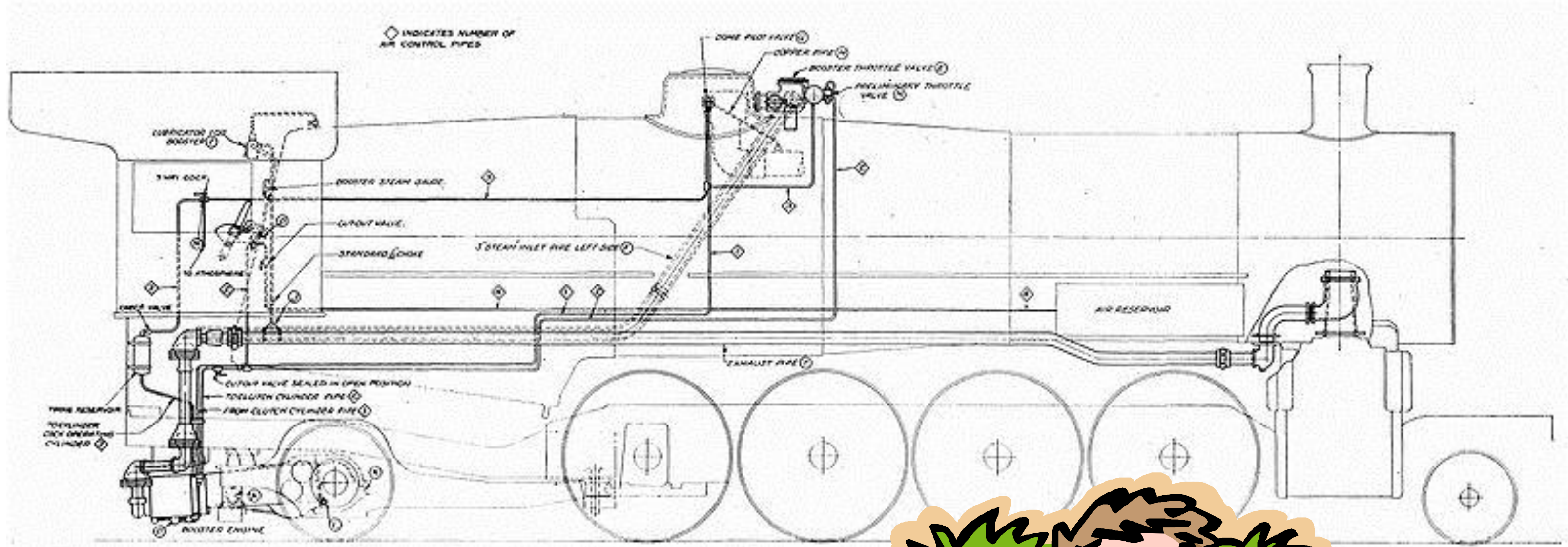
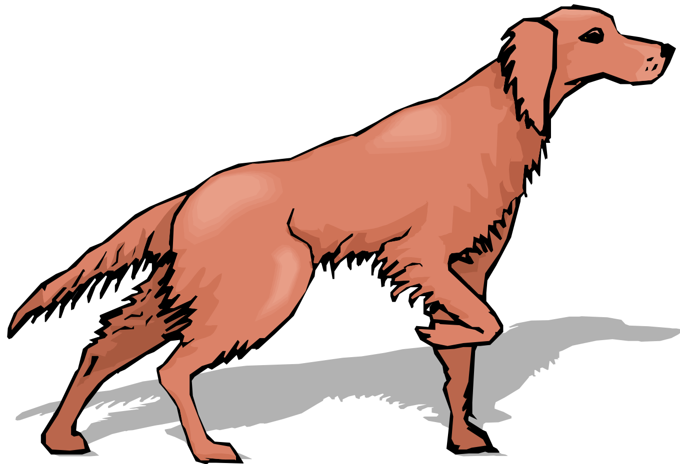
Designing data types





Overview

- Object Oriented Programming (OOP)
- Data encapsulation
  - Important consideration when designing a class
  - Access modifiers
  - Immutability, preventing change to a variable
- Checking for equality
  - Not always as simple as you might think!
    - floating-point variables
    - reference variables
    - String variables

