Recreation

Given that
\[ \log(1 + x) = x - \frac{1}{2}x^2 + \frac{1}{3}x^3 - \ldots \]

why is it not the case that

\[
\log 2 = 1 - \frac{1}{2} + \frac{1}{3} - \frac{1}{4} + \frac{1}{5} - \frac{1}{6} + \frac{1}{7} - \frac{1}{8} + \frac{1}{9} - \ldots
\]
\[
= (1 + \frac{1}{3} + \frac{1}{5} + \frac{1}{7} + \frac{1}{9} + \ldots) - (\frac{1}{2} + \frac{1}{4} + \frac{1}{6} + \frac{1}{8} + \ldots)
\]
\[
= (1 + \frac{1}{3} + \frac{1}{5} + \frac{1}{7} + \frac{1}{9} + \ldots) + (\frac{1}{2} + \frac{1}{4} + \frac{1}{6} + \frac{1}{8} + \ldots)
\]
\[
- 2(\frac{1}{2} + \frac{1}{4} + \frac{1}{6} + \frac{1}{8} + \ldots)
\]
\[
= (1 + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} + \ldots) - (1 + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} + \ldots)
\]
\[
= 0?
\]
CS61B Lecture #7: 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

  ![Function-based diagram]

  Object-based

  ![Object-based diagram]
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, we prefer a purely procedural interface, where the functions (methods) do everything—no outside access to the internal representation (i.e., instance variables).

• 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.
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

myAccount = Account(1000)
print(myAccount.balance)
myAccount.deposit(100)
myAccount.withdraw(500)

public class Account {
    public int balance;
    public Account(int balance0) {
        this.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);
print(myAccount.balance)
myAccount.deposit(100);
myAccount.withdraw(500);
You Also Would Have Seen 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,

  ```java
  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:
  ```java
  public class Account {
      private int _balance;
      ...
      public int balance() { return _balance; }
      ...
  }
  ``
- Now Account._balance = 1000000 is an error outside Account.
- (I use the convention of putting '_' at the start of private instance variables to distinguish them from local variables and non-private variables. Could actually use balance for both the method and the variable, but please don't.)
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 \textit{class-wide}. In Java, “class-wide” $\equiv$ static.

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

• From outside, can refer to either Account.funds() or to myAccount.funds() (same thing).
Instance Methods

• Instance method such as

    ```java
    int deposit(int amount) {
        _balance += amount;
        _funds += amount;
        return balance;
    }
    ```

    behaves sort of like a static method with hidden argument:

    ```java
    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 initialized.”)
Calling Instance Methods

/** (Fictional) equivalent of deposit instance method. */
static int deposit(final Account this, int amount) {
    this._balance += amount;
    _funds += amount;
    return this._balance;
}

• Likewise, the instance-method call myAccount.deposit(100) is like a call on this fictional static method:

    Account.deposit(myAccount, 100);

• Compare this with Python, where the extra parameter is not fictional (and one can choose the name—usually `self`.)

• Inside a real instance method, as a convenient abbreviation, one can leave off the leading 'this.' on field access or method call if not ambiguous. (Unlike Python)
'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:

  ```java
  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 `_funds` 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 (or use no qualification inside the class, as we've been doing).
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

\[
L = \text{new IntList}(1, \text{null}) \implies \begin{cases} 
\text{tmp = pointer to 0} \\
\text{tmp.IntList(1, null)}; \\
L = \text{tmp}; 
\end{cases}
\]
Multiple Constructors and Default Constructors

- **All** classes have constructors. In the absence of any explicit constructor, get the **default constructor**, as if you had written:

  ```java
  public class Foo {
    public Foo() {}  // Default constructor
  }
  ```

- **Multiple overloaded** constructors are possible, and they can use each other (although the syntax is odd):

  ```java
  public class IntList {
    public IntList(int head, IntList tail) {
      this.head = head; this.tail = tail;
    }

    public IntList(int head) {
      this(head, null); // Calls first constructor.
    }
  }
  ```
Constructors and Instance Variables

- Instance variables initializations are moved inside constructors that don't start with `this(...)`.

```java
class Foo {
    int x = 5;

    Foo(int y) {
        DoStuff(y);
    }

    Foo() {
        this(42);
    }
}

⇐ ⇒

class Foo {
    int x;

    Foo(int y) {
        x = 5;
        DoStuff(y);
    }

    Foo() {
        this(42); // Assigns to x
    }
}
```
## Summary: Java vs. Python

<table>
<thead>
<tr>
<th>Java</th>
<th>Python</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>class Foo {</code></td>
<td><code>class Foo: ...</code></td>
</tr>
<tr>
<td><code>int x = ...;</code></td>
<td><code>x = ...</code></td>
</tr>
<tr>
<td><code>Foo(...)</code></td>
<td><code>def __init__(self, ...):</code></td>
</tr>
<tr>
<td><code>{ ... }</code></td>
<td><code>...</code></td>
</tr>
<tr>
<td><code>int f(...)</code></td>
<td><code>def f(self, ...):</code></td>
</tr>
<tr>
<td><code>{ ... }</code></td>
<td><code>...</code></td>
</tr>
<tr>
<td><code>static int y = 21;</code></td>
<td><code>y = 21  # Referred to as Foo.y</code></td>
</tr>
<tr>
<td><code>static void g(...)</code></td>
<td><code>@staticmethod</code></td>
</tr>
<tr>
<td><code>{ ... }</code></td>
<td><code>def g(...):</code></td>
</tr>
<tr>
<td><code>}</code></td>
<td><code>...</code></td>
</tr>
</tbody>
</table>

| aFoo.f(...)                  | aFoo.f(...)                                                  |
| aFoo.x                       | aFoo.x                                                       |
| new Foo(...)                 | Foo(...)                                                     |
| this                         | self  # (typically)                                          |