CSE 331
Software Design & Implementation

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Data Abstraction: Abstract Data Types (ADTs)

Administrivia

- HW3 due Thursday, 11 pm
  - Be sure to check your work by cloning repo on attu (**`git clone`**), then

    ```
    cd cse331-20wi-yournetid
    git checkout hw3-final
    ./gradlew <tasks to verify your work>
    ```

  - When done:

    ```
    cd ..; rm -rf cse331-20wi-yournetid
    ```

  - If you find bugs, you ***must*** fix them in your original repo, ***not*** the attu clone. Check again on attu after pushing fixes and removing/replacing hw3-final tag

Outline

This lecture:

1. What is an Abstract Data Type (ADT)?
2. How to specify an ADT?
    - Immutable
    - Mutable
3. Design methodology for ADTs

Very related next lectures:

- Representation invariants
- Abstraction functions

Two distinct, complementary ideas for reasoning about ADT implementations

Procedural and data abstractions

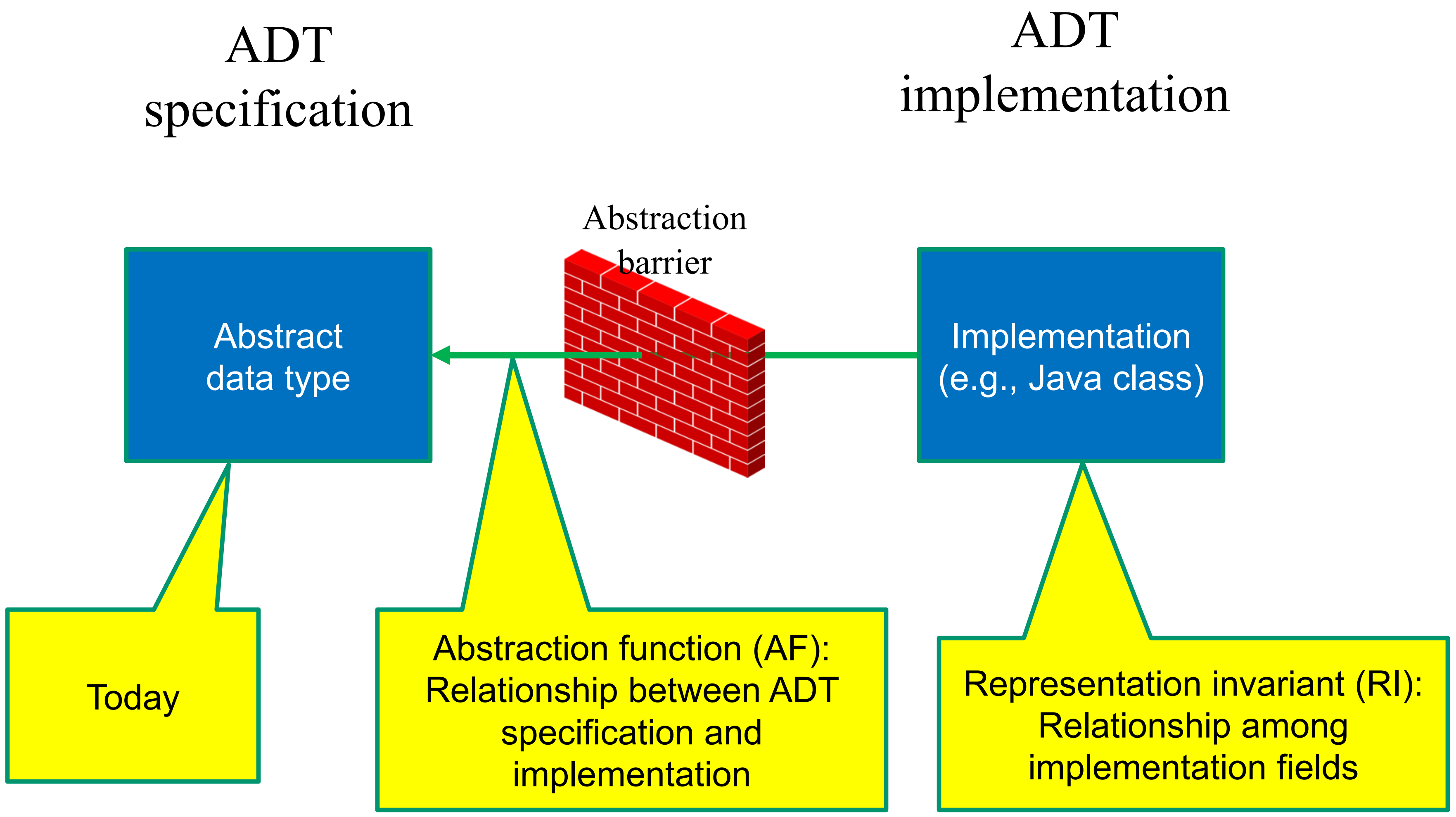
Procedural abstraction:

- Abstract from details of *procedures* (e.g., methods)
- A specification mechanism
- Satisfy the specification with an implementation

Data abstraction:

- Abstract from details of *data representation*
- Also a specification mechanism
  - And a way of thinking about programs and design
- Standard terminology: Abstract Data Type, or ADT

Outline of next 3 lectures


ADT specification
ADT implementation
Abstraction barrier
Abstract data type
Implementation (e.g., Java class)
Today
Abstraction function (AF): Relationship between ADT specification and implementation
Representation invariant (RI): Relationship among implementation fields

Why we need Data Abstractions (ADTs)

Organizing and manipulating data is pervasive

- Inventing and describing algorithms is less common

Start your design by designing data structures

- How will relevant data be organized
- What operations will be permitted on the data by clients
- Secondary: how is data stored/represented? What algorithms manipulate the data?

Potential problems with choosing a data abstraction:

- Decisions about data structures often made too early
- Duplication of effort in creating derived data
- Very hard to change key data structures (modularity!)

An ADT is a set of operations

- ADT abstracts from the *organization* to *meaning* of data
- ADT abstracts from *structure* to *use*
- A type is a set of operations

  `create,getBase,getAltitude,getBottomAngle,`…
- Operations are the only way clients can access data
- Representation should not matter to the client
  - So hide it from the client

```
class RightTriangle {
 private float base;
 private float altitude;
}
```

```
class RightTriangle {
 private float base;
 private float hypot;
 private float angle;
}
```

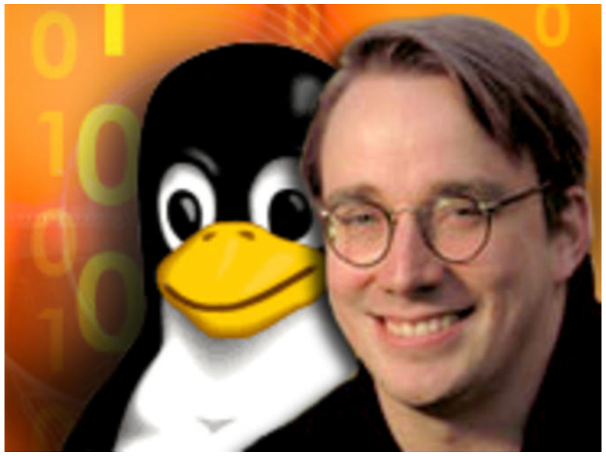
An <u>abstract</u> <u>data</u> <u>type</u> defines a class of abstract objects which is completely characterized by the operations available on those objects …

When a programmer makes use of an abstract data object, he [sic] is concerned only with the behavior which that object exhibits but not with any details of how that behavior is achieved by means of an implementation…

-- Programming with Abstract Data Types, Barbara Liskov and Stephen Zilles 1974 (!)

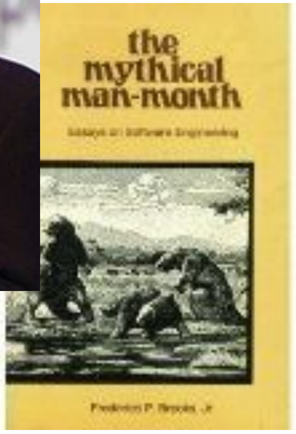
Bad programmers worry about the code. Good programmers worry about data structures and their relationships.

-- Linus Torvalds



Show me your flowcharts and conceal your tables, and I shall continue to be mystified. Show me your tables, and I won't usually need your flowcharts; they'll be obvious.

