

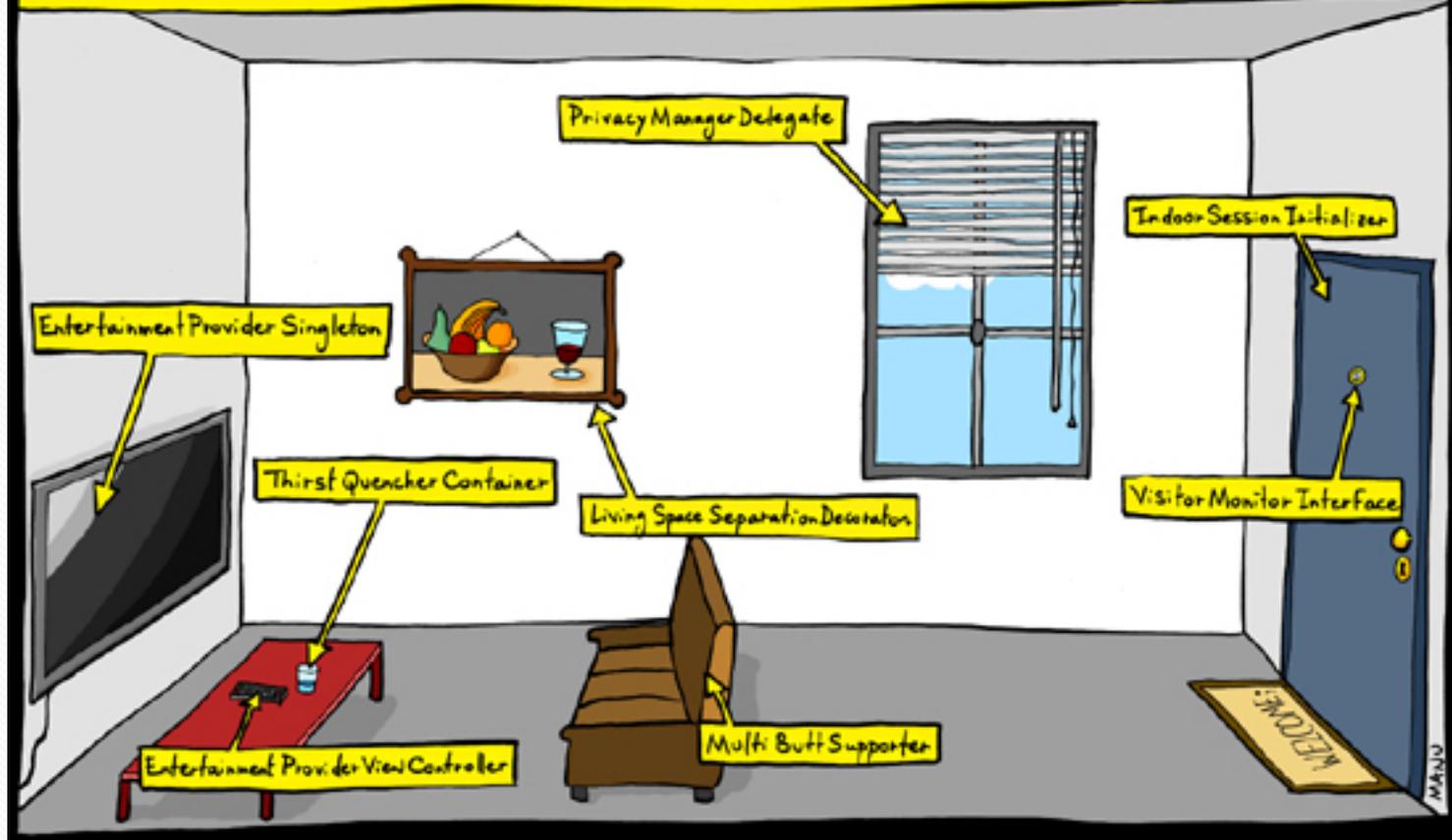
Building Java Programs

Chapter 8

Lecture 8-1: Classes and Objects

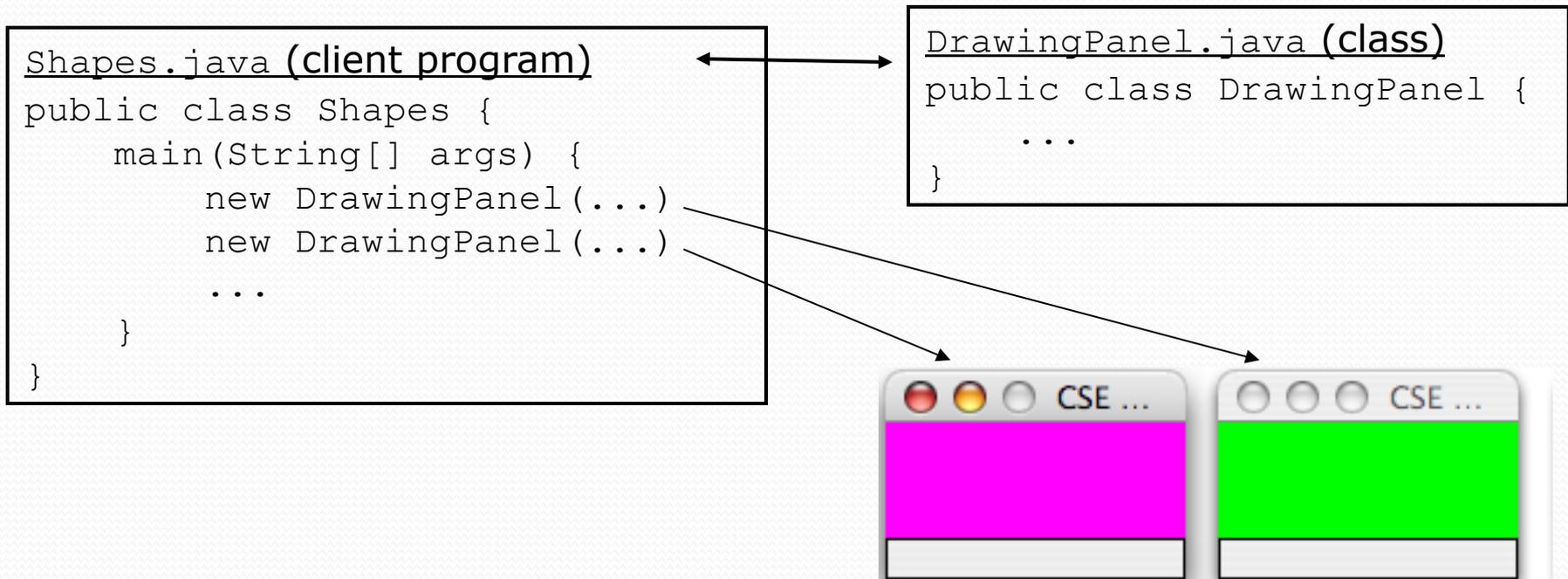
reading: 8.1 - 8.2

THE WORLD SEEN BY AN "OBJECT-ORIENTED" PROGRAMMER.



Clients of objects

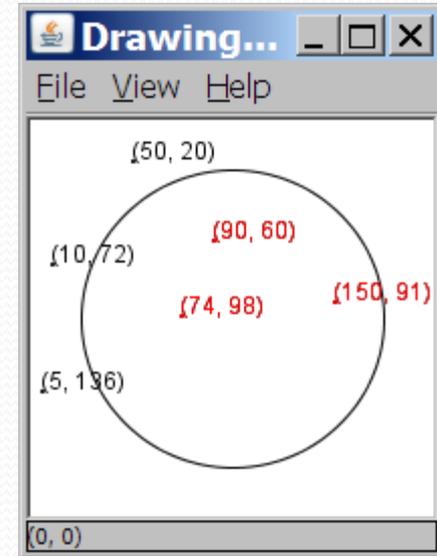
- **client program:** A program that uses objects.
 - Example: Shapes is a client of DrawingPanel and Graphics.



A programming problem

- Given a file of cities' (x, y) coordinates, which begins with the number of cities:

```
6
50 20
90 60
10 72
74 98
5 136
150 91
```



- Write a program to draw the cities on a `DrawingPanel`, then simulates an earthquake that turns all cities red that are within a given radius:

```
Epicenter x? 100
Epicenter y? 100
Affected radius? 75
```

