

# CS/ENGRD 2110

## SPRING 2014

Lecture 5: Local vars; Inside-out rule; constructors  
<http://courses.cs.cornell.edu/cs2110>

# References to text and JavaSummary.pptx

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- Local variable: variable declared in a method body  
B.10–B.11 slide 45
- Inside-out rule, bottom-up/overriding rule C.15 slide 31-32  
and consequences thereof slide 45
- Use of **this** B.10 slide 23-24 and **super** C.15 slide 28, 33
- Constructors in a subclass C.9–C.10 slide 24-29
- First statement of a constructor body must be a call on another constructor —if not Java puts in **super();** C.10 slide 29

# Homework

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1. Visit course website, click on **Resources** and then on Code Style **Guidelines**. Study
  - 4.2 Keep methods short
  - 4.3 Use statement-comments ...
  - 4.4 Use returns to simplify method structure
  - 4.6 Declare local variables close to first use ...

# Local variables

middle(8, 6, 7)

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```
/** Return middle value of b, c, d (no ordering assumed) */  
public static int middle(int b, int c, int d) {  
    if (b > c) {  
        int temp= b;  
        b= c;  
        c= temp;  
    }  
    // { b <= c }  
    if (d <= b) {  
        return b;  
    }  
    // { b < d and b <= c }  
    return Math.min(c, d);  
}
```

Local variable:  
variable  
declared in  
method body

Parameter: variable  
declared in () of  
method header

b 8    c 6    d 7  
temp ?

All parameters and local variables are created when a call is executed, *before* the method body is executed. They are destroyed when method body terminates.

# Scope of local variable

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```
/** Return middle value of b, c, d (no ordering assumed) */  
public static int middle(int b, int c, int d) {  
    if (b > c) {  
        int temp= b;  
        b= c;  
        c= temp;  
    }  
    // { b <= c }  
    if (d <= b) {  
        return b;  
    }  
    // { b < d and b <= c }  
    return Math.min(c, d);  
}
```

block

**Scope of local variable** (where it can be used): from its declaration to the end of the block in which it is declared.

# Principle about placement of declaration

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```
/** Return middle value of b, c, d (no ordering assumed) */  
public static int middle(int b, int c, int d) {  
    int temp;  
    if (b > c) {  
        temp= b;  
        b= c;  
        c= temp;  
    }  
    // { b <= c }  
    if (d <= b) {  
        return b;  
    }  
    // { b < d and b <= c }  
    return Math.min(c, d);  
}
```

**Not good!** No need for reader to know about **temp** except when reading the then-part of the if-statement

**Principle:** Declare a local variable as close to its first use as possible.

# Assertions promote understanding

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```
/** Return middle value of b, c, d (no ordering assumed) */  
public static int middle(int b, int c, int d) {  
    if (b > c) {  
        int temp= b;  
        b= c;  
        c= temp;  
    }  
    // { b <= c }  
    if (d <= b) {  
        return b;  
    }  
    // { b < d and b <= c }  
    return Math.min(c, d);  
}
```

