
Object-Oriented Programming

Abstract Data Type (The Walls)

Acknowledgement

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Policies for students

- These contents are only used for students PERSONALLY.
- Students are NOT allowed to modify or deliver these contents to anywhere or anyone for any purpose.

Recording of modifications

- Course website address is changed to <http://sakai.it.tdt.edu.vn>
- Course codes cs1010, cs1020, cs2010 are placed by 501042, 501043, 502043 respectively.

Objectives

Understanding data abstraction

Defining ADT with Java Interface

Implementing data structure given a Java Interface

References



Book

- Chapter 4, pages 221 to 258



IT-TDT Sakai → 501043 website
→ Lessons

- <http://sakai.it.tdt.edu.vn>

Outline

1. Software Engineering Issues (Motivation)
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1 Software Engineering Issues

Motivation

1. Software Engineering Issues (1/5)

□ Program Design Principles

○ Abstraction

- Concentrate on what it **can do** and **not how it does it**
- Eg: Use of Java Interface

○ Coupling

- Restrict interdependent relationship among classes to the minimum

○ Cohesion

- A class should be about a single entity only
- There should be a clear logical grouping of all functionalities

○ Information Hiding

- Expose only necessary information to outside

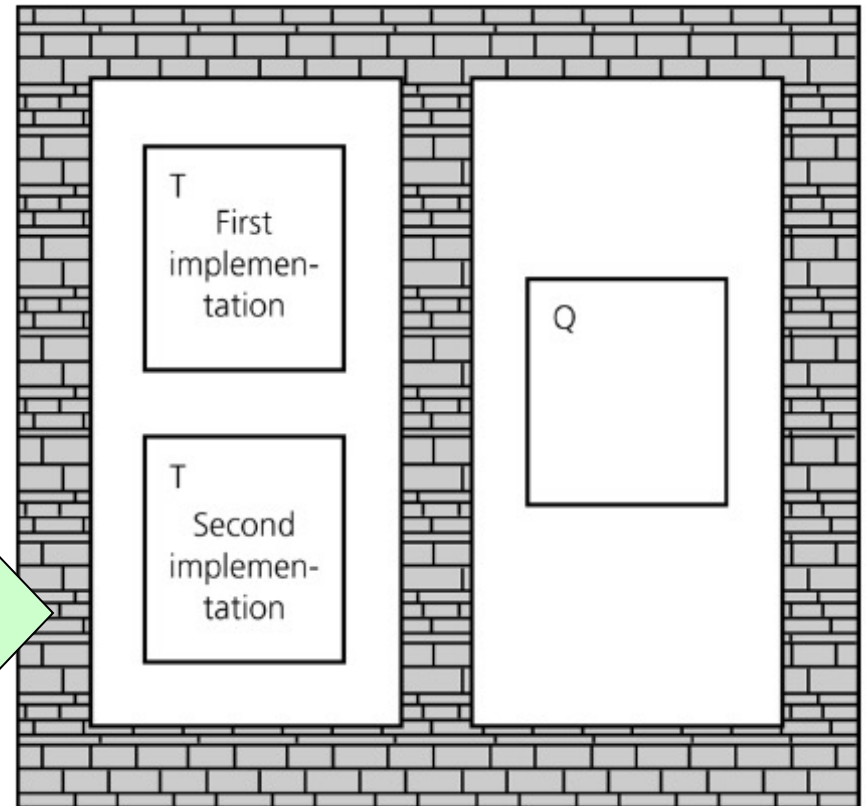
1. Software Engineering Issues (2/5)

❑ Information Hiding

- Information hiding is like walls building around the various classes of a program.
- The wall around each class T prevents the other classes from seeing how T works.
- Thus, if class Q uses (depends on) T , and if the approach for performing T changes, class Q will not be affected.

Makes it easy to substitute new, improved versions of how to do a task later

Our textbook is called the “**Walls & Mirrors**”. What are the walls?



1. Software Engineering Issues (3/5)

- ❑ Information Hiding is **not** complete isolation of the classes
 - Information released is on a **need-to-know** basis
 - Class *Q* does not know how class *T* does the work, but it needs to know how to **invoke** *T* and what *T* **produces**
 - E.g: The designers of the methods of **Math** and **Scanner** classes have hidden the details of the implementations of the methods from you, but provide enough information (the method headers and explanation) to allow you to use their methods
 - What goes in and comes out is governed by the terms of the **method's specifications**
 - If you use this method in this way, this is exactly what it will do for you (pre- and post-conditions)

1. Software Engineering Issues (4/5)

□ Pre- and post-conditions (for documentation)

➤ Pre-conditions

- Conditions that must be true before a method is called
- “This is what I expect from you”
- The programmer is responsible for making sure that the pre-conditions are satisfied when calling the method

➤ Post-conditions

- Conditions that must be true after the method is completed
- “This is what I promise to do for you”

➤ Example

```
// Pre-cond: x >= 0
// Post-cond: Return the square root of x
public static double squareRoot(double x) {
    . . .
}
```

