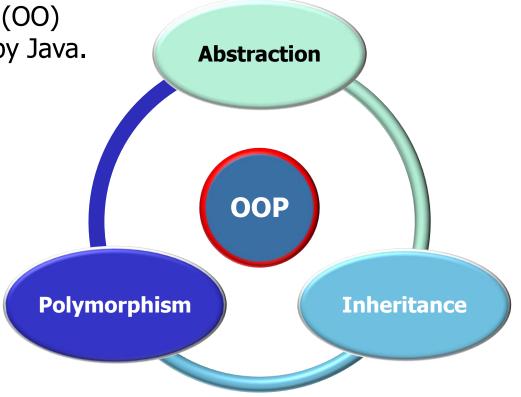
Overview of Java

Key Object-Oriented Concepts and Features

Douglas C. Schmidt

Learning Objectives for This Lesson

 Understand key object-oriented (OO) concepts & features supported by Java.



Douglas C. Schmidt

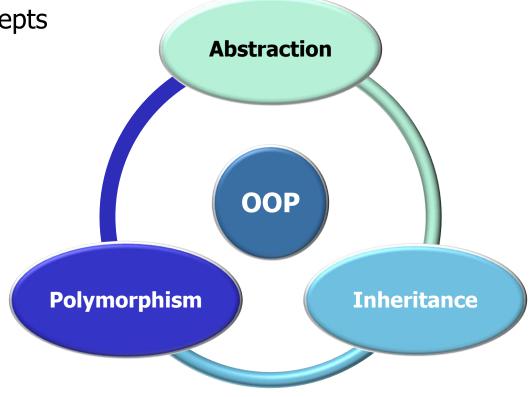
Overview of Key Object-Oriented Concepts Supported by Java

• Java was originally just an object-oriented (OO) programming language.

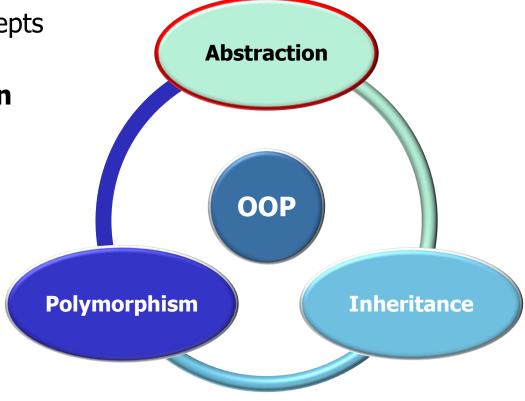


See en.wikipedia.org/wiki/Object-oriented_programming

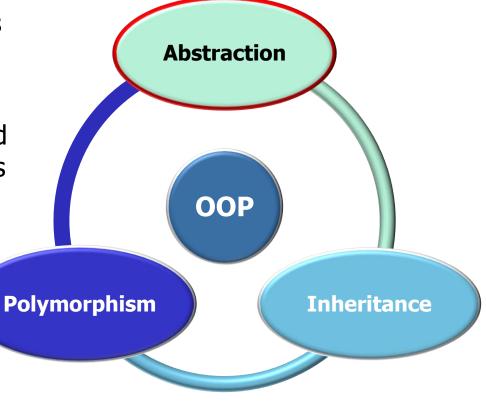
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 - It, thus, supports key OO concepts and features, e.g.,
 - Data & control abstraction

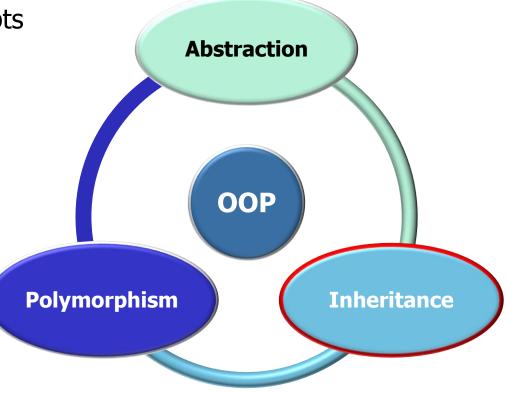


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 - It, thus, supports key OO concepts and features, e.g.,
 - Data & control abstraction
 - Supports well-defined APIs and shields programs/programmers from low-level implementation details

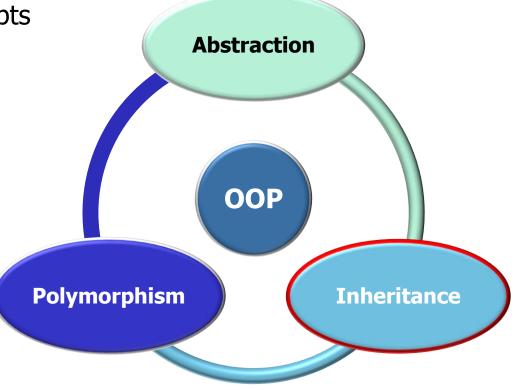


See en.wikipedia.org/wiki/Application_programming_interface

- Java was originally just an object-oriented (OO) programming language.
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 - Data & control abstraction
 - Inheritance

