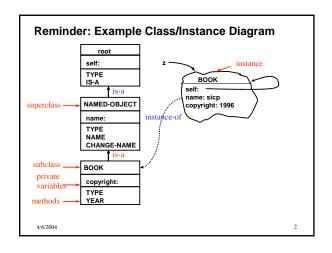
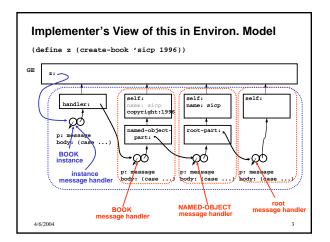
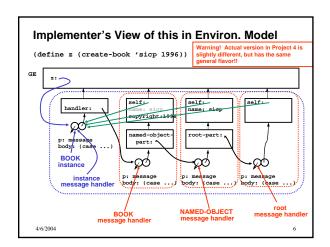
Different Views of Object-Oriented System • An abstract view — class and instance diagrams — terminology: messages, methods, inheritance, superclass, subclass, ... • Scheme OO system user view — conventions on how to write Scheme code to: • define classes — inherit from other classes • create instances — use instances (invoke methods) → Scheme OO system implementer view (under the covers) — How implement instances, classes, inheritance, types







User's View: Why a "self" variable?

- Every class definition has access to a "self" variable - self is a pointer to the entire instance
- Why need this? How or when use self?
 - When implementing a method, sometimes you "ask" a part of yourself to do something
 - . E.g. inside a BOOK method, we might...
 - (ask named-object-part 'CHANGE-NAME 'mit-sicp)
 - However, sometimes we want to ask the whole instance to do something
 - E.g. inside a subclass, we might (ask self 'YEAR)

 - This mostly matters when we have subclass methods that shadow superclass methods, and we want to invoke one of those shadowing methods from inside the superclass
- Next: An example OO design to illustrate our OO system

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Object-Oriented Design & Implementation

- · Focus on classes
 - Relationships between classes
 - Kinds of interactions that need to be supported between instances of classes
- · Careful attention to behavior desired
 - Inheritance of methods
 - Explicit use of superclass methods
 - Shadowing of methods to over-ride default behaviors
- An extended example to illustrate class design and implementation

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PERSON

WHOAREYOU? SAY

TYPE

Person class

PERSON TYPE WHOAREYOU? SAY

```
(define p1 (create-person 'joe))
(ask p1 'whoareyou?)
(ask p1 'say '(the sky is blue))

⇒ (the sky is blue)
```

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Person class implementation

```
(define (create-person name)
  (create-instance person name))
(define (person self name)
 (let ((root-part (make-root-object self)))
  (lambda (message)
```

(case message ((TYPE) (lambda () (type-extend 'person root-part))) (lambda () name)) (lambda (stuff) stuff)) ((WHOAREYOU?) ((SAY) (else (get-method message root-part))))))

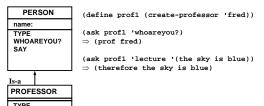
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Professor class



Professor class - with own methods

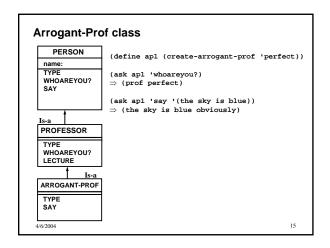
WHOAREY

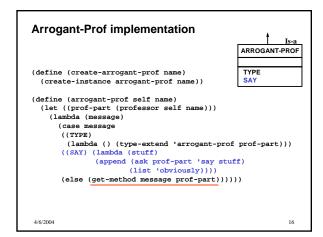


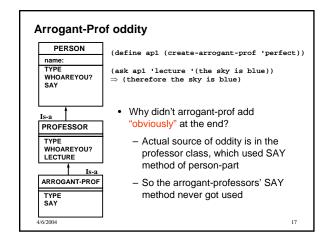
A professor's lecture method will use the person say method.

