
Packages

CSE 142, Summer 2002
Computer Programming 1

<http://www.cs.washington.edu/education/courses/142/02su/>

Readings and References

- Reading
 - » Chapter 14.6, *An Introduction to Programming and Object Oriented Design using Java*, by Niño and Hosch
- Other References
 - » "Creating and Using Packages", Java tutorial
 - » <http://java.sun.com/docs/books/tutorial/java/interpack/packages.html>

Cohesion and Coupling

- **Cohesion** describes the degree to which the various parts of a class all relate to one another in a logical way - a “cohesive design” is a good thing
- **Coupling** describes the degree to which different classes are tied together through implementation details and assumptions - a “highly coupled design” is a bad thing
- Goals:
 - » Increase cohesion
 - » Reduce coupling

Cohesion

- Cohesion looks at classes on a high level
 - » do one thing well, rather than doing many things poorly
- Examples
 - » Dog methods - `getMealSize()`, `eat()`, `toString()`
 - » PetSet methods - `speak()`, `dine()`
 - » not `rover.addMeToPetSet(7)`
 - » not `theBunch.doAll(3)`
- Focus on conceptual task
- Why?
 - » Easier to understand the class function

Coupling

- Coupling looks at the ties between classes
 - » keep it simple and direct - on a “need to know” basis
- Examples
 - » Dog constructor
`Dog(name, serve, weight)`
not - `Dog(index, displayType, name, birthDate)`
 - » PetSet method
`theBunch.add(rover)`
not - `rover.addMeToPetSet(petNumber, theBunch)`
- Why?
 - » Easier to change your code without ripple effects

Class design

- Focus each class on a particular logical object
 - » control the state and behavior of the object using the methods of the class
- Focus each method on one conceptual task
 - » name the method to indicate the nature of the task
- Avoid passing control data into the methods
 - » deciding how to perform is the method's job
- Avoid method explosion
 - » Keep number of methods to a manageable number

Structure of Source File

- Simple structure in order
 - » package definition

Optional, if missing uses the “default” package.

```
package hw7;
```
 - » package and/or class import statements

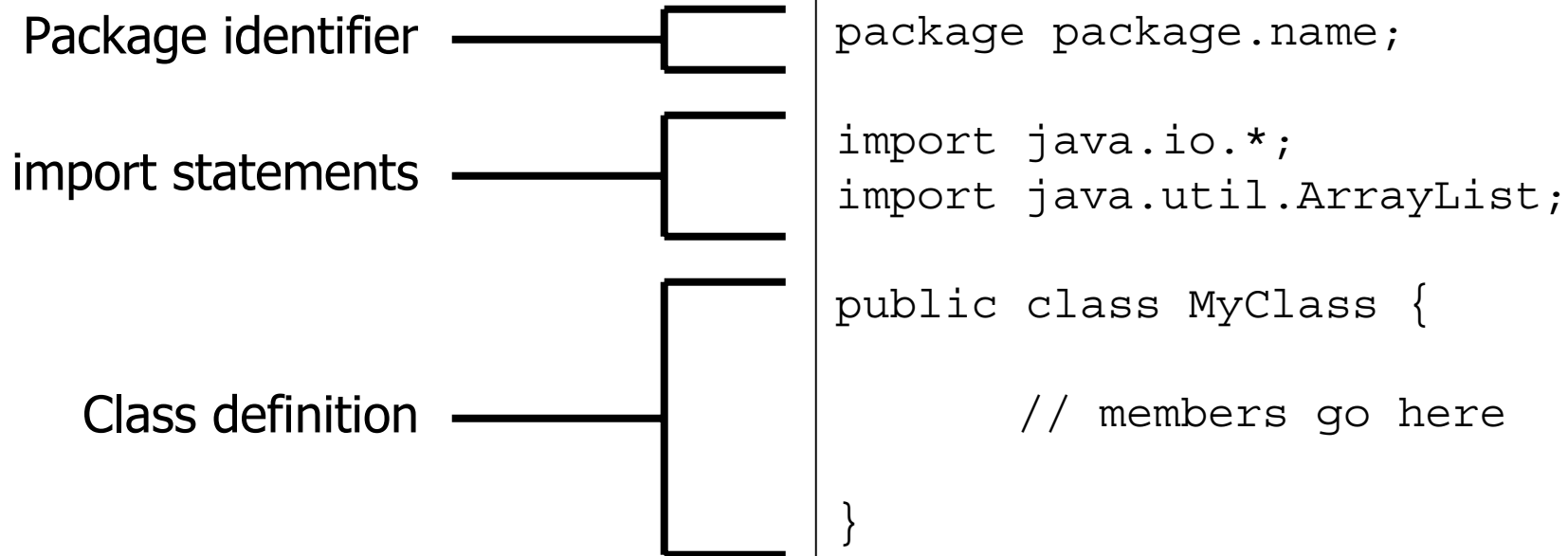
Optional, use only as desired for simplicity

```
import java.util.*;
```
 - » Class definition (multiple are allowed but messy)

```
public class Dog {  
    ...  
}
```