1. Software Engineering Issues (5/5)

- ❑ Information Hiding **CAN** also apply to **data**
 - **Data abstraction** asks that you think in terms of **what** you can do to a collection of data independently of **how** you do it
 - **Data structure** is a construct that can be defined within a programming language to store a **collection of data**
 - **Abstract data type (ADT)** is a **collection of data** & a **specification on the set of operations/methods** on that data
 - Typical **operations** on data are: *add*, *remove*, and *query* (in general, **management of data**)
 - Specification indicates what ADT operations **do**, **but not how** to implement them

2 Abstract Data Type

Collection of data + set of operations
on the data

Data Structure

- **Data structure** is a construct that can be defined within a programming language to store a collection of data
 - **Arrays**, which are built into Java, are data structures
 - We can create other data structures. For example, we want a data structure (a collection of data) to store both the names and salaries of a collection of employees

```
static final int MAX_NUMBER = 500; // defining a constant
String[] names = new String[MAX_NUMBER];
double[] salaries = new double[MAX_NUMBER];
// employee names[i] has a salary of salaries[i]
```

or
(better
choice)

```
class Employee {
    static final int MAX_NUMBER = 500;
    private String names;
    private double salaries;
}
...
Employee[] workers = new Employee[Employee.MAX_NUMBER];
```

Abstract Data Type (ADT) (1/4)

- ❑ An **ADT** is a collection of data together with a specification of a set of operations on the data
 - Specifications indicate **what** ADT operations do, not **how** to implement them
 - **Data structures** are part of an ADT's implementation



- ❑ When a program needs data operations that are not directly supported by a language, you need to create your own ADT
- ❑ You should first design the ADT by carefully specifying the operations before implementation

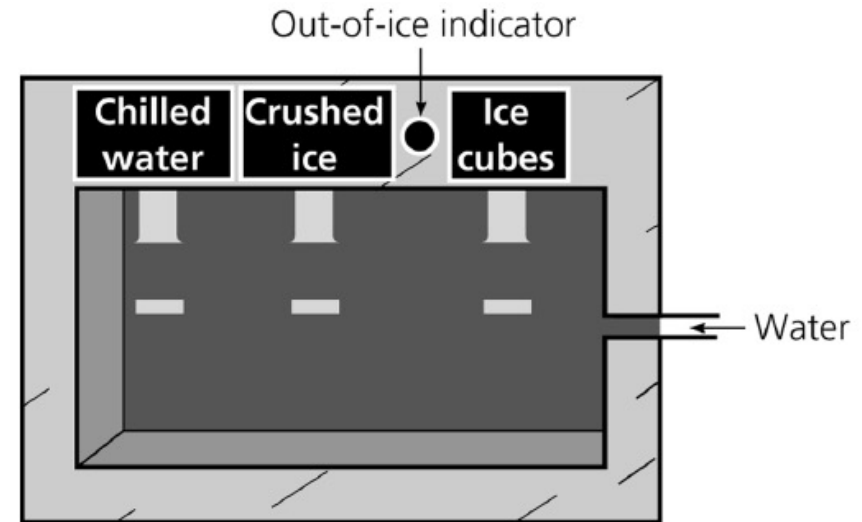
Abstract Data Type (ADT) (2/4)

□ Example: A water dispenser as an ADT

- Data: **water**
- Operations: *chill*, *crush*, *cube*, and *isEmpty*
- Data structure: the internal structure of the dispenser
- Walls: made of steel

The only slits in the walls:

