

Invariants

Topic of Software Systems (TCS module 2)

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DEFINITION OF CLASS INVARIANT

- A **class invariant** is defined in the scope of a class (not a method)
- General idea: a **property that always holds**
 - Allowed values for instance and static variables
- In practice: might be broken temporarily in the middle of a method (but has to be re-established)

`invariant diameter = 2 * radius;`

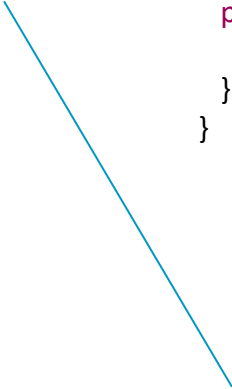
Two usage scenarios

1. Can refer to **internal state of the object** (useful for implementer)
2. Can also serve as **documentation of the behaviour of a class** (useful for caller)

COUNTER CLASS EXAMPLE

```
public class Counter {  
  
    /*@  
    * invariant value >= 0;  
    */  
  
    private int value;  
  
    public Counter() {  
        value = 0;  
    }  
  
    public int getValue() {  
        return value;  
    }  
}
```

```
    public void setValue(int value) {  
        this.value = value;  
    }  
  
    public void increment() {  
        value++;  
    }  
}
```

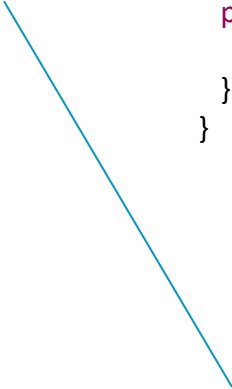


Private invariant: refers to internal state, not visible to caller

COUNTER CLASS EXAMPLE

```
public class Counter {  
  
    /*@  
    * invariant getValue() >= 0;  
    */  
  
    private int value;  
  
    public Counter() {  
        value = 0;  
    }  
  
    public int getValue() {  
        return value;  
    }  
}
```

```
    public void setValue(int value) {  
        this.value = value;  
    }  
  
    public void increment() {  
        value++;  
    }  
}
```



Public invariant: refers to publicly visible methods, documents class behaviour