**Assertion:** Asserting that  $b \leq c$  at this point. Helps reader understand code below.

# Bottom-up/overriding rule

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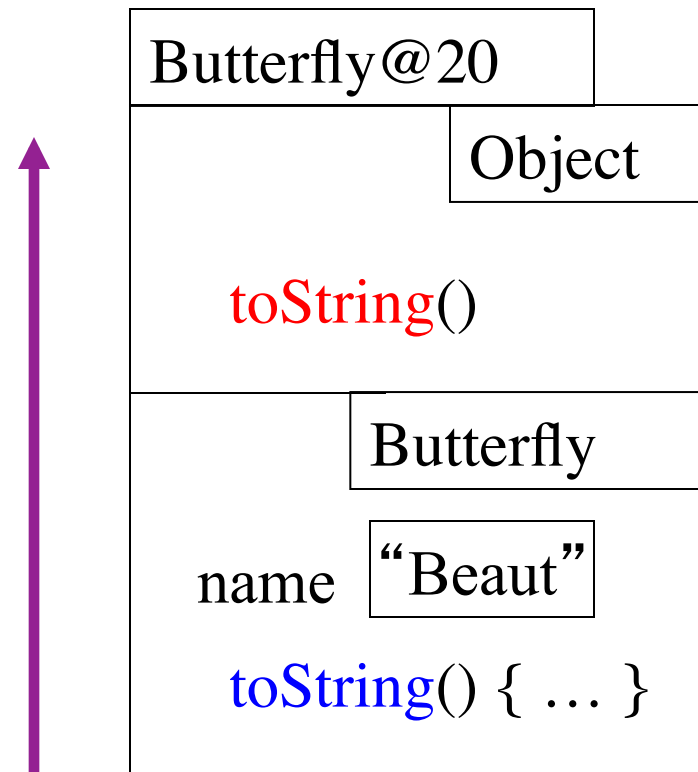
Which method `toString()` is called by

`c.toString()` ?

**Overriding rule** or **bottom-up rule:**

To find out which is used, start at the bottom of the object and search upward until a matching one is found.

