Encapsulation

Programming Languages
CS 214

Review

A *type* consists of two things:

- a set of ________; and
- a set of ____________ onto those values.

An *abstract data type (ADT)* consists of:

- a collection of _______: $type_1 \times type_2 \times \ldots \times type_n$
- a collection of _____________ on the data:

  $F(type_1 \times type_2 \times \ldots \times type_n) \rightarrow ADT$
  $G(ADT) \rightarrow type_1$
  …
  $H(ADT) \rightarrow \varnothing$

Obviously, these two are related...

Encapsulation

An encapsulation mechanism is a language's construct for ____ into a *single syntactic structure*.

Two different encapsulation mechanisms have evolved:

- The _______ , a mechanism that lets programmers create new types that encapsulate data and operations; and
- The __________ (aka *package*), a mechanism that lets programmers store new types and their operations in a distinct container.

The evolutionary history of these provides useful context, so we'll examine the history of each separately...

ADTs

In the early 1970s, *imperative* programming languages had evolved to the point where much of programming was building _____________________, which consisted of an __________________ and its supported _____________.

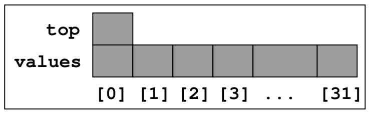
For example, a *Stack* ADT consists of:

- *Initialization(&Stack)* $\rightarrow \varnothing$
- *isEmpty(Stack)* $\rightarrow$ *bool*
- *isFull(Stack)* $\rightarrow$ *bool*
- *push(value* $\times$ *&Stack)* $\rightarrow \varnothing$
- *pop(&Stack)* $\rightarrow \varnothing$
- *top(Stack)* $\rightarrow$ *value*

The ADT's operations make up its _____________________, through which users are to interact with the ADT.

ADT Example in C

```
/* IntStack.h (minus precondition checks)*/

#define STACK_MAX 32
typedef struct StackStruct {
  int myTop;
  int myValues[STACK_MAX];
} IntStack;

void init(IntStack* sRef) { sRef->myTop = -1; }

int isEmpty(IntStack s) { return s.myTop < 0; }

int isFull(IntStack s) {return s.myTop >= STACK_MAX-1;}

void push(int value, IntStack* sRef) {
  sRef->myTop++;
  sRef->myValues[sRef->myTop] = value;
}

void pop(IntStack* sRef) { sRef->myTop--; }

int top(IntStack s) { return s.myValues[s.myTop]; }
```



Problem 1

Nothing prevents a programmer from ____________________:

Instead of writing:

```
while ( !isFull(s) )
 // … do something with s
```

a programmer can write:

```
while ( s.myTop < STACK_MAX )
 // … do something with s
```

If we upgrade our array-based stack to a linked stack:

```
/* IntStack.h … */

typedef struct Node {
  int value;
  struct Node * next;
} IntStackNode;

typedef struct StackStruct {
  IntStackNode * top;
} IntStack;
```

then the programmer's code _______ (↑ maintenance costs)!

Problem 2

Nothing prevents the programmer from
____
____
____________________...

```
#include "IntStack.h"

int peekUnderTop(IntStack s)
{
  return s.values[s.top-1];
}
```

Such operations will also ________ if we change the implementation details that underlie the *Stack* ADT (↑ maintenance costs)!

Recall: High maintenance costs led industry from *spaghetti coding* to *structured programming*.

Eliminating the maintenance costs of "broken" code led industry from *structured programming* to __________ *programming*.

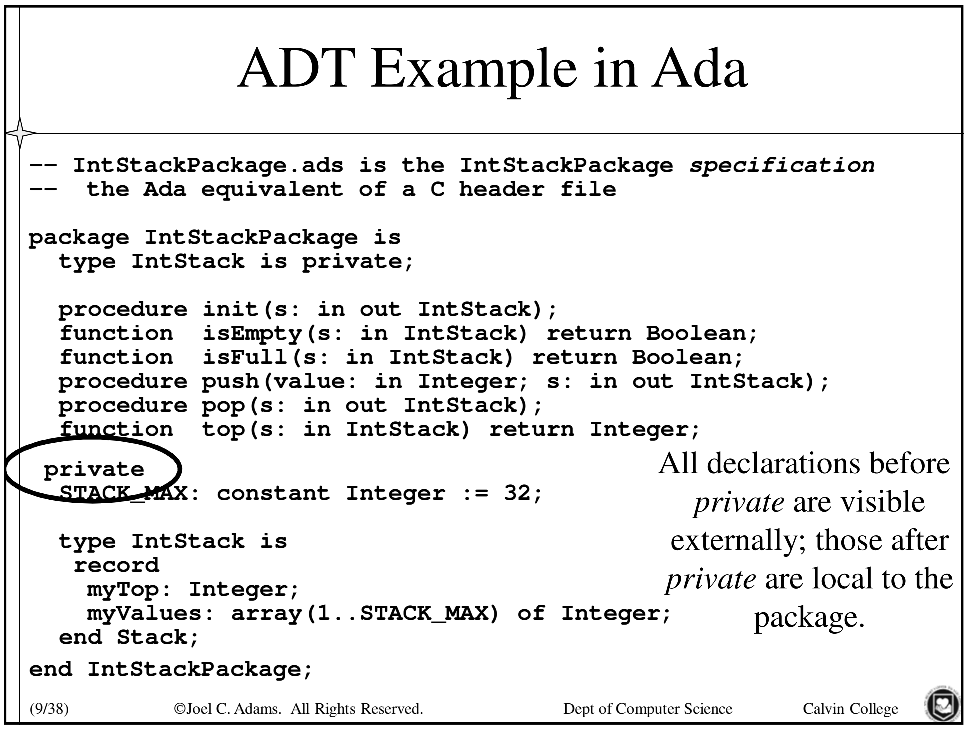
Modules and Packages

The problem with structured programming was that it did nothing to ____.

