Section 5:Midterm Review

Slides by Alex Mariakakis

Winter 2013 Q1

Using backwards reasoning, find the weakest precondition for each sequence of statements and postcondition below. Insert appropriate assertions in each blank line. You should simplify your answers if possible.

Winter 2013 Q1

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$$z = x + y;$$

 $\{x > z - 3\}$
 $y = z - 3;$
 $\{x > y\}$

Winter 2013 Q1

Using backwards reasoning, find the weakest precondition for each sequence of statements and postcondition below. Insert appropriate assertions in each blank line. You should simplify your answers if possible.

$$\{x > x + y - 3 \Rightarrow y < 3\}$$

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Winter 2013 Q1

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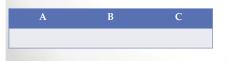
Winter 2013 Q2

Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

- A. @effects decreases balance by amount
- B. @requires amount >= 0 and amount <= balance @effects decreases balance by amount
- C. @throws InsufficientFundsException if balance < amount @effects decreases balance by amount

Which specifications does this implementation meet?

I. void withdraw(int amount) {
 balance -= amount;
}



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If the

If the client does not know the implementation, will the method do what he/she expects it to do based on the specification?

Another way to ask the question:

Winter 2013 Q2

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Which specifications does this implementation meet?

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a. The method does exactly what the spec says

Winter 2013 Q2

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Which specifications does this implementation meet?

A	В	С
O	O	

- a. The method does exactly what the spec
- b. If the client follows the @requires precondition, the code will execute as expected

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 balance -= amount;
 }
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 b. If the client follows the @requires
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- c. The method does not throw an exception

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Which specifications does this implementation meet?

- II. void withdraw(int amount) {
 if (balance >= amount) balance -= amount;
 }
- A B C

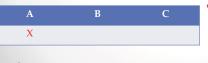
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II. void withdraw(int amount) {
 if (balance >= amount) balance -= amount;
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a. The balance will not always decrease

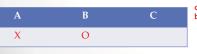
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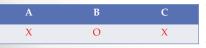
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- a. The balance will not always decreaseb. If the client follows the @requires
- precondition, the code will execute as expected
- c. The method does not throw an exception

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Which specifications does this implementation meet?

III.void withdraw(int amount) {
 if (amount < 0) throw new IllegalArgumentException();
 balance -= amount;
}</pre>



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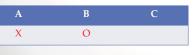
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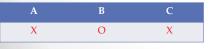
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Which specifications does this implementation meet?

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 if (amount < 0) throw new IllegalArgumentException();
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- a. The balance will not always decrease
- b. If the client follows the @requires precondition, the code will execute as
- c. The method throws the wrong kind of exception and for the wrong reason

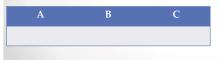
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Which specifications does this implementation meet?

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 if (balance < amount) throw new InsufficientFundsException();
 balance -= amount;</pre>



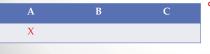
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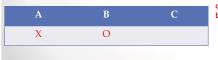
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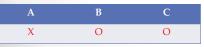
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- a. The balance will not always decrease
 b. If the client follows the @requires precondition, the code will execute as expected
- c. The method does exactly what the spec

```
/**
 * An IntPoly is an immutable, integer-valued polynomial
 * with integer coefficients. A typical IntPoly value
 * is a_0 + a_1*x + a_2*x^2 + ... + a_n*x_n. An IntPoly
 * with degree n has coefficent a_n != 0, except that the
 * zero polynomial is represented as a polynomial of
 * degree 0 and a_0 = 0 in that case.
 */

public class IntPoly {
   int a[];
   // AF(this) = a has n+1 entries, and for each entry,
   // a[i] = coefficient a_i of the polynomial.
}
```

Winter 2013 Q3

```
public class IntPoly {
    /**
    * Return a new IntPoly that is the sum of this and other
    * @requires
    * @modifies
    * @effects
    * @return
    * @throws
    */
    public IntPoly add(IntPoly other);
}
```

Winter 2013 Q3

```
public class IntPoly {
    /**
    * Return a new IntPoly that is the sum of this and other
    * @requires other != null
    * @modifies none
    * @effects none
    * @return a new IntPoly that is the sum of this and the other
    * @throws none
    */
    public IntPoly add(IntPoly other);
}
```

Winter 2013 Q3

Winter 2013 Q3

Winter 2013 Q4

```
public class IntPoly {
   int a[];
   // AF(this) = a has n+1 entries, and for each entry,
   // a[i] = coefficient a_i of the polynomial.

// Return the coefficients of this IntPoly
public int[] getCoeffs() {
      return a;
}
```

One of your colleagues is worried that this creates a potential representation exposure problem. Another colleague says there's no problem since an IntPoly is immutable. Is there a problem? Give a brief justification for your answer.