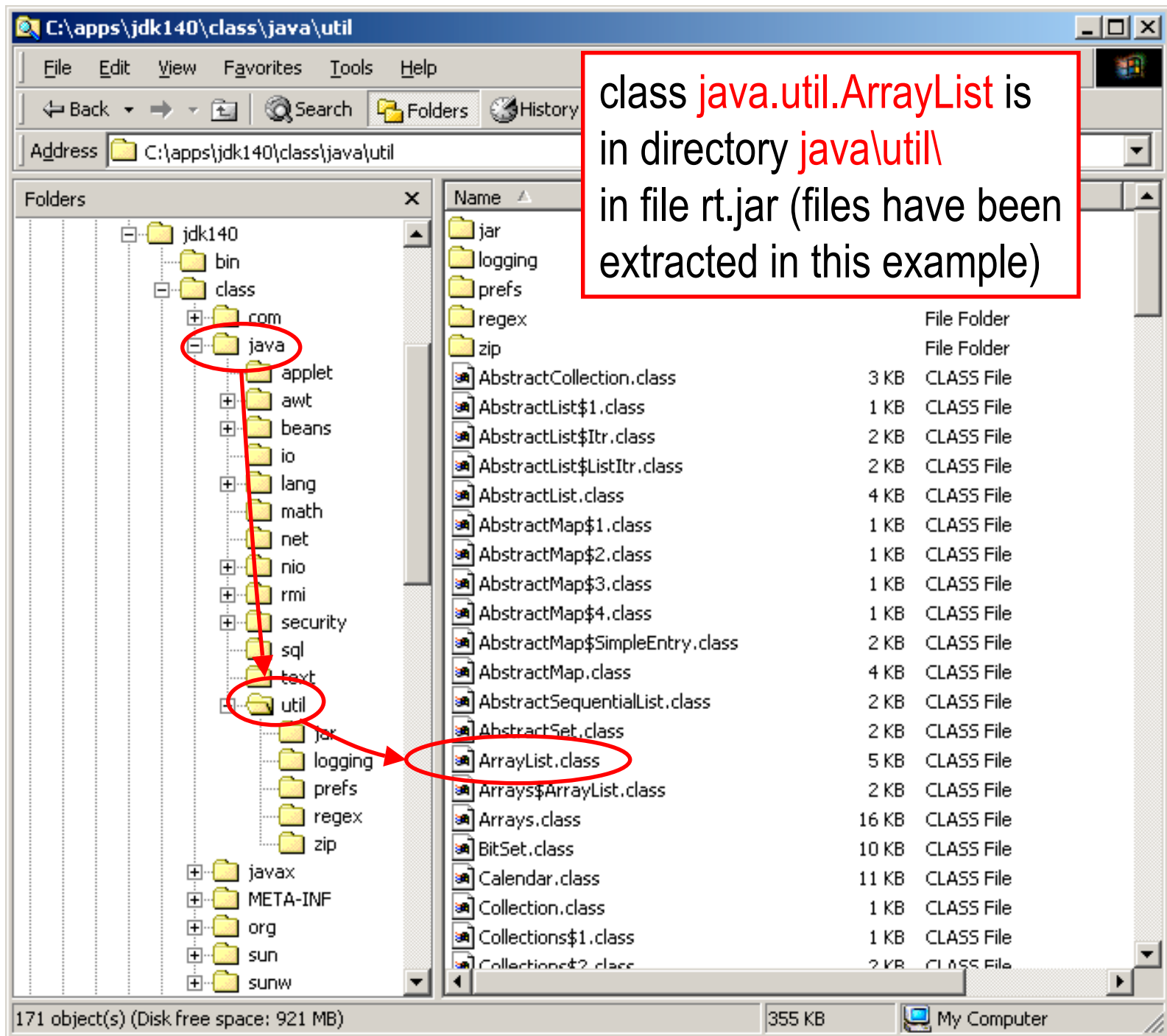
Structure of Source File (Continued)