In 1977, Wirth designed *Modula* with a new "container" construct in which a type and its operations could be stored.

- Wirth called this container the __________.
- Rather than thinking of a type as values and operations, Wirth considered a type to be *just values* (i.e., data).
- The *module* was Wirth's construct for "wrapping" a type and its operations together (i.e., building an ADT).
- Fortran (90 and later) also provides a *Module* construct

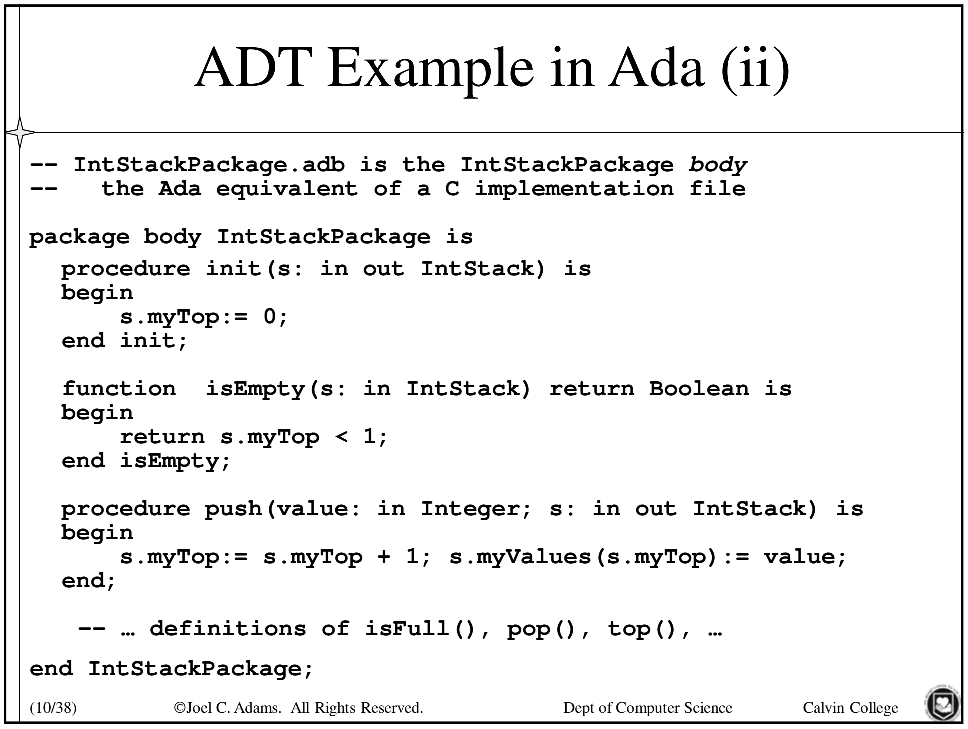
In the 1980s, Ada adopted a similar approach for ADTs, but called their container the ___________ instead of the module.



ADT Example in Ada

```
-- IntStackPackage.ads is the IntStackPackage specification
--  the Ada equivalent of a C header file

package IntStackPackage is
  type IntStack is private;

  procedure init(s: in out IntStack);
  function  isEmpty(s: in IntStack) return Boolean;
  function  isFull(s: in IntStack) return Boolean;
  procedure push(value: in Integer; s: in out IntStack);
  procedure pop(s: in out IntStack);
  function  top(s: in IntStack) return Integer;
 private
  STACK_MAX: constant Integer := 32;

  type IntStack is
   record
    myTop: Integer;
    myValues: array(1..STACK_MAX) of Integer;
  end Stack;
end IntStackPackage;
```

All declarations before *private* are visible externally; those after *private* are local to the package.



ADT Example in Ada (ii)

```
-- IntStackPackage.adb is the IntStackPackage body
--   the Ada equivalent of a C implementation file

package body IntStackPackage is
  procedure init(s: in out IntStack) is
  begin
      s.myTop:= 0;
  end init;

  function  isEmpty(s: in IntStack) return Boolean is
  begin
      return s.myTop < 1;
  end isEmpty;

  procedure push(value: in Integer; s: in out IntStack) is
  begin
      s.myTop:= s.myTop + 1; s.myValues(s.myTop):= value;
  end;

   -- … definitions of isFull(), pop(), top(), …

end IntStackPackage;
```

Package Specifications

The "public section" of the specification creates its ________

– Nothing else in the package is accessible;

– If a programmer wishes to use the ADT, they must do so using the declarations in its interface.

An Ada package specification differs from a C header file:

– Its private section allows the package to ____________________ _____ from the programmer (everything in a header file is public).

– The specification file *must be compiled* before it can be used (and before the package body can be compiled).

By separating the ADT's *public* __________ from its *private* ________________, *a programmer cannot write programs that depend upon the ADT's implementation details*.

Example Usage

Given such an ADT, a programmer can write:

```
-- IntStackTest.adb
with TextIO, IntStackPackage; use TextIO, IntStackPackage;

procedure IntStackTest is
  s1, s2: IntStack;
  i: Integer;
begin
  init(s1);

  while (not isFull(s1)) loop
    get(i); push(i, s1);
  end loop;

  s2:= s1;

  while (not isEmpty(s2)) loop
    put(top(s2)); pop(s2);
  end loop;

end IntStackTest;
```

In modular programming, ADT operations are subprograms that ___________________________ _______________.

Used in this way, a package/ module is a container in which an ADT can be "wrapped".

Modules/Packages As “Objects”

Modules/packages can also be used as “objects”:

```
-- IntStack.ads is the IntStack specification

package IntStack is
  function  isEmpty() return Boolean;
  function  isFull() return Boolean;
  procedure push(value: in Integer);
  procedure pop;
  function  top() return Integer;
end IntStack;
```

All of these identifiers are public (there is no *private* section).