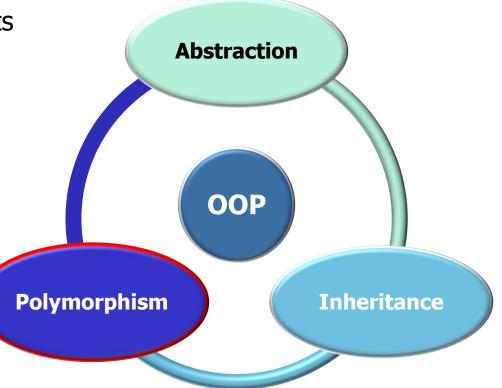


- Java was originally just an object-oriented (OO) programming language.
 - It, thus, supports key OO concepts and features, e.g.,
 - Data & control abstraction
 - Inheritance
 - Enables systematic reuse of existing methods & fields

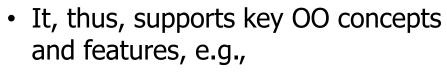


See martin.griss.com/pubs/fusion1.htm

- Java was originally just an object-oriented (OO) programming language.
 - It, thus, supports key OO concepts and features, e.g.,
 - Data & control abstraction
 - Inheritance
 - Polymorphism



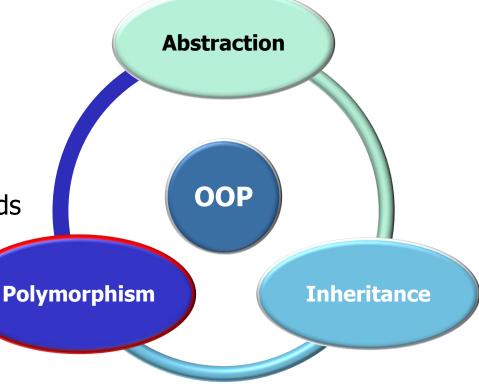
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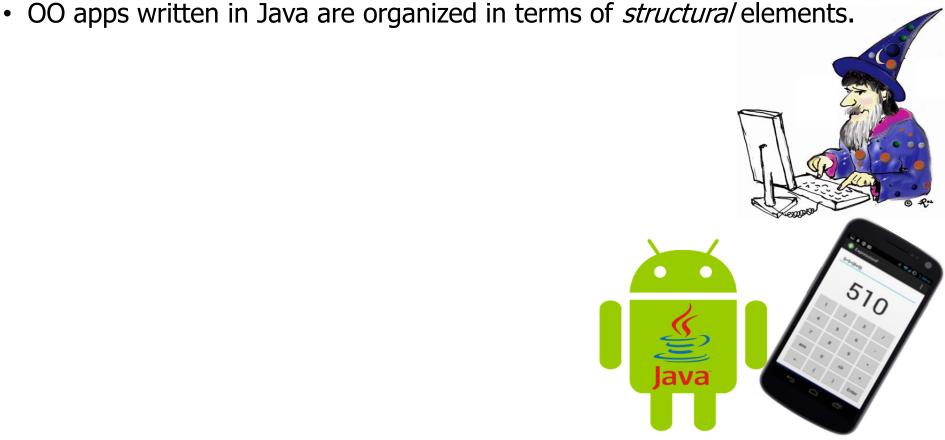
- Data & control abstraction
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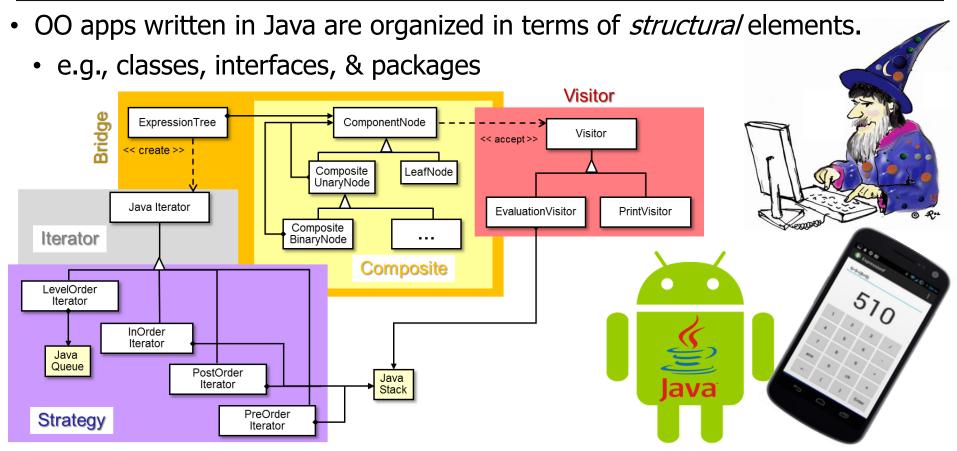
Polymorphism

