CS100J Wrapper classes, stepwise refinement 25 Sept 2007

Prelim 7:30-9:00 Tuesday, 25 Sept, Olin 155. See you there

When insults had class

"A modest little person, with much to be modest about." Churchill

"I never killed a man, but I read many obituaries with great pleasure." Clarence Darrow

"Thanks for sending me a copy of your book; I'll waste no time reading it." Moses Hadas

"He can compress the most words into the smallest idea of any man I know." Abraham Lincoln

"I didn't attend the funeral, but I sent a nice letter saying I approved of it." Mark Twain

"I am enclosing two tickets to the first night of my new play. Bring a friend... if you have one." George Bernard Shaw to Winston Churchill

"Cannot possibly attend first night, will attend second... if there is one." Churchill

"I feel so miserable without you; it's almost like having you here." Stephen Bishop

"He is a self-made man and worships his creator." John Bright

"I've just learned about his illness. Let's hope it's nothing trivial." Irvin Cobb

"There's nothing wrong with you that reincarnation won't cure." Jack Leonard

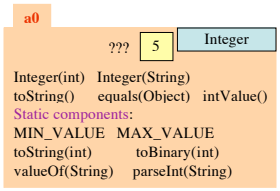
"He has the attention span of a lightning bolt." Robert Redford

"He inherited some good instincts from his Quaker forebears, but by diligent hard work, he overcame them." James Reston (about Richard Nixon)

Wrapper classes. Read Section 5.1 of class text

At times, we wish to deal with an **int** value as an object.

"Wrapper class" Integer provides this capability.



An instance of class Integer contains, or "wraps", one **int** value.

You can't change the value. The object is *immutable*.

Instance methods: constructors, toString(), equals, intValue.

Static components provide extra help.

Each primitive type has a corresponding wrapper class. When you want to treat a primitive value of that type as an object, then just wrap the primitive value in an object of the wrapper class!

Primitive type	Wrapper class
int	Integer
long	Long
float	Float
double	Double
char	Character
boolean	Boolean

Each wrapper class has:

- Instance methods, e.g. constructors, toString, and equals
- Useful static constants and methods.

You don't have to memorize the methods of the wrapper classes. But be aware of them and look them up when necessary. Use Gries/Gries, Section 5.1, and ProgramLive, 5-1 and 5-2, as references.

Anglicize integers.

Last time, we started looking at larger numbers first. We didn't finish. This time, we start looking at smaller numbers first. This may be better for you because it may be easier, more straightforward.

We figure out what to do for

0 < n < 10.
10 <= n < 20.
20 <= n < 100
100 <= n < 1,000
1000 <= n < 1,000,000

Mañana principle. "Put off to tomorrow".

When it is useful, "stub in" a method, with a good spec, to be written later, and write calls on it.

Reasons to do so:

(a) Same computation is required in several places.

(b) Keep one method body from getting to long and cumbersome.


```
/** = integer n, in words.  Note:  ang(0) = "".
      Precondition: 0 <= n < 1,000,000. */
.public static String ang(int n) {

}
```

Note: As we develop the body of function *ang*, we may find the need to anglicize some other integer *m*. W can call function *ang* to do it —as long as *m* < *n*. The reason for this restriction will be seen later.

So, within *ang*, we can call *ang*. This is called *recursion*. We study recursion in the next two lectures.

Sounds strange? You can see that it works if you remember how a function call is executed:

1. Draw frame for the call.
2. Assign args to parameters.
3. Execute method body.
4. Erase the frame for the call and return the value of the call.