The operations do *not* receive the ADT via a parameter.

There is no *init* subprogram in this kind of module/package (we’ll see why shortly).

“Object” Package Bodies

```
-- IntStack.adb is the IntStack body

package body IntStack is

 STACK_MAX: constant Integer := 32;
 myTop: Integer;
 myValues: array(1..STACK_MAX) of Integer;

 function isEmpty() return Boolean is
 begin
   return myTop < 1;
 end;

 procedure push(value: in Integer) is
 begin
   myTop:= myTop+1; myValues(myTop):= value;
 end push;

 -- … definitions of isFull, pop, top, …
begin
  myTop:= 0;
end IntStack;
```

Note 1: All of the implementation details are here in the body, making them _________.

Note 2: A package may have an ____________________ at its end that is executed when a program using the package is run...

"Object" Modules in Use

Such modules/packages can be used in an object-like way:

```
-- IntStackTest.adb tests the IntStack package

with Text_IO, IntStack; use Text_IO;

procedure IntStackTest is
  i: Integer;
begin

  while (not IntStack.isFull()) loop
    get(i);
    IntStack.push(i);
  end loop;

  while (not IntStack.isEmpty()) loop
    put(IntStack.top());
    IntStack.pop;
  end loop;

end IntStackTest;
```

In this approach, a module/package superficially resembles an OO-language object (created from a class)…

But a module/package is ___ __________, so it cannot be used to create variables.

→ *Only one such "object" can exist at a time.*

Generic Packages

Ada also allows packages to be given ___________________, providing a way to circumvent the "one object" problem:

```
-- Stack.ads is the generic Stack specification
generic
  type Item is private;        -- Item is a type parameter
  Integer size;                -- size is a data parameter
package Stack is
  function isEmpty() return boolean;
  function isFull() return boolean;
  procedure push(v: in Item);
  procedure pop();
  function top() return Item;
end Stack;
```

Ada's keyword ________ tells the compiler that the parameters *Item* and *size* will be supplied by the ADT's user (ideal for containers).

Such a *Stack* stores "generic" *Items*, instead of "hardwired" Integers.

Generic Package Bodies

```
-- Stack.adb is the generic Stack body

package body Stack is

 myCapacity: Integer := size;
 myTop: Integer;
 myValues: array(1..myCapacity) of Item;

 function isEmpty() return Boolean is
 begin
   return myTop < 1;
 end;

 procedure push(value: in Item) is
 begin
  myTop:= myTop+1; myValues(myTop):= value;
 end push;

 -- … definitions of isFull, pop, top, …
begin
  myTop:= 0;
end Stack;
```

This far more elegant than ____________: the compiler already knows that *Stack* is a generic package because the spec. is compiled first.

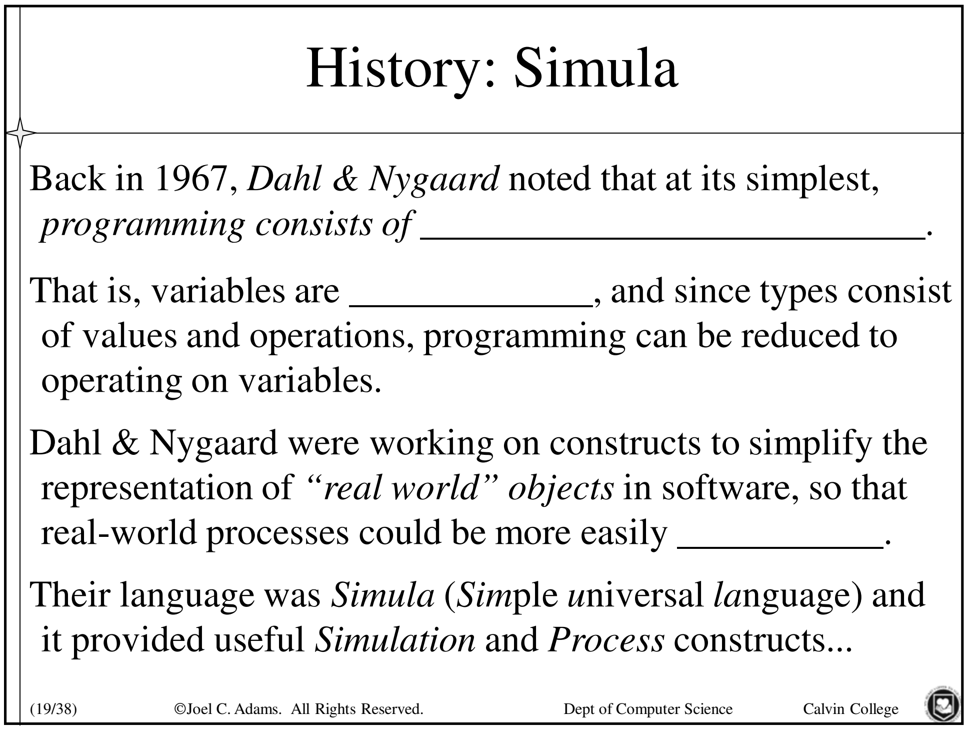
Recent versions of Fortran's *module* have added this *generic* mechanism.

Generic Instantiation

Now we can dynamically create multiple *Stack* "objects":

```
-- StackTest.adb tests the generic Stack package

with Text_IO, Stack; use Text_IO;
procedure StackTest is
  i: Integer;
  package intStack1 is new Stack(integer, 8);
  package intStack2 is new Stack(integer, 8);
begin
  while (not intStack1.isFull()) loop
    get(i);
    intStack1.push(i);
  end loop;

  intStack2:= intStack1;

  while (not intStack2.isEmpty()) loop
    put(intStack2.top());
    intStack2.pop;
  end loop;
end StackTest;
```

This permits generic Ada packages to be constructed and operated on in a way similar to objects.



