Building Java Programs

Chapter 8

Lecture 17: Classes and Objects

reading: 8.1 - 8.2
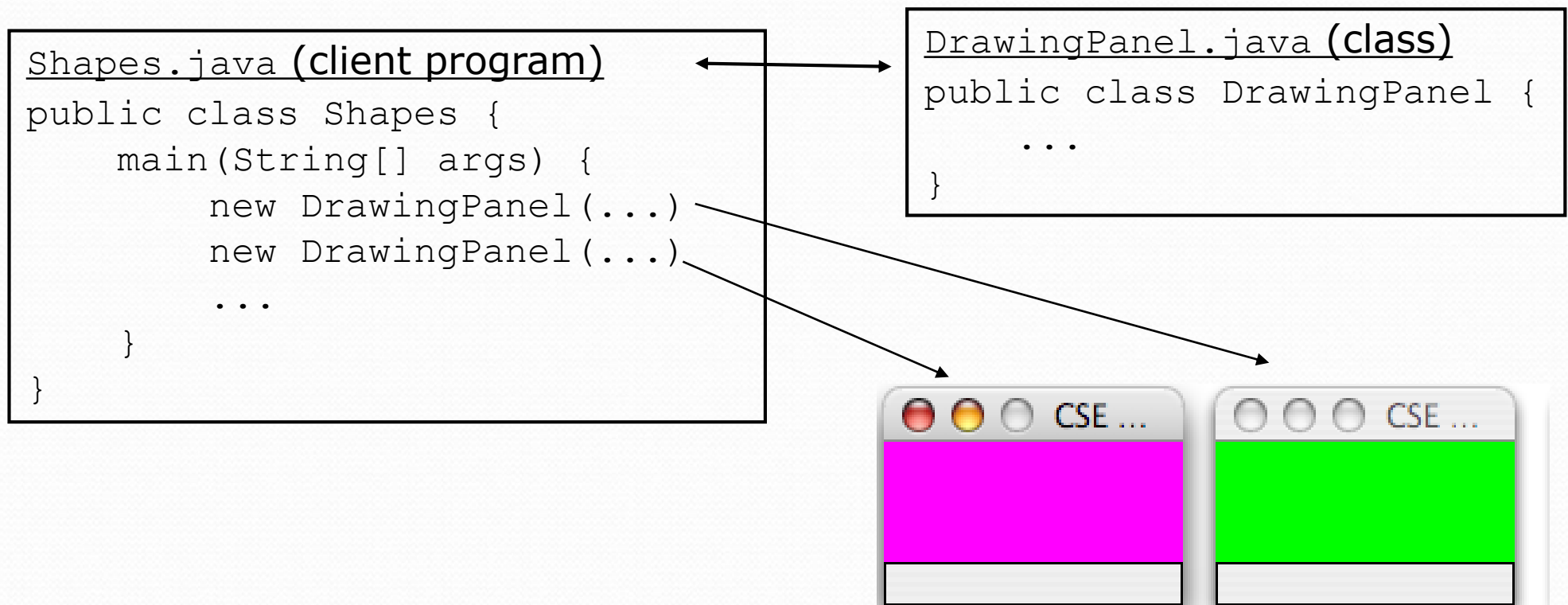
Microsoft

1978 company photo

# Clients of objects

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

```
Shapes.java (client program)
public class Shapes {
    main(String[] args) {
        new DrawingPanel(...)
        new DrawingPanel(...)
        ...
    }
}
```

```
DrawingPanel.java (class)
public class DrawingPanel {
    ...
}
```