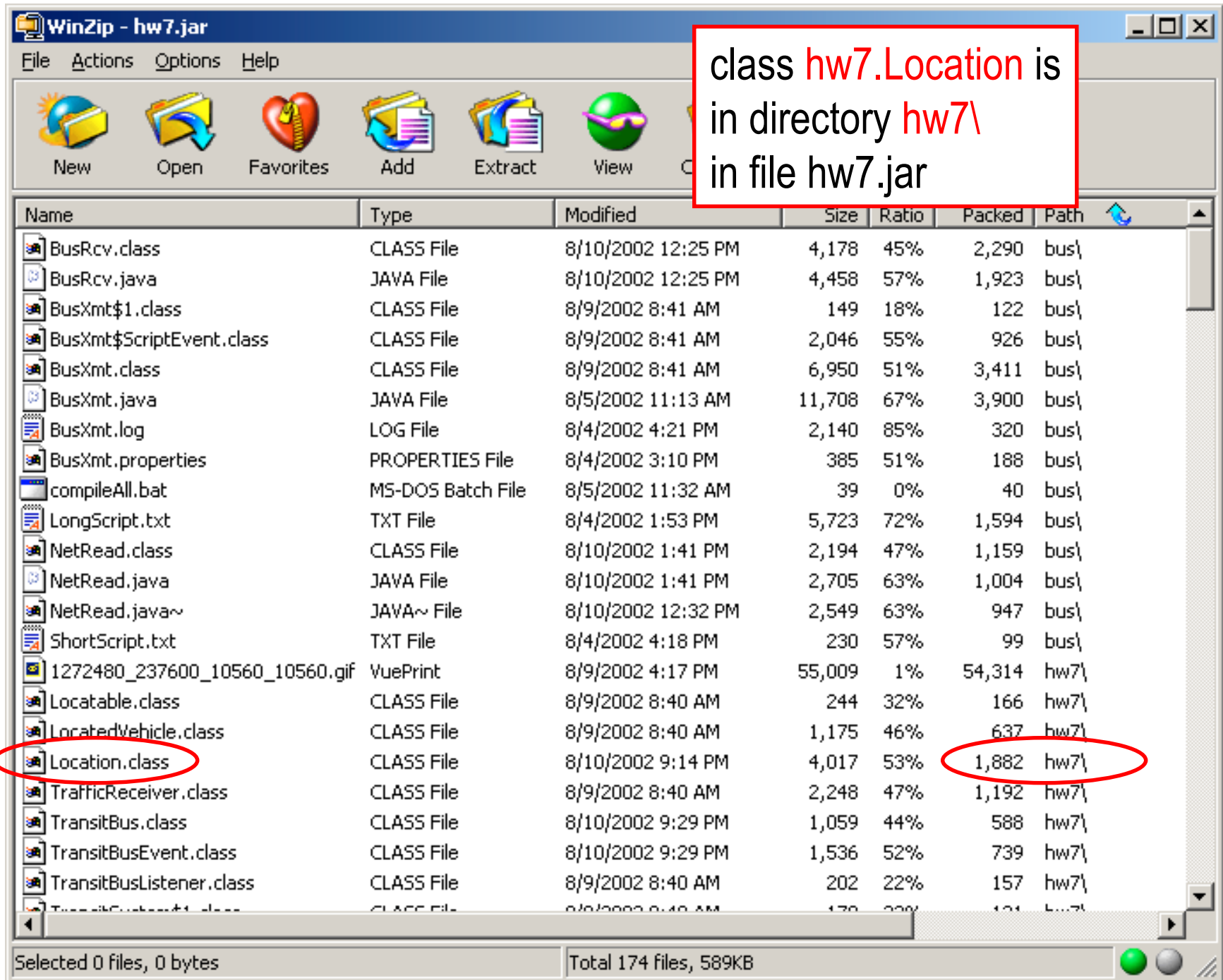
Three components to a Java
source file, in order