Object Oriented Programming (OOP)

- Procedural programming [verb-oriented]
  - Tell the computer to do this
  - Tell the computer to do that
- OOP philosophy
  - Software simulation of real world
  - We know (approximately) how the real world works
  - Design software to model the real world
- Objected oriented programming (OOP) [noun-oriented]
  - Programming paradigm based on data types
  - Identify: objects that are part of problem domain or solution
    - Objects are distinguishable from each other (references)
  - State: objects know things (instance variables)
  - Behavior: objects do things (methods)

Alan Kay

- Alan Kay [Xerox PARC 1970s]
  - Invented Smalltalk programming language
  - Conceived portable computer
  - Ideas led to: laptop, modern GUI, OOP

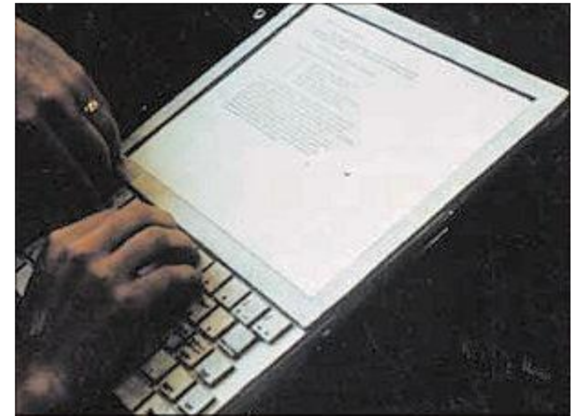
Alan Kay
2003 Turing Award

"The computer revolution hasn't started yet."

"The best way to predict the future is to invent it."

"If you don't fail at least 90 per cent of the time, you're not aiming high enough."

— Alan Kay



Dynabook: A Personal Computer for Children of All Ages, 1968.

Data encapsulation

- Data type (aka class)
  - "Set of values and operations on those values"
  - e.g. `int, String, Charge, Picture, Enemy, Player`
- Encapsulated data type
  - Hide internal representation of data type.
- Separate implementation from design specification
  - Class provides data representation & code for operations
  - Client uses data type as black box
  - API specifies contract between client and class
- Bottom line:
  - You don't need to know how a data type is implemented in order to use it

Intuition

Client

API
- volume
- change channel
- adjust picture
- decode NTSC signal

Implementation
- cathode ray tube
- electron gun
- Sony Wega 36XBR250
- 241 pounds

Client needs to know how to use API

Implementation needs to know what API to implement

Implementation and client need to agree on API ahead of time.

Intuition

Client

API
- volume
- change channel
- adjust picture
- decode NTSC signal

Implementation
- gas plasma monitor
- Samsung FPT-6374
- wall mountable
- 4 inches deep

Client needs to know how to use API

Implementation needs to know what API to implement

Can substitute better implementation without changing the client.

WEEKLY WORLD

NEWS

THE COMPUTER CRASH OF THE MILLENNIUM!

JANUARY 1, 2000

THE DAY THE EARTH WILL STAND STILL!

ALL BANKS WILL FAIL!

FOOD SUPPLIES WILL BE DEPLETED!

ELECTRICITY WILL BE CUT OFF!

THE STOCK MARKET WILL CRASH!

VEHICLES USING COMPUTER CHIPS WILL STOP DEAD!

TELEPHONES WILL CEASE TO FUNCTION!

DOMINO EFFECT WILL CAUSE A WORLDWIDE DEPRESSION!

Y2K

A WORLD IN CRISIS?