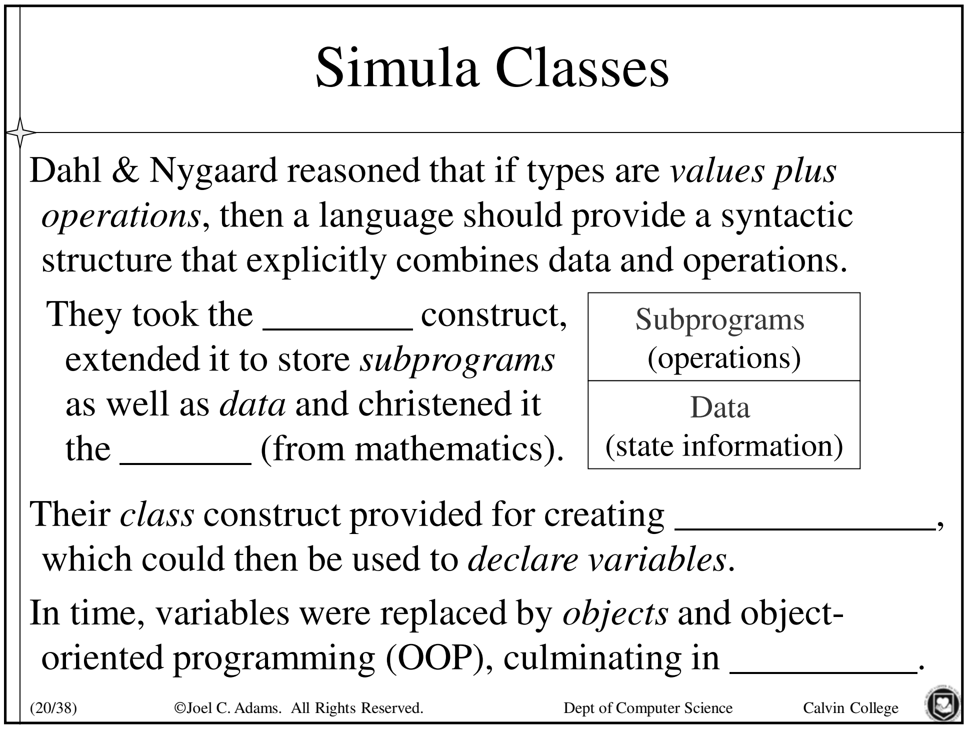
History: Simula

Back in 1967, *Dahl & Nygaard* noted that at its simplest, *programming consists of* ____________________________.

That is, variables are ______________, and since types consist of values and operations, programming can be reduced to operating on variables.

Dahl & Nygaard were working on constructs to simplify the representation of *"real world" objects* in software, so that real-world processes could be more easily ____________.

Their language was *Simula* (*Sim*ple *u*niversal *la*nguage) and it provided useful *Simulation* and *Process* constructs...



Simula Classes

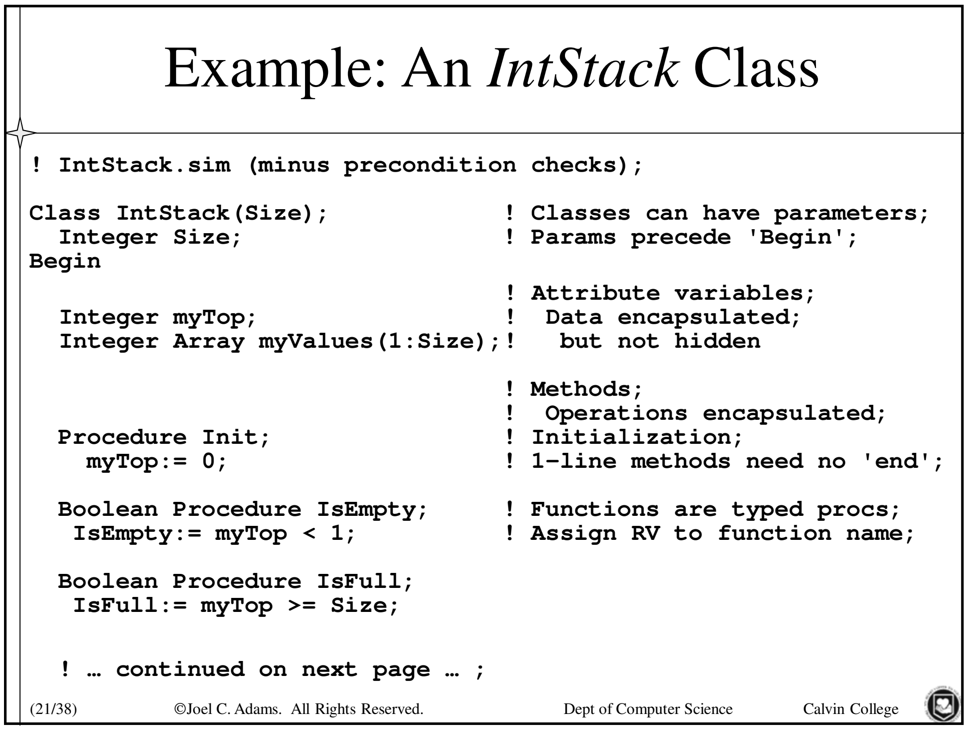
Dahl & Nygaard reasoned that if types are *values plus operations*, then a language should provide a syntactic structure that explicitly combines data and operations.

They took the ________ construct, extended it to store *subprograms* as well as *data* and christened it the _______ (from mathematics).

