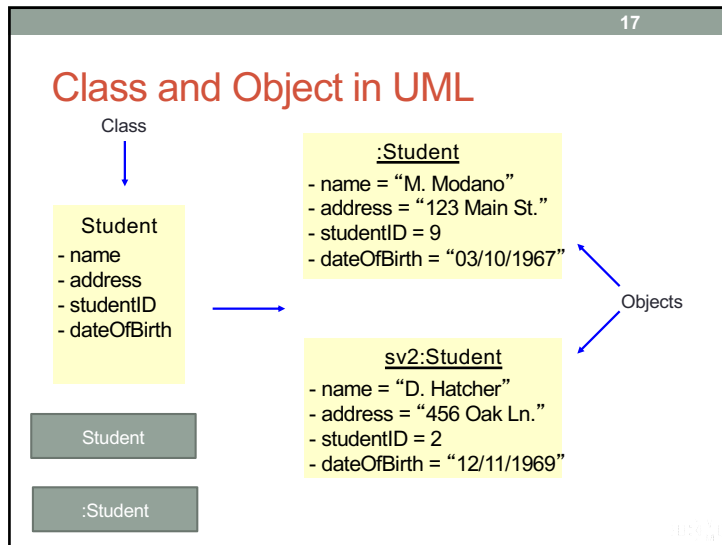
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How Is Visibility Noted?

- The following symbols are used to specify export control:
  - +   Public access
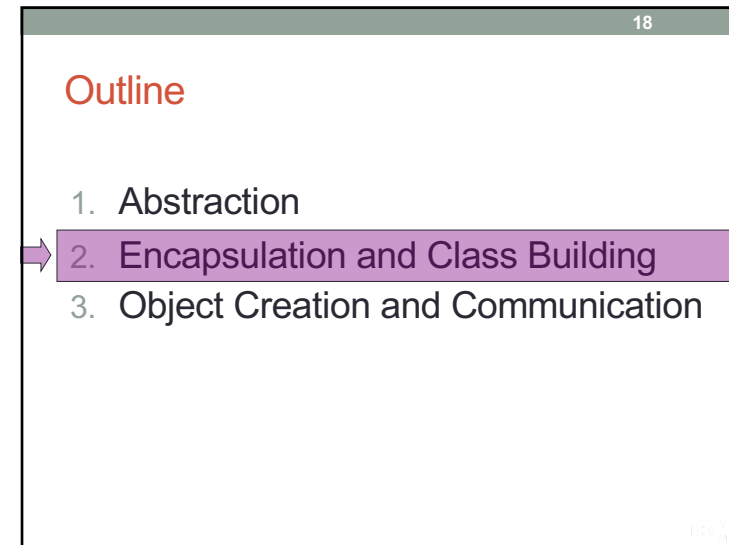 - #   Protected access
  - -   Private access