Packages

- Packages are a way to group related classes
 - » A key part of Java's encapsulation mechanism
 - » A class is permanently associated with its package
- Period (.) separated name of the package mirrors directory structure where classes are stored
- “Default” package is the current directory
 - » Classes without a package identifier are considered to be in the default package
 - » That's why we can ignore package in simple programs





import statement

- A class' full name includes its package.
 - » for example, `java.util.ArrayList` or `java.lang.String`
- Often it is more convenient to use the class name without the package, e.g., `ArrayList`, `String`
- The **`import`** statement tells the compiler where to find class definitions that don't have a complete package name and aren't in the current package
 - » Classes can be imported individually, or all classes in a package can be imported
 - » `java.lang.*` is imported automatically by the compiler
 - » is not like `#include` in C/C++

import example

```
import java.util.*  
public class Importer {  
    public Importer() {  
        names = new ArrayList( );  
        names.add("Billy");  
        names.add("Susan");  
    }  
}
```

```
public class Importer {  
    public Importer() {  
        names = new java.util.ArrayList( );  
        names.add("Billy");  
        names.add("Susan");  
    }  
}
```

and

or

Compiler Error

```
public class Importer {  
    public Importer() {  
        names = new ArrayList( );  
        names.add("Billy");  
        names.add("Susan");  
    }  
}
```

no import statement



no package name



```
G:\cse142\dev\ex142\lect20\Importer.java:10: cannot resolve symbol  
symbol   : class ArrayList  
location: class Importer  
    names = new ArrayList( );  
                  ^  
1 error
```

Body of the class file

- If more than one class is defined in the source file, only one of them can be declared public

```
public class PetSet {  
    ...  
}  
class Helper {  
    ...  
}
```