 Dynamically dispatches methods based on runtime type information



See en.wikipedia.org/wiki/Dynamic_dispatch



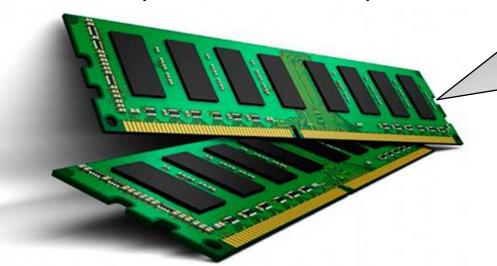


See en.wikipedia.org/wiki/Software_design_pattern

 An object is an instance of a class that performs certain operations & interacts with other objects.



- An object is an instance of a class that performs certain operations & interacts with other objects.
 - An object in Java resides in a memory location of a computer.



SimpleSet<T>

Object[] mElementData int mSize int mEnd

boolean add(E element)
boolean contains(Object o)
int size()

- An object is an instance of a class that performs certain operations & interacts with other objects.
 - An object in Java resides in a memory location of a computer.

```
class SimpleSet<E>
  extends AbstractSet<E> {
  private Object[]
    mElementData;
```

private int mSize;

```
public int size()
{ return mSize; }
public boolean isEmpty()
{ return mSize == 0; }
```

private int mEnd;

- An object is an instance of a class that performs certain operations & interacts with other objects.
 - An object in Java resides in a memory location of a computer.
 - It consists of:
 - State—represented via data fields

SimpleSet<T>

Object[] mElementData int mSize int mEnd

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See docs.oracle.com/javase/tutorial/java/javaOO/variables.html

- An object is an instance of a class that performs certain operations & interacts with other objects.
 - An object in Java resides in a memory location of a computer.
 - It consists of:
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Data fields are typically defined using "private" access control specifiers.

```
class SimpleSet<E>
  extends AbstractSet<E> {
  private Object[]
    mElementData;
  private int mSize;
  private int mEnd;
  public int size()
    return mSize; }
  public boolean isEmpty()
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- An object is an instance of a class that performs certain operations & interacts with other objects.
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SimpleSet<T>

Object[] mElementData int mSize int mEnd

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Key Object-Oriented Concepts Supported by Java An object is an instance of a class that class SimpleSet<E>

- An object is an instance of a class that performs certain operations & interacts with other objects.
 - An object in Java resides in a memory location of a computer.
 - It consists of:
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```
Methods can be specified as "private," "protected," or "public."
```

```
extends AbstractSet<E> {
    ...
public int size()
```

```
{ return mSize; }
public boolean isEmpty()
```

return mSize == 0; }

```
private void
  ensureCapacityInternal
  (int minCapacity) { ... }
```

```
See docs.oracle.com/javase/tutorial/java/javaOO/accesscontrol.html
```

Objects often correspond to real-world entities.



anAccount : Account

Money mCurrentBalance boolean mOverdraftProtection

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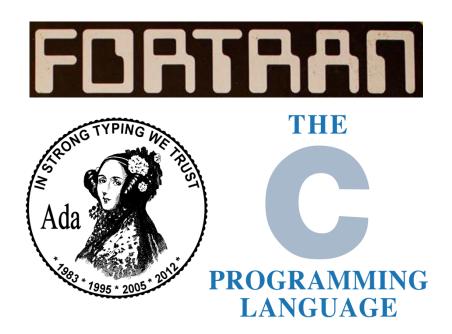
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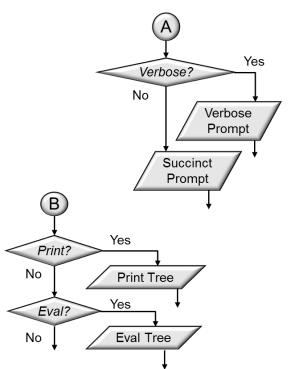
• Non-object-oriented programming languages organize apps in terms of *functional* elements.