- Input: **water**
- Output: **chilled water, crushed ice, or ice cubes.**

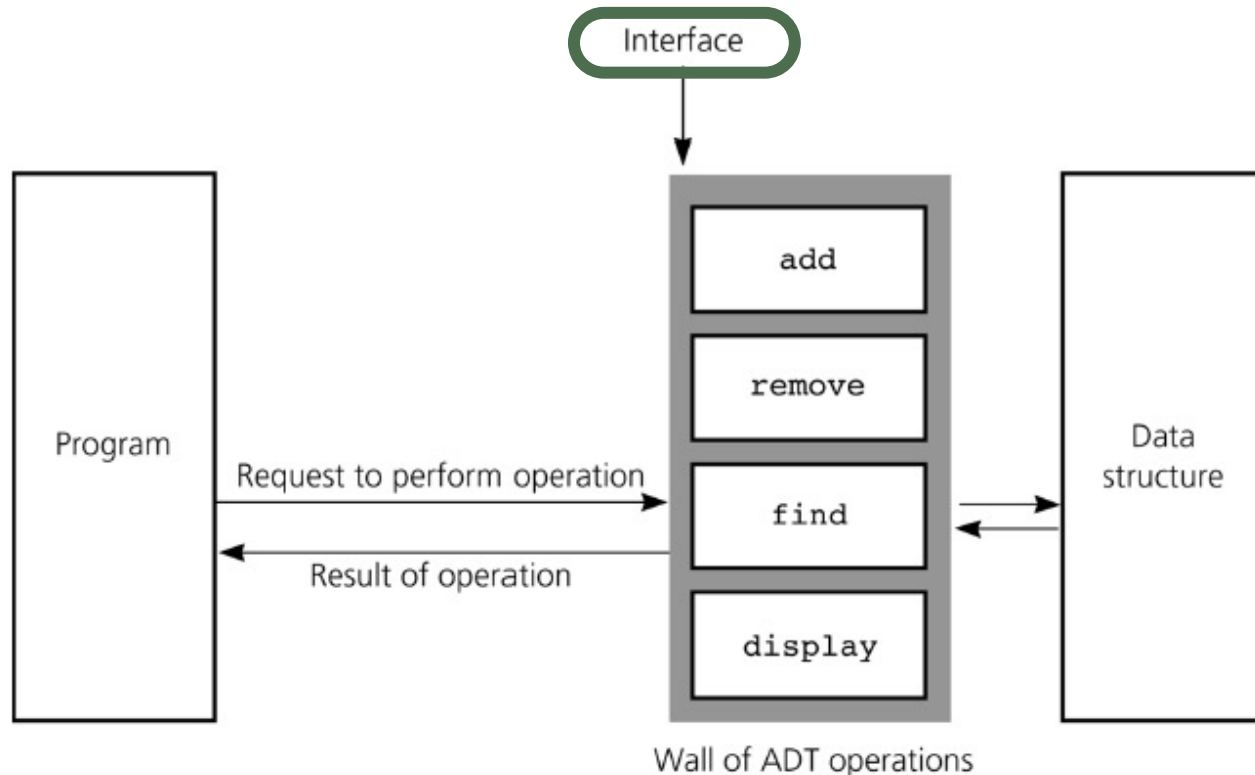


Crushed ice can be made in many ways.
We don't care how it was made

- Using an ADT is like using a vending machine.

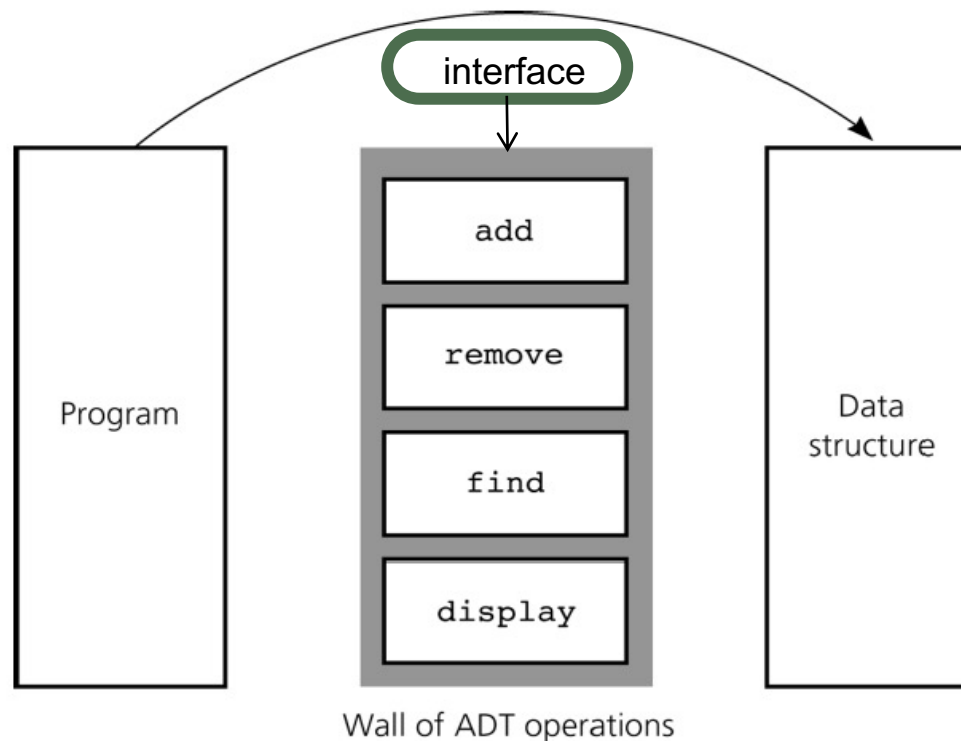
Abstract Data Type (ADT) (3/4)

- ❑ A **WALL** of ADT operations **isolates** a data structure from the program that uses it
- ❑ An **interface** is what a program/module/class should understand on using the ADT



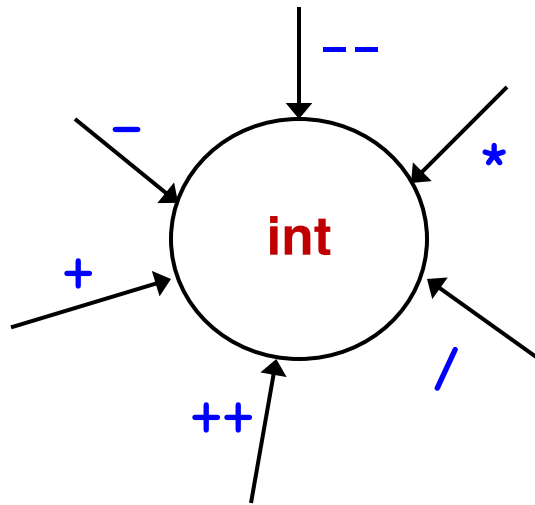
Abstract Data Type (ADT) (4/4)

- ❑ An **interface** is what a program/module/class should understand on using the ADT
- ❑ The following bypasses the interface to access the data structure. This **violates** the wall of ADT operations.

