

列表

Java序列

03-XA

One of the things that Java is good at is giving you this
homogeneous view of a reality that's usually very heterogeneous.

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Interface: 定义

❖ Java支持ADT的一种机制：在同一接口规范下，允许不同的实现

❖ **interface** Geometry { //几何物体

final double PI = 3.1415926; //常量定义，类定义可直接使用

double area(); //无参数的接口方法

boolean inside(**Point** p); //带参数的接口方法

}

❖ **interface**不能直接实例化为对象

符合**interface**定义的任何类，都需要具体地**实现**其中的接口方法

Interface: 实现

```
class Disk implements Geometry { //符合Geometry接口的Disk类
    Point c; double r;

    public Disk( Point center, double radius ) //构造方法
    {c = center; r = radius;}

    public double perimeter() { return 2 * PI * r; } //类方法
    public double area() { return PI * r * r; } //接口实现
    public boolean inside( Point p ) { //接口实现
        double dx = p.x - c.x, dy = p.y - c.y;
        return dx*dx + dy*dy < r*r;
    }
}
```

向量接口: Vector.java

```
public interface Vector {  
    public int getSize();  
    public boolean isEmpty();  
    public Object getAtRank( int r ) throws ExceptionBoundaryViolation;  
    public Object replaceAtRank( int r, Object obj )  
        throws ExceptionBoundaryViolation;  
    public Object insertAtRank( int r, Object obj )  
        throws ExceptionBoundaryViolation;  
    public Object removeAtRank( int r ) throws ExceptionBoundaryViolation;  
}
```

向量实现1: Vector_Array.java

```
public class Vector_Array implements Vector {  
    private final int N = 1024; //数组容量固定  
    private Object[] A; private int n = 0;  
    public Vector_Array() { A = new Object[N]; n = 0; }  
    public int getSize() { return n; }  
    public boolean isEmpty() { return 0 == n; }  
    public Object insertAtRank( int r, Object obj ) throws ExceptionBoundaryViolation {  
        if ( 0 > r || r > n ) throw new ExceptionBoundaryViolation( "out of range" );  
        if ( n >= N ) throw new ExceptionBoundaryViolation( "overflow" );  
        for ( int i = n; i > r; i-- ) A[i] = A[i - 1];  
        A[r] = obj; n++; return obj;  
    }  
    /* ..... */  
}
```

向量实现2: Vector_ExtArray.java

```
public class Vector_ExtArray implements Vector {  
    private int N = 8; //数组的初始容量, 可不断增加  
    /* ..... */  
    public Object insertAtRank( int r, Object obj ) throws ExceptionBoundaryViolation {  
        if ( 0 > r || r > n ) throw new ExceptionBoundaryViolation( "out of range" );  
        if ( N <= n ) { //空间溢出的处理  
            N *= 2; Object B[] = new Object[ N ]; //容量加倍  
            for ( int i = 0; i < n; i++ ) B[i] = A[i]; A = B; //用B[]替换A[]  
        }  
        for ( int i = n; i > r; i-- ) A[i] = A[i - 1]; //后续元素顺次后移  
        A[r] = obj;  n++;  return obj;  
    }  
    /* ..... */  
}
```

序列接口及其实现

❖ **interface** List

```
{ /* ... */ }
```

class List_DLNode

implements List

```
{ /* ... */ }
```

❖ **interface** Sequence

extends Vector, List

```
{ /* ... */ }
```

class Sequence_DLNode

extends List_DLNode

implements Sequence

```
{ /* ... */ }
```