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public class IntPoly {
   int a[];
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One of your colleagues is worried that this creates a potential representation exposure problem. Another colleague says there's no problem since an IntPoly is immutable. Is there a problem? Give a brief justification for your answer.

Yes, there is a problem. IntPoly seems immutable because there are no setters, but the return value is a reference to the same coefficient array stored in the IntPoly and the client code could alter those coefficients.

Winter 2013 Q4

```
public class IntPoly {
   int a[];
   // AF(this) = a has n+1 entries, and for each entry,
   // a[i] = coefficient a_i of the polynomial.

// Return the coefficients of this IntPoly
public int[] getCoeffs() {
      return a;
}
```

If there is a representation exposure problem, give a new or repaired implementation of getCoeffs() that fixes the problem but still returns the coefficients of the IntPoly to the client. If it saves time you can give a precise description of the changes needed instead of writing the detailed Java code.

Create a new array the same length as ${\tt a},$ copy the contents of ${\tt a}$ to it, and return the new array.

Winter 2013 Q4

```
public class IntPoly {
   int a[];
   // AF(this) = a has n+1 entries, and for each entry,
   // a[i] = coefficient a_i of the polynomial.

// Return the coefficients of this IntPoly
public int[] getCoeffs() {
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Winter 2013 Q5

We would like to add a method to this class that evaluates the IntPoly at a particular value x. In other words, given a value x, the method valueAt (x) should return $a_0 + a_1x + a_2x^2 + ... + a_nx^n$, where a_0 through an are the coefficients of this IntPoly.

For this problem, develop an implementation of this method and prove that your implementation is correct.

Winter 2013 Q5

Winter 2013 Q5

```
/** Return the value of this IntPoly at point x */
public int valueAt(int x) {
           int val = a[0];
           int xk = 1;
           int k = 0:
           int n = a.length-1; // degree of this, n >= 0
           \{inv: xk = x^k \&\& val = a[0] + a[1]*x + ... + a[k]*x^k\}
           while (k != n) {
                     {inv && k != n}
                     xk = xk * x;
                     \{xk = x^{(k+1)} \&\& val = a[0] + a[1]*x + ... + a[k]*x^k\}
                     val = val + a[k+1]*xk;
                     \{xk = x^{(k+1)} \& val = a[0] + a[1]*x + ... + a[k+1]*x^{(k+1)}\}
                     k = k + 1;
           \{inv \&\& k = n => val = a[0] + a[1]*x + ... + a[n]*x^n\}
          return val;
}
```

Winter 2013 Q6

Suppose we are defining a class to represent items stocked by an online grocery store. Here is the start of the class definition, including the class name and instance variables:

```
public class StockItem {
    String name;
    String size;
    String description;
    int quantity;

    /* Construct a new StockItem */
    public StockItem(...);
}
```

A summer intern was asked to implement an equals function for this class that treats two StockItem objects as equal if their name and size fields match. Here's the result:

```
/** return true if the name and size fields match */
public boolean equals(StockItem other) {
    return name.equals(other.name) && size.equals(other.size);
}
```

This equals method seems to work sometimes but not always. Give an example showing a situation when it fails.

Winter 2013 Q6

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}
```

This equals method seems to work sometimes but not always. Give an example showing a situation when it fails.

```
Object s1 = new StockItem("thing", 1, "stuff", 1);
Object s2 = new StockItem("thing", 1, "stuff", 1);
System.out.println(s1.equals(s2));
```

Winter 2013 Q6

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public boolean equals(StockItem other) {
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}
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This equals method seems to work sometimes but not always. Give an example showing a situation when it fails.

