

Assignment 3, Part 1, Specification

SFWR ENG 2AA4

March 2, 2020

This Module Interface Specification (MIS) document contains modules, types and methods for implementing a generic 2D sequence that is instantiated for both land use planning and for a Discrete Elevation Model (DEM).

In applying the specification, there may be cases that involve undefinedness. We will interpret undefinedness following [?]:

If $p : \alpha_1 \times \dots \times \alpha_n \rightarrow \mathbb{B}$ and any of a_1, \dots, a_n is undefined, then $p(a_1, \dots, a_n)$ is False. For instance, if $p(x) = 1/x < 1$, then $p(0) = \text{False}$. In the language of our specification, if evaluating an expression generates an exception, then the value of the expression is undefined.

[The parts that you need to fill in are marked by comments, like this one. In several of the modules local functions are specified. You can use these local functions to complete the missing specifications. —SS]

[As you edit the tex source, please leave the `wss` comments in the file. Put your answer **after** the comment. This will make grading easier. —SS]

Land Use Type Module

Module

LanduseT

Uses

N/A

Syntax

Exported Constants

None

Exported Types

Landtypes = {R, T, A, C}

//R stands for Recreational, T for Transport, A for Agricultural, C for Commercial

Exported Access Programs

Routine name	In	Out	Exceptions
new LanduseT	Landtypes	LanduseT	

Semantics

State Variables

landuse: Landtypes

State Invariant

None

Access Routine Semantics

new LandUseT(t):

- transition: $landuse := t$

- output: *out* := self
- exception: none

Considerations

When implementing in Java, use enums (as shown in Tutorial 06 for ElementT).

Point ADT Module

Template Module inherits Equality(PointT)

PointT

Uses

N/A

Syntax

Exported Types

PointT = ?

Exported Access Programs

Routine name	In	Out	Exceptions
PointT	\mathbb{Z}, \mathbb{Z}	PointT	
row		\mathbb{Z}	
col		\mathbb{Z}	
translate	\mathbb{Z}, \mathbb{Z}	PointT	

Semantics

State Variables

r : \mathbb{Z}

c : \mathbb{Z}

State Invariant

None

Assumptions

The constructor PointT is called for each object instance before any other access routine is called for that object. The constructor cannot be called on an existing object.

Access Routine Semantics

`PointT(row, col):`

- transition: $r := row, c := col$
- output: $out := self$
- exception: None

`row():`

- output: $out := r$
- exception: None

`col():`

- output: $out := c$
- exception: None

`translate(Δr , Δc):`

- output: $out := \text{PointT}(r + \Delta r, c + \Delta c)$
- exception: None

Generic Seq2D Module

Generic Template Module

Seq2D(T)

Uses

PointT

Syntax

Exported Types

Seq2D(T) = ?

Exported Constants

None

Exported Access Programs

Routine name	In	Out	Exceptions
Seq2D	seq of (seq of T), \mathbb{R}	Seq2D	IllegalArgumentException
set	PointT, T		IndexOutOfBoundsException
get	PointT	T	IndexOutOfBoundsException
getNumRow		\mathbb{N}	
getNumCol		\mathbb{N}	
getScale		\mathbb{R}	
count	T	\mathbb{N}	
countRow	T, \mathbb{N}	\mathbb{N}	
area	T	\mathbb{R}	

Semantics

State Variables

s : seq of (seq of T)

scale: \mathbb{R}

nRow: \mathbb{N}

nCol: \mathbb{N}

State Invariant

None

Assumptions

- The Seq2D(T) constructor is called for each object instance before any other access routine is called for that object. The constructor can only be called once.
- Assume that the input to the constructor is a sequence of rows, where each row is a sequence of elements of type T. The number of columns (number of elements) in each row is assumed to be equal. That is each row of the grid has the same number of entries. $s[i][j]$ means the i th row and the j th column. The 0th row is at the top of the grid and the 0th column is at the leftmost side of the grid.

Access Routine Semantics

Seq2D(S , scl):

- transition:
 1. $s := S$
 2. $scale := scl$
 3. $nRow := |S|$
 4. $nCol := |S[0]|$
- output: $out := self$
- exception:
 $exc := (scl < 0) \vee (S = \langle \rangle) \vee (|S[0]| = 0) \vee (\exists(x : \text{Seq of T} \mid x \in S[1..|S| - 1] : |x| \neq |S[0]|)) \implies \text{IllegalArgumentException}$

set(p , v):

- transition: $s[p.row()][p.col()] = v$
- exception:
 $exc := (p.row() \geq nRow) \vee (p.col() \geq nCol) \vee (p.row() < 0) \vee (p.col() < 0) \implies \text{IndexOutOfBoundsException}$

get(p):

- output: $out := s[p.row()][p.col()]$

- exception:
 $\text{exc} := (\text{p.row}() \geq \text{nRow}) \vee (\text{p.col}() \geq \text{nCol}) \vee (\text{p.row}() < 0) \vee (\text{p.col}() < 0)$
 $\implies \text{IndexOutOfBoundsException}$