-- Fred Brooks



Are these classes the same?

```
class Point {              class Point {
  public float x;            public float r;
  public float y;            public float theta;
}                          }
```

Different: cannot replace one with the other in a program

Same: both classes implement the concept "2-d point"

Goal of ADT methodology is to express the sameness:

- Clients depend only on the concept "2-d point"

Benefits of ADTs

If clients “respect” or “are forced to respect” data abstractions…

- For example, “it’s a 2-D point with these operations…”

- Can delay decisions on how ADT is implemented
- Can fix bugs by changing how ADT is implemented
- Can change algorithms
  - For performance
  - In general or in specialized situations
- …

We talk about an “*abstraction barrier*”

- A good thing to have and not *cross* (also known as *violate*)

Concept of 2-d point, as an ADT

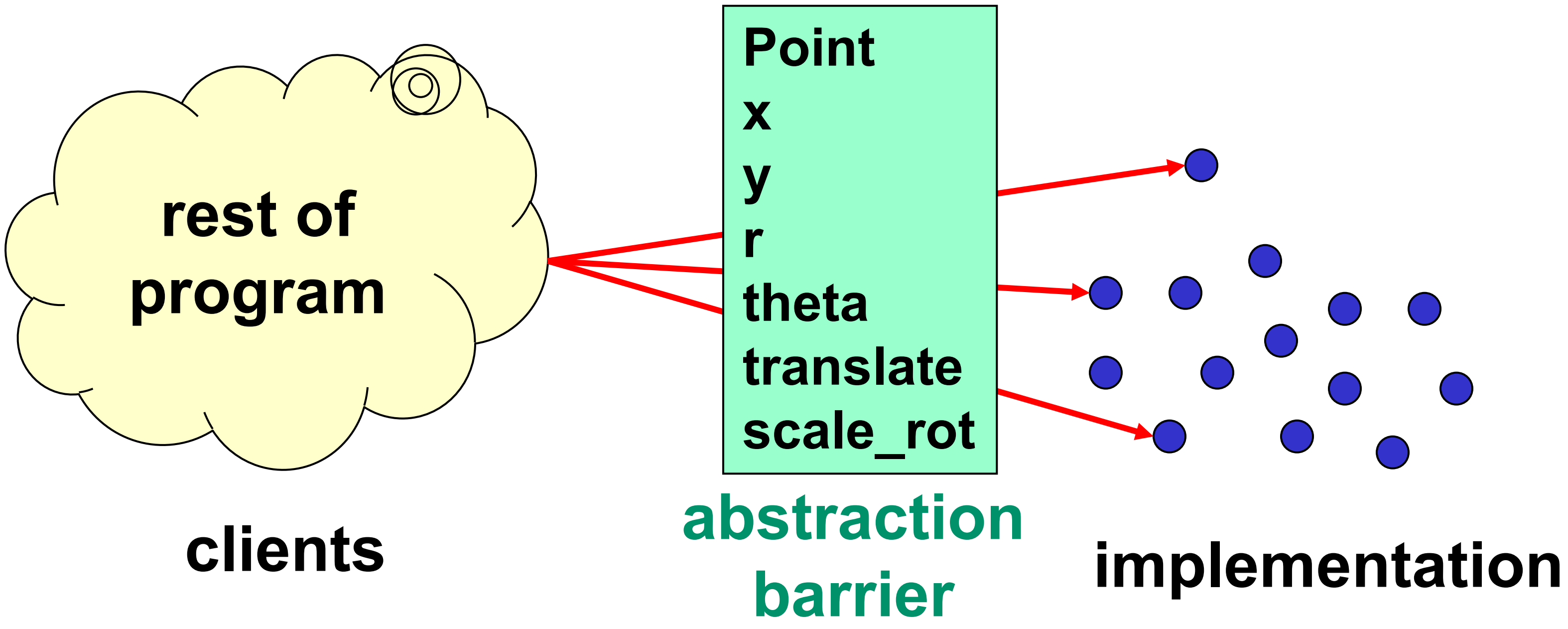
```
class Point {
  // A 2-d point exists in the plane, ...
  public float x();
  public float y();
  public float r();
  public float theta();

  // ... can be created, ...
  public Point(); // new point at (0,0)
  public Point centroid(Set<Point> points);

  // ... can be moved, ...
  public void translate(float delta_x,
                        float delta_y);
  public void scaleAndRotate(float delta_r,
                             float delta_theta);
}
```

