Administrivia

• HW9 due tomorrow, Friday 6/3

• Final on Tuesday, June 7
  – A: 4:30pm – 6:20pm @ KNE 220
  – B: 2:30pm – 4:20pm @ KNE 220

• Any questions?
Agenda

• HW9 demos
• Review
  – Reasoning, Specifications, ADTs (RI & AF), Testing, Defensive Programming, Equals and Hash Code, Exceptions, Subtyping, Generics
• Design Patterns
HW9 Demos

• Anyone want to show off their HW9?
Reasoning with if (reminders)

```c
{{ x < 0 }}
↓
if (y > x)
    {{ ? }}
y = x;
    {{ ? }}
else
    {{ ? }}
y = y - 1;
    {{ ? }}
↑
{{ x < 0 & y < 0 }}
```

This does not mean you should backwards reason through the else branch and forward reason through the if branch.
Reasoning with \texttt{if} (reminders)

\[
\begin{align*}
\{\{ x < 0 \}\} \\
\downarrow \\
\text{if } (y > x) \\
\quad \{\{ x < 0 \land y > x \}\} \\
\quad y = x; \\
\quad \{\{ ? \}\}\ \\
\text{else} \\
\quad \{\{ x < 0 \land y \leq x \}\} \\
\quad y = y - 1; \\
\quad \{\{ ? \}\}\ \\
\uparrow \\
\{\{ x < 0 \land y < 0 \}\}
\end{align*}
\]

This does not mean you should backwards reason through the \texttt{else} branch and forward reason through the \texttt{if} branch.

Forward reason into the precondition of both branches.
Reasoning with \texttt{if} (reminders)

\begin{align*}
\{ \{ x < 0 \}\} \\
\downarrow \\
\textbf{if} \ (y > x) \\
\{ \{ x < 0 \ & y > x \} \} \\
y = x; \\
\{ \{ x < 0 \ & y < 0 \} \} \\
\textbf{else} \\
\{ \{ x < 0 \ & y <= x \} \} \\
y = y - 1; \\
\{ \{ x < 0 \ & y < 0 \} \} \\
\uparrow \\
\{ \{ x < 0 \ & y < 0 \} \}
\end{align*}

This does not mean you should backwards reason through the \texttt{else} branch and forward reason through the \texttt{if} branch.

Forward reason into the precondition of both branches.

Backwards reason into the postcondition of both branches.
Reasoning with if (reminders)

```c
{{ x < 0 }}
↓
if (y > x)
    {{ x < 0 & y > x }}
    y = x;
    {{ x < 0 & y < 0 }}
else
    {{ x < 0 & y <= x }}
    y = y - 1;
    {{ x < 0 & y < 0 }}
↑
{{ x < 0 & y < 0 }}
```

Is the code correct?

Yep!
Backwards Reasoning Reminders

What goes here?

\[
\text{What goes here?}
\]

\[
\begin{align*}
\{ \{ ? \} \} \\
\uparrow \quad k &= k + 1; \\
\{ \{ k = 2 \} \}
\end{align*}
\]
Backwards Reasoning Reminders

What goes here?

\[
\times \{ \{ k = k + 1 \} \}
\]

\[
\uparrow k = k + 1;
\{ \{ k = 2 \} \}
\]

Remember: An assertion is a true / false claim (proposition) about the state at a given point during execution.

Assertions like \( k = k + 1 \) make no sense because it is a contradiction and will always evaluate to \text{false}!

Try putting \texttt{assert(k == k + 1);} in your code!
Backwards Reasoning Reminders

What goes here?

✔️ \{\{ k + 1 = 2 \}\} ⇔ \{\{ k = 1 \}\}

↑ k = k + 1;

\{\{ k = 2 \}\}

Note: single equals

In backwards reasoning, we take the **bottom** assertion and **replace** all instances of the **left-hand** side of the assignment statement with the **right-hand** side of the assignment statement!

Do **NOT** write \( k = 2 \land k = k + 1 \)
• \[ \text{assert}(k == 2 \land k == k + 1); \text{ will always fail (contradiction!)} \]
Backwards Reasoning Reminders

What goes here?

```java
{{ inv: sum = A[0] + ... + A[i-1] }}
while (i != A.length) {
    sum = sum + A[i];
    i = i + 1;
    {{ ? }}
}
```

↑
```java
}
```
Backwards Reasoning Reminders

What goes here?