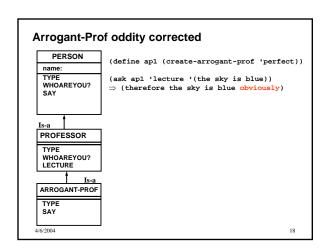
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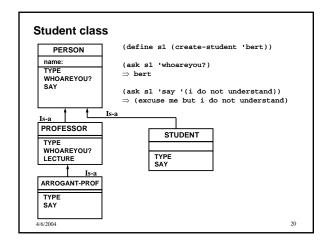
```
Professor class implementation
                                                  PROFESSOR
(define (create-professor name)
                                                   TYPE
  (create-instance professor name))
                                                    WHOAREYOU?
LECTURE
(define (professor self name)
  (let ((person-part (person self name)))
    (lambda (message)
      (case message
((TYPE)
         (lambda () (type-extend 'professor person-part)))
        ((WHOAREYOU?)
         (lambda () (list 'prof
                           (ask person-part 'WHOAREYOU?))))
        ((LECTURE)
         (lambda (notes)
  (cons 'therefore (ask person-part 'say notes))))
        (else (get-method message person-part))))))
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```

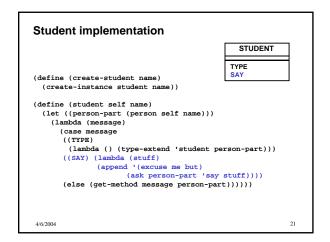


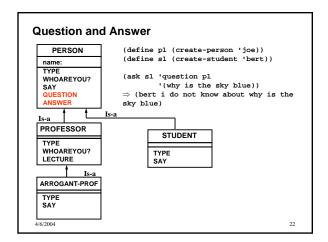












```
Person class - added methods
                                                            PERSON
                                                          name.
(define (person self name)
                                                           WHOAREYOU?
  (let ((root-part (root-object self)))
  (lambda (message)
       (case message
        ((TYPE)
        (lambda () (type-extend 'person root-part)))
((WHOAREYOU?) (lambda () name))
        ((SAY)
                                 (lambda (stuff) stuff))
        ((QUESTION)
         (lambda (of-whom query) ; person, list -> list
  (ask of-whom 'answer self query)))
        ((ANSWER)
         (lambda (whom query)
                                         ; person, list -> list
            (ask self 'say
(cons (ask whom 'whoareyou?)
(append '(i do not know about)
                                    query)))))
        (else (get-method message root-part))))))
4/6/2004
                                                                         23
```

```
Arrogant-Prof - specialized "answer"
    PERSON
                      (define s1 (create-student 'bert))
  name
                     (define prof1 (create-professor 'fred))
(define ap1 (create-arrogant-prof 'perfect))
  TYPE
  WHOAREYOU?
  SAY
  QUESTION
                     (ask s1 'question apl
  ANSWER
                              '(why is the sky blue))
                     \Rightarrow (this should be obvious to you obviously)
 PROFESSOR
                     (ask prof1 'question apl
                                  '(why is the sky blue))
  WHOAREYOU?
                     ⇒ (but you wrote a paper about why
is the sky blue obviously)
  LECTURE
 ARROGANT-PROF
  TYPE
  ANSWER
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                                                                    24
```

```
Arrogant-Prof: revised implementation
(define (arrogant-prof self name)
  (let ((prof-part (professor self name)))
(lambda (message)
     (case message
      ((TYPE)
      (lambda () (type-extend 'arrogant-prof prof-part)))
((SAY) (lambda (stuff)
              (append (ask prof-part 'say stuff)
                    (list 'obviously))))
      ((ANSWER)
       (lambda (whom query)
         '(this should be obvious to you)))
               ((ask whom 'is-a 'professor)
                (ask self 'say
                   (append '(but you wrote a paper about)
 (else (get-method message prof-part))))))

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```

Lessons from our example class hierarchy

- · Specifying class hierarchies
 - Convention on the structure of a class definition
 - to inherit structure and methods from superclasses
- · Control over behavior
 - Can "ask" a sub-part to do something
 - Can "ask" self to do something
- Use of TYPE information for additional control

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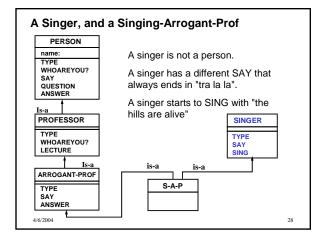
Steps toward our Scheme OOPS:

- Basic Objects
 - messages and methods convention
 - self variable to refer to oneself
- Inheritance

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- internal parts to inherit superclass behaviors
- in local methods, can "ask" internal parts to do something
- use get-method on superclass parts to find method if needed
- Multiple Inheritance





```
Singer implementation
(define (create-singer)
                                                 SINGER
  (create-instance singer))
                                                 TYPE
SAY
(define (singer self)
  (let ((root-part (root-object self)))
    (lambda (message)
      (case message
       ((TYPE)
        (lambda () (type-extend 'singer root-part)))
       ((SAY)
       (lambda (stuff) (append stuff '(tra la la))))
       ((SING)
        (lambda () (ask self 'say '(the hills are alive))))
       (else (get-method message root-part))))))
 • The singer is a "base" class (its only superclass is root)
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```

```
Singing-Arrogant-Prof implementation
                                               SINGER
(define (create-singing-arrogant-prof name)
                                           S-A-P
 (create-instance singing-arrogant-prof name
(define (singing-arrogant-prof self name)
 (lambda (message)
     (case message
      ((TYPE)
       (lambda () (type-extend 'singing-arrogant-prof
                            arr-prof-part)))
       (else (get-method message singer-part
                             arr-prof-part))))))
 4/6/2004
```

```
Example: A Singing Arrogant Professor
(define sap1 (create-singing-arrogant-prof 'zoe))
(ask sap1 'whoareyou?)
⇒ (prof zoe)
(ask sapl 'sing)
 (the hills are alive tra la la)
(ask sapl 'say '(the sky is blue))

⇒ (the sky is blue tra la la)

(ask sap1 'lecture '(the sky is blue))
⇒ (therefore the sky is blue tra la la)
• See that arrogant-prof's SAY method is never used in sap1 (no

    Our get-method passes the SAY message along to the singer class first, so the singer's SAY method is found

• If we needed finer control (e.g. some combination of SAYing)

    Then we could implement a SAY method in singing-arrogant-prof
class to specialize this behavior

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```

Implementation View: Multiple Inheritance

- How implement the more general get-method?
 - Just look through the supplied objects from left to right until the first matching method is found.

Summary

- · Classes: capture common behavior
- Instances: unique identity with own local state
- · Hierarchy of classes
 - Inheritance of state and behavior from superclass
 - Multiple inheritance: rules for finding methods
- Object-Oriented Programming Systems (OOPS)
 - Abstract view: class and instance diagrams
 - User view: how to define classes, create instances
 - Implementation view: how we layer notion of object classes, instances, and inheritance on top of standard Scheme

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OOPS - One more example

- Goal: See an example that distinguishes between
 - "is-a" or inheritance relationships
 - "has-a" or local variable relationships
- Idea:

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A person class with parent-child relationships

4/6/2004

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Some Classes for Family Relationships

ROOT-OBJECT ↑ is-a Look at these classes (named-object, person, mother) from perspectives of

NAMED-OBJECT is-a

class diagramsdesired behaviors

PERSON

instance diagrams

†is-a MOTHER

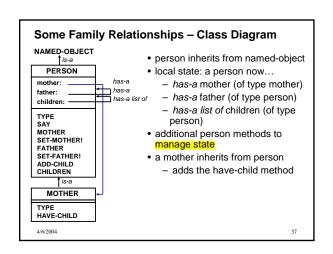
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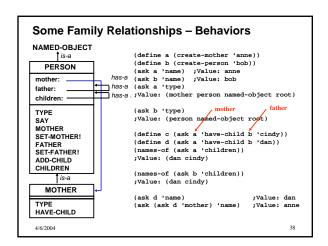
our class/method definitions

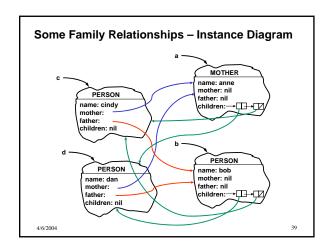
underlying representation (environment model)