c `Butterfly@20`

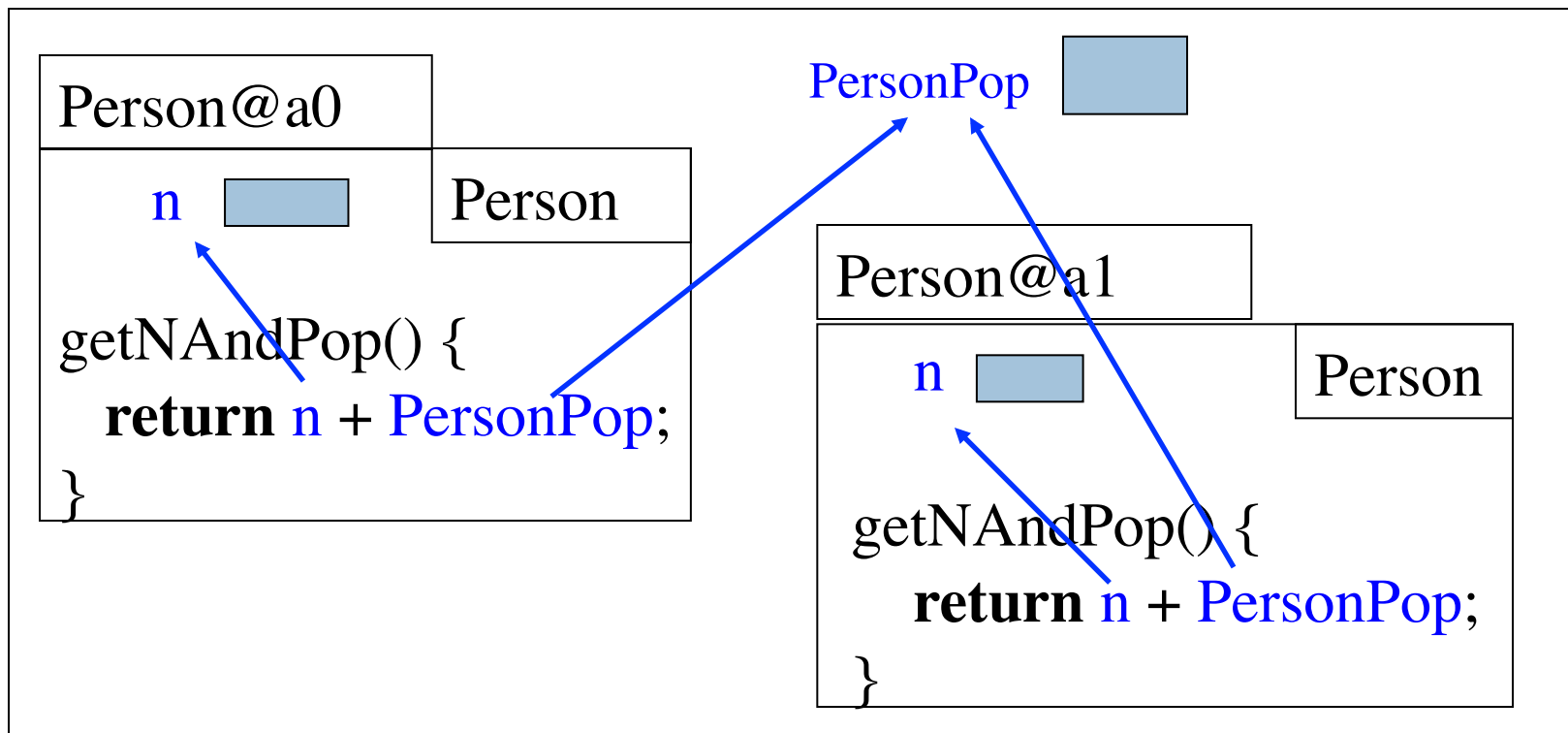




# Inside-out rule

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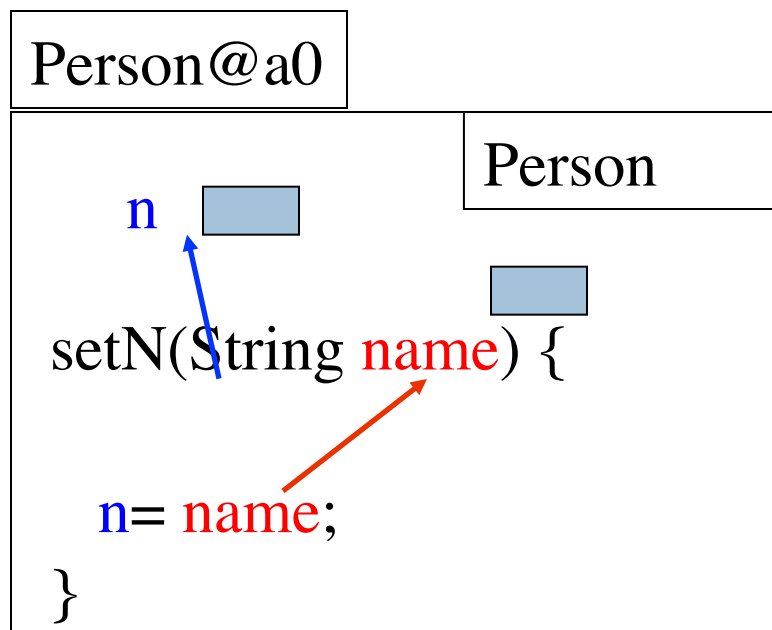
**Inside-out rule:** Code in a construct can reference any names declared in that construct, as well as names that appear in enclosing constructs. (If name is declared twice, the closer one prevails.)



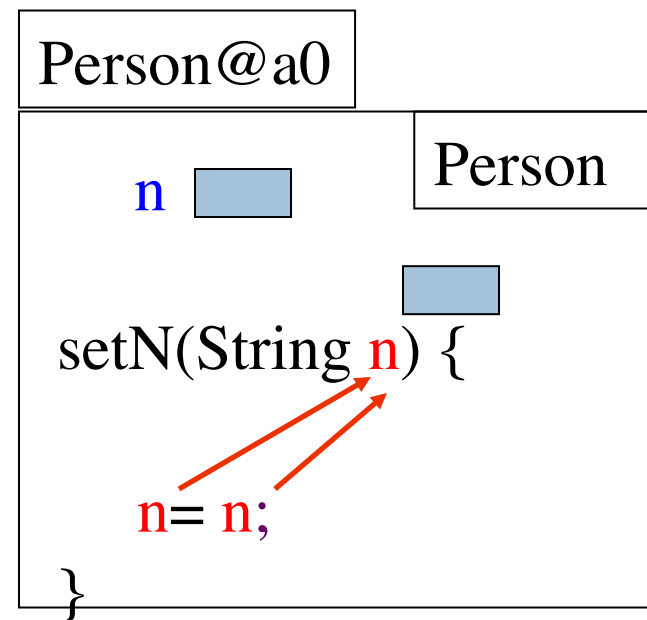
Person's objects and static components

# Parameters participate in inside-out rule

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Doesn't work right



Parameter `n` “blocks”  
reference to field `n`.