{{ inv: sum = A[0] + ... + A[i-1] }}

while (i != A.length) {
    sum = sum + A[i];
    i = i + 1;
    ❌{{ inv ∧ i ≠ n }}
}

When backwards reasoning at the bottom of the loop, we don’t know if the loop condition still holds. We only know that the invariant holds. By including that the loop condition holds at the bottom of the loop, you’re indicating we never exit the loop!
Backwards Reasoning Reminders

What goes here?

{{ inv: sum = A[0] + ... + A[i-1] }}
while (i != A.length) {
    sum = sum + A[i];
    i = i + 1;
    {{ inv }}
}

UW CSE 331 Spring 2022
Reasoning w/ Loops (again!)

We will fill in the implementation for `runLengthEncode`:

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens)
```

- We need to `encode` the first `n` characters of `str`, writing into `chars` and `lens`.
- Returns `t` such that
  ```
  str[0...n-1] = chars[0] * lens[0] + ... + chars[t-1] * lens[t-1]
  ```
- Ex: after encoding "aaabbccccaaddd" with `n = 14`:
  ```
  - chars[0...4] = ['a', 'b', 'c', 'a', 'd']
  - lens[0...4] = [ 3 , 2 , 4 , 2 , 3 ]
  - returns 5
  ```
Reasoning w/ Loops (again!)

• Ex: after encoding "aaabbcccccdaaadd" with n = 14:
  – chars[0...4] = ['a', 'b', 'c', 'a', 'd']
  – lens[0...4] = [3, 2, 4, 2, 3]
  – returns 5

• Returns t such that
  \[\text{str[0...n-1]} = \text{chars[0]} \times \text{lens[0]} + \ldots + \text{chars[t-1]} \times \text{lens[t-1]}\]
  – In other words, return \(t = \#\) of chars that we overwrote in \(\text{chars}\)
    = \# of ints that we overwrote in \(\text{lens}\)

• Note: can’t have two of the same char in a row in \(\text{chars}\)!
• All of \(\text{lens[0...t-1]}\) must be greater than 0!
• You can assume that \(\text{str}\) and both arrays have lengths greater
  than or equal to \(n\) and that \(\text{str}\) does not contain '\0'.

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Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}

    How can we make the invariant hold before the loop?
    We need to initialize i, j, and cur

    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }

    while (______) {
        ...
    }

    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
            chars[0] != chars[1], ..., chars[j-1] != chars[j] and
            lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }

    return _____;
}
```

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int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = ;
    int j = ;
    char cur = ;
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (______) {
        ...
    }

    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (______) {
        ...
    }
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (______) {
        ...
    }
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
```

Does our invariant hold with this i, j, and curr?
Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (______) {
        ...
    }

    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
```

pre holds because all the related variables were untouched
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (______) {
        ...
    }
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i]) } }
    while (______) {
        ...
    }

    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
Finally, this last part holds because we have $i = 0$. 

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (______) {
        ...
    }

    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
```
Reasoning w/ Loops (again!)

int runLengthEncode(String str, int n, char[] chars, int[] lens){
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (________) {
        ...
        How can we make the postcondition hold after the loop?
    }
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and 
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and 
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and 
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and 
        (i = 0 or cur = str[i-1]) } }
    while (i != n) {
        ...
    }

    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and 
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and 
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return ______;
}
```
Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens)
{
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (i != n) {
        ...
        Does {{ inv ∧ i = n }} imply post?
    }
    {{ inv and i = n }}
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
```
Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (i != n) {
        ...
    }
    {{ inv and i = n }}
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
```

These two match if we substitute i = n.
Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens){
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and

        str[0…i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) }}
    while (i != n) {
        ...
    }
    {{ inv and i = n }}
    {{ post: str[0…n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 }}
    return _____;
}
```
Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
```

The assertion above has additional facts, making it stronger.
Our postcondition is weaker since it excludes those facts!
A stronger assertion implies a weaker one!

```java
while (i != n) {
    ...
}
{{ inv and i = n }}
```

```java
{{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
```

```java
return _____;
```
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = ' \0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) } }
    while (i != n) {
        What should we return? Recall:
        Returns t such that
        str[0...n-1] = chars[0] * lens[0] + ... + chars[t-1] * lens[t-1]
    }{{ inv and i = n }}
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
int runLengthEncode(String str, int n, char[] chars, int[] lens)
{
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1])  }
}
    while (i != n) {
        ...
    }
    {{ inv and i = n }}
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[t-1] * lens[t-1] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 } }
    return _____;
}
Reasoning w/ Loops (again!)

```java
int runLengthEncode(String str, int n, char[] chars, int[] lens) {
    {{ pre: 0 < n <= str.length, chars.length, lens.length }}
    int i = 0;
    int j = -1;
    char cur = '\0';
    {{ inv: pre and
        str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
        (i = 0 or cur = str[i-1]) }}
    while (i != n) {
        ... Since we know that j = t - 1, we can solve for t!
        We get j + 1 = t.
    }
    {{ inv and i = n }}
    {{ post: str[0...n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
                chars[0] != chars[1], ..., chars[j-1] != chars[j] and
                lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 }}
    return j + 1;
}
```
Reasoning w/ Loops (again!)