A bad solution

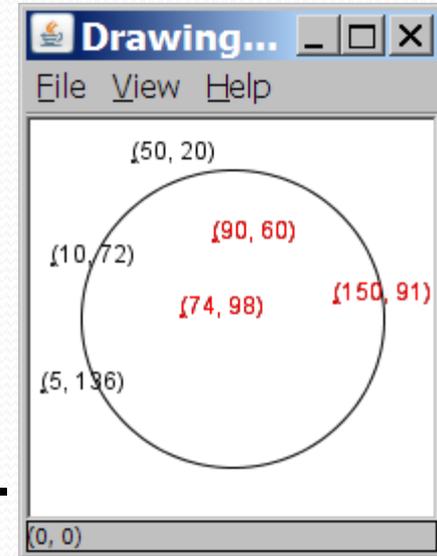
```
Scanner input = new Scanner(new File("cities.txt"));
int cityCount = input.nextInt();
int[] xCoords = new int[cityCount];
int[] yCoords = new int[cityCount];

for (int i = 0; i < cityCount; i++) {
    xCoords[i] = input.nextInt();    // read each city
    yCoords[i] = input.nextInt();
}
...
```

- parallel arrays: 2+ arrays with related data at same indexes.
 - Considered poor style.

Observations

- The data in this problem is a set of points.
- It would be better stored as `Point` objects.
 - A `Point` would store a city's x/y data.
 - We could compare distances between `Points` to see whether the earthquake hit a given city.
 - Each `Point` would know how to draw itself.
 - The overall program would be shorter and cleaner.



Classes and objects

- **class**: A program entity that represents either:
 1. A program / module, or
 - 2. A template for a new type of objects.**
- The `DrawingPanel` class is a template for creating `DrawingPanel` objects.
- **object**: An entity that combines state and behavior.
 - **object-oriented programming (OOP)**: Programs that perform their behavior as interactions between objects.

Blueprint analogy

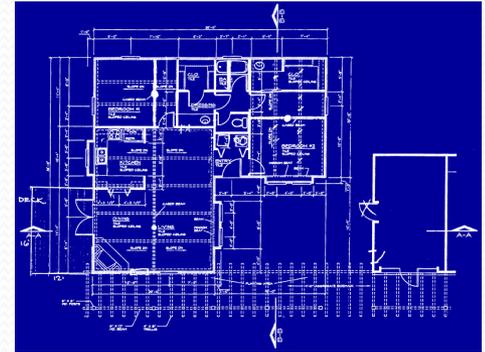
iPod blueprint

state:

current song
volume
battery life

behavior:

power on/off
change station/song
change volume
choose random song



creates

iPod #1

state:

song = "1,000,000 Miles"
volume = 17
battery life = 2.5 hrs

behavior:

power on/off
change station/song
change volume
choose random song



iPod #2

state:

song = "Letting You"
volume = 9
battery life = 3.41 hrs

behavior:

power on/off
change station/song
change volume
choose random song



iPod #3

state:

song = "Discipline"
volume = 24
battery life = 1.8 hrs

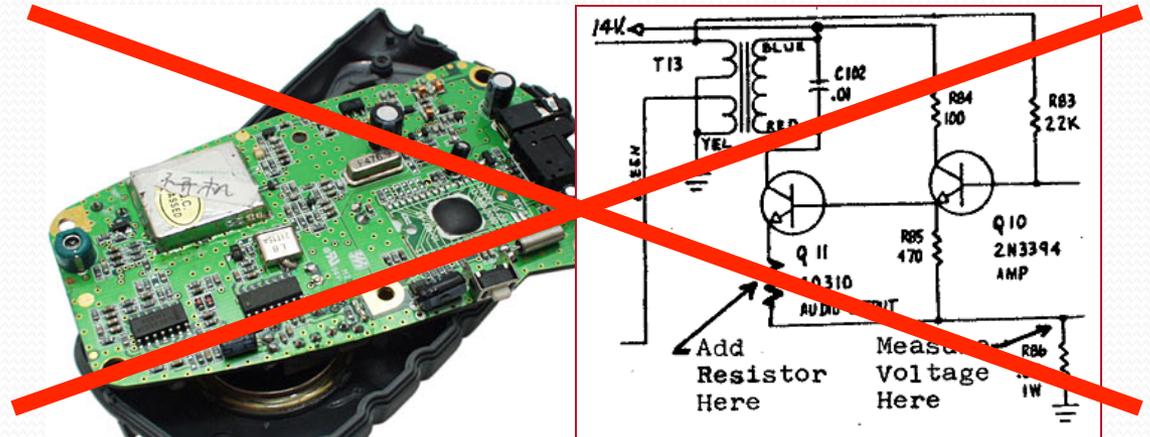
behavior:

power on/off
change station/song
change volume
choose random song



Abstraction

- **abstraction:** A distancing between ideas and details.
 - We can use objects without knowing how they work.
- abstraction in an iPod:
 - You understand its external behavior (buttons, screen).
 - You don't understand its inner details, and you don't need to.