ClassName

- privateAttribute
+ publicAttribute
# protectedAttribute

- privateOperation ()
+ publicOperation ()
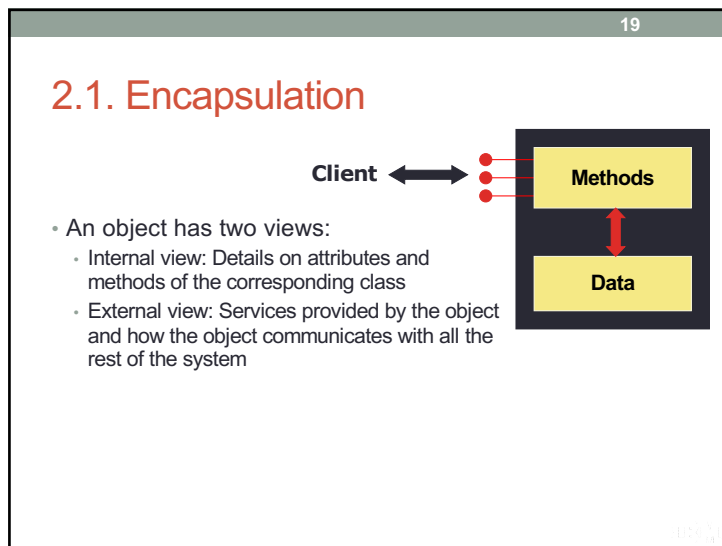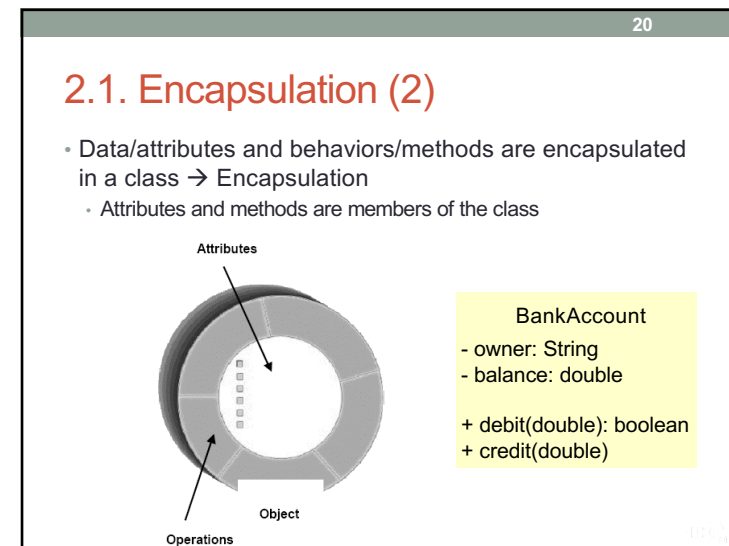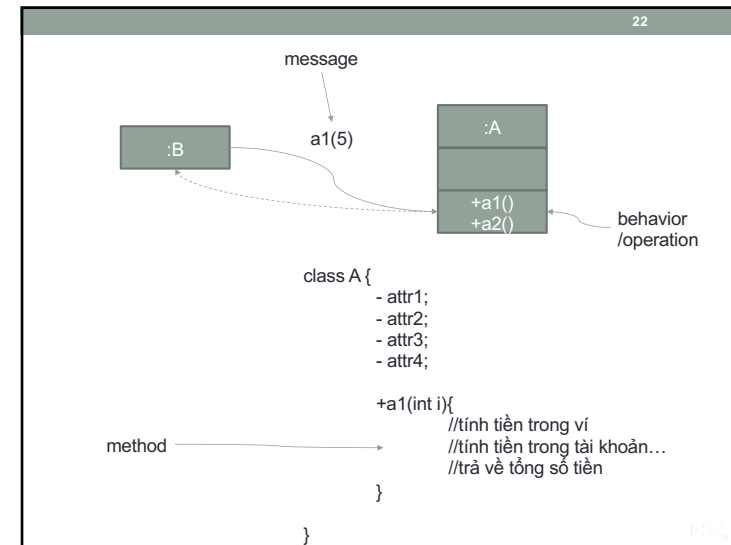# protecteOperation ()

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Class and Object in UML

Class

Student
- name
- address
- studentID
- dateOfBirth

:Student
- name = "M. Modano"
- address = "123 Main St."
- studentID = 9
- dateOfBirth = "03/10/1967"

Objects

sv2:Student
- name = "D. Hatcher"
- address = "456 Oak Ln."
- studentID = 2
- dateOfBirth = "12/11/1969"

Student

:Student

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Outline

1. Abstraction
2. Encapsulation and Class Building
3. Object Creation and Communication

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2.1. Encapsulation

Client ⟷ Methods

Data

- An object has two views:
  - Internal view: Details on attributes and methods of the corresponding class
  - External view: Services provided by the object and how the object communicates with all the rest of the system

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2.1. Encapsulation (2)

- Data/attributes and behaviors/methods are encapsulated in a class → Encapsulation
  - Attributes and methods are members of the class

Attributes

BankAccount
- owner: String
- balance: double

+ debit(double): boolean
+ credit(double)

Object

Operations

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2.2. Class Construction

BankAccount
- owner: String
- balance: double
+ debit(double): boolean
+credit(double)

- **Class name**
  - Specify what the abstraction is capturing
  - Should be singular, short, and clear identify the concept
- **Data elements**
  - The pieces of data that an instance of the class holds
- **Operations/Messages**
  - List of messages that instances can receive
- **Methods**
  - Implementations of the messages that each instance can receive

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---

message

a1(5)

:B

:A

+a1()
+a2()

behavior
/operation

```
class A {
    - attr1;
    - attr2;
    - attr3;
    - attr4;

    +a1(int i){
        //tính tiền trong ví
        //tính tiền trong tài khoản...
        //trả về tổng số tiền
    }
}
```

method

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2.2. Class Construction (2)

