Implementation

CSE 142, Summer 2003 Computer Programming 1

http://www.cs.washington.edu/education/courses/142/03su/

2-July-2003

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Readings and References

- Reading
 - » Chapter 4, Intro to Programming and Object-Oriented Design Using Java, Niño and Hosch
- References
 - » The Acrobat code examples are from the zip file provided for the previous lecture

Outline for Today

- Implementing classes in Java
- Instance variables properties
- Value-returning methods for queries
- Void methods for commands
- Return statement
- Assignment statement and expressions
- Method parameters
- Constructors

Specification vs Implementation

- Specification external view of an object/class
 - » View of the class as seen by *client* code (i.e., other code that creates or uses objects of this class)
 - » Class name and method names, parameters, and descriptions
- Implementation internal details private to the class
 - » Instance variables properties
 - » Statements that define the methods

Instance variables store the properties

/** the surname or family name of this person */
private String familyName;
/** the cumulative action count for this Acrobat. */
private int actionCount;

- These are *instance variable* declarations
 private <type> <identifier>;
 - » private these properties are part of the Acrobat implementation, not visible to other kinds of objects
 - » <type> the type of the variable
 - » <identifier> a meaningful name for the variable
- Each object of class Acrobat has its own copy of this list of instance variables

Implementing Methods for Simple Queries

```
/**
 * Tell the caller what our given name is.
 * @return the given name
 */
public String getGivenName() {
    return givenName;
}
```

• When this method is executed, it replies with the value of the instance variable givenName

```
Acrobat me = new Acrobat("Doug", "Johnson");
String who = me.getGivenName();
System.out.println(who+" is showing this example.");
```

Value-Returning (Query) Methods

• Form

```
/** Comment specifying the method */
public <result type> <identifier> ( ) {
    list of statements
}
```

- Details
 - » public this method is part of the public specification of the class
 - » <result type> the type of the value returned by this query
 - » <identifier> the name of this method
 - » *list of statements* the *body* of the method
 - These make up the algorithm that the method executes when it is called

Return Statement

- First example of a statement return *expression*;
- Meaning
 - » Evaluate the expression to get a value
 - In getActionCount, the expression is the value of the instance variable actionCount
 - For a variable, evaluation means get its current value
 - Then, finish execution of this method (query),
 replying with the value of the expression

Arithmetic Expressions

- Basic components of an expression
 - » Literals 17, 3.0, 1.023e23, true, "Hi there", 'k'
 - ints will be upgraded to double when appropriate
 - » Variable names value is the current value of the variable
- Operators (see book for all the details)
 - » +, -, *, /, % (remainder)
 - Gotchas: for ints, x/y yields integer part, dropping any fraction;
 x%y gives the remainder
 - » Operators have the usual *precedence*
 - For example, a + b * c is understood to mean a + (b * c)
 - Use parentheses to make it clear what you mean (a + b) * c

Methods for Simple Commands

```
/**
 * Clap as instructed. No fancy audio capabilities, so our
 * clapping is limited to just saying that we clapped.
 * @param k the number of times to clap
 */
public void clap(int k) {
 System.out.println(familyName+" clapped "+k+" times.");
 actionCount = actionCount + k;
}
```

When this method is executed, what does it do?
 me.clap(2);

Command (Action) Methods

• Form

```
/** Comment specifying the method */
public void <identifier> ( parameters ) {
    list of statements
}
```

- Details
 - » public, <identifier>, and *list of statements* same as for queries
 - » void this command method doesn't return a value
 - » parameters information supplied to the command
 - Same form as a variable declaration
 - Queries can also have parameters, but they have not been needed in the simple cases we've seen so far

Assignment Statement

• Second example of a statement

```
variable = expression ;
```

- Meaning
 - » First, evaluate the expression to get a value
 - » Second, bind that value to the *variable* whose name appears on the left
 - » These two steps are done in that order, not simultaneously
 - » Question: what does this mean (or do)?
 count = count + 1;

Constructor

```
/**
 * Create a new Acrobat using the name information provided.
 * @param given the specific name of this person
 * @param family the surname or family name of this person
 */
public Acrobat(String given,String family) {
 givenName = given;
 familyName = family;
 actionCount = 0;
}
```

- A constructor is executed each time a new Acrobat instance is created
 - » A constructor initializes newly created objects to some sensible state
 - » Syntax difference from other methods no result type because the result is always a new object

Summary

- Implementation of classes and object
 - » Instance variables
 - hold the current value of a property for this object
 - defined using a type plus a name in class definition
 - » Methods
 - implement the responsibilities of a class
 - defined using a return type, a name, and statements that make up the body of each method
 - » Constructors
 - new objects are created with new ClassName(...)
 - the constructor fills in the details of the new object