M2 vs. C++ vs. Java vs. Python Access / Visibility Control

16 Jan 2008 CMPT166 Dr. Sean Ho Trinity Western University



Modules vs. Classes

- Both modules (M2) and classes (OO):
 - Have both a public interface (DEF) and a private implementation (IMP)
 - Allow data hiding (in the private portion)
- But there are differences:
 - Data items in modules are singletons;
 - Each instance of a class has its own data items
 - Modules in M2 are not types; OO classes are
 - Modules cannot be derived from other modules
 - Classes can inherit (subclass) from other classes



Declaring classes: OO-M2

Declaring a class in object-oriented M2:

```
CLASS Rectangle;
   CONST
      sides = 4;
   VAR
      length, width: INTEGER;
   PROCEDURE SetDims (I, w: INTEGER);
   BEGIN
      length := I;
      width := w;
   END SetDims;
BEGIN
      SetDims (0, 0);
END Rectangle;
```

Declaring classes: C++

Header (public definition) file:

```
class Rectangle {
    const int sides = 4;
    int length, width;
    void SetDims (int I, int w);
}
```

Code (private implementation) file:

```
void Rectangle::SetDims (int I, int w) {
    length = I;
    width = w;
}
```



Declaring and instantiating objects

- Instantiating allocates memory and calls constructor
- OO-M2:

```
VAR
rect : Rectangle;
BEGIN
CREATE(rect);
```

■ C++/Java:

```
Rectangle rect;
rect = new Rectangle();
```

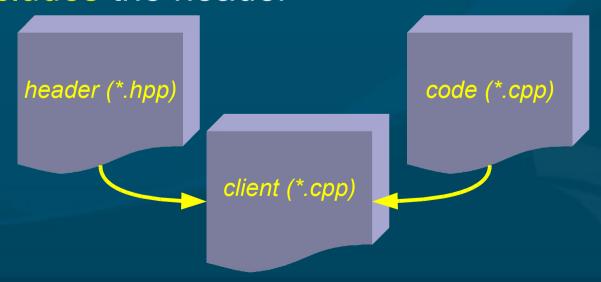
Python:

rect = Rectangle()



Header files and visibility

- M2 and C++ put header (DEF) and code (IMP) in separate files
- Anything in a M2 DEF file is visible to any client that imports the library
- Anything in a C++ header file is visible to any client that includes the header





Access / visibility control

- Access modifiers limit who can see variables and methods:
 - public: anyone who imports this class
 - private: only methods within this class
 - protected: subclasses of this class
 - (default): anything in the same package

C++ terminology: friend

	Class	Package	Subclass	World
Private	Y	N	N	N
(none)	Υ	Y	N	N
Protected	Y	Y	Υ	N
Public	Υ	Υ	Υ	Υ



Access control in OO-M2

- To make something public, mark it with REVEAL
- You may also mark items as READONLY
- Everything else is protected by default

```
CLASS Account;

REVEAL credit, debit, READONLY balance;

VAR

balance: REAL;

PROCEDURE credit (amount: REAL);

PROCEDURE debit (amount: REAL);

END Account;
```

Make things private by hiding them in IMP file



Access control in C++

Members are grouped under headings: public, private, protected

```
class Account {
   public:
      float balance;
      void credit (float amount);
      void debit (float amount);
   private:
      bool overdrawn;
}
```

■ In code file:

Account::credit (float amount) {



Access control in Java

Java uses public/private/protected keywords just like C++, but applied to each item instead of in sections:

- Designate immutable items with final (C++: const)
- Python: ___names are private; all others public



Java packages

- Group related classes and interfaces
- Avoids name collision
- Package declaration at top of each file:
 - package mypackage;
- Popular convention: use reverse domain name
 - com.sun.java.awt...
 - ca.twu.cmpt167.lab3.seanho.FractalTree
- Pass "-d" option to javac to create directories when compiling:
 - javac -d . FractalTree.java





Using packages

- Every file should specify what package it belongs to in the first line of code in the file
- Each file should still have only one public class
 - Non-public classes have package scope
 - Useful for internal helper classes
- Import from a package as normal
 - Classpath specifies where to search for packages
 - Default classpath includes "."
 - Override with java -classpath .:/other/path





jar

- Wrap up a collection of related classes/packages into one file with jar (Java ARchiver)
 - Like ZIP, Unix tar
- Syntax:
 - Create a jar file: jar cvf mypackage.jar <files>
 - Unpack a jar: jar xvf mypackage.jar
 - C: create
 - X: extract
 - V: verbose
 - ◆ F: specify jar file

