Class design

• From last time:
  – finish discussing Representation Invariants
• What does a class represent?
• Minimizing inter-method dependencies
• Choosing instance variables
  – minimizing scope
• Review of copy semantics
• Parameter passing
Announcements

• Midterm 1 is on Thu 2/18
  – sample problems have been published
  – Location: THH 101
  – Closed book, closed note, no electronic devices
  – Bring USC ID card
• This week’s pre-lab: read PA2, see lab for details.
• Do NOT wait until after MT to start PA2
• Published complete Names example
  in ~/csci455/code/02-09/complete
Class is a single concept

- Class should represent a single concept
- An object in the real world
  - (or from math, or a software artifact)
- E.g., Point, Rectangle, Drunkard, Paycheck
  - Methods all relate to that single concept:
  - get info about the object (accessor)
  - manipulate the object (mutator)
- Can make multiple instances of the class
A bad class design

class MyProgAssgt {
    public void doStep1() { .... }
    public void doStep2() { .... }
    public void doStep3() { .... }
    // instance variables are effectively
    // "global" vars
}

• Can you make multiple instances of the object?
• What is the data abstraction it represents?
Minimizing inter-method dependencies

• Generally want to be able to call methods in any order. e.g., Names: lookup, insert, remove
• Minimize the different states object can be in
• For implementor:
  – minimize instance variables to represent that state.
  – minimize different states of internal representation (avoids special-case code)
Some objects naturally have multiple states

- Have to think through what they are and transitions between them
- Ex: cash register class from Ch. 3 (and lab 3)

- We won’t encounter this much in CS 455.
Choosing instance variables

• For implementor: Instance variables are the input to every method.
• Need a clear understanding of what values are for, and how they are interrelated
• Suppose we had the following Drunkard instance variables. Which of them can we eliminate?

```java
ImPoint currentLoc;
ImPoint startLoc;
int stepSize;
int x;
int y;
Random generator;
```
A general principle:

- Minimize scope of variables / methods
  - public vs. private
  - instance var vs. local var

- Also one of our style guidelines for the class
Minimize scope: another example

- Proposed solution for reuse `lookup` code: Adding a data member so `remove` could use `lookup`:

```java
class Names {
    private String[] namesArr;
    private int numNames;
    private int locFound;  // when is this init'd?
    public boolean lookup(...) { ... locFound = ... }  
    public boolean remove(...) { ... i = locFound ... }
    ...
}
```

- Is `locFound` initialized when we enter `lookup`, `remove`, `insert`?
- If only used within `remove`, then should be local.
Second example (cont.)

• Reminder: improved solution
• private helper method

```java
class Names {
    . . .
    public boolean lookup(...) { ...lookupLoc(...)... }
    public boolean remove(...) { ...lookupLoc(...)... }
    private int lookupLoc(...) {  }

    private String[] namesArr;
    private int numNames;
    private int locFound;
}
```
Choosing instance variables (cont.)

• Scenario: use an `ArrayList` representation for `Names` class.

• Suppose we had the following `Names` instance variables:

```java
ArrayList<String> namesArr;
int numNames;
```

• Why is this not ideal?
Review of instance variables

- For implementer: Instance variables are the input to every method.
  - want to minimize how many
  - and how many different states they can be in
- Need a clear understanding of what values are for, and how they are interrelated
- Explicit statement of the latter is the representation invariant
Review of copy semantics: primitives

- Primitive types have value semantics

```java
int i = 0;
int j = 3;
i = j;
```
Review of copy semantics: objects

- Object and array types have *reference semantics*

```java
Rectangle r = new Rectangle();
Rectangle t = new Rectangle(5, 5, 5, 5);
r = t;
r.translate(10, 10);
t = null;
```
Review of copy semantics: arrays

• Object and array types have reference semantics

```java
int[] iArr = new int[5];
int[] jArr = new int[3];
iArr = jArr;
```
Review of copy semantics: immutable object types

• E.g., String, ImPoint, Term
• Can treat as if value semantics – but still have to create the object:

```java
ImPoint p = null;
p = new ImPoint(3,4);
ImPoint q = p;
q.translate(5,5);
p = q.translate(5,5);
```
Parameter passing in Java

• All Java parameters are passed by value.

• Value and reference semantics also apply to parameter-passing rules:
  – Primitive types use value semantics
  – Object types (and arrays) use reference semantics

• Let’s see what this means . . .
Parameter passing in Java: primitive types

• all parameters passed by value. E.g.,

    public static void foo(int x) {
        x = 0;
    }

    has no effect on caller:

    int y = 10;
    foo(y);  // y unchanged
Parameter passing: object references

• for objects, the object reference is passed by value. E.g.

```java
public static void foo(BankAccount account) {
    account = null;
}
```

has no effect on caller:

```java
BankAccount myAccount = new BankAccount(100);
foo(myAccount);
myAccount.getBalance();  // 100
```
Passing object references by value

- method can't change which object `myAccount` refers to
- But it could still change what's `inside` the object by calling one of its methods:
  ```java
  public static void evil(BankAccount account) {
    account.withdraw(account.getBalance());
  }
  ```
- Call:
  ```java
  BankAccount myAccount = new BankAccount(100);
  evil(myAccount);
  myAccount.getBalance();
  ```
How to “change” a primitive var in a method

Can use return value to update a single variable:

```java
public static int incr(int x) {
    return x+1;
}
```

Sample call:

```java
int x = 5;
x = incr(x);
```

Similar idea with immutable object:

```java
ImPoint p = new ImPoint(3,4);
p = p.translate(5,5);
```
Example: *cannot* write a swap method in Java

Method definition:

```java
public static void swap(int x, int y) {
    int temp = x;
    x = y;
    y = temp;
}
```

Sample call:

```java
int a = 5;
int b = 10;
swap(a, b);
```