

**CS1110 21 Sept 2010** Today: Pick up: A3  
Today's slides

Inside-out rule; use of **this**, **super**  
 Developing methods (using Strings). You can do A3 in groups of 2.  
**Read sec. 2.5, stepwise refinement** BUT GROUP EARLY ON  
**Listen to Plive, 2.5.1–2.5.4.** CMS

Reading for next lecture:  
the same

Office hours  
are being held

**Resrech on spleing**  
 Aoccdmng to a rscheearch at Cmabirgde Uinervtisy, it deosn't mttair in waht oredr the lttetrs in a wrod are, the olny iprmoeent tihng is that the frsit and lsat lttet be at the rghit pelae. The rset can be a total mses and you can stll raed it wouthit porbelm. Tihis is bcuseae the huamn mnid deos not raed ervey lttet by istlef, but the wrod as a wlohe.



**A1**  
 210 out of 211 groups  
graded at least once

79 out of 210 are done!

Please respond to your  
feedback within 24 hours  
if you can. We want to  
finish up A1 by the  
weekend.

**Make sure you RRequest  
a RRegrade when you  
RResubmit.**

**A3: Adding functionality to A1  
Due Wednesday, 29 September**

- Keeping class invariant true
- Use already-written functions
- Boolean expressions
- Use of null and testing for it
- Use of static variables

**Form groups on the CMS early,  
well before you submit.**

**A3: graded in conventional way.  
Submit once and get a grade.**

Remember frame boxes and figuring out variable references?  
**The inside-out rule (see p. 83)**

Code in a construct can reference any of the names declared or defined in that construct, as well as names that appear in enclosing constructs. (If a name is declared twice, the closer one prevails.)

File drawer for class Person 4

Method parameters participate in the inside-out rule: remember the frame.

**a0**

```

name
Person
setName(String n) {
  name = n;
}

```

Parameter **n** would be found in the frame for the method call.

**a1** Doesn't work right

```

name
Person
setName(String name) {
  name = name;
}

```

Parameter **name** "blocks" the reference to the field **name**.

**A solution: this and super**  
**Within an object, this evaluates to the name of the object.**

In folder a0,  
**this** refers to a0

In folder a1,  
**this** refers to a1

File drawer for class Person 6

### About super

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

```

classDiagram
    class Object {
        +method equals()
        +method toString()
    }
    class Elephant {
        +method toString() { ... }
        +method otherMethod { ...
            .. super.toString() ...
        }
    }
    Object <|-- Elephant
  
```

Because of the keyword **super**, this calls `toString` in the `Object` partition.

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### Strings are (important) objects that come with useful methods.

String s = "abc d";

Note the "index (number) from 0" scheme:

```

0 1 2 3 4
a b c d
  
```

```

classDiagram
    class String {
        +length()
        +charAt(int)
        +substring(int)
        +substring(int, int)
        +indexOf(String)
        +lastIndexOf(String)
        +...
    }
  
```

`s.length()` is 5  
`s.charAt(2)` is 'c'  
`s.substring(2)` is "c d"  
`s.substring(1,3)` is "bc"

To find specs of methods in `String`:  
 1. Visit course website  
 2. Click [Links](#)  
 3. Click [Specs for version 1.6](#)  
 4. Click `String` in lower left pane

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### Strings are (important) objects that come with useful methods.

String s = "abc d";

Note the "index (number) from 0" scheme:

```

0 1 2 3 4
a b c d
  
```

Text pp. 175–181 discusses `Strings`  
 Look in [CD ProgramLive](#)  
 Look at [API specs for String](#)

`s.length()` is 5 (number of chars)  
`s.charAt(2)` is 'c' (char at index 2)  
`s.substring(2,4)` is "c " (**NOT** "c d")  
`s.substring(2)` is "c d"  
 "bcd".trim() is "bcd" (trim beginning and ending blanks)  
`s.indexOf(s1)` –index or position of first occurrence of `s1` in `s` (-1 if none)

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### Strings are objects!!!!!!!!!!

What is the value of

```
s = t
```

```

classDiagram
    class String {
        +value "lee"
        +reference "a1"
        +equals(Object)
    }
    class String {
        +value "lee"
        +reference "a2"
        +equals(Object)
    }
    s --> String1
    t --> String2
  
```

**DO NOT USE == TO TEST STRING EQUALITY!**

`s == t` tests whether `s` and `t` contain the name of the same object, not whether the objects contain the same string.

Use `s.equals(t)`

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### Principles and strategies embodied in stepwise refinement

Develop algorithm step by step, using principles and strategies embodied in "stepwise refinement" or "top-down programming".  
 READ Sec. 2.5 and Plive p. 2-5.

- Take small steps. Do a little at a time
- Refine. Replace an English statement (**what to do**) by a sequence of statements to do it (**how to do it**).
- Refine. Introduce a local variable —but only with a reason
- Compile often
- Intersperse programming and testing
- Write a method specification —before writing its body
- Separate concerns: focus on one issue at a time
- Mañana principle: next slide

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### Principles and strategies for reformatting strings

When dealing with `String`, always try to use existing methods!!  
 Ones you have written or those that are in class `String`

- Pick out pieces from the input `String`
- Build the new `String` from the Pieces

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### Principles and strategies

- **Mañana Principle.**

During programming, you may see the need for a new method.

A good way to proceed in many cases is to:

1. Write the specification of the method.
2. Write just enough of the body so that the program can be compiled and so that the method body does something reasonable, but not the complete task. So you *put off* completing this method until another time —*mañana (tomorrow)*—but you have a good spec for it.
3. Return to what you were doing and continue developing at that place, presumably writing a call on the method that was just “stubbed in”, as we say.