From Film Director - Warren Chaney

A NATIONAL TELEVISION BROADCAST SPECIAL

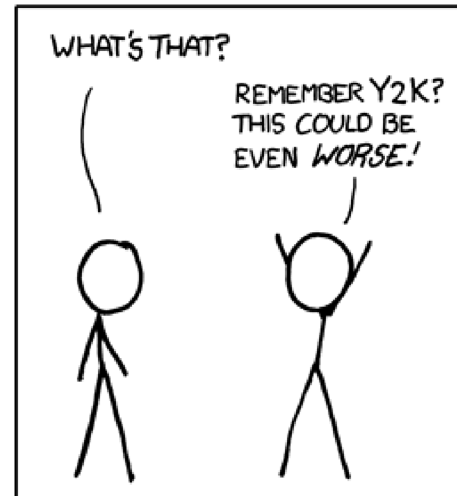
Starring

- Richard Anderson • Hugh O'Brian
- Dick Van Patten • Richard Roundtree
- Deborah Winters

"When someone says to you, Y2K is not a problem. Inform them that it already is... one trillion dollars - and rising." --Richard Anderson

Time Bombs

- Internal representation changes
  - [Y2K] Two digit years: Jan 1, 2000
  - [Y2038] 32-bit seconds since 1970: Jan 19, 2038



http://xkcd.com/607/

- Lesson
  - By exposing data representation to client, may need to sift through millions of lines of code to update

Access modifiers

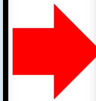
- Access modifier
  - All instance variables and methods have one:
    - `public` - everybody can see/use
    - `private` - only class can see/use
    - `default` - everybody in package (stay tuned), what you get if you don't specify an access modifier!
    - `protected` - everybody in package and subclasses (stay tuned) outside package
  - Normally:
    - Instance variables are `private`
    - API methods the world needs are `public`
    - Helper methods used only inside the class are `private`

Data encapsulation example

- Person class
  - Originally stored first & last name in one instance variable
  - Now we want them separated → change instance vars

```
public class Person
{
   private String name  = "";
   private double score = 0.0;

   public String toString()
   {
      return name;
   }
   ...
}
```

Original version, combined names



```
public class Person
{
   private String first = "";
   private String last  = "";
   private double score = 0.0;

   public String toString()
   {
      String result = first;
      result += " ";
      result += last;
      return result;
   }
   ...
}
```

New version, names separated.

Non-encapsulated example

- What if instance variables were public?
  - Client program might use instead of methods

```java
public class Person
{
   public String first = "";
   public String last  = "";
   public double score = 0.0;

   public String toString()
   {
      String result = first;
      result += " ";
      result += last;
      return result;
   }
   ...
}
```

Non-encapsulated version, instance variables are public.

```java
...
Person p = new Person("Bob Dole");

System.out.println(p.name +
                   " " +
                   p.score);

...
```

Client program.
Changing instance variables causes compile error. Client should have been using toString() but used instance variable because they were publically available. Code like this might be in many client programs!

Getters and setters

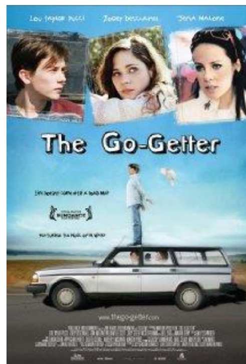
- Encapsulation does have a price
  - If clients need access to instance var, must create:
    - getter methods - "get" value of an instance var
    - setter methods - "set" value of an instance var

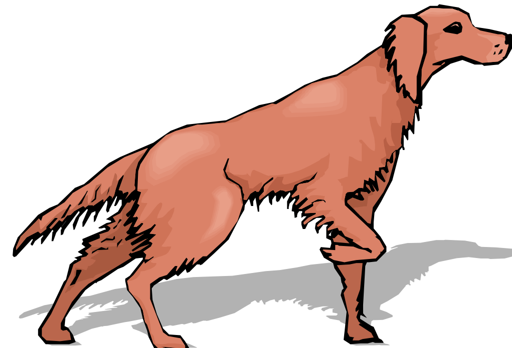
```
public double getPosX()
{
    return posX;
}
```

Getter method.
Also know as an ***accessor*** method.

```
public void setPosX(double x)
{
    posX = x;
}
```

Setter method.
Also know as a ***mutator*** method.