{{ inv: pre and
  str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
  chars[0] != chars[1], ..., chars[j-1] != chars[j] and
  lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
  (i = 0 or cur = str[i-1]) } }

while (i != n) {
  We have examined our string through index i - 1
  What do we need to do next?
Reasoning w/ Loops (again!)

```{ inv:  pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1])  } }

while (i != n) {
    We need to examine the character at index i
    How do we process a character?
```
{{ inv: pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1]) }}

while (i != n) {
    We need to examine the character at index i
    How do we process a character?
    There are two cases: this character needs a new spot in chars and lens or it belongs at index j
    How do we differentiate these two?
Reasoning w/ Loops (again!)

```java
{{ inv: pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1])  }}

while (i != n) {
    if (str.charAt(i) == cur) {
        // same as last character, goes into index j
    } else {
        // different from last character, needs new spot
    }
}
```
Reasoning w/ Loops (again!)

{{ inv: pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1]) }}

while (i != n) {
    if (str.charAt(i) == cur) {
        // same as last character, goes into index j
        What goes here?
    } else {
        // different from last character, needs new spot
    }
}

}}
Reasoning w/ Loops (again!)

```java
{{ inv: pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1])  }}

while (i != n) {
    if (str.charAt(i) == cur) {
        // same as last character, goes into index j
        lens[j] = lens[j] + 1;
    } else {
        // different from last character, needs new spot
```
Reasoning w/ Loops (again!)

```java
{{ inv: pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1]) } }

while (i != n) {
    if (str.charAt(i) == cur) {
        // same as last character, goes into index j
        lens[j] = lens[j] + 1;
    } else {
        // different from last character, needs new spot
        What goes here?
    }
}
```
Reasoning w/ Loops (again!)

{{ inv: pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1]) }}

while (i != n) {
    if (str.charAt(i) == cur) {
        // same as last character, goes into index j
        lens[j] = lens[j] + 1;
    } else {
        // different from last character, needs new spot
        j = j + 1;
        cur = str.charAt(i);
        chars[j] = cur;
        lens[j] = 1;
    }
}

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Reasoning w/ Loops (again!)

```java
{{ inv:  pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1])  }}
while (i != n) {
    if (str.charAt(i) == cur) {
        // same as last character, goes into index j
        lens[j] = lens[j] + 1;
    } else {
        // different from last character, needs new spot
        j = j + 1;
        cur = str.charAt(i);
        chars[j] = cur;
        lens[j] = 1;
    }
    What's left?
}
```
Reasoning w/ Loops (again!)

{{ inv: pre and
    str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
    chars[0] != chars[1], ..., chars[j-1] != chars[j] and
    lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
    (i = 0 or cur = str[i-1]) }}

while (i != n) {
    if (str.charAt(i) == cur) {
        // same as last character, goes into index j
        lens[j] = lens[j] + 1;
    } else {
        // different from last character, needs new spot
        j = j + 1;
        cur = str.charAt(i);
        chars[j] = cur;
        lens[j] = 1;
    }
    i = i + 1;
}
Reasoning w/ Loops (again!)

{{ inv:  pre and

str[0...i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
chars[0] != chars[1], ..., chars[j-1] != chars[j] and
lens[0] > 0, lens[1] > 0, ..., lens[j] > 0 and
(i = 0 or cur = str[i-1])  }}

while (i != n) {
    if (str.charAt(i) == cur) {
        // same as last character, goes into index j
        lens[j] = lens[j] + 1;
    } else {
        // different from last character, needs new spot
        j = j + 1;
        cur = str.charAt(i);
        chars[j] = cur;
        lens[j] = 1;
    }
}

Only the invariant must hold at the end of each loop iteration.

Does it hold?

i = i + 1;
Testing

What would be some good test cases for this method?

Note: @param tags omitted.

/** A very mysterious method with a great description
 * @requires x > 0 and y > 0
 * @throws IllegalArgumentException if x == y
 */

public int mystery(int x, int y) {
    if (x == y) { throw new IllegalArgumentException(); }
    return (x > y) ? (x + y) : (x - y);
}
Testing

What would be some good test cases for this method?

