

CS/ENGRD 2110 SPRING 2015

Lecture 4: The class hierarchy; static components
<http://courses.cs.cornell.edu/cs2110>

Announcements

- **A0** has been graded
 - Everyone who submitted gets a grade of 1 (the max)
 - We're **not checking** submissions! We wanted you to learn how to make sure that assert statements are executed.
- We're pleased with how many people are already working on **A1**, as evidenced by Piazza activity
 - Please be sure to look at **Piazza note @68** every day for frequently asked questions and answers
 - It's due Friday night
 - **Groups:** Forming a group of two? Do it **well before** you submit – at least one day before. **Both members must act:** one invites, the other accepts. Thereafter, only **one** member has to submit the files.
- **A2: Practice with strings**
 - Now available on course website + CMS

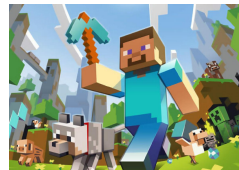
That pesky -ea flag!

References to text and JavaSummary.pptx

- A bit about **testing** and test cases
- Class **Object**, **superest** class of them all.
Text: C.23 slide 30
- Function **toString()** C.24 slide 31-33
- **Overriding** a method C15–C16 slide 31-32
- **Static** components (methods and fields) B.27 slide 21, 45
- Java **application:** a program with a class that declares a method with this signature:
public static void main(String[])

Homework

1. Read the text, Appendix A.1–A.3
2. Read the text, about the if-statement: A.38–A.40
3. Visit course website, click on **Resources** and then on Code Style **Guidelines**. Study
 2. **Format Conventions**
 - 4.5 **About then-part and else-part of if-statement**



A bit about testing

Test case: Set of input values, together with the expected output.

Develop test cases for a method from its specification --- even before you write the methods body.

```
/** = number of vowels in word w.
Precondition: w contains at least one letter and nothing but letters */
public int numberOfVowels(String w) {
    ...
}
```

How many vowels in each of these words?
 creek
 syzygy

Developing test cases first, in “critique” mode, can prevent wasted work and errors

Class W (for Worker)

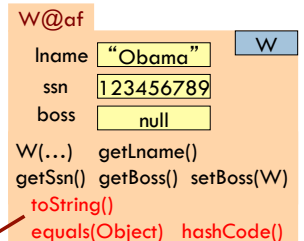
```
/** Constructor: worker with last name n, SSN s, boss b (null if none).
Prec: n not null, s in 0..999999999 with no leading zeros.*/
public W(String n, int s, W b)

/** = worker's last name */
public String getLname()

/** = last 4 SSN digits */
public String getSsn()

/** = worker's boss (null if none) */
public W getBoss()

/** Set boss to b */
public void setBoss(W b)
```



Contains other methods!

Class Object: the superest class of them all

Java: Every class that does not extend another extends class Object. That is,

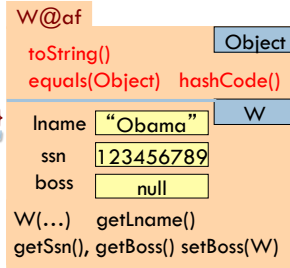
```
public class W {...}
```

is equivalent to

```
public class W extends Object {...}
```

We often leave off this to reduce clutter; we know that it is effectively always there.

We draw object like this



A note on design

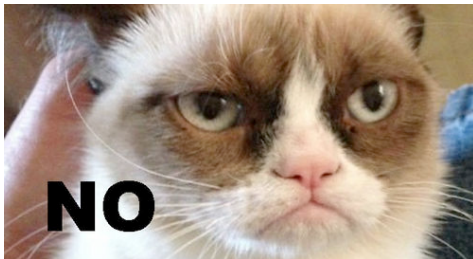
- Don't use **extends** just to get access to hidden members!

```

public class PhD {
    protected String name;
    ...
}
public class PhDTester extends PhD {
    ... if (student.name == ...) ...
}
  
```

A note on design

- Don't use **extends** just to get access to hidden members!



A note on design

- Don't use **extends** just to get access to hidden members!
- A should extend B if and only if A **"is a" B**
 - An elephant is an animal, so **Elephant extends Animal**
 - A car is a vehicle, so **Car extends Vehicle**
 - An instance of any class is an object, so **AnyClass extends java.lang.Object**
 - A PhDTester is not a PhD student!
- The inheritance hierarchy should reflect **modeling semantics**, not implementational shortcuts

What is "the name of" the object?