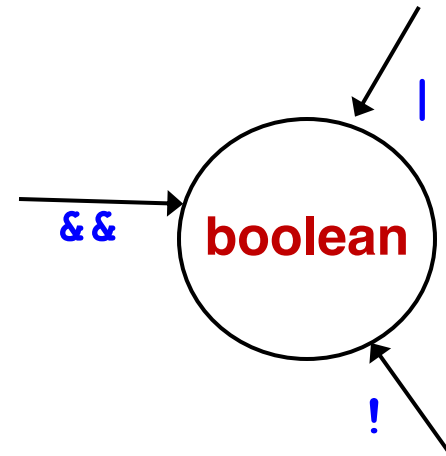


Eg: Primitive Types as ADTs (1/2)

- Java's predefined data types are ADTs
- Representation details are hidden which aids portability as well
- Examples: **int**, **boolean**, **double**



int type with the operations (e.g.: **--**, **/**) defined on it.



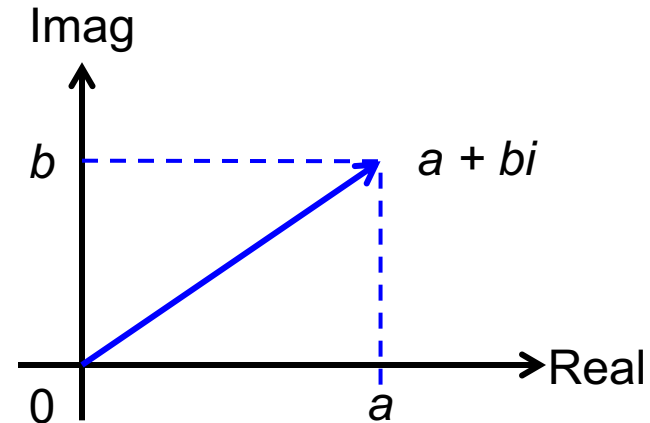
boolean type with the operations (e.g.: **&&**) defined on it.

Eg: Primitive Types as ADTs (2/2)

- Broadly classified as:
(the example here uses the **array** ADT)
 - **Constructors** (to add, create data)
 - `int[] z = new int[4];`
 - `int[] x = { 2,4,6,8 };`
 - **Mutators** (to modify data)
 - `x[3] = 10;`
 - **Accessors** (to query about state/value of data)
 - `int y = x[3] + x[2];`

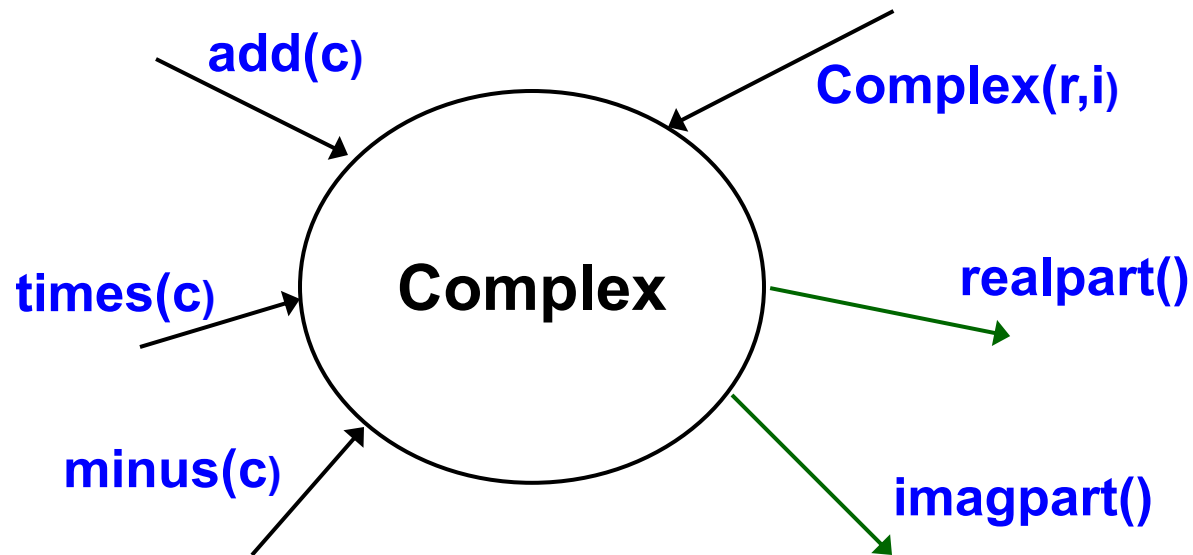
Eg: Complex Number as ADT (1/6)

- A **complex number** comprises a **real part** a and an **imaginary part** b , and is written as $a + bi$
- i is a value such that $i^2 = -1$.
- Examples: $12 + 3i$, $15 - 9i$, $-5 + 4i$, -23 , $18i$
- A complex number can be visually represented as a pair of numbers (a, b) representing a vector on the two-dimensional complex plane (horizontal axis for real part, vertical axis for imaginary part)



Eg: Complex Number as ADT (2/6)

- User-defined data types can also be organized as ADTs
- Let's create a “Complex” ADT for complex numbers



Note: **add(c)** means to add complex number object *c* to “this” object. Likewise for **times(c)** and **minus(c)**.