- Class members
  - Attributes/Fields
  - Methods

```
String owner;
double balance;
```

Attribute declarations

Method declarations

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Class Construction in Java

- Classes are grouped into a package
  - Package is composed of a set of classes that have some logic relation between them,
  - Package is considered as a directory, a place to organize classes in order to locate them easily.
- Example:
  - Some packages already available in Java: `java.lang`, `javax.swing`, `java.io`...
  - Packages can be manually defined by users
    - Separated by "."
    - Convention for naming package
    - Example: `package oolt.hedspi;`

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a. Class declaration

BankAccount
- owner: String
- balance: double

+ debit(double): boolean
+credit(double)

- Declaration syntax:
```
package packagename;
access_modifier class ClassName{
   // Class body
}
```

- `access_modifier:`
  - `public`: Class can be accessed from anywhere, including outside its package.
  - `private`: Class can only be accessed from inside the class
  - `None (default)`: Class can be access from inside its package

=> Class declaration for BankAccount class?

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b. Member declaration of class

- Class members have access definition similarly to the class.

	public	None	private
Same class			
Same package			
Different package			

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b. Member declaration of class

- Class members have access definition similarly to the class.

	public	None	private
Same class	Yes	Yes	Yes
Same package	Yes	Yes	No
Different package	Yes	No	No

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Attribute

- Attributes have to be declared inside the class
- An object has its own copy of attributes
  - The values of an attribute of different objects are different.

Student
- name
- address
- studentID
- dateOfBirth

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Hà Nội…

Nguyễn Thu Hương
Hải Phòng…

…

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Attribute

- Attribute can be initialized while declaring
  - The default value will be used if not initialized.

access modifier   type

```
package com.megabank.models;

public class BankAccount {
    private String owner;
    private double balance = 0.0;
}
```

name

BankAccount

- owner: String
- balance: double

+ debit(double): boolean
+ credit(double)

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Method

- Define how an object responses to a request
- Method specifies the operations of a class
- Any method must belong to a class

access modifier   return type   method name   parameter list

```
public boolean debit(double amount) {
    // Method body
    // Java code that implements method behavior
}
```

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* Method signature

- A method has its own signature including:
  - Method name
  - Number of parameters and their types

method name   argument type

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

signature

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* Type of returned data

- When a method returns at least a value or an object, there must be a "return" command to return control to the caller object (object that is calling the method).
- If method does not return any value (void), there is no need for the "return" command
- There might be many "return" commands in a method; the first one that is reached will be executed.

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Class Construction Example

BankAccount

- owner: String
- balance: double

+ debit(double): boolean
+ credit(double)

- Example of a private field
  - Only this class can access the field
    ```
    balance private double balance;
    ```
- Example of a public accessor method
  - Other classes can ask what the balance is
    ```
    public double getBalance() {
            return balance;
    }
    ```
- Other classes can change the balance only by calling deposit or withdraw methods

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```
package com.megabank.models;
public class BankAccount {
    private String owner;
    private double balance;