Object s1 = new StockItem("thing", 1, "stuff", 1); Object s2 = new StockItem("thing", 1, "stuff", 1); System.out.println(s1.equals(s2));

The equals method was overloaded, rather than overwritten

Winter 2013 Q6

Show how you would fix the equals method so it works properly (StockItems are equal if their names and sizes are equal)

/** return true if the name and size fields match */

Winter 2013 Q6

Show how you would fix the equals method so it works properly (StockItems are equal if their names and sizes are equal)

```
/** return true if the name and size fields match */
@ Override
public boolean equals(Object o) {
    if (!(o instanceof StockItem))
        return false;
    StockItem other = (StockItem) o;
    return name.equals(other.name) && size.equals(other.size);
}
```

Winter 2013 Q6

Which of the following implementations of hashCode() are legal:

are legal:	legal	illegal
<pre>public int hashCode() { return name.hashCode(); }</pre>		
<pre>public int hashCode() { return name.hashCode()*17 + size.hashCode(); }</pre>		
<pre>public int hashCode() { return name.hashCode()*17 + quantity; }</pre>		
<pre>public int hashCode() { return quantity; }</pre>		

Which of the following implementations of hashCode () are lead:

```
public int hashCode() {
    return name.hashCode();
}

public int hashCode() {
    return name.hashCode()*17 + size.hashCode();
}

public int hashCode() {
    return name.hashCode()*17 + quantity;
}

public int hashCode() {
    return quantity;
}
```

legal	illegal
0	

Winter 2013 Q6

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        return name.hashCode();
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public int hashCode() {
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public int hashCode() {
        return name.hashCode()*17 + quantity;
}

public int hashCode() {
        return quantity;
}
```

	legal	illegal
	O	
,	O	

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legal	illegal
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O	
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public int hashCode() {
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public int hashCode() {
        return name.hashCode()*17 + quantity;
}

public int hashCode() {
        return quantity;
        The equals method does not care about quantity
}
```

illegal	
O	
O	
	0

Winter 2013 Q6

Which implementation do you prefer?

```
public int hashCode() {
    return name.hashCode();
}

public int hashCode() {
    return name.hashCode()*17 + size.hashCode();
}
```

•

Which implementation do you prefer?

```
public int hashCode() {
    return name.hashCode();
}

public int hashCode() {
    return name.hashCode()*17 + size.hashCode();
}
```

(ii) will likely do the best job since it takes into account both the size and name fields. (i) is also legal but it gives the same hashCode for StockItems that have different sizes as long as they have the same name, so it doesn't differentiate between different StockItems as well as (ii).

Winter 2013 Q7 (not on your midterm)

Suppose we are specifying a method and we have a choice between either requiring a precondition (e.g., @requires: n>0) or specifying that the method throws an exception under some circumstances (e.g., @throws IllegalArgumentException if n<=0).

Assuming that neither version will be significantly more expensive to implement than the other and that we do not expect the precondition to be violated or the exception to be thrown in normal use, is there any reason to prefer one of these to the other, and, if so, which one?

Winter 2013 Q7 (not on your midterm)

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Assuming that neither version will be significantly more expensive to implement than the other and that we do not expect the precondition to be violated or the exception to be thrown in normal use, is there any reason to prefer one of these to the other, and, if so, which one?

It would be better to specify the exception. That reduces the domain of inputs for which the behavior of the method is unspecified. It also will cause the method to fail fast for incorrect input, which should make the software more robust – or at least less likely to continue execution with erroneous data.

Note: You could just as easily argue the other way. It may be better to specify the precondition because once the exception is in the specification, it has to stay there because the client may expect it.

Winter 2013 Q8

Suppose we are trying to choose between two possible specifications for a method. One of the specifications \$\mathbb{S}\$ is stronger than the other specification \$W\$, but both include the behavior needed by clients. In practice, should we always pick the stronger specification \$\mathbb{S}\$, always pick the weaker one \$W\$, or is it possible that either one might be the suitable choice? Give a brief justification of your answer, including a brief list of the main criteria to be used in making the decision.

Winter 2013 Q8

Suppose we are trying to choose between two possible specifications for a method. One of the specifications S is stronger than the other specification W, but both include the behavior needed by clients. In practice, should we always pick the stronger specification S, always pick the weaker one W, or is it possible that either one might be the suitable choice? Give a brief justification of your answer, including a brief list of the main criteria to be used in making the decision.

Neither is necessarily better. What is important is picking a specification that is simple, promotes modularity and reuse, and can be implemented efficiently.

(Many answers focused narrowly on which would be easier to implement. While that is important – we don't want a specification that is impossible to build – it isn't the main thing that determines whether a system design is good or bad.)

Midterm Topics

- Reasoning about Code
- Specification vs. Implementation
- Abstract Data Types
- Abstract Functions
- Representation Invariants
- Testing
- · Identity & Equality