Eg: Complex Number as ADT (3/6)

- A possible **Complex** ADT class:

```
class Complex {  
    private ...           // data members  
    public Complex(double r, double i) { ... } // create a new object  
    public void add(Complex c) { ... }         // this = this + c  
    public void minus(Complex c) { ... }       // this = this - c  
    public void times(Complex c) { ... }       // this = this * c  
    public double realpart() { ... }           // returns this.real  
    public double imagpart() { ... }          // returns this.imag  
}
```

- Using the **Complex** ADT:

```
Complex c = new Complex(1,2); // c = (1,2)  
Complex d = new Complex(3,5); // d = (3,5)  
c.add(d); // c = c + d  
d.minus(new Complex(1,1)); // d = d - (1,1)  
c.times(d); // c = c * d
```


Eg: Complex Number as ADT (4/6)

- One possible implementation: **Cartesian**

```
class Complex {  
    private double real;  
    private double imag;  
  
    // CONSTRUCTOR  
    public Complex(double r, double i) { real = r; imag = i; }  
  
    // ACCESSORS  
    public double realpart() { return real; }  
    public double imagpart() { return imag; }  
  
    // MUTATORS  
    public void add (Complex c) { // this = this + c  
        real += c.realpart();  
        imag += c.imagpart();  
    }  
    public void minus (Complex c) { // this = this - c  
        real -= c.realpart();  
        imag -= c.imagpart();  
    }  
    public void times (Complex c) { // this = this * c  
        real = real*c.realpart() - imag*c.imagpart();  
        imag = real*c.imagpart() + imag*c.realpart();  
    }  
}
```

$$(a + bi) + (c + di) \\ = (a + c) + (b + d)i$$

$$(a + bi) - (c + di) \\ = (a - c) + (b - d)i$$

$$(a + bi) \times (c + di) \\ = (ac - bd) + (ad + bc)i$$

Eg: Complex Number as ADT (5/6)

- Another possible implementation: **Polar**

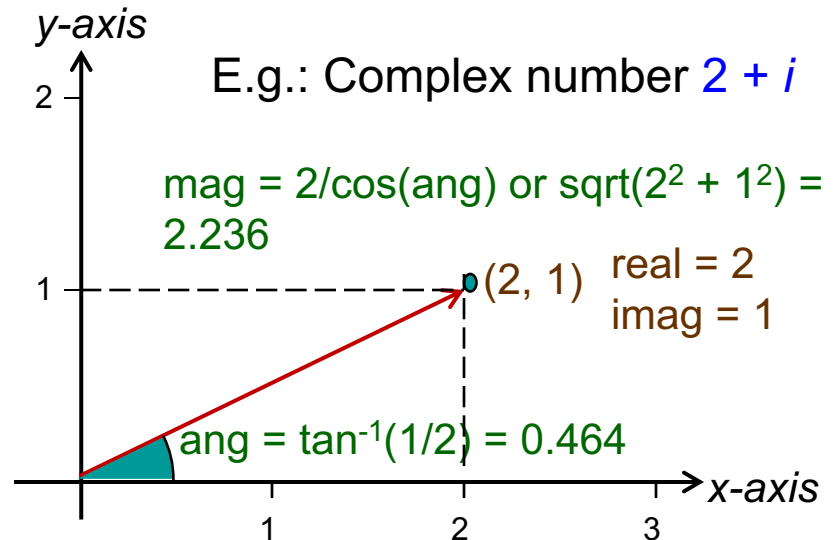
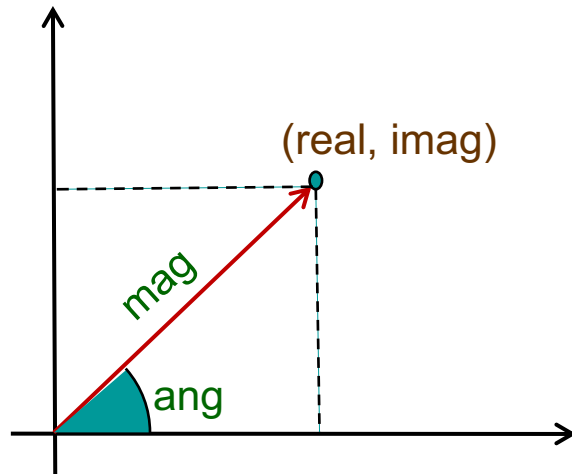
```
class Complex {  
    private double ang; // the angle of the vector  
    private double mag; // the magnitude of the vector  
    :  
    :  
    public times(Complex c) { // this = this * c  
        ang += c.angle();  
        mag *= c.mag();  
    }  
    :  
    :  
}
```