    public boolean debit(double amount){
        if (amount >= balance)
            return false;
        else {
            balance -= amount; return true;
        }
    }
    public void credit(double amount){
            //check amount . . .
            balance += amount;
    }
}
```

BankAccount

- owner: String
- balance: double
+ debit(double): boolean
+ credit(double)

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c. Constant member (Java)

- An attribute/method can not be changed its value during the execution.
- Declaration syntax:
  ```
  access_modifier final data_type
          CONSTANT_NAME = value;
  ```
- Example:
  ```
  final double PI = 3.141592653589793;
  public final int VAL_THREE = 39;
  private final int[] A = { 1, 2, 3, 4, 5, 6 };
  ```
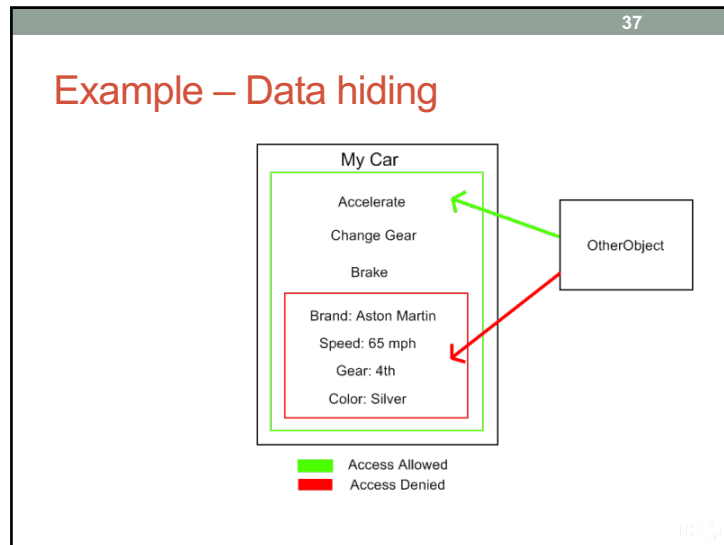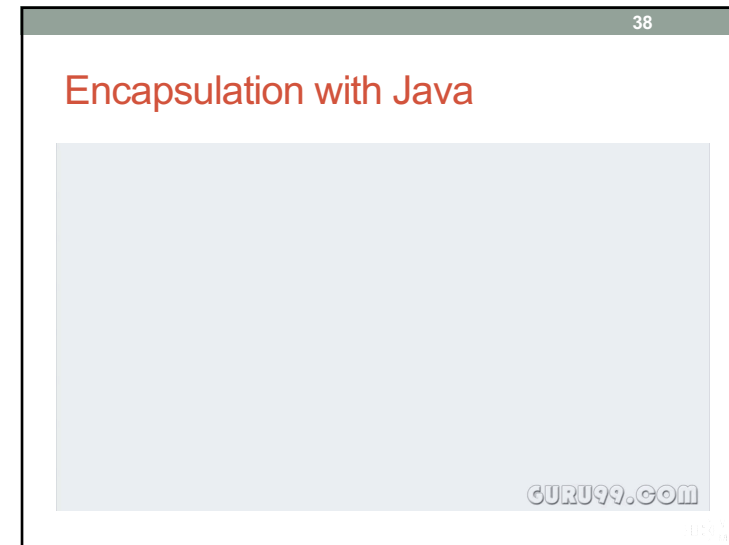
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2.3. Data hiding

- Data is hidden inside the class and can only be accessed and modified from the methods
  - Avoid illegal modification

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Example – Data hiding

My Car

Accelerate

Change Gear

Brake

Brand: Aston Martin
Speed: 65 mph
Gear: 4th
Color: Silver

OtherObject

Access Allowed
Access Denied

Encapsulation with Java

GURU99.COM

Data hiding mechanism

- Data member
  - Can only be accessed from methods in the class
  - Access permission is `private` in order to protect data
- Other objects that want to access to the private data must perform via public functions

Attributes

Object

Operations

BankAccount
- owner: String
- balance: double
+ debit(double): boolean
+ credit(double)

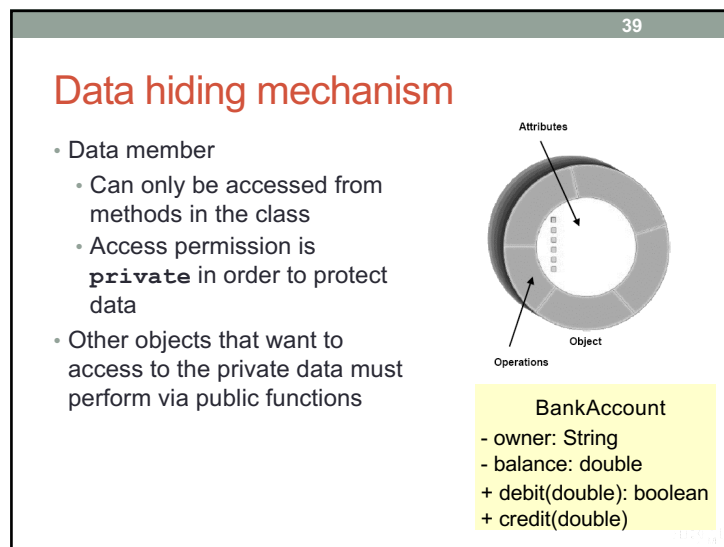## Data hiding mechanism (2)

- Because data is private → Normally a class provides services to access and modify values of the data
  - Accessor (getter): return the current value of an attribute
  - Mutator (setter): modify value of an attribute
  - Usually getX and setX, where x is attribute name

```
package com.megabank.models;

public class BankAccount {
  private String owner;
  private double balance = 0.0;
}
```