- source file must have same name as name of public class

`public class PetSet {...}` must be in `PetSet.java`

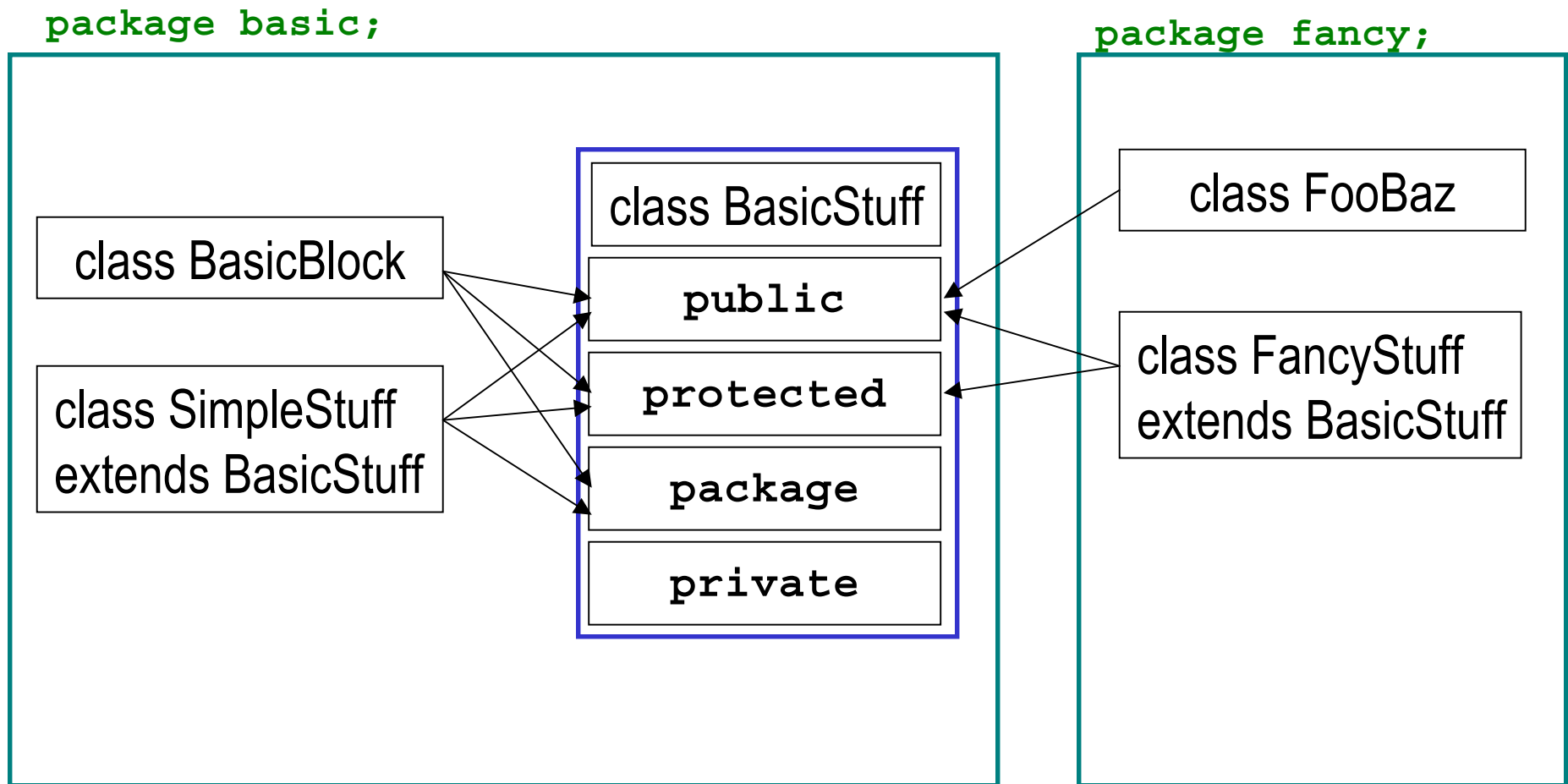
Encapsulation

- Encapsulation is the way we, as software architects, control the way users of our classes interact with those classes
- Java has features built in to the language that allow us to hide implementation details
 - » Public aspects of the implementation are a commitment for life (method names, variables)
 - » Hidden parts of an implementation can be changed without affecting users

Java syntax for encapsulation

- There are four levels of access to class members
 - » public: member visible to any class anywhere
 - » protected: member visible to classes in same package, plus subclasses
 - » package: member visible to classes in same package
 - » private: member visible only within the class
- Keywords match the names above, except package access, which uses no keyword

Visibility across package boundaries



Access control keywords

```
package uw.java.course;
```

```
public class Test {  
    public Test() {...}  
    public void publicMethod() {...}  
    protected int protectedInt;  
    String packageString;  
    private double privateDouble;  
}
```

Guidelines

- Use public for most constructors and those methods that you want others to know about
- Use private for internal "helper" methods
- Use private for instance variables
 - » Only in rarest cases should variables be made public because you may well want to change their implementation
- Use protected and package (default) only in very specific cases where needed