Subprograms (operations)
Data (state information)

Their *class* construct provided for creating _______________, which could then be used to *declare variables*.

In time, variables were replaced by *objects* and object-oriented programming (OOP), culminating in ___________.



Example: An *IntStack* Class

```
! IntStack.sim (minus precondition checks);

Class IntStack(Size);             ! Classes can have parameters;
  Integer Size;                   ! Params precede 'Begin';
Begin
                                  ! Attribute variables;
  Integer myTop;                  !  Data encapsulated;
  Integer Array myValues(1:Size);!   but not hidden

                                  ! Methods;
                                  !  Operations encapsulated;
  Procedure Init;                 ! Initialization;
    myTop:= 0;                    ! 1-line methods need no 'end';

  Boolean Procedure IsEmpty;      ! Functions are typed procs;
   IsEmpty:= myTop < 1;           ! Assign RV to function name;

  Boolean Procedure IsFull;
   IsFull:= myTop >= Size;


  ! … continued on next page … ;
```

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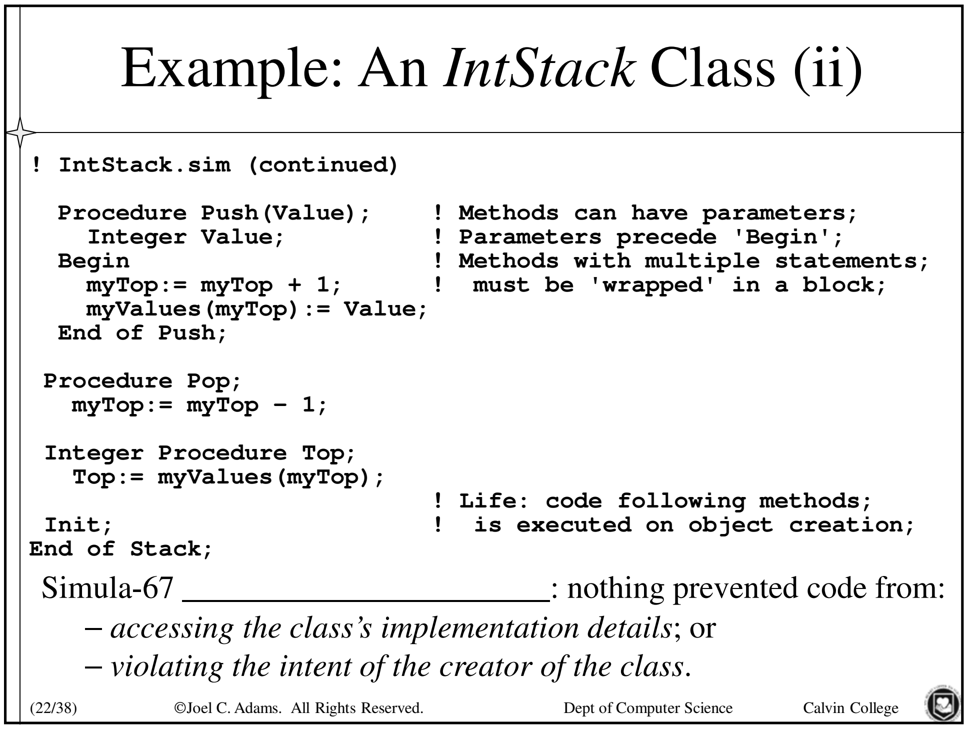

Example: An *IntStack* Class (ii)

```
! IntStack.sim (continued)

  Procedure Push(Value);     ! Methods can have parameters;
    Integer Value;           ! Parameters precede 'Begin';
  Begin                      ! Methods with multiple statements;
    myTop:= myTop + 1;       !  must be 'wrapped' in a block;
    myValues(myTop):= Value;
  End of Push;

 Procedure Pop;
   myTop:= myTop - 1;

 Integer Procedure Top;
   Top:= myValues(myTop);
                             ! Life: code following methods;
 Init;                       !  is executed on object creation;
End of Stack;
```

Simula-67 ________________________: nothing prevented code from:

- *accessing the class's implementation details*; or
- *violating the intent of the creator of the class.*

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Simula: Using the *IntStack* Class

To use the class, we write something like this:

```
! IntStackTest.sim

Begin
  Ref(IntStack) S1, S2;         ! Reference (pointer) variables;
  Integer value;                ! Normal variable;

  S1 :- New IntStack(8);        ! Special reference assignment;

  While Not S1.IsFull Do Begin  ! Dot-notation for messages;
    Value:= InInt;              !  no args, no parentheses;
    S1.Push(Value);             !  args require parentheses;
  End;

  S2 :- S1;                     ! Reference assignment

  While Not S2.IsEmpty Do Begin
    OutInt(S2.Top);
    S2.Pop;
  End;
End of Program;
```

Smalltalk

Smalltalk took the ideas of Simula and extended them:

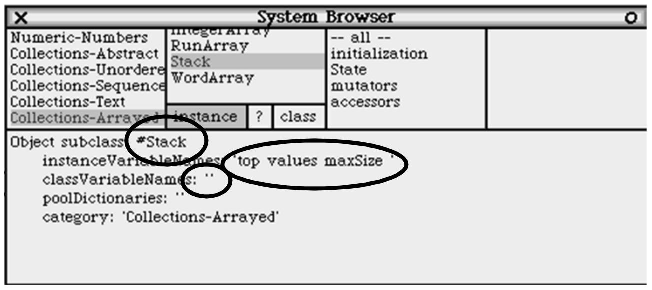
– Everything (including programs) are ________________________

– Attribute variables are __________________________

– A large predefined *class library* is provided

– A GUI *integrated development environment (IDE)* is provided

Building a Smalltalk *Stack* class is simple, as most of the syntax is auto-generated by the IDE:



