

CS61B Lecture #11: Examples: Comparable & Reader

- Java library provides an interface to describe Objects that have a *natural order* on them, such as String, Integer, BigInteger and BigDecimal:

```
public interface Comparable { // For now, the Java 1.4 version
    /** Returns value <0, == 0, or > 0 depending on whether
     * THIS is <, ==, or > OBJ. Exception if OBJ not of compatible type. */
    int compareTo(Object obj);
}
```

- Might use in a general-purpose max function:

```
/** The largest value in array A, or null if A empty. */
public static Comparable max(Comparable[] A) {
    if (A.length == 0) return null;
    Comparable result; result = A[0];
    for (int i = 1; i < A.length; i += 1)
        if (result.compareTo(A[i]) < 0) result = A[i];
    return result;
}
```

- Now max(S) will return maximum value in S if S is an array of Strings, or any other kind of Object that implements Comparable.

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Examples: Implementing Comparable

```
/** A class representing a sequence of ints. */
class IntSequence implements Comparable {
    private int[] myValues;
    private int myCount;
    ...
    public int get(int k) { return myValues[k]; }

    @Override
    public int compareTo(Object obj) {
        IntSequence x = (IntSequence) obj; // Blows up if incomparable
        for (int i = 0; i < myCount && i < x.myCount; i += 1)
            if (myValues[i] < x.myValues[i])
                return -1;
            else if (myValues[i] > x.myValues[i])
                return 1;
        return myCount - x.myCount; // Umm. A bit tricky
    }
}
```

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Implementing Comparable II

- Also possible to add an interface retroactively.
- If IntSequence did *not* implement Comparable, but did implement compareTo (without @Override), we could write

```
class ComparableIntSequence extends IntSequence implements Comparable {
    ...
}
```

- Java would then “match up” the compareTo in IntSequence with that in Comparable.

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Example: Readers

- Java class java.io.Reader abstracts *sources of characters*.
- Here, we present a revisionist version (not the real thing):

```
public interface Reader { // Real java.io.Reader is abstract class
    /** Release this stream: further reads are illegal */
    void close();

    /** Read as many characters as possible, up to LEN,
     * into BUF[OFF], BUF[OFF+1],..., and return the
     * number read, or -1 if at end-of-stream. */
    int read(char[] buf, int off, int len);

    /** Short for read(BUF, 0, BUF.length). */
    int read(char[] buf);

    /** Read and return single character, or -1 at end-of-stream. */
    int read();
}
```

- Can't write new Reader(); it's abstract. So what good is it?

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Generic Partial Implementation

- According to their specifications, some of Reader's methods are related.
- Can express this with a *partial implementation*, which leaves key methods unimplemented and provides default bodies for others.
- Result still abstract: can't use **new** on it.

```
/** A partial implementation of Reader. Complete
 * implementations MUST override close and read(,,).
 * They MAY override the other read methods for speed. */
public abstract class AbstractReader implements Reader {
    public abstract void close();
    public abstract int read(char[] buf, int off, int len);

    public int read(char[] buf) { return read(buf,0,buf.length); }

    public int read() { return (read(buf1) == -1) ? -1 : buf1[0]; }

    private char[] buf1 = new char[1];
}
```

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Implementation of Reader: StringReader

The class StringReader reads characters from a String:

```
public class StringReader extends AbstractReader {
    private String str;
    private int k;
    /** A Reader delivering the characters in STR. */
    public StringReader(String str)
        { this.str = str; k = 0; }

    public void close() { str = null; }

    public int read(char[] buf, int off, int len) {
        if (k == str.length())
            return -1;
        len = Math.min(len, str.length() - k);
        str.getChars(k, k+len, buf, off);
        k += len;
        return len;
    }
}
```

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Using Reader

Consider this method, which counts words:

```
/** The total number of words in R, where a "word" is
 * a maximal sequence of non-whitespace characters. */
int wc(Reader r) {
    int c0, count;
    c0 = ' '; cnt = 0;
    while (true) {
        int c = r.read();
        if (c == -1) return count;
        if (Character.isWhitespace((char) c0) && ! Character.isWhitespace((char) c))
            count += 1;
        c0 = c;
    }
}
```

This method works for any Reader:

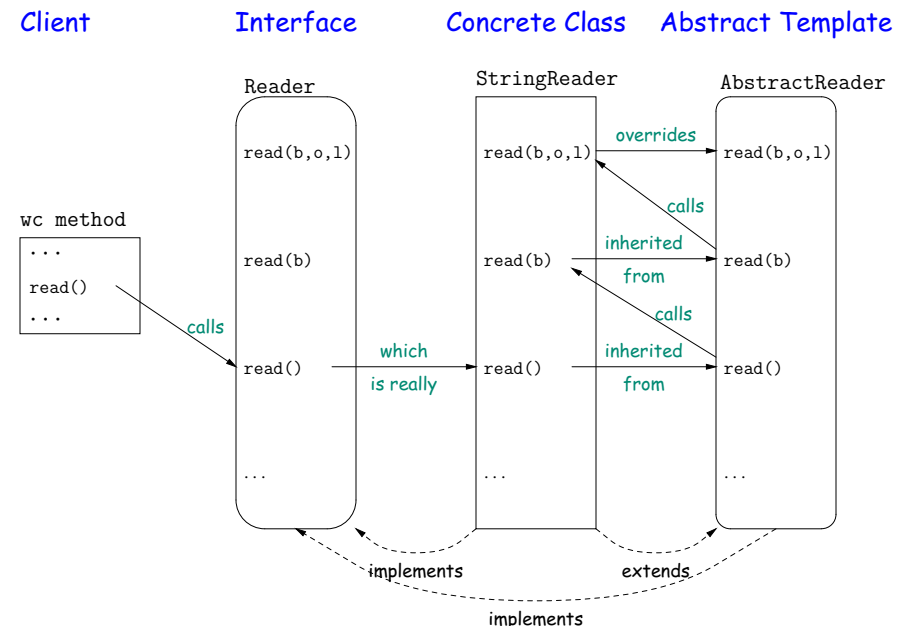
```
// Number of words in the String someText:
wc(new StringReader(someText))
// Number of words in standard input.
wc(new InputStreamReader(System.in))
// Number of words in file named fileName:
wc(new FileReader(fileName))
```

other implementations of Reader

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How It Fits Together



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Lessons

- The `Reader` interface class served as a *specification* for a whole set of readers.
- Ideally, most client methods that deal with Readers, like `wc`, will specify type `Reader` for the formal parameters, not a specific kind of `Reader`, thus assuming as little as possible.
- And only when a client creates a new `Reader` will it get specific about what subtype of `Reader` it needs.
- That way, client's methods are as *widely applicable* as possible.
- Finally, `AbstractReader` is a tool for implementors of non-abstract `Reader` classes, and not used by clients.
- Alas, Java library is not pure. E.g., `AbstractReader` is really just called `Reader` and there is no interface. In this example, we saw what they *should* have done!
- The `Comparable` interface allows definition of functions that depend only on a limited subset of the properties (methods) of their arguments (such as "must have a `compareTo` method").