Our task

- In the following slides, we will implement a `Point` class as a way of learning about defining classes.
 - We will define a type of objects named `Point`.
 - Each `Point` object will contain x/y data called **fields**.
 - Each `Point` object will contain behavior called **methods**.
 - **Client programs** will use the `Point` objects.

Point objects (desired)

```
Point p1 = new Point(5, -2);
```

```
Point p2 = new Point();           // origin, (0, 0)
```

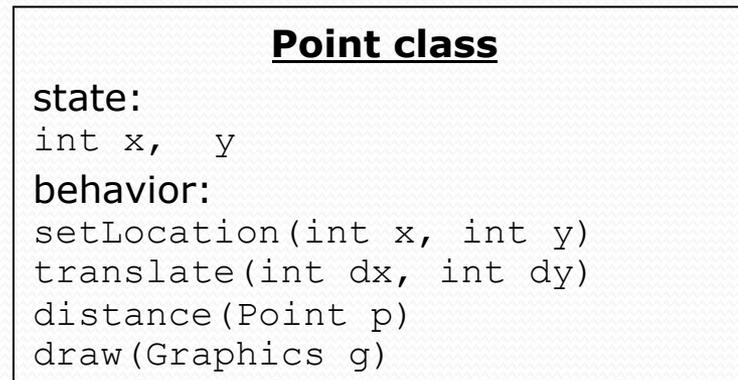
- Data in each `Point` object:

Field name	Description
<code>x</code>	the point's x-coordinate
<code>y</code>	the point's y-coordinate

- Methods in each `Point` object:

Method name	Description
<code>setLocation(x, y)</code>	sets the point's x and y to the given values
<code>translate(dx, dy)</code>	adjusts the point's x and y by the given amounts
<code>distance(p)</code>	how far away the point is from point <i>p</i>
<code>draw(g)</code>	displays the point on a drawing panel

Point class as blueprint



Point object #1

```
state:
x = 5,    y = -2
```

```
behavior:
setLocation(int x, int y)
translate(int dx, int dy)
distance(Point p)
draw(Graphics g)
```

Point object #2

```
state:
x = -245,    y = 1897
```

```
behavior:
setLocation(int x, int y)
translate(int dx, int dy)
distance(Point p)
draw(Graphics g)
```

Point object #3

```
state:
x = 18,    y = 42
```

```
behavior:
setLocation(int x, int y)
translate(int dx, int dy)
distance(Point p)
draw(Graphics g)
```

- The class (blueprint) will describe how to create objects.
- Each object will contain its own data and methods.

Object state: Fields

reading: 8.2

Point class, version 1

```
public class Point {  
    int x;  
    int y;  
}
```

- Save this code into a file named `Point.java`.
- The above code creates a new type named `Point`.
 - Each `Point` object contains two pieces of data:
 - an `int` named `x`, and
 - an `int` named `y`.
 - `Point` objects do not contain any behavior (yet).

Fields

- **field:** A variable inside an object that is part of its state.
 - Each object has *its own copy* of each field.
- Declaration syntax:

type name;

- Example:

```
public class Student {  
    String name;    // each Student object has a  
    double gpa;    // name and gpa field  
}
```

Accessing fields

- Other classes can access/modify an object's fields.

