

# CS61B Lecture #7

## Announcements:

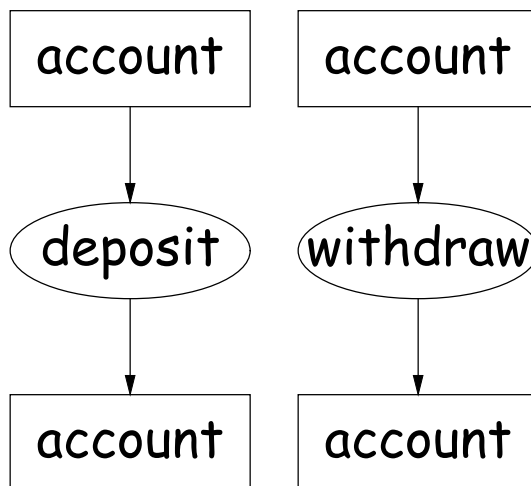
- Programming Contest coming up: 3 October. Watch for details.
- Computer Science Mentors (CSM) is holding adjunct sections that you can sign up for this semester. These are small groups of students, led by a trained mentor, that meet weekly and provide additional practice and guidance with course material. Sign-up deadline is Friday, 18 September (next week). See also Piazza post @520.
- Homework #2 was released late Wednesday.
- Project #0 will be released soon. Watch for it.

# Object-Based Programming

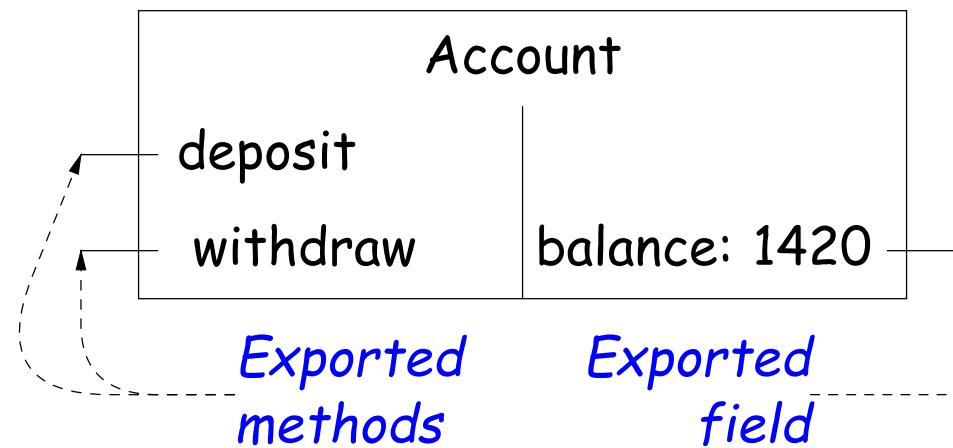
## Basic Idea.

- *Function-based programs* are organized primarily around the functions (methods, etc.) that do things. Data structures (objects) are considered separate.
- *Object-based programs* are organized around the *types of objects* that are used to represent data; methods are grouped by type of object.
- Simple banking-system example:

### Function-based



### Object-based



# Philosophy

- Idea (from 1970s and before): *An abstract data type is*
  - a set of possible values (a *domain*), plus
  - a set of *operations* on those values (or their containers).
- In `IntList`, for example, the domain was a *set of pairs*: `(head, tail)`, where `head` is an `int` and `tail` is a pointer to an `IntList`.
- The `IntList` operations consisted only of assigning to and accessing the two fields (`head` and `tail`).
- In general, prefer a purely *procedural interface*, where the functions (methods) do everything—no outside access to fields.
- That way, implementor of a class and its methods has complete control over behavior of instances.
- In Java, the preferred way to write the “operations of a type” is as *instance methods*.

# You Saw It All in CS61A: The Account Class

```
class Account:
    balance = 0
    def __init__(self, balance0):
        self.balance = balance0

    def deposit(self, amount):
        self.balance += amount
        return self.balance

    def withdraw(self, amount):
        if self.balance < amount:
            raise ValueError \
                ("Insufficient funds")
        else:
            self.balance -= amount
        return self.balance
```

---

```
my_account = Account(1000)
my_account.balance
my_account.deposit(100)
my_account.withdraw(500)
```

```
public class Account {
    public int balance;
    public Account (int balance0) {
        balance = balance0;
    }
    public int deposit (int amount) {
        balance += amount; return balance;
    }
    public int withdraw (int amount) {
        if (balance < amount)
            throw new IllegalStateException
                ("Insufficient funds");
        else balance -= amount;
        return balance;
    }
}
```

---

```
Account myAccount = new Account (1000);
myAccount.balance
myAccount.deposit (100);
myAccount.withdraw(500);
```

# You Also Saw It All in CS61AS

```
(define-class (account balance0)
  (instance-vars (balance 0))
  (initialize
    (set! balance balance0))

  (method (deposit amount)
    (set! balance (+ balance amount))
    balance)
  (method (withdraw amount)
    (if (< balance amount)
        (error "Insufficient funds")
        (begin
          (set! balance (- balance amount))
          balance)))) )
```