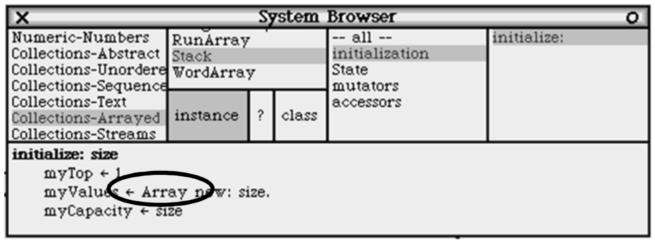
```
Object subclass: #Stack
    instanceVariableNames: 'top values maxSize '
    classVariableNames: ''
    poolDictionaries: ''
    category: 'Collections-Arrayed'
```

Smalltalk Operations

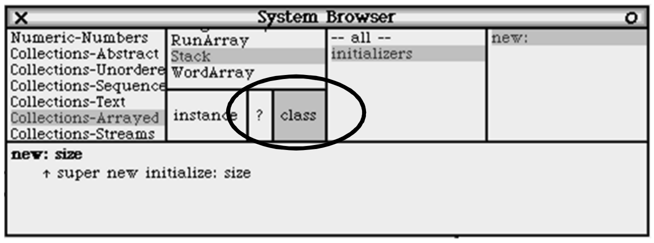
Adding *Stack* operations to our class is also easy: as the IDE makes templates for us

Smalltalk *Arrays* store *Objects* (more later)...

new: is a message we send the class (i.e., a *class method*):



```
initialize: size
    myTop ← 1
    myValues ← Array new: size.
    myCapacity ← size
```



```
new: size
    ↑ super new initialize: size
```

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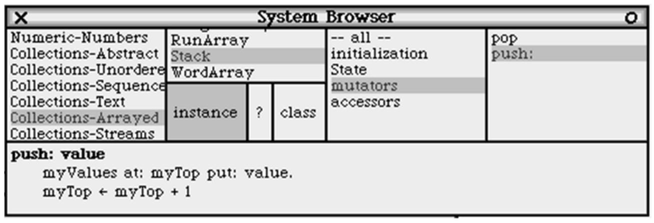
Smalltalk Operations (ii)

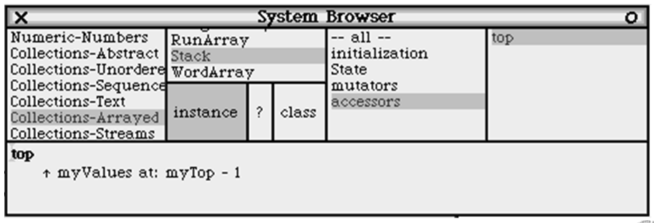
Messages that are sent to an object are _______________________; messages that are sent to the class are _____________________.

Mutators like *push* and *pop* are equally easy:



```
push: value
    myValues at: myTop put: value.
    myTop ← myTop + 1
```

Other *Stack* operations (*isEmpty*, *isFull*, *top*) are just as easy...



```
top
    ↑ myValues at: myTop - 1
```

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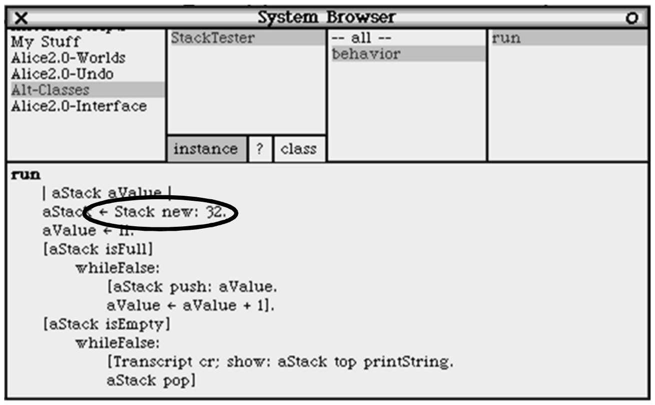
Smalltalk “Programs”

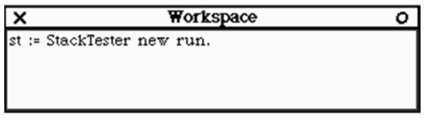
“Programs” are classes with ____ and ____ methods:



```
run
    | aStack aValue |
    aStack ← Stack new: 32.
    aValue ← 11.
    [aStack isFull]
        whileFalse:
            [aStack push: aValue.
            aValue ← aValue + 1].
    [aStack isEmpty]
        whileFalse:
            [Transcript cr; show: aStack top printString.
            aStack pop]
```

Note that we send *new:* to the *class*, not an *instance* of the class (i.e., an *object*)...

To run such programs:



```
st := StackTester new run.
```

C++ Classes

In 1986, ___________________________________...

```
// IntStack.h

class IntStack {
 public:
   IntStack(int size);
   bool isEmpty() const;
   bool isFull() const;
   void push(int value);
   void pop();
   int top() const;
 private:
   int myTop, myCapacity;
   int * myValues;
};
```

```
// IntStack.h (cont'd)
inline IntStack::IntStack(int size){
  myTop = -1;
  myCapacity = size;
  myValues = new int[size];
}
inline
bool IntStack::isEmpty() const{
  return myTop < 0;
}
inline void
IntStack::push(int value) const {
  myValues[++myTop] = value;
}
 // … other operation definitions …
```

More complex operations can be separately compiled...