Immutability

- Immutable data type
  - Object's value cannot change once constructed

mutable	*immutable*
`Picture`	`Charge`
`Histogram`	`Color`
`Turtle`	`Stopwatch`
`StockAccount`	`Complex`
`Counter`	`String`
Java arrays	primitive types

Immutability: Pros and Cons

- Immutable data type
  - Object's value cannot change once constructed
- Advantages
  - Avoid aliasing bugs
  - Makes program easier to debug
  - Limits scope of code that can change values
  - Pass objects around without worrying about modification
- Disadvantage
  - New object must be created for every value

String immutability: consequences

```java
String s = "Hello world!";
System.out.println("before : " + s);
s.toUpperCase();
System.out.println("after  : " + s);
```

Since String is immutable, this method call *cannot* change the variable s!

```
before : Hello world!
after  : Hello world!
```

```java
String s = "Hello world!";
System.out.println("before : " + s);
s = s.toUpperCase();
System.out.println("after  : " + s);
```

```
before : Hello world!
after  : HELLO WORLD!
```

Final access modifier

- Final
  - Declaring variable **final** means that you can assign value only once, in initializer or constructor

```
public class Counter
{
    private final String name;
    private int count;
    ...
}
```

This value doesn't change once the object is constructed

This value can change in instance methods

- Advantages
  - Helps enforce immutability
  - Prevents accidental changes
  - Makes program easier to debug
  - Documents that the value cannot not change

Equality: integer primitives

- Boolean operator ==
  - See if two variables are exactly equal
    - i.e. they have identical bit patterns
- Boolean operator !=
  - See if two variables are NOT equal
    - i.e. they have different bit patterns

```
int a = 5;

if (a == 5)
   System.out.println("yep it's 5!");

while (a != 0)
  a--;
```

This is a safe comparison since we are using an integer type.

Equality: floating-point primitives

- Floating-point primitives
  - i.e. `double` and `float`
  - Only an approximation of the number
  - Use == and != at your own peril

```
double a = 0.1 + 0.1 + 0.1;
double b = 0.1 + 0.1;
double c = 0.0;

if (a == 0.3)
   System.out.println("a is 0.3!");

if (b == 0.2)
   System.out.println("b is 0.2!");

if (c == 0.0)
   System.out.println("c is 0.0!");
```

```
b is 0.2!
c is 0.0!
```

Equality: floating-point primitives

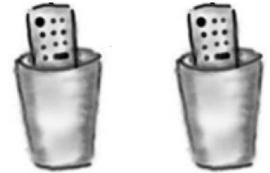
- Floating-point primitives
  - i.e. `double` and `float`
  - Only an approximation of the number
  - Use == and != at your own peril

```java
double a = 0.1 + 0.1 + 0.1;
double b = 0.1 + 0.1;
double c = 0.0;
final double EPSILON = 1e-9;

if (Math.abs(a - 0.3) < EPSILON)
   System.out.println("a is 0.3!");

if (Math.abs(b - 0.2) < EPSILON)
   System.out.println("b is 0.2!");

if (Math.abs(c) < EPSILON)
   System.out.println("c is 0.0!");
```

```
a is 0.3!
b is 0.2!
c is 0.0!
```

Equality: reference variables

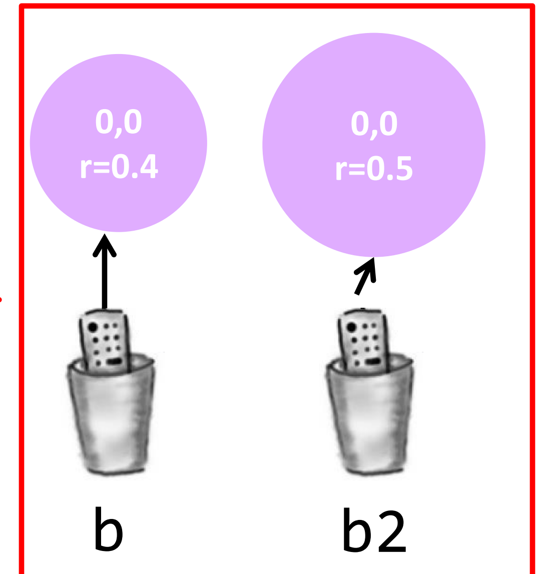
- Boolean operator ==, !=
  - Compares bit values of remote control
    - Not the values stored in object's instance variables
  - Usually not what you want