/** A very mysterious method with a great description
 *  @requires x > 0 and y > 0
 *  @throws IllegalArgumentException if x == y
 *  @return x + y if x > y. x – y if x < y
 */ public int mystery(int x, int y) {
    if (x == y) { throw new IllegalArgumentException(); }
    return (x > y) ? (x + y) : (x - y);
}

Is mystery(0, 0) a good test case?
No. Its behavior is undefined. We cannot test for undefined behavior!
Testing

What would be some good test cases for this method?

/** A very mysterious method with a great description
 * @requires x > 0 and y > 0
 * @throws IllegalArgumentException if x == y
 */ @return x + y if x > y. x − y if x < y
public int mystery(int x, int y) {
    if (x == y) { throw new IllegalArgumentException(); }
    return (x > y) ? (x + y) : (x − y);
}

Is mystery(1, 1) a good test case?
Yes – we are testing for an IllegalArgumentException being thrown.
What would be some good test cases for this method?

/** A very mysterious method with a great description
 * @requires x > 0 and y > 0
 * @throws IllegalArgumentException if x == y
 */ @return x + y if x > y. x – y if x < y
public int mystery(int x, int y) {
    if (x == y) { throw new IllegalArgumentException(); }
    return (x > y) ? (x + y) : (x - y);
}

Is mystery(2, 2) a good test case?
We already tested for this with mystery(1, 1). This is not testing anything new.
Testing

What would be some good test cases for this method?

/** A very mysterious method with a great description
 * @requires x > 0 and y > 0
 * @throws IllegalArgumentException if x == y
 */ @return x + y if x > y. x – y if x < y

class Mystery {
    public int mystery(int x, int y) {
        if (x == y) { throw new IllegalArgumentException(); }
        return (x > y) ? (x + y) : (x - y);
    }
}

Is mystery(3, 2) a good test case?
Yes!
Testing

What would be some good test cases for this method?

/** A very mysterious method with a great description
 * @requires x > 0 and y > 0
 * @throws IllegalArgumentException if x == y
 */ @return x + y if x > y. x – y if x < y

public int mystery(int x, int y) {
    if (x == y) { throw new IllegalArgumentException(); }
    return (x > y) ? (x + y) : (x - y);
}

Is mystery(4, 10) a good test case?
Yes!
Testing

What would be some good test cases for this method?

/** A very mysterious method with a great description
   * @requires x > 0 and y > 0
   * @throws IllegalArgumentException if x == y
   */ @return x + y if x > y. x – y if x < y
public int mystery(int x, int y) {
   if (x == y) { throw new IllegalArgumentException(); } 
   return (x > y) ? (x + y) : (x – y);
}

Is mystery(400000, 1000000) a good test case?
It’s not testing anything new.
**Testing**

What would be some good test cases for this method?

/** A very mysterious method with a great description  
 * @requires x > 0 and y > 0  
 * @throws IllegalArgumentException if x == y  
 */ @return x + y if x > y. x – y if x < y  
public int mystery(int x, int y) {
    if (x == y) { throw new IllegalArgumentException(); }
    return (x > y) ? (x + y) : (x - y);
}

Is mystery(42, -42) a good test case?  
No! It’s testing for undefined behavior!
What would be some good test cases for this method?

```java
/**
 * A very mysterious method with a great description
 * @requires x > 0 and y > 0
 * @throws IllegalArgumentException if x == y
 * @return x + y if x > y. x − y if x < y
 */

public int mystery(int x, int y) {
    if (x == y) { throw new IllegalArgumentException(); }
    return (x > y) ? (x + y) : (x - y);
}
```

Is mystery(null, null) a good test case?
No! int is a primitive, and it cannot be null.
Subtypes & Subclasses

- Subtypes are substitutable for supertypes
- If \texttt{Foo} is a subtype of \texttt{Bar}, \texttt{G<Foo>} is not a subtype of \texttt{G<Bar>}
- Aliasing resulting from this would let you add objects of type \texttt{Bar} to \texttt{G<Foo>}, which would be bad!
- Example:
  
  ```java
  List<String> ls = new ArrayList<String>();
  List<Object> lo = ls;
  lo.add(new Object());
  String s = ls.get(0);
  ```

- Subclassing is done to reuse code (extends)
  - A subclass can override methods in its superclass
Typing and Generics

• `<??` is a wildcard for unknown
  • Lower bounded wildcard `<?? super SomeClass>` (superclass)
    • Can only insert items with type `SomeClass`, or a type that extends `SomeClass`
      • Why? Because we can cast that object into `SomeClass`.
      • Illegal to retrieve as type other than `Object`.

