Review: A Puzzle

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        System.out.println("A.f");
    }
    void g() { f(); /* or this.f() */ }
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class C {
    static void main(String[] args) {
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        h(aB);
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    static void h(A x) { x.g(); }
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   b. B.f
   c. Some kind of error
3. If we made f static?
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Answer to Puzzle

1. Executing `java C` prints _____, because
   
   A. `C.main` calls `h` and passes it to `B`, whose dynamic type is `B`.
   
   B. `h` calls `x.g()`. Since `g` is inherited by `B`, we execute the code for `g` in class `A`.
   
   C. `g` calls `this.f()`. Now `this` contains the value of `h`’s argument, whose dynamic type is `B`. Therefore, we execute the definition of `f` that is in `B`.
   
   D. In calls to `f`, in other words, static type is ignored in figuring out what method to call.

2. If `g` were static, we see _____; selection of `f` still depends on dynamic type of `this`. Same for overriding `g` in `B`.

3. If `f` were static, would print _____ because then selection of `f` would depend on static type of `this`, which is `A`.

4. If `f` were not defined in `A`, we’d see _____
Answer to Puzzle

1. Executing java C prints __B.f__, because

A. C.main calls h and passes it aB, whose dynamic type is B.
B. h calls x.g(). Since g is inherited by B, we execute the code for g in class A.
C. g calls this.f(). Now this contains the value of h’s argument, whose dynamic type is B. Therefore, we execute the definition of f that is in B.
D. In calls to f, in other words, static type is ignored in figuring out what method to call.

2. If g were static, we see __B.f__; selection of f still depends on dynamic type of this. Same for overriding g in B.

3. If f were static, would print __A.f__ because then selection of f would depend on static type of this, which is A.

4. If f were not defined in A, we’d see a compile-time error
Example: Designing a Class

Problem: Want a class that represents histograms, like this one:

![Histogram Example]

Analysis: What do we need from it? At least:

- Specify buckets and limits.
- Accumulate counts of values.
- Retrieve counts of values.
- Retrieve numbers of buckets and other initial parameters.
Specification Seen by Clients

- The **clients** of a module (class, program, etc.) are the programs or methods that **use** that module’s exported definitions.
- In Java, intention is that exported definitions are designated **public**.
- Clients are intended to rely on **specifications** (aka APIs) not code.
- **Syntactic specification**: method and constructor headers—syntax needed to use.
- **Semantic specification**: what they do. No formal notation, so use comments.
  - Semantic specification is a **contract**.
  - Conditions client must satisfy (**preconditions**, marked “Pre:” in examples below).
  - Promised results (**postconditions**).
  - Design these to be **all the client needs!**
  - Exceptions communicate errors, specifically failure to meet pre-conditions.
/** A histogram of floating-point values */
public interface Histogram {
    /** The number of buckets in THIS. */
    int size();

    /** Lower bound of bucket #K. Pre: 0<=K<size(). */
    double low(int k);

    /** # of values in bucket #K. Pre: 0<=K<size(). */
    int count(int k);

    /** Add VAL to the histogram. */
    void add(double val);
}

void fillHistogram(Histogram H, Scanner in) {
    while (in.hasNextDouble())
        H.add(in.nextDouble());
}

void printHistogram(Histogram H) {
    for (int i = 0; i < H.size(); i += 1)
        System.out.printf(">=%5.2f | %4d%n",
            H.low(i), H.count(i));
}
public class FixedHistogram implements Histogram {
    private double low, high; /* From constructor*/
    private int[] count; /* Value counts */

    /** A new histogram with SIZE buckets of values >= LOW and < HIGH. */
    public FixedHistogram(int size, double low, double high) {
        if (low >= high || size <= 0) throw new IllegalArgumentException();
        this.low = low;
        this.high = high;
        this.count = new int[size];
    }

    public int size() { return count.length; }
    public double low(int k) { return low + k * (high-low)/count.length; }
    public int count(int k) { return count[k]; }

    public void add(double val) {
        if (val >= low && val < high)
            count[(int) ((val-low)/(high-low) * count.length)] += 1;
    }
}
Let’s Make a Tiny Change

Don’t require *a priori* bounds:

class FlexHistogram implements Histogram {
   /** A new histogram with SIZE buckets. */
   public FlexHistogram(int size) {
      ?
   }
   // What needs to change?
}

• How would you do this? Profoundly changes implementation.

• But *clients* (like `printHistogram` and `fillHistogram`) still work with no changes.

• Illustrates the power of *separation of concerns*.
Implementing the Tiny Change

- Pointless to pre-allocate the count array.
- Don't know bounds, so must save arguments to add.
- Then recompute count array "lazily" when count(···) called.
- Invalidate count array whenever histogram changes.

```java
class FlexHistogram implements Histogram {
    private ArrayList<Double> values = new ArrayList<>();
    int size;
    private int[] count;

    public FlexHistogram(int size) {
        this.size = size;
        this.count = null;
    }

    public void add(double x) {
        count = null;
        values.add(x);
    }

    public int count(int k) {
        if (count == null) {
            compute count from values here.
        }
        return count[k];
    }
}
```
Advantages of Procedural Interface over Visible Fields

By using public method for `count` instead of making the array `count` visible, the “tiny change” is transparent to clients:

• If client had to write `myHist.count[k]`, it would mean
  
  “The number of items currently in the $k^{th}$ bucket of histogram `myHist` (which, by the way, is stored in an array called `count` in `myHist` that always holds the up-to-date count).”

• Parenthetical comment *worse than useless* to the client.

• If `count` array had been visible, after “tiny change,” every use of `count` in client program would have to change.

• So using a method for the public `count` method decreases what client *has to* know, and (therefore) has to change.