The name of the object below is

```
PhD@aa11bb24
```

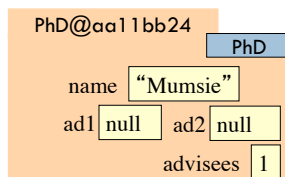
It contains a pointer to the object –i.e. its address in memory, and you can call it a pointer if you wish. But it contains more than that.

Variable `e`, declared as

```
PhD e;
```

contains not the object but the name of the object (or a pointer to the object).

```
e PhD@aa11bb24 PhD
```



Method toString

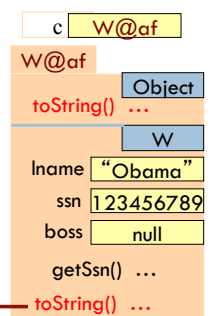
`toString()` in `Object` returns the name of the object: `W@af`

Java Convention: Define `toString()` in any class to return a representation of an object, giving info about the values in its fields.

New definitions of `toString()` **override** the definition in `Object.toString()`

In appropriate places, the expression `c` automatically does `c.toString()`

`c.toString()` calls this method



Method toString

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toString() in Object returns the name of the object: W@af

```
public class W {
    ...
    /** Return a representation of this object */
    public String toString() {
        return "Worker " + lname + "." +
            " Soc sec: ..." + getSSn() + "." +
            (boss == null ? "" : "Boss " + boss.lname + ".");
    }
}
c.toString() calls this method
```

Another example of toString()

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```
/** An instance represents a point (x, y) in the plane */
public class Point {
    private int x; // x-coordinate
    private int y; // y-coordinate
    ...
    /** = repr. of this point in form "(x, y)" */
    public String toString() {
        return "(" + x + "," + y + ")";
    }
}
```

Function toString should give the values in the fields in a format that makes sense for the class.

What about this

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- this** keyword: **this** evaluates to the name of the object in which it occurs
- Let's an object instance access its own object reference
- Example: Referencing a shadowed class field

```
public class Point {
    public int x = 0;
    public int y = 0;
    //constructor
    public Point(int x, int y) {
        x = x;
        y = y;
    }
}

public class Point {
    public int x = 0;
    public int y = 0;
    //constructor
    public Point(int x, int y) {
        this.x = x;
        this.y = y;
    }
}
```

Intro to static components

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```
/** = "this object is c's boss".
    Pre: c is not null. */
public boolean isBoss(W c) {
    return this == c.boss;
}
```

x.isBoss(y) is **false**
y.isBoss(x) is **true**

Spec: return the value of that true-false sentence. True if this object is c's boss, false otherwise

keyword **this** evaluates to the name of the object in which it appears

Intro to static components

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```
/** = "b is c's boss".
    Pre: b and c are not null. */
public boolean isBoss(W b, W c) {
    return b == c.getBoss();
}
```

Body doesn't refer to any field or method in the object. Why put method in object?

```
/** = "this object is c's boss".
    Pre: c is not null. */
public boolean isBoss(W c) {
    return this == c.boss;
}
```

Intro to static components

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```
/** = "b is c's boss".
    Pre: b and c are not null. */
public static boolean isBoss(W b, W c) {
    return b == c.getBoss();
}
```

static: there is only one copy of the method. It is not in each object

Box for W (objects, static components)

Preferred: W.isBoss(x, y)

Good example of static methods

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java.lang.Math

<http://docs.oracle.com/javase/7/docs/api/java/lang/Math.html>

Java application

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Java application: bunch of classes with at least one class that has this procedure:

```
public static void main(String[] args) {
    ...
}
```

Type String[]: array of elements of type String. We will discuss later

Running the application effectively calls the method main
Command line arguments can be entered with args

Uses of static variables:

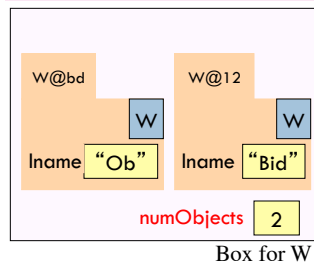
Maintaining info about created objects

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```
public class W {
    private static int numObjects;
    ...

    /** Constructor: */
    public W(...) {
        ...
        numObjects =
            numObjects + 1;
    }
}
```

To have numObjects contain the number of Objects of class W that have been created, simply increment it in constructors.



Uses of static variables:

Implementing the Singleton pattern

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```
public class Singleton {
    private static final Singleton INSTANCE = new Singleton();

    private Singleton() {} // ... constructor

    public static Singleton getInstance() {
        return INSTANCE;
    }

    // ... methods
}
```

Only one Singleton can ever exist.