• What types can you put here?
  • `List<? super Number>` `lsn = new ArrayList<_________>();`
    • Object
    • Number
  • `Number` is a `Object`. But an `Object` might not be a `Number`. 
Typing and Generics

- What types can you put here?
  - `List<? super Number> lsn = new ArrayList<________>();`
    - `Object`
    - `Number`
  - `Number` is an Object. But an Object might not be a Number.

- `Object o = new Object();`  `lsn.add(o); ✗`
- `Number n = 4;`  `lsn.add(n); ✓`
- `Integer i = 5;`  `lsn.add(i); ✓`

Remember: `ArrayList<Number>` must hold Numbers. We cannot add `o` because an Object cannot be cast into a Number. But we can add `i` because an Integer can be cast into a Number.
Typing and Generics

- What types can you put here?
  - `List<? super Number> lsn = new ArrayList<________>();`
    - Object
    - Number
  - Number *is* an Object. But an Object might not be a Number.

- Object `o = lsn.get(0);` ✔️
- Number `n = lsn.get(0);` ❌
- Integer `i = lsn.get(0);` ❌

Since `lsn` *could* be an `ArrayList<Object>`, we can only pull Objects out of here.
Typing and Generics

• <?> is a wildcard for unknown
  • Upper bounded wildcard: <? extends _____> (subclass)
    • Safe to read from: result will be the type after extends
    • Illegal to write into (no calls to add!) because we can’t guarantee type safety.
  • What types can you put here?
    • List<? extends Number> lei = new ArrayList<________>(_);
      • Number
      • Integer, Float, Double, Long…
      • Some other class that extends Integer.
      • Some other class that extends the class that extended Integer… (infinitely downwards)
    • Anything that extends Number will still be a Number. But, Number might not be an Integer, or any of its subclasses.
Typing and Generics

• What types can you put here?
  • List<? extends Number> lei = new ArrayList<________>();
    • Number
    • Integer, Float, Double, Long…
    • Some other class that extends Integer.
    • Some other class that extends the class that extended Integer… (infinitely downwards)
  • Anything that extends Number will still be a Number. But, Number might not be an Integer, or any of its subclasses.

  • Object o = new Object(); len.add(o); ✗
  • Number n = 4; len.add(n); ✗
  • Integer i = 5; len.add(i); ✗

We cannot add anything because there is no lower bound on the actual type of the List.
Typing and Generics

- What types can you put here?
  - `List<? extends Number> lei = new ArrayList<________>();`
    - Number
    - Integer, Float, Double, Long…
    - Some other class that extends Integer.
    - Some other class that extends the class that extended Integer… (infinitely downwards)
  - Anything that extends Number will still be a Number. But, Number might not be an Integer, or any of its subclasses.

- Object o = len.get(0); ✔️
- Number n = len.get(0); ✔️
- Integer i = len.get(0); ❌

When we retrieve an element, it must be of type Number. A Number is an Object, but a Number might not be an Integer.
Subtypes & Subclasses

Given the below classes which one of the statements in the box are legal?

class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;

ls = lcse;
les = lscse;
lcse = lscse;
les.add(scholar);
lscse.add(scholar);
lss.add(hacker);
scholar = lscse.get(0);
hacker = lecse.get(0);
class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;

ls = lcse;  // X
les = lscse;
lcse = lscse;
les.add(scholar);
lscse.add(scholar);
lss.add(hacker);
scholar = lscse.get(0);
hacker = lecse.get(0);
class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;

ls = lcse;  X
les = lscse;  X
lcse = lscse;
les.add(scholar);
lscse.add(scholar);
lss.add(hacker);
scholar = lscse.get(0);
hacker = lecse.get(0);
class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;

ls = lcse;  
les = lscse;  
lcse = lscse;  
les.add(scholar);  
lscse.add(scholar);  
lss.add(hacker);  
scholar = lscse.get(0);
hacker = lecse.get(0);
Subtypes & Subclasses

```java
class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;
```

```java
ls = lcse;  X
les = lscse;  X
lcse = lscse;  X
les.add(scholar);  X
lcse.add(scholar);
lscse.add(hacker);
scholar = lscse.get(0);
hacker = lecse.get(0);
```
class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;