# A solution: use **this**

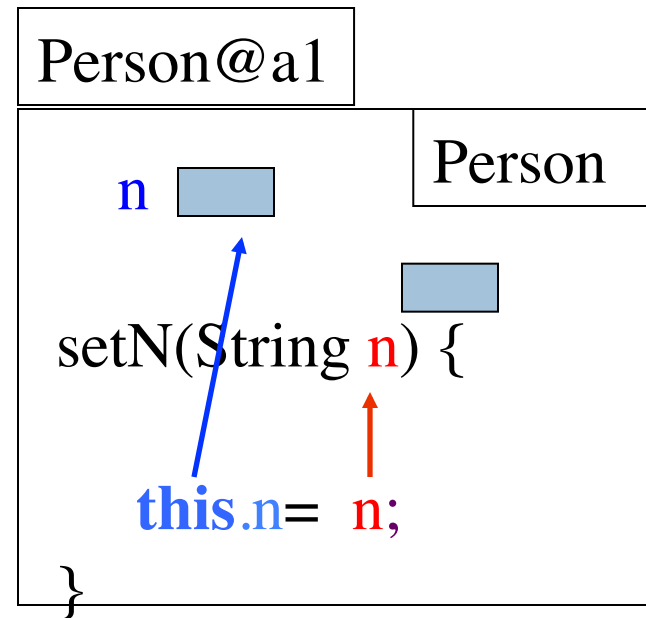
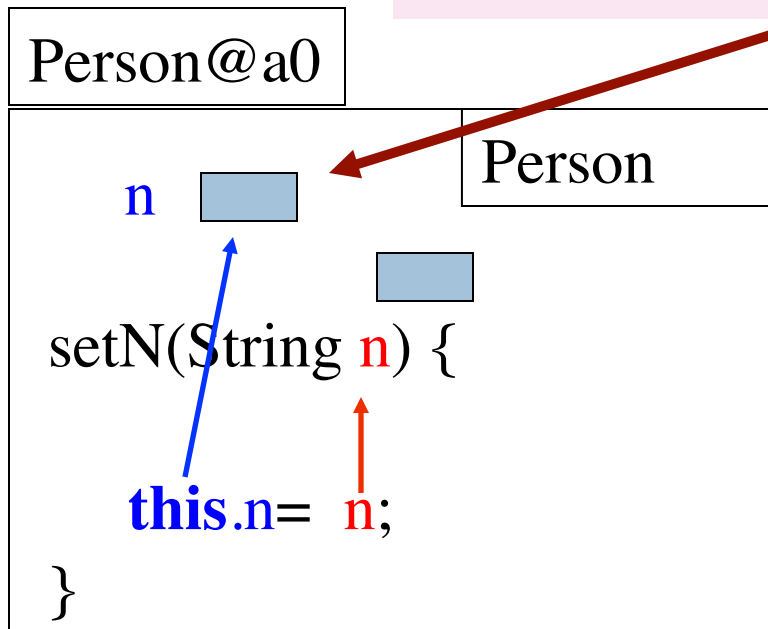
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**Memorize: Within an object, **this** evaluates to the name of the object.**

