

Announcements

to grader has been running. Check the Scores tab for
resubmit. See the Course Info tab.
, *many* people need to do style fixes! Use `make style
signpost/*.java` to check before submission.

Ethical Collaboration

f approaches for solving a problem.
r receiving significant ideas towards a problem solution,
f specific syntax issues and bugs in your code.
snippets of code that you find online for solving tiny
g. googling "uppercase string java" may lead you to some
that you copy and paste. Cite these.

Caution:
someone else's project code to assist with debugging.
someone else's project code to understand a particular
of a project. Generally unwise though, due to the danger
.

Lecture #11: Examples: Comparable & Reader

Recreation

vided by 9 when a certain one of its digits is deleted,
g number is again divisible by 9.
actually dividing the resulting number by 9 results in
ther digit.
ers satisfying the conditions of this problem.

Project Ethics

: All major submitted non-skeleton code should be writ-
one.
Discuss or Share Code: Before a project deadline, you should
possession of solution code that you did not write, nor
your own code to others in the class.
Sources: When you receive significant assistance on a
someone else (other than the staff), cite that assis-
here in your source code.

Unethical Collaborations

another student's project code in any form before a final
distributing your own.
project solution code that you did not write yourself be-
deadline (e.g., from github, or from staff solution code
here). Likewise, distributing such code.

Examples: Implementing Comparable

```
representing a sequence of ints. */
// IntSequence implements Comparable {
int[] myValues;
int myCount;

// get(int k) { return myValues[k]; }

// compareTo(Object obj) {
//     IntSequence x = (IntSequence) obj; // Blows up if obj not an IntSequence
//     for (int i = 0; i < myCount && i < x.myCount; i += 1) {
//         if (myValues[i] < x.myValues[i]) {
//             return -1;
//         } else if (myValues[i] > x.myValues[i]) {
//             return 1;
//         }
//     }
//     return myCount - x.myCount; // <0 iff myCount < x.myCount
// }
```

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Java Generics (I)

you the old Java 1.4 `Comparable`. The current version feature: Java generic types:

```
interface Comparable<T> {
    compareTo(T x);
}
```

like a formal parameter in a method, except that its type.

`IntSequence` (no casting needed):

```
IntSequence implements Comparable<IntSequence> {

    // compareTo
    int compareTo(IntSequence x) {
        for (int i = 0; i < myCount && i < x.myCount; i += 1) {
            if (myValues[i] < x.myValues[i]) ...
        }
        return myCount - x.myCount;
    }
}
```

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Generic Partial Implementation

their specifications, some of `Reader`'s methods are re-

this with a *partial implementation*, which leaves key methods implemented and provides default bodies for others.

Abstract: can't use `new` on it.

```
// Abstract implementation of Reader. Concrete
// implementations MUST override close and read(,,).
// MAY override the other read methods for speed. */
abstract class AbstractReader implements Reader {
    // two lines are redundant.
    abstract void close();
    abstract int read(char[] buf, int off, int len);

    int read(char[] buf) { return read(buf,0,buf.length); }

    int read() { return (read(buf1) == -1) ? -1 : buf1[0]; }

    char[] buf1 = new char[1];
}
```

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Comparable

provides an interface to describe Objects that have order on them, such as `String`, `Integer`, `BigInteger` and

```
interface Comparable { // For now, the Java 1.4 version
    // compareTo(Object obj) {
    //     // returns value <0, == 0, or > 0 depending on whether THIS is
    //     // less than, equal to, or greater than OBJ. Exception if OBJ not of compatible type. */
    //     compareTo(Object obj);
    // }
```

a general-purpose max function:

```
// Returns the largest value in array A, or null if A empty. */
// public Comparable max(Comparable[] A) {
//     if (A.length == 0) return null;
//     Comparable result = A[0];
//     for (int i = 1; i < A.length; i += 1)
//         if (A[i].compareTo(result) > 0) result = A[i];
//     return result;
// }
```

will return maximum value in S if S is an array of Strings, or the maximum kind of Object that implements `Comparable`.

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Implementing Comparable II

to add an interface retroactively.

`IntSequence` did not implement `Comparable`, but did implement `ComparableIntSequence` (without `@Override`), we could write

```
ComparableIntSequence extends IntSequence implements Comparable {
    // compareTo
}
```

then "match up" the `compareTo` in `IntSequence` with that in `ComparableIntSequence`.

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Example: Readers

`java.io.Reader` abstracts *sources of characters*.

present a revisionist version (not the real thing):

```
interface Reader { // Real java.io.Reader is abstract class
    // Reads characters from this stream: further reads are illegal */
    // read()
    //     reads as many characters as possible, up to LEN,
    //     BUF[OFF], BUF[OFF+1], ..., and return the
    //     number of characters read, or -1 if at end-of-stream. */
    int read(char[] buf, int off, int len);

    // Reads characters from this stream: further reads are illegal */
    // read()
    //     reads as many characters as possible, up to BUF.length. */
    int read(char[] buf);

    // Reads a single character from this stream: further reads are illegal */
    // read()
    //     reads and return single character, or -1 at end-of-stream. */
    int read();
}
```

`new Reader()`: it's abstract. So what good is it?

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Using Reader

method, which counts words:

number of words in R, where a "word" is
sequence of non-whitespace characters. */

```
int countWords(Reader r) {  
    int count = 0;  
    while (r.read() != -1) {  
        if (!Character.isWhitespace((char) r.read()))  
            count++;  
    }  
    return count;  
}
```

Examples for *any* Reader:

```
countWords(new StringReader(someText)) // # words in someText  
countWords(new BufferedReader(new InputStreamReader(System.in))) // # words in standard input  
countWords(new FileReader("foo.txt")) // # words in file foo.txt.
```

Lessons

Interface class served as a *specification* for a whole set

of client methods that deal with *Readers*, like `wc`, will
use *Reader* for the formal parameters, not a specific kind
thus assuming as little as possible.

When a client creates a new *Reader* will it get specific about
the type of *Reader* it needs.

Client's methods are as *widely applicable* as possible.

AbstractReader is a tool for implementors of non-abstract
classes, and not used by clients.

Library is not pure. E.g., *AbstractReader* is really just
a *Reader* and there is no interface. In this example, we saw
what could have done!

Comparable interface allows definition of functions that de-
fine a limited subset of the properties (methods) of their
objects, such as "must have a `compareTo` method".

Implementation of Reader: StringReader

StringReader reads characters from a *String*:

```
StringReader extends AbstractReader {  
    String str;  
    int k;  
    // that delivers the characters in STR. */  
    StringReader(String s) {  
        str = s;  
        k = 0;  
    }  
    close() {  
        str = null;  
    }  
    read(char[] buf, int off, int len) {  
        if (k >= str.length())  
            return -1;  
        int n = Math.min(len, str.length() - k);  
        str.getChars(k, k+n, buf, off);  
        k += n;  
        return n;  
    }  
}
```

How It Fits Together