ls = lcse;  
les = lscse;  
lcse = lscse;  
les.add(scholar);  
lecse.add(scholar);  
lss.add(hacker);  
scholar = lscse.get(0);  
hacker = lecse.get(0);
Subtypes & Subclasses

class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;

ls = lcse;  X
les = lscse;  X
lcse = lscse;  X
les.add(scholar);  X
lscse.add(scholar);  X
lss.add(hacker); ✨
scholar = lscse.get(0);
hacker = lecse.get(0);
Subtypes & Subclasses

class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;

ls = lcse; ❌
les = lscse; ❌
lcse = lscse; ❌
les.add(scholar); ❌
lcse.add(scholar); ❌
lss.add(hacker); 😊
scholar = lscse.get(0); ❌
hacker = lecse.get(0);
Subtypes & Subclasses

class Student extends Object { ... }
class CSEStudent extends Student { ... }

List<Student> ls;
List<? extends Student> les;
List<? super Student> lss;
List<CSEStudent> lcse;
List<? extends CSEStudent> lecse;
List<? super CSEStudent> lscse;
Student scholar;
CSEStudent hacker;

ls = lcse;  
les = lscse;  
lcse = lscse;  
les.add(scholar);  
lecse.add(scholar);  
lscse.add(hacker);  
scholar = lscse.get(0);  
hacker = lecse.get(0);
equals for a parameterized class

```java
class Node<E> {
    ...
    @Override
    public boolean equals(Object obj) {
        if (!(obj instanceof Node<?>)) {
            return false;
        }
        Node<?> n = (Node<?>) obj;
        return this.data().equals(n.data());
    }
    ...
}
```

Works if the type of obj is Node<Elephant> or Node<String> or ...

Leave it to here to “do the right thing” if this and n differ on element type
Subclasses & Overriding

class Foo extends Object {
    Shoe m(Shoe x, Shoe y) { ... }
}

class Bar extends Foo { ... }

Overriding a method:
• A method overrides a superclass method only if it has the same name and exact same argument types

Overloading a method:
• A method overloads a method only if it has the same name and different argument types than another existing method
Method Declarations in Bar

Given the class in the purple box, determine whether the method declarations for the method Shoe() inside **Bar** class are overriding or overloading it?

- The result is method overriding
- The result is method overloading
- The result is a type-error
- None of the above

- FootWear m(Shoe x, Shoe y) { ... }
- Shoe m(Shoe q, Shoe z) { ... }
- HighHeeledShoe m(Shoe x, Shoe y) { ... }
- Shoe m(FootWear x, HighHeeledShoe y) { ... }
- Shoe m(FootWear x, FootWear y) { ... }
- Shoe m(Shoe x, Shoe y) { ... }
- Shoe m(Shoe y) { ... }
- Shoe m(Shoe x, Shoe y) { ... }
- Shoe z(Shoe x, Shoe y) { ... }

```java
class Foo extends Object {
    Shoe m(Shoe x, Shoe y){ ... }
}
class Bar extends Foo {...}
```
## Method Declarations in Bar

<table>
<thead>
<tr>
<th>Method Declaration</th>
<th>Overriding</th>
<th>Overloading</th>
<th>Type-error</th>
<th>None of the above</th>
</tr>
</thead>
<tbody>
<tr>
<td>FootWear m(Shoe x, Shoe y) { ... }</td>
<td>type-error</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shoe m(Shoe q, Shoe z) { ... }</td>
<td>overriding</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HighHeeledShoe m(Shoe x, Shoe y) { ... }</td>
<td>overriding</td>
<td></td>
<td></td>
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<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shoe z(Shoe x, Shoe y) { ... }</td>
<td>none (new method declaration)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
abstract class Bird {
    public abstract void speak();
    public void move() { System.out.println("flap flap!"); }
    public void move(int n) { move(); speak(); }
}
class Canary extends Bird {
    public void speak() { System.out.println("chirp!"); }
    public void move(int n) { speak(); speak(); }
}
class Duck extends Bird {
    public void speak() { System.out.println("quack!"); }
}
class RubberDuck extends Duck {
    public void speak() { System.out.println("squeak!"); }
    public void move() { speak(); swim(); }
    public void swim() { System.out.println("paddle!"); }
}

Bird b = new Bird();
b.move();
Bird b = new Canary();
b.move(17);

Bird b = new Duck();
b.move(42);

Bird donald = new RubberDuck();
donald.move();
Bird donald = new RubberDuck();
donald.swim();
abstract class Bird {
    public abstract void speak();
    public void move() { System.out.println("flap flap!"); }
    public void move(int n) { move(); speak(); }
}
class Canary extends Bird {
    public void speak() { System.out.println("chirp!"); }
    public void move(int n) { speak(); speak(); }
}
class Duck extends Bird {
    public void speak() { System.out.println("quack!"); }
}
class RubberDuck extends Duck {
    public void speak() { System.out.println("squeak!"); }
    public void move() { speak();
    public void swim() { System.out.println("paddle!"); }
}

Bird b = new Bird();
b.move();
Bird b = new Canary();
b.move(17);

Compile error: cannot create instances of an abstract class.