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
  ```
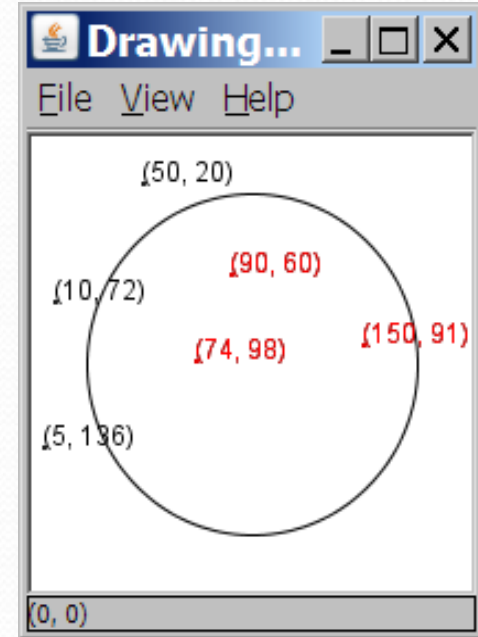

- Write a program to draw the cities on a `DrawingPanel`, then simulates an earthquake that turns all cities red that are within a given radius:

  ```
  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.

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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 `Point`s 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.

Drawing... File View Help
(50, 20)
(90, 60)
(10, 72)
(74, 98)   (150, 91)
(5, 136)
(0, 0)
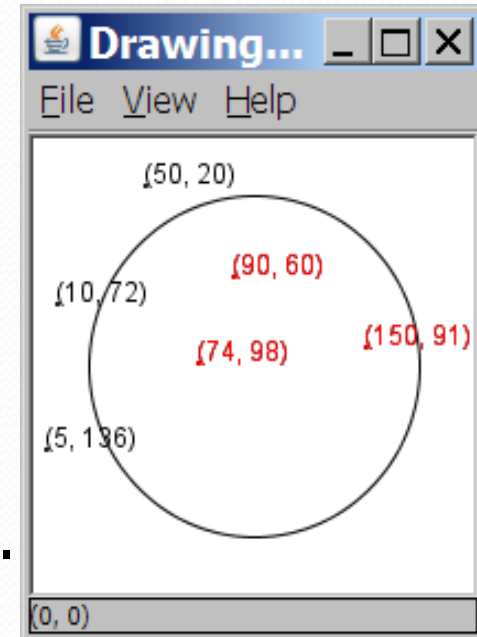
Classes and objects

- **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.
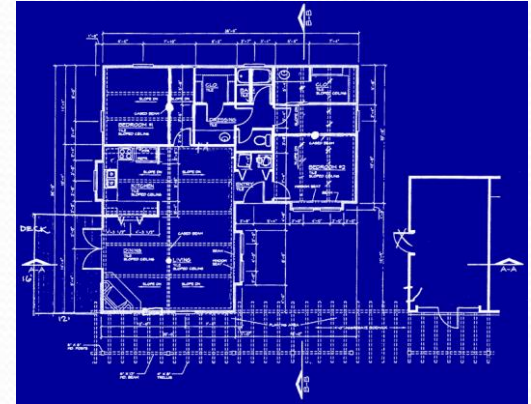
Blueprint analogy

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"
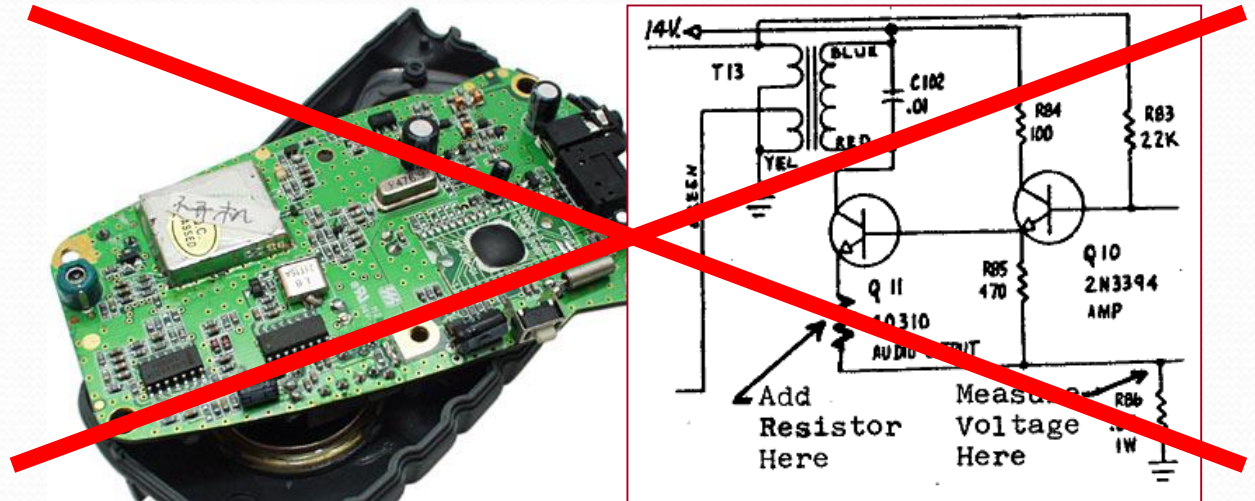   volume = 24
   battery life = 1.8 hrs