In object Person@a0,  
**this** evaluates to Person@a0

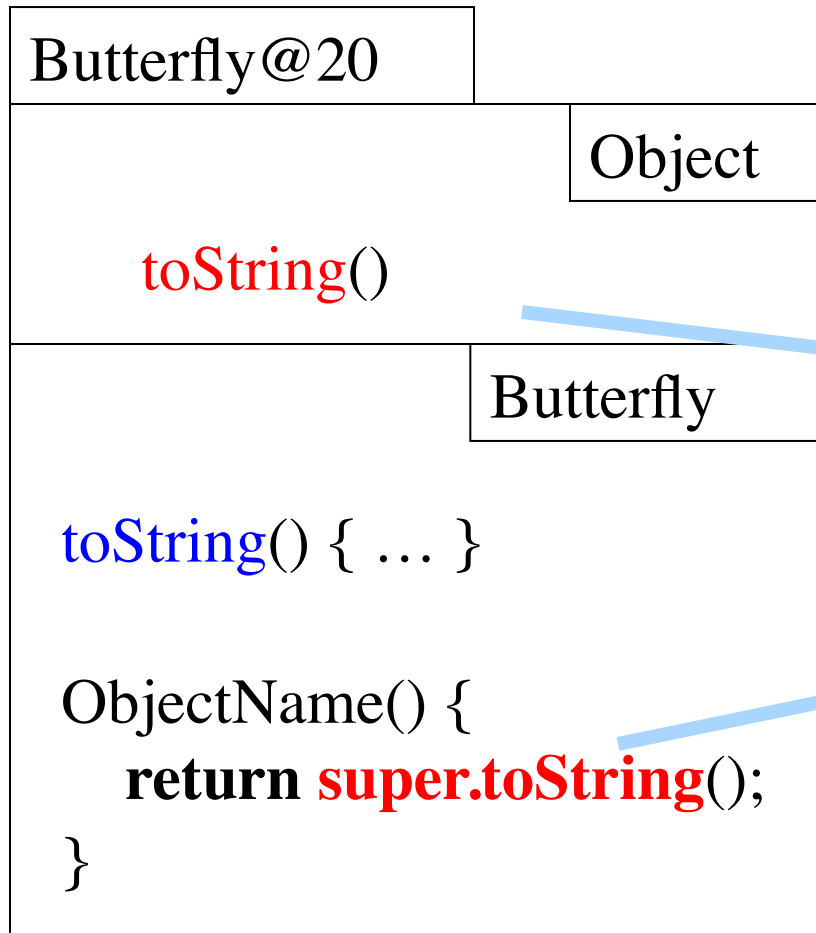
In object Person@a1,  
**this** evaluates to Person@a1

Person@a0.n is this variable



# About **super**

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Within a subclass object, **super** refers to the partition above the one that contains **super**.

Because of the key-word **super**, this calls `toString` in the `Object` partition.

# Calling a constructor from a constructor

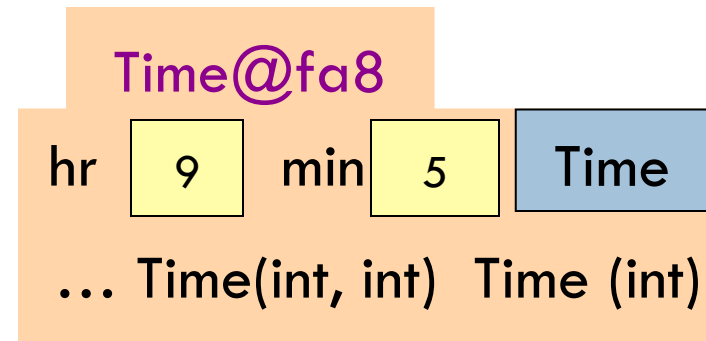
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```
public class Time
    private int hr; //hour of day, 0..23
    private int min; // minute of hour, 0..59

    /** Constructor: instance with h hours and m minutes */
    public Time(int h, int m) { ... }