---

```
(define my-account
  (instantiate account 1000))
(ask my-account 'balance)
(ask my-account 'deposit 100)
(ask my-account 'withdraw 500)
```

```
public class Account {
  public int balance;
  public Account (int balance0) {
    balance = balance0;
  }
  public int deposit (int amount) {
    balance += amount; return balance;
  }
  public int withdraw (int amount) {
    if (balance < amount)
      throw new IllegalStateException
        ("Insufficient funds");
    else balance -= amount;
    return balance;
  }
}
```

---

```
Account myAccount = new Account (1000);
myAccount.balance
myAccount.deposit (100);
myAccount.withdraw(500);
```

# The Pieces

- Class declaration defines a *new type of object*, i.e., new type of structured container.
- **Instance variables** such as `balance` are the simple containers within these objects (*fields or components*).
- **Instance methods**, such as `deposit` and `withdraw` are like ordinary (static) methods that take an invisible extra parameter (called **this**).
- The **new** operator creates (*instantiates*) new objects, and initializes them using constructors.
- **Constructors** such as the method-like declaration of `Account` are special methods that are used only to initialize new instances. They take their arguments from the **new** expression.
- **Method selection** picks methods to call. For example,

```
myAccount.deposit(100)
```

tells us to call the method named `deposit` that is defined for the object pointed to by `myAccount`.

# Getter Methods

- Slight problem with Java version of Account: anyone can assign to the balance field
- This reduces the control that the implementor of Account has over possible values of the balance.
- Solution: allow public access only through methods:

```
public class Account {  
    private int balance;  
    ...  
    public int balance () { return balance; }  
    ...  
}
```

- Now the balance field cannot be directly referenced outside of Account.
- (OK to use name balance for both the field and the method. Java can tell which is meant by syntax: A.balance vs. A.balance().)

# Class Variables and Methods

- Suppose we want to keep track of the bank's total funds.
- This number is not associated with any particular `Account`, but is common to all—it is *class-wide*.
- In Java, "class-wide"  $\equiv$  `static`

```
public class Account {  
    ...  
    private static int funds = 0;  
    public int deposit (int amount) {  
        balance += amount; funds += amount;  
        return balance;  
    }  
    public static int funds () {  
        return funds;  
    }  
    ... // Also change withdraw.  
}
```

- From outside, can refer to either `Account.funds()` or `myAccount.funds()` (same thing).



# Instance Methods

- Instance method such as

```
int deposit (int amount) {  
    balance += amount; funds += amount;  
    return balance;  
}
```

behaves sort of like a static method with hidden argument:

```
static int deposit (final Account this, int amount) {  
    this.balance += amount; funds += amount;  
    return this.balance;  
}
```

- NOTE: Just explanatory: Not real Java (not allowed to declare 'this'). (*final* is real Java; means "can't change once set.")
- Likewise, the instance-method call `myAccount.deposit (100)` is like a call on this fictional static method:

```
Account.deposit (myAccount, 100);
```

- Inside method, as a convenient abbreviation, can leave off leading 'this.' on field access or method call if not ambiguous.

# 'Instance' and 'Static' Don't Mix

- Since real static methods don't have the invisible `this` parameter, makes no sense to refer directly to instance variables in them:

```
public static int badBalance (Account A) {  
    int x = A.balance; // This is OK (A tells us whose balance)  
    return balance; // WRONG! NONSENSE!  
}
```

- Reference to `balance` here equivalent to `this.balance`,
- But this is meaningless (*whose balance?*)
- However, it makes perfect sense to access a static (class-wide) field or method in an instance method or constructor, as happened with `fund` in the `deposit` method.
- There's only one of each static field, so don't need to have a `'this'` to get it. Can just name the class.

# Constructors

- To completely control objects of some class, you must be able to set their initial contents.
- A *constructor* is a kind of special instance method that is called by the **new** operator right after it creates a new object, as if

$$L = \text{new IntList}(1, \text{null}) \implies \begin{cases} \text{tmp} = \text{pointer to } \boxed{0}; \\ \text{tmp.IntList}(1, \text{null}); \\ L = \text{tmp}; \end{cases}$$

- Instance variables initializations are moved inside constructors:

```
class Foo {
    int x = 5;
    Foo () {
        DoStuff ();
    }
    ...
}

class Foo {
    int x;
    Foo () {
        x = 5;
        DoStuff ();
    }
    ...
}
```

- In absence of any explicit constructor, get *default constructor*:  
`public Foo() { }.`
- Multiple *overloaded* constructors possible (different parameters).

# Summary: Java vs. CS61A OOP in Scheme & Python

Java	Python	CS61AS OOP
class Foo ...	class Foo: ...	(define-class (Foo args)...
int x = ...;	x = ...	(instance-vars (x ...))
Foo(args) {...}	def __init__(self, args):...	(initialize ...)
int f(...) {...}	def f(self, ...):...	(method (f ...) ...)
static int y = ...;	y = ... (refer to with Foo.y)	(class-vars (y ...))
static void g(...) {...}	def g(...): <b>[outside classes]</b>	(define (g...)...)
... <i>or</i>	@staticmethod	
	def g(...): ...	
aFoo.f (...)	aFoo.f(...)	(ask aFoo 'f ...)
aFoo.x	aFoo.x	(ask aFoo 'x)
new Foo (...)	Foo(...)	(instantiate Foo ...)
this	self <b>[typically]</b>	self