Eg: Complex Number as ADT (6/6)

- “Relationship” between **Cartesian** and **Polar** representations

From Polar to Cartesian: $\text{real} = \text{mag} * \cos(\text{ang});$
 $\text{imag} = \text{mag} * \sin(\text{ang});$

From Cartesian to Polar: $\text{ang} = \tan^{-1}(\text{imag}/\text{real});$
 $\text{mag} = \text{real} / \cos(\text{ang});$
 or $\text{mag} = \sqrt{\text{real}^2 + \text{imag}^2};$



3 Java Interface

Specifying related methods

Java Interface

- Java interfaces provide a way to specify **common behaviour** for a set of (possibly unrelated) classes
- Java **interface** can be used for ADT
 - It allows further abstraction/generalization
 - It uses the keyword **interface**, rather than **class**
 - It specifies methods to be implemented
 - A Java interface is a group of related methods with empty bodies
 - It can have constant definitions (which are implicitly **public static final**)
- A class is said to implement the interface if it provides implementations for **ALL** the methods in the interface

Example #1

```
// package in java.lang;  
public interface Comparable <T> {  
    int compareTo(T other);  
}
```

Implementation
of `compareTo()`

```
class Shape implements Comparable <Shape> {  
    static final double PI = 3.14;  
    double area() {...};  
    double circumference() { ... };  
    int compareTo(Shape x) {  
        if (this.area() == x.area())  
            return 0;  
        else if (this.area() > x.area())  
            return 1;  
        else  
            return -1;  
    }  
}
```

Example #2: Interface for Complex

E.g. Complex ADT interface

- anticipate both Cartesian and Polar implementations

```
Complex.java  
  
public interface Complex {  
    public double realpart();    // returns this.real  
    public double imagpart();    // returns this.imag  
    public double angle();       // returns this.ang  
    public double mag();         // returns this.mag  
    public void add(Complex c);  // this = this + c  
    public void minus(Complex c); // this = this - c  
    public void times(Complex c); // this = this * c  
}
```

- In Java 7 and earlier, methods in an interface only have **signatures** (headers) but no implementation
- However, Java 8 introduces “default methods” to interfaces. They provide default implementations which can be overridden by the implementing class.

Example #2: ComplexCart (1/2)

■ Cartesian Implementation (Part 1 of 2)

```
class ComplexCart implements Complex {  
    private double real;  
    private double imag;  
  
    // CONSTRUCTOR  
    public ComplexCart(double r, double i) { real = r; imag = i; }  
  
    // ACCESSORS  
    public double realpart() { return this.real; }  
    public double imagpart() { return this.imag; }  
    public double mag() { return Math.sqrt(real*real + imag*imag); }  
    public double angle() {  
        if (real != 0) {  
            if (real < 0) return (Math.PI + Math.atan(imag/real));  
            else return Math.atan(imag/real);  
        }  
        else if (imag == 0) return 0;  
        else if (imag > 0) return Math.PI/2;  
        else return -Math.PI/2;  
    }  
}
```

ComplexCart.java

Example #2: ComplexCart (2/2)

■ Cartesian Implementation (Part 2 of 2)

ComplexCart.java

```
// MUTATORS
public void add(Complex c) {
    this.real += c.realpart();
    this.imag += c.imagpart();
}
public void minus(Complex c) {
    this.real -= c.realpart();
    this.imag -= c.imagpart();
}
public void times(Complex c) {
    double tempReal = real * c.realpart() - imag * c.imagpart();
    imag = real * c.imagpart() + imag * c.realpart();
    real = tempReal;
}
public String toString() {
    if (imag == 0) return (real + "");
    else if (imag < 0) return (real + "" + imag + "i");
    else return (real + "+" + imag + "i");
}
}
```

Why can't we write the following?

```
if (imag == 0) return (real);
```

Example #2: ComplexPolar (1/3)

■ Polar Implementation (Part 1 of 3)

ComplexPolar.java

```
class ComplexPolar implements Complex {
    private double mag; // magnitude
    private double ang; // angle
    // CONSTRUCTOR
    public ComplexPolar(double m, double a) { mag = m; ang = a; }
    // ACCESSORS
    public double realpart() { return mag * Math.cos(ang); }
    public double imagpart() { return mag * Math.sin(ang); }
    public double mag() { return mag; }
    public double angle() { return ang; }
    // MUTATORS
    public void add(Complex c) { // this = this + c
        double real = this.realpart() + c.realpart();
        double imag = this.imagpart() + c.imagpart();
        mag = Math.sqrt(real*real + imag*imag);
        if (real != 0) {
            if (real < 0) ang = (Math.PI + Math.atan(imag/real));
            else ang = Math.atan(imag/real);
        }
        else if (imag == 0) ang = 0;
        else if (imag > 0) ang = Math.PI/2;
        else ang = -Math.PI/2;
    }
}
```

Example #2: ComplexPolar (2/3)

■ Polar Implementation (Part 2 of 3)