    /** Constructor: instance with m minutes ... */
    public Time(int m) {
        hr= m / 60;
        min= m % 60;
    }
    ...
}
```

Want to change body  
to call first constructor



# Calling a constructor from a constructor

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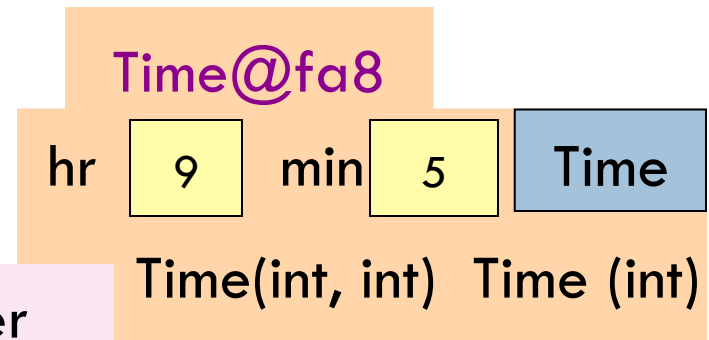
```
public class Time
    private int hr; //hour of day, 0..23
    private int min; // minute of hour, 0..59

    /** Constructor: instance with h hours and m minutes ... */
    public Time(int h, int m) { ... }

    /** Constructor: instance with m minutes ... */
    public Time(int m) {
        this(m / 60, m % 60);
    }
```

Use **this** (Instead of **Time**) to call another constructor in the class.

Must be **first statement in constructor body!**



# Initialize superclass fields first

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Class **Employee** contains info that is common to all employees — name, start date, salary, etc.

**getCompensation** gives the salary

Executives also get a bonus.

**getCompensation** is overridden to take this into account

Could have other subclasses for part-timers, temporary workers, consultants, etc., each with a different **getCompensation**

**Executive@a0**

toString() ...

Object

salary 50,000

Employee

name "G" start 1969

Employee(String, int)

toString() getCompensation()

bonus 10,000

Executive

getBonus() getCompensation()

toString()

# Without OO ...

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Without OO, you would write a long involved method:

```
public double getCompensation(...) {  
    if (worker is an executive)  
        { ... }  
    else if (worker is part time)  
        { ... }  
    else if (worker is temporary)  
        { ... }  
    else ...
```

OO eliminates need for many of these long, convoluted methods, which are hard to maintain.

Instead, each subclass has its own **getCompensation**.

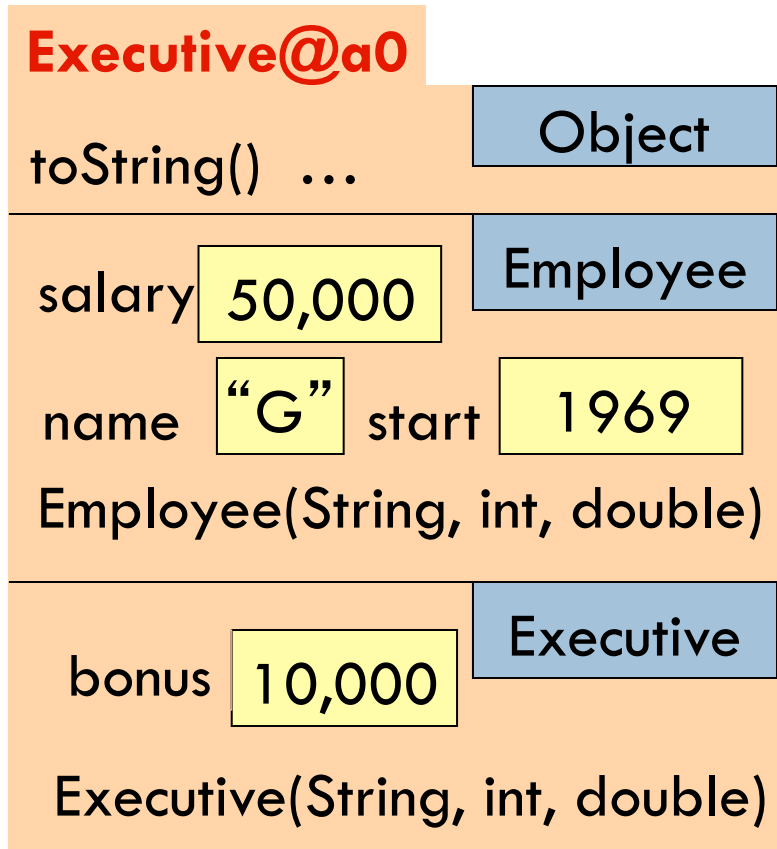
End up with many more methods, which are usually very short



# Principle: initialize superclass fields first

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```
/** Constructor: employee with name n, year hired d, salary s */  
public Employee(String n, int d, double s) {  
    name= n;  
    start= d;  
    salary= s;  
}
```