```
public String getOwner() {
  return owner;
}
```

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Get Method (Query)

- The Get methods (query method, accessor) are used to get values of data member of an object

- There are several query types:
  - Simple query(*" what is the value of x?"*)
  - Conditional query (*"is x greater than 10?"*)
  - Complex query (*"what is the sum of x and y?"*)

- An important characteristic of getting method is that is should not modify the current state of the object
  - Do not modify the value of any data member

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restricted access: *private* members are *not externally accessible*; but we need to know and modify their values

set methods: *public* methods that allow clients to *modify private* data; also known as *mutators*

```
public class Time {
    private int hour;
    private int minute;
    private int second;

    public Time () {
        setTime(0, 0, 0);
    }

    public void setHour (int h) { hour = ( ( h >= 0 && h < 24 ) ? h : 0 ); }

    public void setMinute (int m) { minute = ( ( m >= 0 && m < 60 ) ? m : 0 ); }

    public void setSecond (int s) { second = ( ( s >= 0 && s < 60 ) ? s : 0 ); }

    public void setTime (int h, int m, int s) {
        setHour(h);
        setMinute(m);
        setSecond(s);
    }

    public int getHour () { return hour; }

    public int getMinute () { return minute; }

    public int getSecond () { return second; }
}
```

get methods: *public* methods that allow clients to *read private* data; also known as *accessors*

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3.1. Data initialization

- Data need to be initialized before being used
  - Initialization error is one of the most common ones
- For simple/basic data type, use operator =
- For object → Need to use constructor method

Student
- name
- address
- studentID
- dateOfBirth

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Hà Nội…

Nguyễn Thu Hương
Hải Phòng…

…

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Construction and destruction of object

- An existing and operating object is allocated some memory by OS in order to store its data values.
- When creating an object, OS will assign initialization values to its attributes
  - Must be done automatically before any developers' operations that are done on the object
  - Using construction function/method
- In contrast, while finishing, we have to release all the memory allocated to objects.
  - Java: JVM
  - C++: destructor

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3.2. Constructor method

- Is a particular method that is automatically called when creating an object
- Main goal: Initializing attributes of objects

Student
- name
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…

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3.2. Constructor method(2)

- Every class must have at least one constructor
  - To create a new representation of the class
  - Constructor name is the same as the class name
  - Constructor does not have return data type
- For example:

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

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3.2. Constructor method (3)

- Constructor can have access modifiers
  - **public**
  - **private**
  - none (default – can be used in the package only)
- A constructor can not use the keywords **abstract, static, final, native, synchronized**.
- Constructors can not be considered as *class members.*

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3.2. Constructor method (4)

- Default constructor
  - Is a constructor **without parameters**

    ```
    public BankAccount(){
        owner = "noname";
        balance = 100000;
    }
    ```

  - If we do not write any constructor in a class
    - JVM provides a default constructor
    - The default constructor provided by JVM has the same access attributes as its class
  - A class should have a default constructor

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3.3. Object declaration and initialization

- An object is created and instantiated from a class.
- Objects have to be declared with **Types of objects** before being used:
  - Object type is object class
  - For example:
    - `String strName;`
    - `BankAccount acc;`

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3.3. Object declaration and initialization (2)

- Objects must be initialized before being used
  - Use the operator = to assign
  - Use the keyword **new** for constructor to initialize objects:
    - Keyword **new** is used to create a new object
    - Automatically call the corresponding constructor
  - The default initialization of an object is **null**
- An object is manipulated through its *reference (~ pointer)*.
- For example:

    ```
    BankAccount acc1;
    acc1 = new BankAccount();
    ```

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3.3. Object declaration and initialization (3)

- We can combine the declaration and the initialization of objects
  - Syntax:

    ```
    ClassName object_name = new
                Constructor(parameters);
    ```

  - For example:

    ```
    BankAccount account = new BankAccount();
    ```

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3.3. Object declaration and initialization (4)

- Objects have
  - Identity: The object reference or variable name
  - State: The current value of all fields
  - Behavior: Methods
- Constructor does not have **return value**, but when being used with the keyword **new,** it returns a reference pointing to the new object.