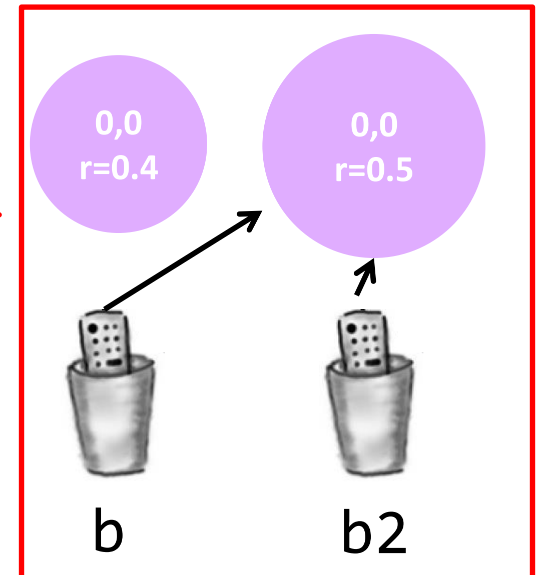


```
Ball b = new Ball(0.0, 0.0, 0.5);
Ball b2 = new Ball(0.0, 0.0, 0.5);

if (b == b2)
   System.out.println("balls equal!");

b = b2;
if (b == b2)
   System.out.println("balls now equal!");
```

Equality: reference variables

```
Ball b = new Ball(0.0, 0.0, 0.4);
Ball b2 = new Ball(0.0, 0.0, 0.5);



if (b == b2)
   System.out.println("balls equal!");




b = b2;
if (b == b2)
   System.out.println("balls now equal!");
```






```
balls now equal
```

Object equality

- Implement `equals()` instance method
  - Up to class designer exactly how it works
  - Client needs to call `equals()`, not == or !=

```
public class Ball
{
   // See if this Ball is at the same location and radius
   // as some other Ball (within a tolerance of 1e-10).
   // Ignores the color.
   public boolean equals(Ball other)
   {
      final double EPSILON = 1e-9;
      return ((Math.abs(posX   - other.posX)   < EPSILON) &&
              (Math.abs(posY   - other.posY)   < EPSILON) &&
              (Math.abs(radius - other.radius) < EPSILON));
   }
   ...
}
```

Equality: String variables

- Boolean operator ==, !=
  - Compares bit values of remote control
    - A `String` is a reference variable
    - Does *not* compare text stored in the `String` objects
  - Usually *not* what you want

```
String a = "hello";
String b = "hello";
String c = "hell" + "o";
String d = "hell";
d = d + "o";

if (a == b) System.out.println("a equals b!");
if (b == c) System.out.println("b equals c!");
if (c == d) System.out.println("c equals d!");
```

```
a equals b!
b equals c!
```

Handy String methods

- String is an object with lots of methods:

Method	
`int length()`	How many characters in this string
`char charAt(int index)`	`char` value at specified index
`String substring(int start, int end)`	Substring [`start, end - 1`] inclusive
`boolean equals(String other)`	Is this string the same as another?
`boolean equalsIgnoreCase(String other)`	Is this string the same as another ignoring case?
`String trim()`	Remove whitespace from start/end
`String toLowerCase()`	Return new string in all lowercase
`String toUpperCase()`	Return new string in all uppercase
`int indexOf(String str)`	Index of first occurrence of specified substring, -1 if not found
`int indexOf(String str, int from)`	Index of next occurrence of substring starting from index `from`, -1 if not found

Equality: String variables

- Check equality with `equals()` method
  - Each letter must be the same (including case)

```
String a = "hello";
String b = "hello";
String c = "hell" + "o";
String d = "hell";
d = d + "o";

if (a.equals(b)) System.out.println("a equals b!");
if (b.equals(c)) System.out.println("b equals c!");
if (c.equals(d)) System.out.println("c equals d!");
```

```
a equals b!
b equals c!
c equals d!
```

Summary

- Object oriented programming
- Data encapsulation
  - Important consideration when designing a class
  - Access modifiers decide who can see what
  - Immutability, preventing change to a variable
- Equality
  - Usually avoid == or != with floating-point types
  - Usually avoid == or != with reference types
    - Including `String`
    - Implement or use the `equals()` method