Bird b = new Duck();
b.move(42);
Bird b = new RubberDuck();
b.move(3);

Duck donald = new RubberDuck();
donald.swim();
Duck donald = new RubberDuck();
donald.move();
abstract class Bird {
    public abstract void speak();
    public void move() { System.out.println("flap flap!"); }
    public void move(int n) { move(); speak(); }
}
class Canary extends Bird {
    public void speak() { System.out.println("chirp!"); }
    public void move(int n) { speak(); speak(); }
}
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    public void speak() { System.out.println("quack!"); }
}
class RubberDuck extends Duck {
    public void speak() { System.out.println("squeak!"); }
    public void move() { speak(); swim(); }
    public void swim() { System.out.println("paddle!"); }
}

Bird b = new Bird();
b.move();

Bird b = new Canary();
b.move(17);

Bird b = new Duck();
b.move();

Bird b = new RubberDuck();
b.move(3);

Duck donald = new RubberDuck();
donald.swim();

Duck donald = new RubberDuck();
donald.move();
Subclasses & Method Overriding

abstract class Bird {
    public abstract void speak();
    public void move() { System.out.println("flap flap!"); }
    public void move(int n) { move(); speak(); }
}
class Canary extends Bird {
    public void speak() { System.out.println("chirp!"); }
    public void move(int n) { speak(); speak(); }
}
class Duck extends Bird {
    public void speak() { System.out.println("quack!"); }
}
class RubberDuck extends Duck {
    public void speak() { System.out.println("squeak!"); }
    public void move() { speak(); swim(); }
    public void swim() { System.out.println("paddle!"); }
}

Bird b = new Bird();
b.move();

Bird b = new Canary();
b.move(17);

Bird b = new Duck();
b.move(42);

Bird b = new RubberDuck();
b.move(3);

donald.move();
abstract class Bird {
    public abstract void speak();
    public void move() { System.out.println("flap flap!"); }
    public void move(int n) { move(); speak(); }
}
class Canary extends Bird {
    public void speak() { System.out.println("chirp!"); }
    public void move(int n) { speak(); speak(); }
}
class Duck extends Bird {
    public void speak() { System.out.println("quack!"); }
}
class RubberDuck extends Duck {
    public void speak() { System.out.println("squeak!"); }
    public void move() { speak(); swim(); }
    public void swim() { System.out.println("paddle!"); }
}

Bird b = new Bird();
b.move();

Bird b = new Duck();
b.move(42);

Duck donald = new RubberDuck();
donald.swim();

Bird b = new RubberDuck();
b.move(3);

Duck donald = new RubberDuck();
donald.move();
Subclasses & Method Overriding

abstract class Bird {
    public abstract void speak();
    public void move() { System.out.println("flap flap!"); }
    public void move(int n) { move(); speak(); }
}
class Canary extends Bird {
    public void speak() { System.out.println("chirp!"); }
    public void move(int n) { speak(); speak(); }
}
class Duck extends Bird {
    public void speak() { System.out.println("quack!"); }
}
class RubberDuck extends Duck {
    public void speak() { System.out.println("squeak!"); }
    public void move() { speak(); swim(); }
    public void swim() { System.out.println("paddle!"); }
}

Bird b = new Bird();
b.move();

Bird b = new Canary();
b.move(17);

Duck donald = new RubberDuck();
donald.swim();

Duck donald = new RubberDuck();
donald.move();

Compile error: no swim method in class Duck

Duck donald = new RubberDuck();
donald.move();
abstract class Bird {
    public abstract void speak();
    public void move() { System.out.println("flap flap!"); }
    public void move(int n) { move(); speak(); }
}
class Canary extends Bird {
    public void speak() { System.out.println("chirp!"); }
    public void move(int n) { speak(); speak(); }
}
class Duck extends Bird {
    public void speak() { System.out.println("quack!"); }
}
class RubberDuck extends Duck {
    public void speak() { System.out.println("squeak!"); }
    public void move() { speak(); swim(); }
    public void swim() { System.out.println("paddle!"); }
}