# Principle: initialize superclass fields first

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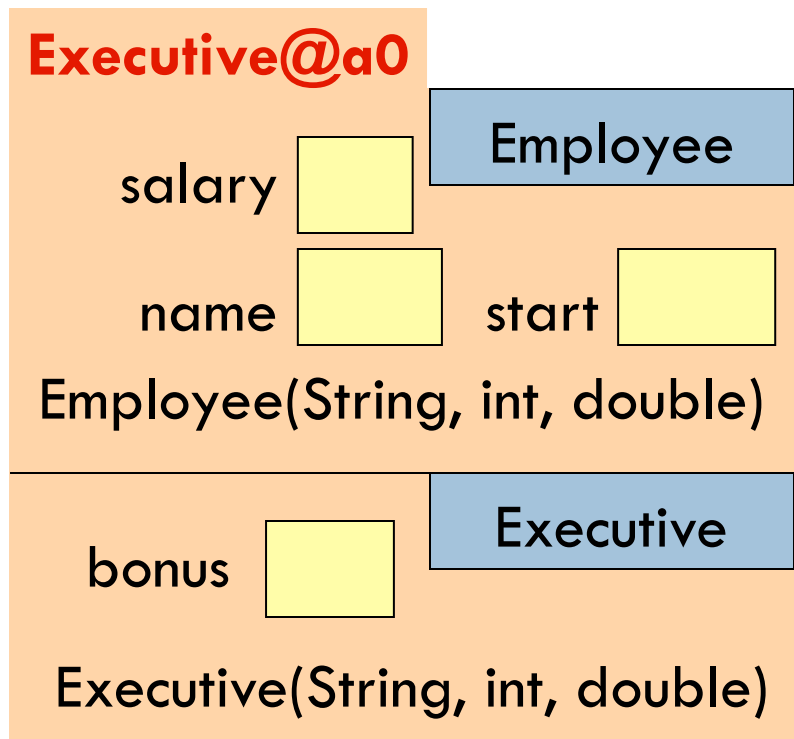
```
/** Constructor: employee with name n, year hired d, salary s */  
public Employee(String n, int d, double s)
```

```
/** Constructor: executive with name n, year hired d, salary of  
$50,000, bonus b */  
public Executive(String n, int d,  
double s, double b)
```

**Principle: In subclass constructor,  
fill in the superclass fields first**

How to do that if they are private?

**Call constructor in superclass**



# Principle: initialize superclass fields first

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```
/** Constructor: employee with name n, year hired d, salary s */  
public Employee(String n, int d, double s)
```

```
/** Constructor: executive with name n, year hired d, salary of  
$50,000, bonus b */
```

```
public Executive(String n, int d,  
                double s, double b) {
```

```
    super
```

```
    Employee(n, d, 50000);
```

```
    bonus = b;
```

```
}
```

To call a superclass constructor,  
use **super( ... )**

**Executive@a0**

salary

Employee

name

start

Employee(String, int, double)

bonus

Executive

Executive(String, int, double)

# Principle: initialize superclass fields first

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**/\*\* Constructor: an instance with ...\*/**

```
public C (... ) {
```

```
    super();
```

```
    S0;
```

```
    S1;
```

```
    ...
```

```
}
```

**Java syntax:** First statement of any constructor you write must be a call on another constructor

**this( ... );** or **super( ... );**

If you don't put one in, Java inserts this one:

**super();**