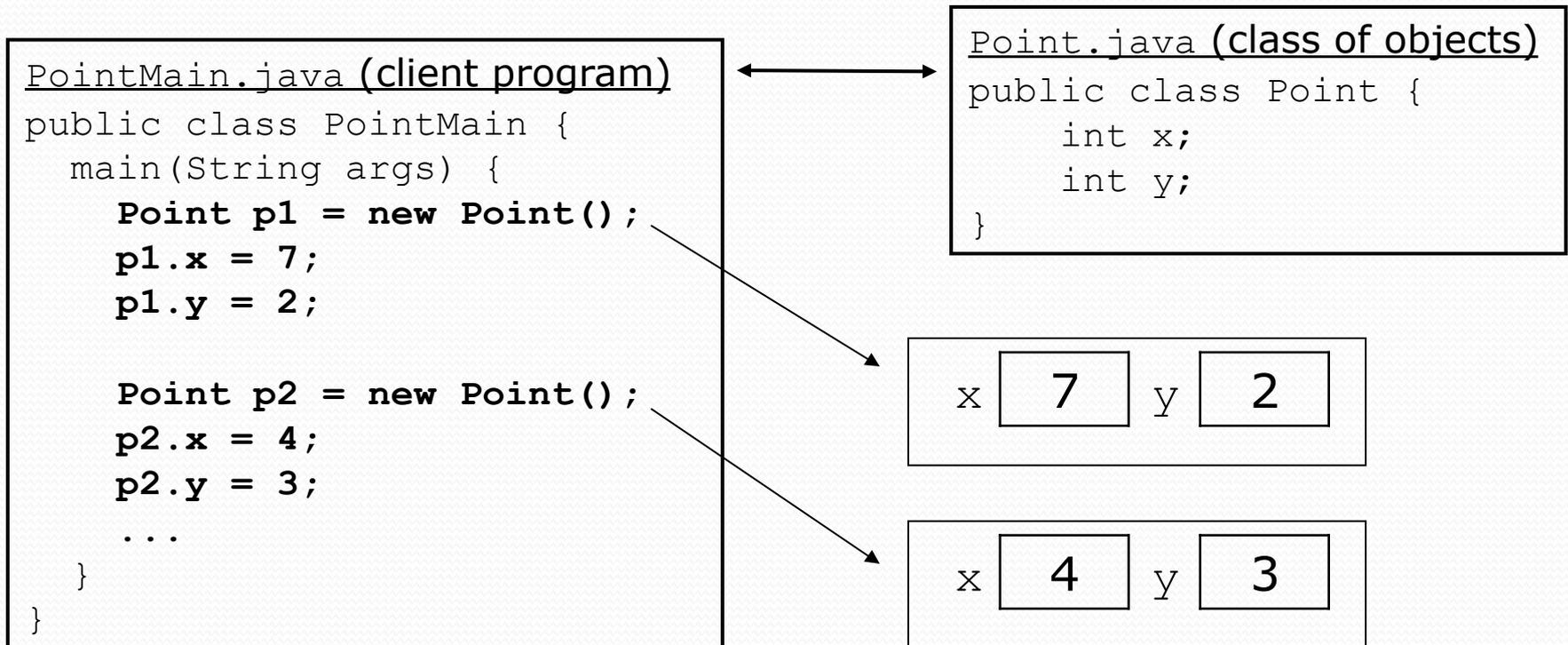
- access: **variable.field**
- modify: **variable.field = value;**

- Example:

```
Point p1 = new Point();  
Point p2 = new Point();  
System.out.println("the x-coord is " + p1.x);       // access  
p2.y = 13;                                               // modify
```

A class and its client

- `Point.java` is not, by itself, a runnable program.
 - A class can be used by **client** programs.



PointMain client example

```
public class PointMain {
    public static void main(String[] args) {
        // create two Point objects
        Point p1 = new Point();
        p1.y = 2;
        Point p2 = new Point();
        p2.x = 4;

        System.out.println(p1.x + ", " + p1.y);    // 0, 2

        // move p2 and then print it
        p2.x += 2;
        p2.y++;
        System.out.println(p2.x + ", " + p2.y);    // 6, 1
    }
}
```

Object behavior: Methods

reading: 8.3

Client code redundancy

- Suppose our client program wants to draw `Point` objects:

```
// draw each city
```

```
Point p1 = new Point();
```

```
p1.x = 15;
```

```
p1.y = 37;
```

```
g.fillOval(p1.x, p1.y, 3, 3);
```

```
g.drawString("(" + p1.x + ", " + p1.y + ")", p1.x, p1.y);
```

- To draw other points, the same code must be repeated.
 - We can remove this redundancy using a method.

Eliminating redundancy, v1

- We can eliminate the redundancy with a static method:

```
// Draws the given point on the DrawingPanel.
```

```
public static void draw(Point p, Graphics g) {  
    g.fillOval(p.x, p.y, 3, 3);  
    g.drawString("(" + p.x + ", " + p.y + ")", p.x, p.y);  
}
```

- `main` would call the method as follows:

```
draw(p1, g);
```

Problems with static solution

- We are missing a major benefit of objects: code reuse.
 - Every program that draws `Points` would need a `draw` method.
- The syntax doesn't match how we're used to using objects.

```
draw(p1, g);    // static (bad)
```

- The point of classes is to combine state and behavior.
 - The `draw` behavior is closely related to a `Point`'s data.
 - The method belongs *inside* each `Point` object.

```
p1.draw(g);    // inside the object (better)
```

Instance methods

- **instance method** (or **object method**): Exists inside each object of a class and gives behavior to each object.

```
public type name (parameters) {  
    statements;  
}
```

- same syntax as static methods, but without `static` keyword

Example:

```
public void shout() {  
    System.out.println("HELLO THERE!");  
}
```

Instance method example

```
public class Point {  
    int x;  
    int y;  
  
    // Draws this Point object with the given pen.  
    public void draw(Graphics g) {  
        ...  
    }  
}
```

- The `draw` method no longer has a `Point p` parameter.
- How will the method know which point to draw?
 - How will the method access that point's x/y data?