ComplexPolar.java

```
public void minus(Complex c) {    // this = this - c
    double real = mag * Math.cos(ang) - c.realpart();
    double imag = mag * Math.sin(ang) - c.imagpart();
    mag = Math.sqrt(real*real + imag*imag);
    if (real != 0) {
        if (real < 0) ang = (Math.PI + Math.atan(imag/real));
        else ang = Math.atan(imag/real);
    }
    else if (imag == 0) ang = 0;
    else if (imag > 0) ang = Math.PI/2;
    else ang = -Math.PI/2;
}
```

Example #2: ComplexPolar (3/3)

- Polar Implementation (Part 3 of 3)

ComplexPolar.java

```
public void times(Complex c) {    // this = this * c
    mag *= c.mag();
    ang += c.angle();
}

public String toString() {
    if (imagpart() == 0)
        return (realpart() + "");
    else if (imagpart() < 0)
        return (realpart() + "" + imagpart() + "i");
    else
        return (realpart() + "+" + imagpart() + "i");
}
```

Example #2: TestComplex (1/3)

■ Testing Complex class (Part 1 of 3)

TestComplex.java

```
public class TestComplex {  
  
    public static void main(String[] args) {  
        // Testing ComplexCart  
        Complex a = new ComplexCart(10.0, 12.0);  
        Complex b = new ComplexCart(1.0, 2.0);  
  
        System.out.println("Testing ComplexCart:");  
        a.add(b);  
        System.out.println("a=a+b is " + a);  
        a.minus(b);  
        System.out.println("a-b (which is the original a) is " + a);  
        System.out.println("Angle of a is " + a.angle());  
        a.times(b);  
        System.out.println("a=a*b is " + a);  
    }  
}
```

```
Testing ComplexCart:  
a=a+b is 11.0+14.0i  
a-b (which is the original a) is 10.0+12.0i  
Angle of a is 0.8760580505981934  
a=a*b is -14.0+32.0i
```

Example #2: TestComplex (2/3)

■ Testing Complex class (Part 2 of 3)

TestComplex.java

```
// Testing ComplexPolar
Complex c = new ComplexPolar(10.0, Math.PI/6.0);
Complex d = new ComplexPolar(1.0, Math.PI/3.0);

System.out.println("\nTesting ComplexPolar:");
System.out.println("c is " + c);
System.out.println("d is " + d);
c.add(d);
System.out.println("c=c+d is " + c);
c.minus(d);
System.out.println("c-d (which is the original c) is " + c);
c.times(d);
System.out.println("c=c*d is " + c);
```

```
Testing ComplexPolar:
c is 8.660254037844387+4.999999999999999i
d is 5.0000000000000001+8.660254037844386i
c=c+d is 13.660254037844393+13.660254037844387i
c-d (which is ... c) is 8.660254037844393+5.0000000000000002i
c=c*d is 2.83276944823992E-14+100.00000000000007i
```

Example #2: TestComplex (3/3)

■ Testing Complex class (Part 3 of 3)

TestComplex.java

```
// Testing Combined
System.out.println("\nTesting Combined:");
System.out.println("a is " + a);
System.out.println("d is " + d);
a.minus(d);
System.out.println("a=a-d is " + a);
a.times(d);
System.out.println("a=a*d is " + a);
d.add(a);
System.out.println("d=d+a is " + d);
d.times(a);
System.out.println("d=d*a is " + d);
}
}
```

Testing Combined:
a is -14.0+32.0i
d is 5.0000000000000001+8.660254037844386i
a=a-d is -19.0+23.339745962155614i
a=a*d is -297.1281292110204-47.84609690826524i
d=d+a is -292.12812921102045-39.18584287042089i
d=d*a is 84924.59488697552+25620.40696350589i

Java Interface

- Each interface is compiled into a separate bytecode file, just like a regular class
 - We **cannot create an instance of an interface**, but we can use an interface as a data type for a variable, or as a result of casting

```
public boolean equals (Object cl) {  
    if (cl instanceof Complex) {  
        Complex temp = (Complex) cl; // result of casting  
        return (Math.abs(realpart() - temp.realpart()) < EPSILON  
                && Math.abs(imagpart() - temp.imagpart()) < EPSILON);  
    }  
    return false;  
}
```

Note: EPSILON is a very small value (actual value up to programmer), defined as a constant at the beginning of the class, e.g.:

```
public static final double EPSILON = 0.0000001;
```


4 Fraction as ADT

Practice Exercises

Fraction as ADT (1/3)

- We are going to view **Fraction** as an ADT, before we proceed to provide two implementations of Fraction
- Qn: What are the **data members** (**attributes**) of a fraction object (without going into its implementation)?
- Qn: What are the **behaviours** (**methods**) you want to provide for this class (without going into its implementation)?