```
public BankAccount(String name) {
   setOwner(name);
}
```
Constructor definition

Constructor use

```
BankAccount account = new BankAccount("Joe Smith");
```

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3.3. Object declaration and initialization (5)

- Array of objects is declared similarly to an array of primitive data
- Array of objects is initialized with the value **null.**
- For example:

```
Employee emp1 = new Employee(123456);
Employee emp2;
emp2 = emp1;
Department dept[] = new Department[100];
Test[] t = {new Test(1),new Test(2)};
```

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Example 1

```
public class BankAccount{
  private String owner;
  private double balance;
}
public class Test{
  public static void main(String args[]){
      BankAccount acc1 = new BankAccount();
  }
}
```
→ Default constructor provided by Java.

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Example 2

```
public class BankAccount{
  private String owner;
  private double balance;
  public BankAccount(){
      owner = "noname";
  }
}
public class Test{
  public static void main(String args[]){
      BankAccount acc1 = new BankAccount();
  }
}
```
→ Default constructor written by developers.

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Example 3

```java
public class BankAccount {
    private String owner;
    private double balance;
    public BankAccount(String name){
        setOwner(name);
    }
    public void setOwner(String o){
        owner = o;
    }
}                        The constructor BankAccount() is undefined
public class Test{
    public static void main(String args[]){
    BankAccount account1 = new BankAccount();   //Error
    BankAccount account2 = new BankAccount("Hoang");
    }
}
```

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Objects in C++ and Java

- C++: objects in a class are created at the declaration:
  - Point p1;
- Java: Declaration of an object creates only a reference that will refer to the real object when **new** operation is used:
  - Box x;
  - x = new Box();
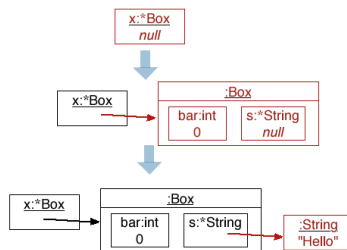 - Objects are dynamically allocated in heap memory

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Object in Java

```java
class Box
{
    int bar;
    String s;
}
```
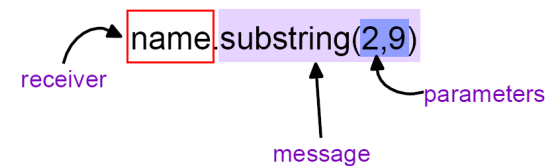
Box x;

x = new Box ();

x.s = "Hello";

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3.4. Object usage

- Object provides more complex operations than primitive data types.
- Objects responds to messages
  - Operator "." is used to send a message to an object

receiver   name.substring(2,9)   parameters

message

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3.4. Object usage (2)

- To call a member (data or attribute) of a class or of an object, we use the operator ".".
- If we call method right in the class, the operator "." is not necessary.

```
BankAccount account = new BankAccount();
account.setOwner("Smith");
account.credit(1000.0);
System.out.println(account.getBalance());
...
```

BankAccount method

```
public void credit(double amount) {
    setBalance(getBalance() + amount);
}
```

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```
public class BankAccount{
  private String owner;
  private double balance;
  public BankAccount(String name){ setOwner(name);}
  public void setOwner(String o){ owner = o; }
  public String getOwner(){ return owner; }
}
public class Test{
  public static void main(String args[]){
    BankAccount acc1 = new BankAccount("");
    BankAccount acc2 = new BankAccount("Hong");
    acc1.setOwner("Hoa");
    System.out.println(acc1.getOwner()
                        + " "+ acc2.getOwner());
  }
```

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Example

```
// Create object and reference in one statement
// Supply valued to initialize fields
BankAccount ba = new BankAccount("A12345");
BankAccount savingAccount = new BankAccount(2000000.0);

// withdraw VNĐ5000.00 from an account
ba.deposit(5000.0);
// withdraw all the money in the account
ba.withdraw(ba.getBalance());

// deposit the amount by balance of saving account
ba.deposit(savingAccount.getBalance());
```

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Self-reference – this

- Allows to access to the current object of class.
- Is important when function/method is operating on two or many objects.
- Removes the mis-understanding between a local variable, parameters and data attributes of class.
- Is not used in static code block

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```java
public class BankAccount{
  private String owner;
  private double balance;
  public BankAccount() { }
  public void setOwner(String owner){
    this.owner = owner;
  }
  public String getOwner(){ return owner; }
}
public class Test{
  public static void main(String args[]){
    BankAccount acc1 = new BankAccount();
    BankAccount acc2 = new BankAccount();
    acc1.setOwner("Hoa");
    acc2.setOwner("Hong");
    System.out.println(acc1.getOwner() + " " +
                       acc2.getOwner());
  }
```

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