Using C++ Classes

C++ objects can be ______________________________:

```
// IntStackTest1.cpp

#include "IntStack.h"

int main() {
  IntStack s(8);
  int aValue;

  while ( !s.isFull() ) {
   cin >> aValue;
   s.push(aValue);
  }

  while ( !s.isEmpty() ) {
   cout << s.top() << ' ';
   s.pop();
  }
}
```

```
// IntStackTest2.cpp

#include "IntStack.h"

int main() {
 IntStack* s = new IntStack(8);
 int aValue;

 while ( !s->isFull() ) {
   cin >> aValue;
   s->push(aValue);
 }

 while ( !s->isEmpty() ) {
   cout << s->top() << ' ';
   s->pop();
 }
}
```

In _______ languages, objects *must* be dynamically allocated.

Java Classes

In 1993, ________________, based on C++ and Smalltalk.

```
// IntStack.java

public class IntStack {
 public IntStack(int size) {
   myTop = -1;
   myCapacity = size;
   myValues = new int[size];
 }

 public boolean isEmpty() {
   return myTop < 0;
 }

 public boolean isFull() {
   return myTop >= myCapacity;
 }
```

```
// IntStack.java (cont'd)
 public void push(int value) {
   myValues[++myTop] = value;
 }

 public void pop() {
   --myTop;
 }

 public int top() {
   return myValues[myTop];
 }
 private int    myTop,
                myCapacity;
 private int [] myValues;
}
```

Java mixes ______________________________...

Using Java Classes

Like Smalltalk, Java objects *must* be dynamically allocated:

Class variables are __________________, so dot notation is used (vs. C++ ->)

Also like Smalltalk, every Java subprog. __________________ _______________.

```
// IntStackTest.java

import IntStack;

class IntStackTest {
  public static void main(String [] args) {
  IntStack s = new IntStack(8);
  int aValue = 11;

  while ( !s.isFull() ) {
    s.push(aValue);
    aValue++;
  }

  while ( !s.isEmpty() ) {
   System.out.println( s.top() );
   s.pop();
  }
}
```

But most of Java's __________ is more similar to C++ than Smalltalk...

C++ Templates

C++ classes can have __________ (→ Ada *generic packages*):

```
// Stack.h
template<class Item>
class Stack {
 public:
   Stack(int size);
   bool isEmpty() const;
   bool isFull() const;
   void push(Item value);
   void pop();
   Item top() const;
 private:
   int myTop, myCapacity;
   Item * myValues;
};

#include "Stack.tpp"
```

```
// Stack.tpp
template<class Item>
inline Stack<Item>::Stack(int size){
  myTop = -1;
  myCapacity = size;
  myValues = new Item[size];
}
template<class Item>
inline bool Stack<Item>::isEmpty(){
  return myTop < 0;
}
template<class Item>
inline Item Stack<Item>::top() {
  return myValues[myTop];
}
// … isFull, push, pop, …
```

This is pretty clunky compared to Ada's *generic* mechanism...

C++ Template Instantiation

A *template* is a ___________________________________...

```
// StackTest1.cpp

#include "Stack.h"

int main() {
  Stack<int> s(32);
  int aValue;

  while ( !s.isFull() ) {
   cin >> aValue;
   s.push(aValue);
  }

  while ( !s.isEmpty() ) {
   cout << s.top() << ' ';
   s.pop();
  }
}
```

```
// StackTest1.cpp

#include "Stack.h"
#include "Student.h"
int main() {
  Stack<Student> s(32);
  Student aValue;

  while ( !s.isFull() ) {
   cin >> aValue;
   s.push(aValue);
  }

  while ( !s.isEmpty() ) {
   cout << s.top() << ' ';
   s.pop();
  }
}
```

Templates are esp. useful in creating classes that *contain* other objects.

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Old Java Containers

Prior to Java 1.5, Java had no generics, but all classes have a common ancestor *Object*, so __________________were used:

```
// Stack.java

public class Stack {
 public Stack(int size) {
  myTop = -1;
  myCapacity = size;
  myValues = new Object[size];
 }

 public boolean isEmpty() {
  return myTop < 0;
 }

 public boolean isFull() {
  return myTop >= myCapacity-1;
 }
```

```
// Stack.java (cont'd)

public void push(Object value){
  myValues[++myTop] = value;
}
public void pop() {
  --myTop;
}
public Object top() {
  return myValues[myTop];
}
 private int       myTop,
                   myCapacity;
 private Object [] myValues;
}
```

This can store *any object* ______________________________.

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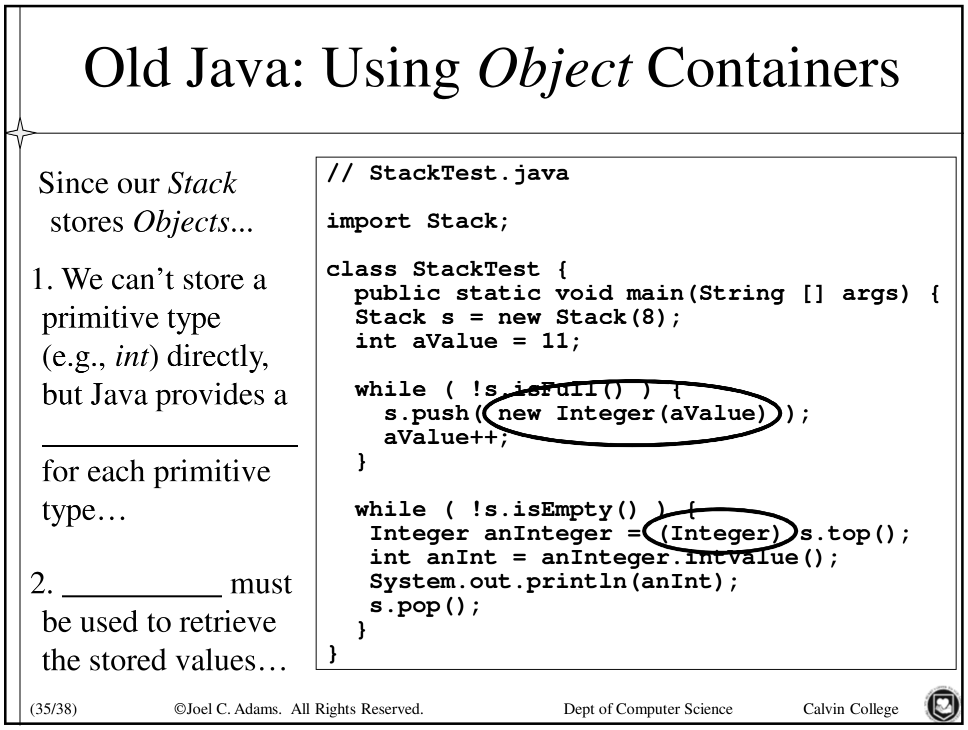

Old Java: Using *Object* Containers

Since our *Stack* stores *Objects*...