Bird b = new Bird();
b.move();

Bird b = new Canary();
b.move(17);

Bird b = new RubberDuck();
b.move(3);

Duck donald = new RubberDuck();
donald.swim();

Duck donald = new RubberDuck();
donald.move();
Event-Driven Programs

• Sits in an event loop, waiting for events to process
  • often does so until forcibly terminated

• Two common types of event-driven programs:
  – GUIs
  – Web servers

• Where is the event loop in Spark Java?
  • it is created behind the scenes
Design Patterns

• Creational patterns: get around Java constructor inflexibility
  • Sharing: singleton, interning
  • Telescoping constructor fix: builder
  • Returning a subtype: factories

• Structural patterns: translate between interfaces
  • Adapter: same functionality, different interface
  • Decorator: different functionality, same interface
  • Proxy: same functionality, same interface, restrict access
  • All of these are types of wrappers
Design Patterns

- **Interpreter pattern:**
  - Collects code for similar objects, spreads apart code for operations (classes for objects with operations as methods in each class)
  - Easy to add objects, hard to add methods
  - Instance of Composite pattern

- **Procedural patterns:**
  - Collects code for similar operations, spreads apart code for objects (classes for operations, method for each operand type)
  - Easy to add methods, hard to add objects
  - Ex: Visitor pattern
Design Patterns

• What pattern would you use to...
  • Remove the addNode/addEdge functionality from your Graph class (throw an UnsupportedOperationException when those methods are called), in order to create an UnmodifiableGraph?

• We have an existing object that controls a communications channel. We would like to provide the same interface to clients but transmit and receive encrypted data over the existing channel.

• When the user clicks the “find path” button in the Campus Maps application (HW9), the path appears on the screen.
Design Patterns

- What pattern would you use to...
  - Remove the addNode/addEdge functionality from your Graph class (throw an UnsupportedOperationException when those methods are called), in order to create an UnmodifiableGraph?
    - Decorator
  - We have an existing object that controls a communications channel. We would like to provide the same interface to clients but transmit and receive encrypted data over the existing channel.
    - Proxy
  - When the user clicks the “find path” button in the Campus Maps application (HW9), the path appears on the screen.
    - MVC
    - Observer
Design Patterns

- We have a worksheet with additional practice problems on the website!
Stronger vs Weaker (one more time!)

• In each case, what is the effect of changing the amount of information required about the input?

• Requires more about inputs?

• Promises more about behavior?
Stronger vs Weaker (one more time!)

• In each case, what is the effect of changing the amount of information required about the input?

• Requires more about inputs?  
  weaker

• Promises more about behavior?  
  stronger
Compared to the spec in the box, what is the effect of using specs A,B,C in terms of our statement's strength (weaker/stronger/neither)?

A. `@requires that key is a key in this and key != null`  
   `@return the value associated with key`

B. `@return the value associated with key if key is a key in this, or null if key is not associated with any value`

C. `@return the value associated with key`  
   `@throws NoSuchElementException if key is not a key this`  
   `@throws NullPointerException if key is null`
Stronger vs Weaker

Compared to the spec in the box, what is the effect of using specs A,B,C in terms of our statement’s strength (weaker/stronger/neither)?

@requires key is a key in this
@return the value associated with key
@throws NullPointerException if key is null

A. @requires that key is a key in this and key != null
   @return the value associated with key

   WEAKER

B. @return the value associated with key if key is a key in this, or null if key is not associated with any value

   NEITHER

C. @return the value associated with key
   @throws NullPointerException if key is null
   @throws NoSuchElementException if key is not a key this

   STRONGER
Exceptions

- Unchecked exceptions are ignored by the compiler.

- If a method throws a checked exception or calls a method that throws a checked exception, then it must either:
  - catch the exception
  - declare it in \@throws
Exceptions Examples

Should these be checked or unchecked?

• Attempt to write an invalid type into an array
  E.g., write `Double` into `Integer[]` cast to `Number[]`

• Attempt to open a file that does not exist

• Attempt to create a URL from invalidly formatted text
  E.g., “http:/foo” (only one “/”)
Exceptions Examples

Should these be checked or unchecked?

• Attempt to write an invalid type into an array
  E.g., write `Double` into `Integer[]` cast to `Number[]`
  unchecked

• Attempt to open a file that does not exist
  checked

• Attempt to create a URL from invalidly formatted text
  E.g., “http:/foo” (only one “/”)
  debatable – could see either one