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Named-object class definition **ROOT-OBJECT** (define (create-named-object name) ↑is-a (create-instance named-object name)) NAMED-OBJECT name (define (named-object self name) (let ((root-part (root-object self))) TYPE NAME (lambda (message) (case message ((TYPE) (lambda () (type-extend 'named-object root-part))) ((NAME) (lambda () name)) (else (get-method message root-part)))))) (define (names-of objects) ; Given a list of objects, returns a list of their names. (map (lambda (x) (ask x 'NAME)) objects)) Very simple state and behavior: a local name which the user can access through NAME method. 4/6/2004

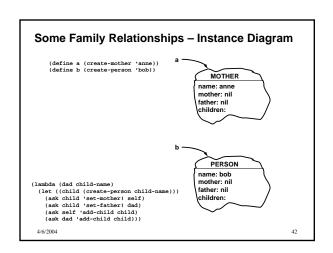


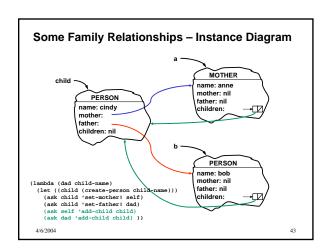


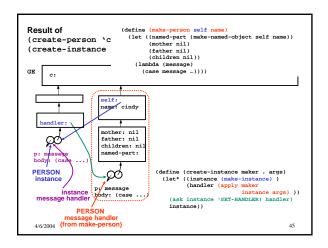


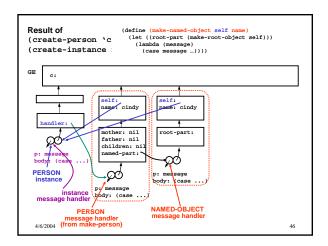
```
NAMED-OBJECT
Person Class Definition
(define (create-person name)
                                                         PERSON
 (create-instance person name))
                                                        childre
(define (person self name)
                                                        TYPE
SAY
MOTHER
SET-MOTHER!
FATHER
SET-FATHER!
 (let ((named-part (named-object self name))
        (mother nil)
        (father nil)
        (children nil))
   (lambda (message)
      (case message
        ((TYPE) (lambda () (type-extend 'person named-part)))
        ((SAY) (lambda (stuff) (display stuff)))
        ((MOTHER) (lambda () mother))
        ((FATHER) (lambda () father))
        ((CHILDREN) (lambda () children))
        ((SET-MOTHER!) (lambda (mom) (set! mother mom)))
        ((SET-FATHER!) (lambda (dad) (set! father dad)))
                        (lambda (child)
                          (set! children (cons child children))
       (else (get-method message named-part))))))
                                                                 40
```

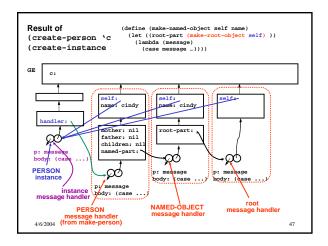
```
Mother Class Definition
                                                             PERSON
                                                                 is-a
(define (create-mother name)
  (create-instance mother name))
                                                              MOTHER
                                                            TYPE
(define (mother self name)
  (let ((person-part (person self name)))
    (lambda (message)
       (case message
         ((TYPE) (lambda () (type-extend 'mother person-part)))
         ((HAVE-CHILD)
          (lambda (dad child-name)
  (let ((child (create-person child-name)))
      (ask child 'set-mother! self)
                (ask child 'set-father! dad)
                (ask self 'add-child child)
                (ask dad 'add-child child))))
         (else (get-method message person-part))))))
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                                                                         41
```

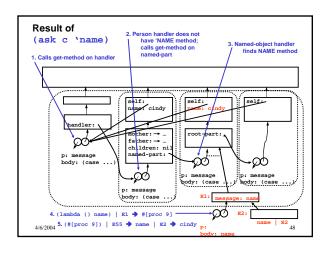












Summary

- Classes in our system
 - May have local state and local methods. Local state can:
 - include primitive data (e.g. a name symbol)
 - indicate relationships with other objects (e.g. pointers to other instances in the system)
 - May inherit state and methods
 - By way of internal handlers generated thru "makesuperclass" parts
- Instances in our system
 - Have a starting "instance" (self) object in env. model
 - Instance contains a series of message/state handlers for each class in inheritance chain
 - You need to gain experience with this!

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