1. We can't store a primitive type (e.g., *int*) directly, but Java provides a ________________ for each primitive type…

2. __________ must be used to retrieve the stored values…

```
// StackTest.java

import Stack;

class StackTest {
  public static void main(String [] args) {
  Stack s = new Stack(8);
  int aValue = 11;

  while ( !s.isFull() ) {
    s.push( new Integer(aValue) );
    aValue++;
  }

  while ( !s.isEmpty() ) {
   Integer anInteger = (Integer) s.top();
   int anInt = anInteger.intValue();
   System.out.println(anInt);
   s.pop();
  }
}
```

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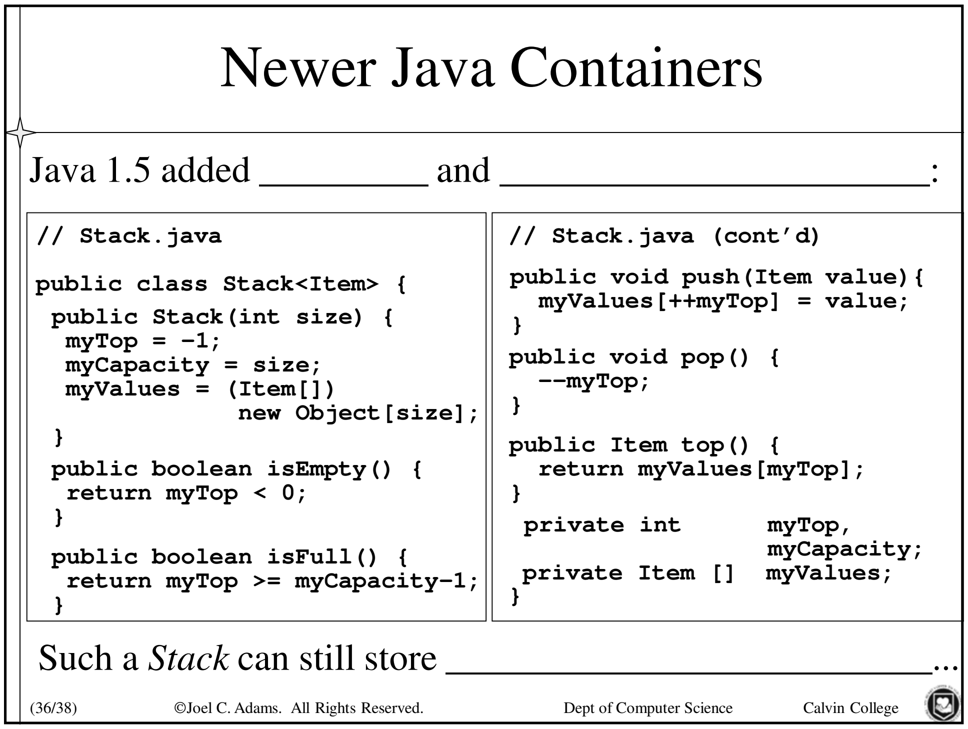

Newer Java Containers

Java 1.5 added _________ and ________________________:

```
// Stack.java

public class Stack<Item> {
 public Stack(int size) {
  myTop = -1;
  myCapacity = size;
  myValues = (Item[])
             new Object[size];
 }
 public boolean isEmpty() {
  return myTop < 0;
 }
 public boolean isFull() {
  return myTop >= myCapacity-1;
 }
```

```
// Stack.java (cont'd)
public void push(Item value){
  myValues[++myTop] = value;
}
public void pop() {
  --myTop;
}
public Item top() {
  return myValues[myTop];
}
 private int      myTop,
                  myCapacity;
 private Item []  myValues;
}
```

Such a *Stack* can still store ____________________________...

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Java: Using *Generic* Containers

Since *Stack<Item>* stores *Objects*...

1. We can't pass a primitive type arg (e.g., *int*), but we can pass a ___________.
2. ___________ lets us pass primitive-type-values as args.
3. ____________ lets us retrieve *Items* as primitive type-vals.

```
// StackTester.java

import Stack;

class StackTester {
  public static void main(String [] args) {
  Stack<Integer> s = new Stack<>(8);
  int aValue = 11;

  while ( !s.isFull() ) {
    s.push( aValue );      // int auto-boxed
    aValue++;
  }

  while ( !s.isEmpty() ) {
   int anInt = s.top();    // auto-unboxed
   System.out.println(anInt);
   s.pop();
  }
}
```

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Summary

To achieve the goals of abstract data typing, we need:

–__________________: data and operations in __________________;
–_______________: the ability to _____________________________.

Two different mechanisms have evolved for doing so:

–*The* _________*:* a container for storing a data-type and its operations (aka the ___________).
–*The* ________*:* a type-constructor that stores data and operations.

The class is better for ____________________________________;
the module is better for __________________________________.

Containers are packages or classes that ___________________.

– _____________________________ support stronglytyped containers.
– *Generic containers* can be built in most modern languages.

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