Data members

Numerator

Denominator

Behaviors

Add

Minus

Times

Simplify

We will leave out divide for the moment

Fraction as ADT (2/3)

- How do we write an **Interface** for **Fraction**? Let's call it **FractionI**
 - You may refer to interface **Complex** for idea
 - But this time, we want **add()**, **minus()**, **times()** and **simplify()** to return a fraction object

FractionI.java

```
public interface FractionI {  
    public int getNumer();    //returns numerator part  
    public int getDenom();    //returns denominator part  
    public void setNumer(int numer);    //sets new numerator  
    public void setDenom(int denom);    //sets new denominator  
  
    public FractionI add(FractionI f);    //returns this + f  
    public FractionI minus(FractionI f);    //returns this - f  
    public FractionI times(FractionI f);    //returns this * f  
    public FractionI simplify();    //returns this simplified  
}
```

Fraction as ADT (3/3)

- Now, to implement this Fraction ADT, we can try 2 approaches
 - **Fraction**: Use 2 integer data members for numerator and denominator (you have done this in Practice Exercise #11)
 - We will do this in **Practice Exercise #26**
 - **FractionArr**: Use a 2-element integer array for numerator and denominator
 - We will do this in **Practice Exercise #27**
 - We want to add a **toString()** method and an **equals()** method as well

PracEx#26: TestFraction (1/2)

- To write `Fraction.java` to implement the `FractionI` interface.
- The client program `TestFraction.java` is given

TestFraction.java

```
// To test out Fraction class
import java.util.*;
public class TestFraction {

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);

        System.out.print("Enter 1st fraction: ");
        int a = sc.nextInt();
        int b = sc.nextInt();
        FractionI f1 = new Fraction(a, b);

        System.out.print("Enter 2nd fraction: ");
        a = sc.nextInt();
        b = sc.nextInt();
        FractionI f2 = new Fraction(a, b);

        System.out.println("1st fraction is " + f1);
        System.out.println("2nd fraction is " + f2);
    }
}
```

PracEx#26: TestFraction (2/2)

- To write `Fraction.java`, an implementation of `FractionI` interface.
- The client program `TestFraction.java` is given

`TestFraction.java`

```
if (f1.equals(f2))
    System.out.println("The fractions are the same.");
else
    System.out.println("The fractions are not the same.");

FractionI sum = f1.add(f2);
System.out.println("Sum is " + sum);

FractionI diff = f1.subtract(f2);
System.out.println("Difference is " + diff);

FractionI prod = f1.multiply(f2);
System.out.println("Product is " + prod);
}
```

Enter 1st fraction: 2 4
Enter 2nd fraction: 2 3
1st fraction is 2/4
2nd fraction is 2/3
The fractions are not the same.
Sum is 7/6
Difference is -1/6
Product is 1/3

PracEx#26: Fraction (1/2)

- Skeleton program for Fraction.java

Fraction.java

```
class Fraction implements FractionI {
    // Data members
    private int numer;
    private int denom;

    // Constructors
    public Fraction() { this(1,1); }

    public Fraction(int numer, int denom) {
        setNumer(numer);
        setDenom(denom);
    }

    // Accessors
    public int getNumer() { // fill in the code }
    public int getDenom() { // fill in the code }

    // Mutators
    public void setNumer(int numer) { // fill in the code }
    public void setDenom(int denom) { // fill in the code }
```

PracEx#26: Fraction (2/2)

Fraction.java

```
// Returns greatest common divisor of a and b
// private method as this is not accessible to clients
private static int gcd(int a, int b) {
    int rem;
    while (b > 0) {
        rem = a%b;
        a = b;
        b = rem;
    }
    return a;
}

// Fill in the code for all the methods below
public FractionI simplify() { // fill in the code }
public FractionI add(FractionI f) { // fill in the code }
public FractionI minus(FractionI f) { // fill in the code }
public FractionI times(FractionI f) { // fill in the code }

// Overriding methods toString() and equals()
public String toString() { // fill in the code }
public boolean equals() { // fill in the code }
}
```


PracEx#27: TestFractionArr

- To write `FractionArr.java` to implement the `FractionI` interface.
- The client program `TestFractionArr.java` is given

TestFractionArr.java

```
// To test out FractionArr class
import java.util.*;
public class TestFractionArr {

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);

        System.out.print("Enter 1st fraction: ");
        int a = sc.nextInt();
        int b = sc.nextInt();
        FractionI f1 = new FractionArr(a, b);

        System.out.print("Enter 2nd fraction: ");
        a = sc.nextInt();
        b = sc.nextInt();
        FractionI f2 = new FractionArr(a, b);

        // The rest of the code is the same as TestFraction.java
    }
```

PracEx#27: FractionArr

- Skeleton program for FractionArr.java

FractionArr.java

```
class FractionArr implements FractionI {
    // Data members
    private int[] members;

    // Constructors
    public FractionArr() { this(1,1); }

    public FractionArr(int numer, int denom) {
        members = new int[2];
        setNumer(numer);
        setDenom(denom);
    }

    // Accessors
    public int getNumer() { // fill in the code }
    public int getDenom() { // fill in the code }

    // Mutators
    public void setNumer(int numer) { // fill in the code }
    public void setDenom(int denom) { // fill in the code }

    // The rest are omitted here
}
```

Summary

- We learn about the need of **data abstraction**
- We learn about using **Java Interface** to define an ADT
- With this, we will learn and define various kinds of ADTs/data structures in subsequent lectures

End of file