

this keyword

- **this** : A reference to the *implicit parameter* (the object on which a method/constructor is called)
- Syntax:
 - To refer to a field: `this.field`
 - To call a method: `this.method (parameters) ;`
 - To call a constructor from another constructor: `this (parameters) ;`

Preconditions

- **precondition:** Something your method *assumes is true* at the start of its execution.
 - Often documented as a comment on the method's header:

```
// Returns the element at the given index.  
// Precondition: 0 <= index < size  
public int get(int index) {  
    return elementData[index];  
}
```

- Stating a precondition doesn't really "solve" the problem, but it at least documents our decision and warns the client what not to do.
- What if we want to actually enforce the precondition?

Throwing exceptions (4.4)

```
throw new ExceptionType ();
```

```
throw new ExceptionType ("message");
```

- Generates an exception that will crash the program, unless it has code to handle ("catch") the exception.
- Common exception types:
 - `ArithmeticException`, `ArrayIndexOutOfBoundsException`, `FileNotFoundException`, `IllegalArgumentException`, `IllegalStateException`, `IOException`, `NoSuchElementException`, `NullPointerException`, `RuntimeException`, `UnsupportedOperationException`
- Why would anyone ever *want* a program to crash?

The Arrays class

- The `Arrays` class in `java.util` has many useful methods:

Method name	Description
<code>binarySearch(array, value)</code>	returns the index of the given value in a <i>sorted</i> array (or <code>< 0</code> if not found)
<code>binarySearch(array, minIndex, maxIndex, value)</code>	returns index of given value in a <i>sorted</i> array between indexes <i>min</i> / <i>max</i> - 1 (<code>< 0</code> if not found)
<code>copyOf(array, length)</code>	returns a new resized copy of an array
<code>equals(array1, array2)</code>	returns <code>true</code> if the two arrays contain same elements in the same order
<code>fill(array, value)</code>	sets every element to the given value
<code>sort(array)</code>	arranges the elements into sorted order
<code>toString(array)</code>	returns a string representing the array, such as <code>"[10, 30, -25, 17]"</code>

- Syntax: `Arrays.methodName(parameters)`

Postconditions

- **postcondition:** Something your method *promises will be true* at the *end* of its execution.
 - Often documented as a comment on the method's header:

```
// Makes sure that this list's internal array is large
// enough to store the given number of elements.
// Postcondition: elementData.length >= capacity
public void ensureCapacity(int capacity) {
    // double in size until large enough
    int newCapacity = elementData.length;
    while (capacity > newCapacity) {
        newCapacity = newCapacity * 2;
    }
    elementData = Arrays.copyOf(elementData, newCapacity);
}
```

- If your method states a postcondition, clients should be able to rely on that statement being true after they call the method.

Tips for testing

- You cannot test every possible input, parameter value, etc.
 - Think of a limited set of tests likely to expose bugs.
- Think about boundary cases
 - Positive; zero; negative numbers
 - Right at the edge of an array or collection's size
- Think about empty cases and error cases
 - 0, -1, null; an empty list or array
- test behavior in combination
 - Maybe `add` usually works, but fails after you call `remove`
 - Make multiple calls; maybe `size` fails the second time only