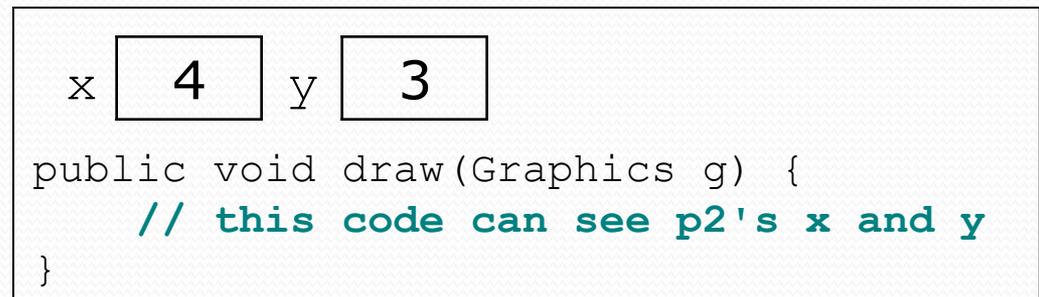
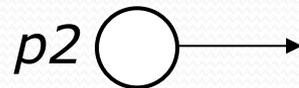
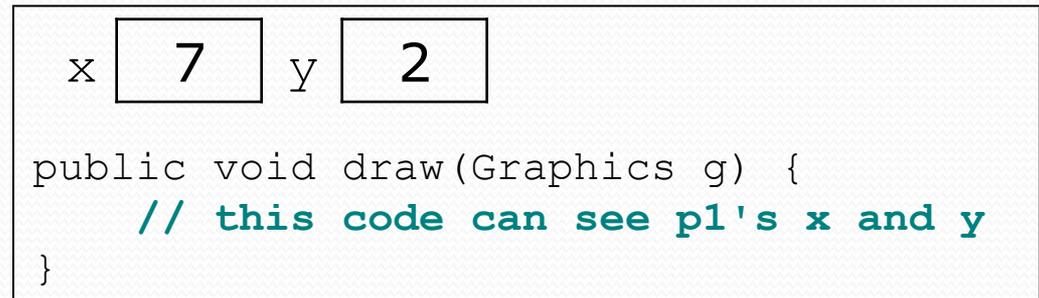
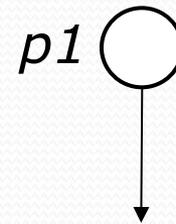
Point objects w/ method

- Each `Point` object has its own copy of the `draw` method, which operates on that object's state:

```
Point p1 = new Point();  
p1.x = 7;  
p1.y = 2;
```

```
Point p2 = new Point();  
p2.x = 4;  
p2.y = 3;
```

```
p1.draw(g);  
p2.draw(g);
```



The implicit parameter

- **implicit parameter:**

The object on which an instance method is called.

- During the call `p1.draw(g)` ;
the object referred to by `p1` is the implicit parameter.
- During the call `p2.draw(g)` ;
the object referred to by `p2` is the implicit parameter.
- The instance method can refer to that object's fields.
 - We say that it executes in the *context* of a particular object.
 - `draw` can refer to the `x` and `y` of the object it was called on.

Point class, version 2

```
public class Point {  
    int x;  
    int y;  
  
    // Changes the location of this Point object.  
    public void draw(Graphics g) {  
        g.fillOval(x, y, 3, 3);  
        g.drawString("(" + x + ", " + y + ")", x, y);  
    }  
}
```

- Each `Point` object contains a `draw` method that draws that point at its current `x/y` position.

Class method questions

- Write a method `translate` that changes a `Point`'s location by a given dx , dy amount.
- Write a method `distanceFromOrigin` that returns the distance between a `Point` and the origin, $(0, 0)$.

Use the formula: $\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$

- Modify the `Point` and client code to use these methods.

Class method answers

```
public class Point {  
    int x;  
    int y;  
  
    public void translate(int dx, int dy) {  
        x = x + dx;  
        y = y + dy;  
    }  
  
    public double distanceFromOrigin() {  
        return Math.sqrt(x * x + y * y);  
    }  
}
```