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.

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The Object Concept

- **procedural programming:** Programs that perform their behavior as a series of steps to be carried out

- **object-oriented programming (OOP)**: Programs that perform their behavior as interactions between objects
  - Takes practice to understand the object concept

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)
```
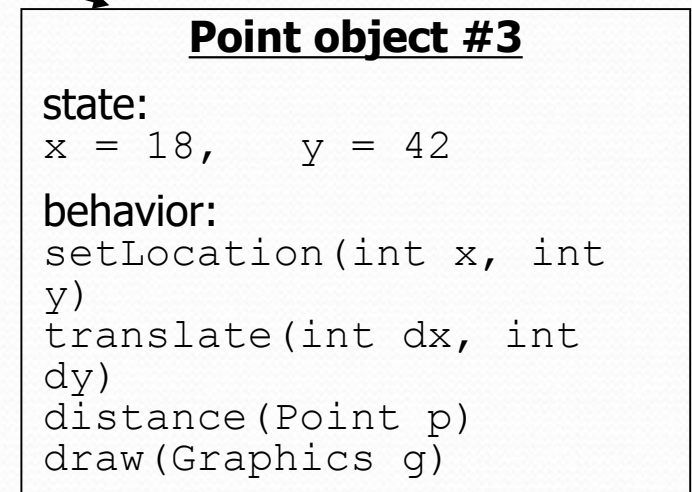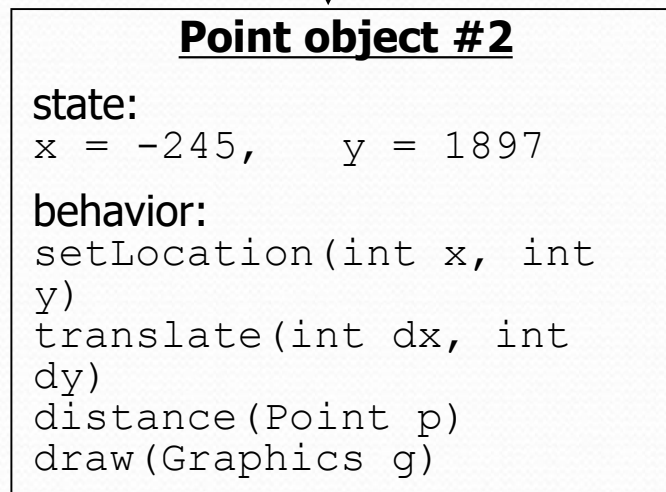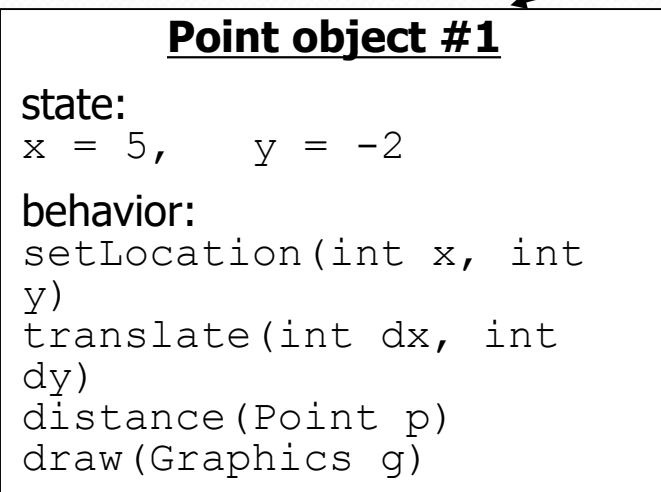
- Data in each `Point` object:

Field name	Description
x	the point's x-coordinate
y	the point's y-coordinate

- Methods in each `Point` object:

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

Point class as blueprint

Point class

state:
```
int x,  y
```

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

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.

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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

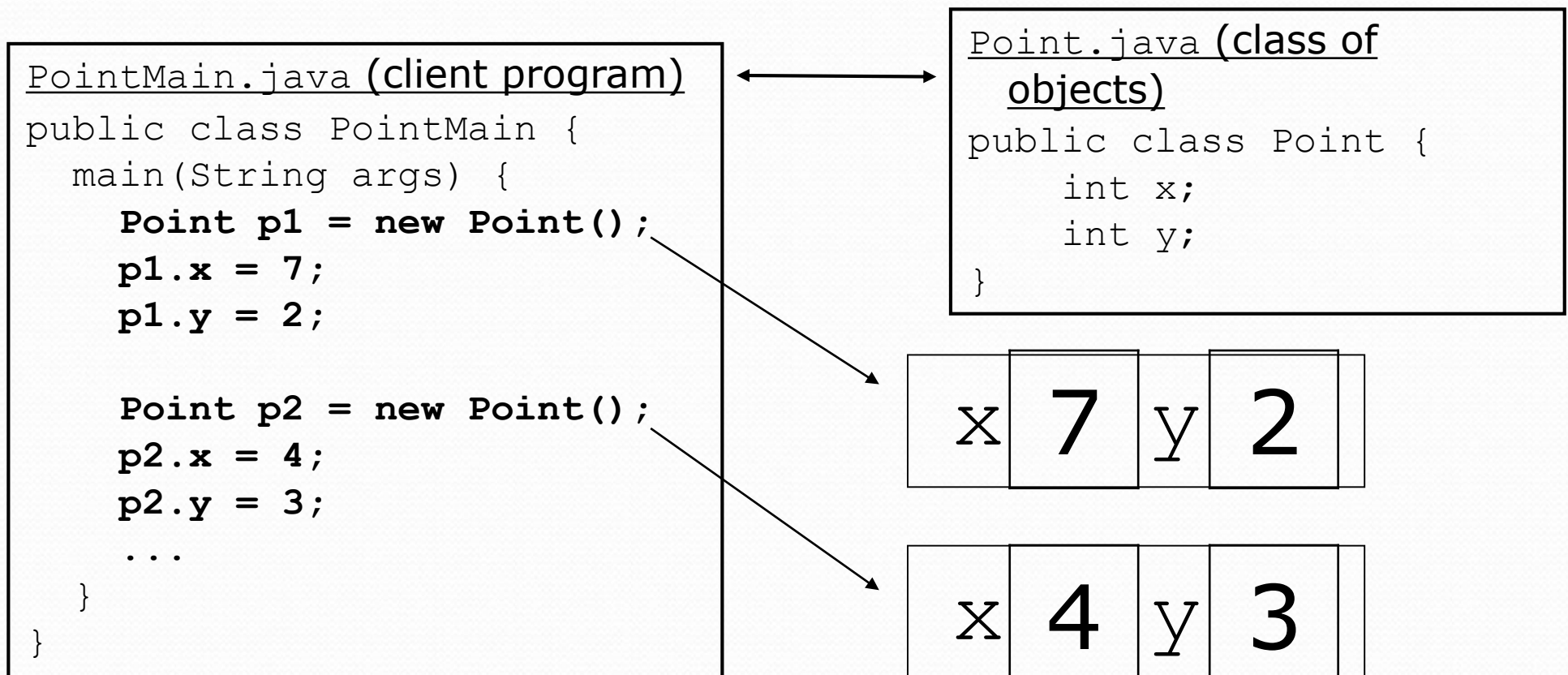- Other classes can access/modify an object's fields.
  - access: **variable**.**field**
  - modify: **variable**.**field** = **value**;

- 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.java (client program)
```
public class PointMain {
   main(String args) {
      Point p1 = new Point();
      p1.x = 7;
      p1.y = 2;