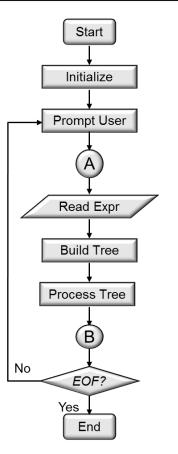


- Non-object-oriented programming languages organize apps in terms of *functional* elements.
 - e.g., actions & logic







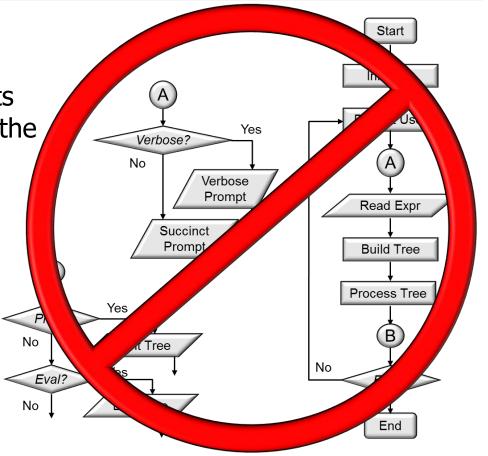


 Object-oriented Java programs also perform actions & contain logic.

Account Money mCurrentBalance boolean mOverdraftProtection void deposit(Money amount) void withdrawl (Money amount) Money checkCurrentBalance()

 Object-oriented Java programs also perform actions & contain logic.

 However, these functional elements don't constitute the main focus in the object-oriented portions of Java.



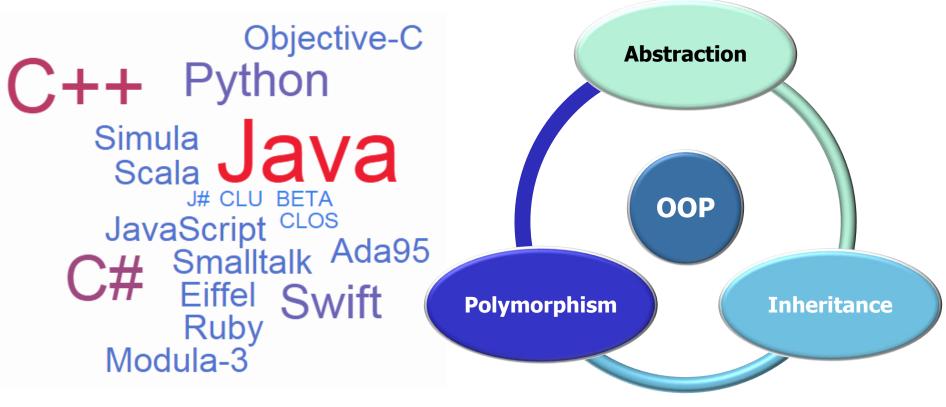
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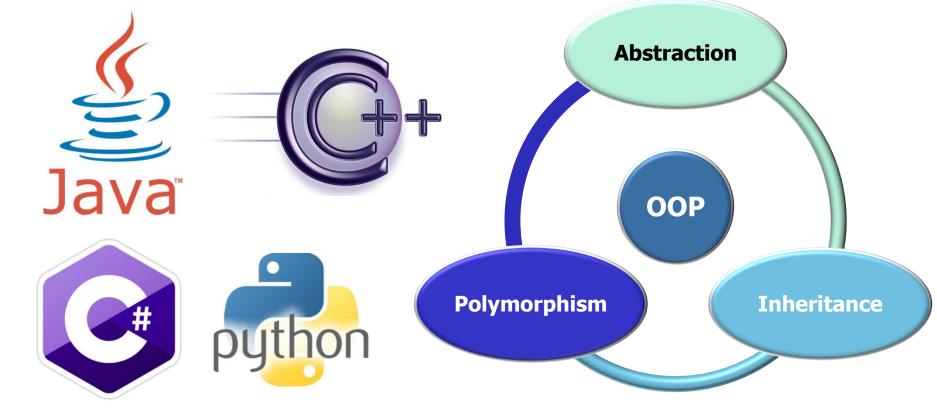
Java 8 *does* focus heavily on functional programming.

There are many object-oriented languages.



See en-wikipedia.org/wiki/List_of_object-oriented_programming_languages

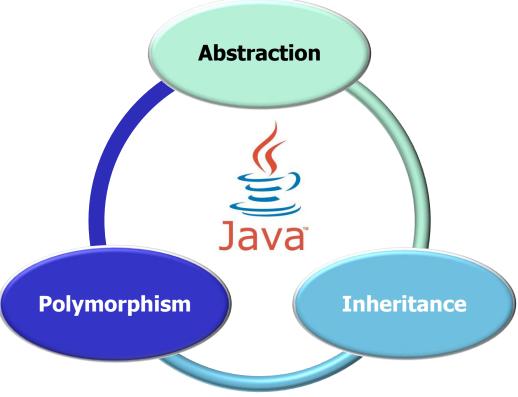
These are (arguably) some of the most common ones today.



See www.tiobe.com/tiobe-index

 Learning other object-oriented languages is much easier once you know Java.





• If you already know Java you may be bored by some parts of these lessons!



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 - You can move through this material relatively quickly.



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Please ask questions you have on this material since other lessons depend on it.

• If you don't know Java at all you may need some more hands-on experience.