Observers

Creators/
Producers

Mutators

Abstract data type = objects + operations



- Implementation is hidden
- The only operations on objects of the type are those provided by the abstraction

Specifying a data abstraction

- An *abstract state*
  - Not the (concrete) representation in terms of fields, objects, …
    - Although some of the concrete state might coincide (implement directly) parts of the abstract state
  - “Does not exist” but used to specify the operations

- A *collection* of *operations* (procedural abstractions)
  - *Not* a collection of procedure implementations
  - Specified in terms of abstract state
  - No other way to interact with the data abstraction
  - Four types of operations: creators, observers, producers, mutators

Specifying an ADT

Immutable

1. `overview`
2. `abstract state (fields)`
3. `creators`
4. `observers`
5. `producers`
6. ~~`mutators`~~

Mutable

1. `overview`
2. `abstract state (fields)`
3. `creators`
4. `observers`
5. `producers` **`(rare)`**
6. `mutators`

- Creators: return new ADT values (e.g., Java constructors)
- Producers: ADT operations that return new ADT values
- Mutators: Modify a value of an ADT
- Observers: Return information about an ADT

Implementing an ADT

To implement a data abstraction (e.g., with a Java class):

- See next two lectures
- This lecture is just about specifying an ADT
- *Nothing* about the concrete representation appears in the specification

Poly, an immutable datatype: overview

```
/**
 * A Poly is an immutable polynomial with
 * integer coefficients.  A typical Poly is
 *          c_0 + c_1x + c_2x^2 + ...
 **/
class Poly {
```

Abstract state (specification fields)

Overview:

- Always state whether mutable or immutable
- Define an abstract model for use in operation specifications
  - Difficult and vital!
  - Appeal to math if appropriate
  - Give an example (reuse it in operation definitions)
- State in specifications is *abstract*, not concrete

Poly: creators

```
// effects: makes a new Poly = 0
public Poly()

// effects: makes a new Poly = cxⁿ
// throws: NegExponent if n < 0
public Poly(int c, int n)
```

Creators

- New object, not part of pre-state: in **`effects`**, not **`modifies`**
- Overloading: distinguish procedures of same name by parameters (Example: two **`Poly`** constructors)

Footnote: slides omit full JavaDoc comments to save space; style might not be perfect either – focus on main ideas

Poly: observers

```
// returns: the degree of this,
//   i.e., the largest exponent with a
//   non-zero coefficient.
//   Returns 0 if this = 0.
public int degree()

// returns: the coefficient of the term
//   of this whose exponent is d
// throws: NegExponent if d < 0
public int coeff(int d)
```

Notes on observers

Observers

- Used to obtain information about objects of the type
- Return values of other types
- Never modify the abstract value
- Specification uses the abstraction from the overview

`this`

- The particular **`Poly`** object being accessed
- *Target* of the invocation
- Also known as the *receiver*

```
Poly x = new Poly(4, 3);
int c = x.coeff(3);
System.out.println(c);   // prints 4
```

Poly: producers

```
// returns: this + q (as a Poly)
public Poly add(Poly q)

// returns: the Poly equal to this * q
public Poly mul(Poly q)

// returns: -this
public Poly negate()
```

Notes on producers

- Operations on a type that create other objects of the type
- Common in immutable types like `java.lang.String`
  - `String substring(int offset, int len)`
- No side effects
  - Cannot change the abstract value of existing objects

IntSet, a mutable datatype: overview and creator

```
// Overview: An IntSet is a mutable,
// unbounded set of integers.  A typical
// IntSet is { x1, ..., xn }.
class IntSet {

// effects: makes a new IntSet = {}
public IntSet()
```

IntSet: observers

```
// returns: true if and only if x ∈ this
public boolean contains(int x)

// returns: the cardinality of this
public int size()

// returns: some element of this
// throws: EmptyException when size()==0
public int choose()
```

IntSet: mutators

```
// modifies: this
// effects:  this_post = this_pre ∪ {x}
public void add(int x)

// modifies: this
// effects:  this_post = this_pre - {x}
public void remove(int x)
```

Notes on mutators

- Operations that modify an element of the type
- Rarely modify anything (available to clients) other than **`this`**
  - List **`this`** in modifies clause (if appropriate)
- Typically have no return value
  - "Do one thing and do it well"
  - (Sometimes return "old" value that was replaced)
- Mutable ADTs may have producers too, but that is less common