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

Point.java (class of objects)
```
public class Point {
    int x;
    int y;
}
```

| x | 7 | y | 2 |

| x | 4 | y | 3 |

PointMain client example

```java
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 `Point`s 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?
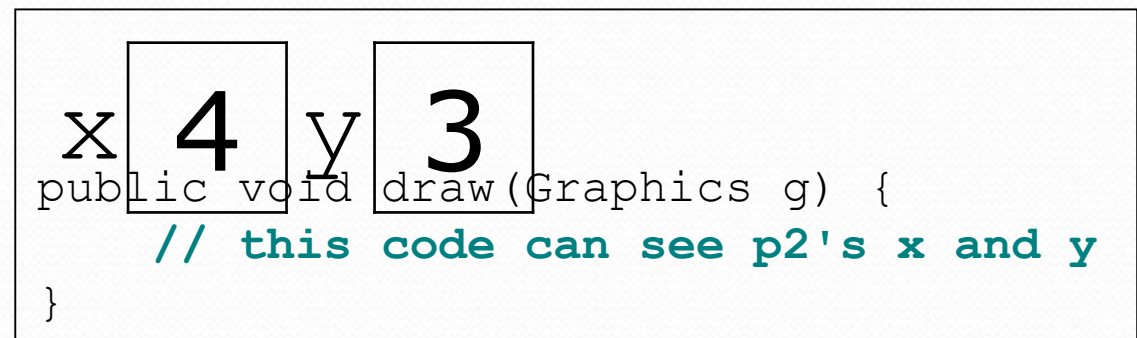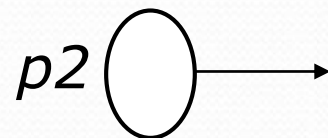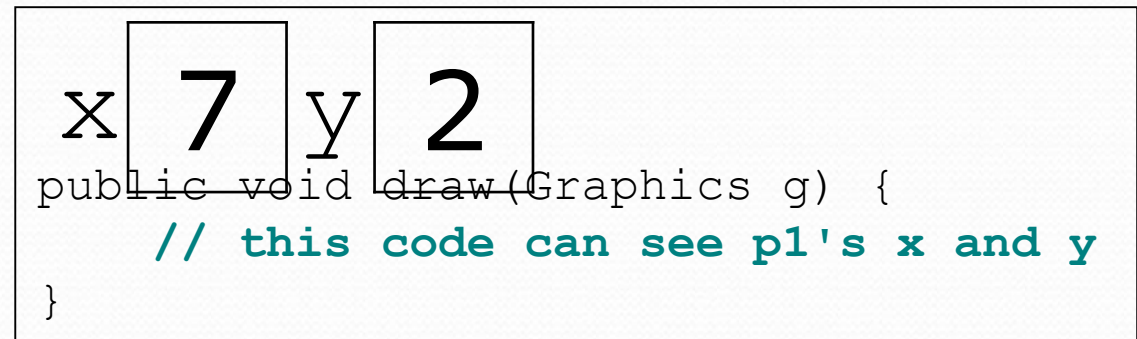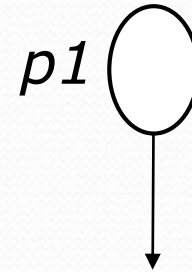 - How will the method access that point's x/y data?

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);

p1

x 7 y 2

```
public void draw(Graphics g) {
    // this code can see p1's x and y
}
```

p2

x 4 y 3

```
public void draw(Graphics g) {
    // this code can see p2's x and y
}
```

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

```java
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

```java
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);
    }
}
```