`getNumRow()`:

- output: $\text{out} := \text{nRow}$
- exception: None

`getNumCol()`:

- output: $\text{out} := \text{nCol}$
- exception: None

`getScale()`:

- output: $\text{out} := \text{scale}$
- exception: None

`count(t : T)`:

- output: $\text{out} := (+i : \mathbb{N} | i \in [0..|s| - 1] : \text{countRow}(t, i))$
- exception: None

`countRow(t : T, i : \mathbb{N})`:

- output: $\text{out} := (+x : T | x \in s[i] \wedge x = t : 1)$
- exception: $\text{exc} := \neg \text{validRow}(i) \implies \text{IndexOutOfBoundsException}$

`area(t : T)`:

- output: $\text{out} := \text{count}(t) * (\text{scale} * \text{scale})$
- exception: None

Local Functions

`validRow`: $\mathbb{N} \rightarrow \mathbb{B}$

$\text{validRow}(r) \equiv r \geq 0 \wedge (r < \text{nRow})$

`validCol`: $\mathbb{N} \rightarrow \mathbb{B}$

$\text{validCol}(c) \equiv (c \geq 0) \wedge (c < \text{nCol})$

`validPoint`: $\text{PointT} \rightarrow \mathbb{B}$

$\text{validPoint}(p) \equiv \text{validCol}(\text{p.col}()) \wedge \text{validRow}(\text{p.row}())$

LanduseMap Module

Template Module

LanduseMap is Seq2D(LanduseT)

DEM Module

Template Module

DemT is Seq2D(\mathbb{Z})

Syntax

Exported Access Programs

Routine name	In	Out	Exceptions
total		\mathbb{Z}	
max		\mathbb{Z}	
ascendingRows		\mathbb{B}	

Semantics

Access Routine Semantics

total():

- output: $\text{out} := +(x, y : \mathbb{N} \mid \text{validRow}(x) \wedge \text{validCol}(y) : s[x][y])$
- exception: None

max():

- output: $\text{out} := M$ such that $\forall(x : \text{Seq of } \mathbb{Z} \mid x \in s : \forall(y : \mathbb{Z} \mid y \in x : M \geq y))$
- exception: None

ascendingRows():

- output: $\text{out} := \forall(i : \mathbb{N} \mid i \in [0..|s| - 2] : \text{sum}(s[i]) < \text{sum}(s[i + 1]))$
- exception: None

Local Functions

validRow: $\mathbb{N} \rightarrow \mathbb{B}$

$\text{validRow}(n) \equiv (n \geq 0) \wedge (n < \text{nRow})$

validCol: $\mathbb{N} \rightarrow \mathbb{B}$

$\text{validCol}(c) \equiv (c \geq 0) \wedge (c < \text{nCol})$

sum: Seq of $\mathbb{Z} \rightarrow \mathbb{Z}$

$\text{sum}(s) \equiv (+x : \mathbb{Z} \mid x \in s : x)$

Critique of Design

[Write a critique of the interface for the modules in this project. Is there anything missing? Is there anything you would consider changing? Why? One thing you could discuss is that the Java implementation, following the notes given in the assignment description, will expose the use of `ArrayList` for `Seq2D`. How might you change this? There are repeated local functions in two modules. What could you do about this? —SS]

In addition to your critique, please address the following questions:

1. The original version of the assignment had an `Equality` interface defined as for `A2`, but this idea was dropped. In the original version `Seq2D` inherited the `Equality` interface. Although this works in Java with the `LanduseMapT`, it is problematic for `DemT`. Why is it problematic? (Hint: `DEMT` is instantiated with the Java type `Integer`.)
2. Although Java has several interfaces as part of the standard language, such as the `Comparable` interface, there is no `Equality` interface. Instead `equals` is provided through inheritance from `Object`. Why do you think the Java language designers decided to use inheritance for equality, instead of providing an interface?
3. The qualities of good module interface push the design of the interface in different directions. Why is it rarely possible to achieve a module interface that simultaneously is essential, minimal and general?

A module is essential if it has no redundant features. This means there are no methods/routines, state variables and invariant that can be removed. A module is minimal if for each routine we have as few state transitions as possible and different services/transitions are independent of one another. A module is general if it is designed without a specific use in mind but rather address a broader domain. For example, consider the `scipy` library in python. It is not designed to allow users to do matrix operations or solve systems of differential equations. It addresses the general problem of *emphScientificComputing* and working with matrices and differential equations falls under these. What makes the `scipy` library general is that there is no specific use for an ODE solver. A client may use it solve a spring-mass system, an electric circuit or even calculate the position of planets but `scipy` does not enforce any of this, it simply requires a generic set of parameters such as initial conditions, a list of functions etc.

It is rarely possible to achieve a module interface that simultaneously meets the criteria of being essential, minimal and general.