Chapter 5: Writing Classes and Enums
CS 121

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Chapter 5: Writing Classes and Enums

- Identifying classes
- Anatomy of a class
- Encapsulation
- Anatomy of a method
- Static methods and data
- Method overloading
- Relationships among classes
- Method design
- Enumerate Types (enums)
A class is a blueprint of an object. The class represents the *concept* of an object, and any object created from that class is a *realization* (or *instantiation*) of that concept.

```java
Random rand = new Random();
Color springGreen = new Color(107, 235, 128);
Color skyBlue = new Color(135, 206, 235);
```

An object has **state**, which is defined by the values of the **attributes** associated with an object.

- Example: Attributes for a song: *title*, *artist*, *play time*, *file name*
- In Java, the attributes are defined by the **instance variables** declared within the class.

An object also has **behaviors**, which are defined by the **operations** associated with that object.

- Example: Operations for a song: Set the *title*, find its *play time*, play the song
- In Java, the operations are defined by the **methods** declared within the class.
## Attributes and Operations

<table>
<thead>
<tr>
<th>Class</th>
<th>Attributes</th>
<th>Operations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Student</td>
<td>Name, Address, Major, GPA</td>
<td>Set address, Set major, Compute GPA</td>
</tr>
<tr>
<td>Flight</td>
<td>Airline, Flight number, Origin city, Destination city, Current status</td>
<td>Set airline, Set flight number, Determine status</td>
</tr>
<tr>
<td>Employee</td>
<td>Name, Department, Title, Salary</td>
<td>Set department, Set title, Set salary, Compute wages</td>
</tr>
<tr>
<td>Account</td>
<td>Name, Email, Alias, Last login date, List of session start/end times</td>
<td>Set email, Set alias, Determine alias, Compute time since last login, Compute average session length</td>
</tr>
</tbody>
</table>

**In-class Exercise:** Suggest attributes and operations for classes representing a Sphere, Dog, Calendar Appointment, Smartphone, Computer.
A class consists of data declarations and method declarations. These are known as **members** of the class.

```java
public class MyClass
{
    // instance variables
    private int myInstanceVariable;
    private double anotherInstanceVariable;
    private final int MY_CONSTANT = 6;

    // constructor
    public MyClass()
    {
        ...
    }

    // other methods
    public int doYourThing()
    {
        ...
    }
    public String toString()
    {
        ...
    }
}
```
Consider a class representing a single dice (a *die*).

- **State**: Which face is showing on top.
- **Primary Behavior**: It can be rolled.

We define it in a class named *Die* with the following methods.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Die()</strong></td>
<td>Constructor: sets the initial face value to 1</td>
</tr>
<tr>
<td><strong>int roll()</strong></td>
<td>Rolls the die by setting face value to appropriate random number</td>
</tr>
<tr>
<td><strong>void setFaceValue(int value)</strong></td>
<td>Sets the face value to the specified value</td>
</tr>
<tr>
<td><strong>int getFaceValue()</strong></td>
<td>Returns the current face value</td>
</tr>
<tr>
<td><strong>String toString()</strong></td>
<td>Returns a string representation of the Die</td>
</tr>
</tbody>
</table>

Example: *Die.java, SnakeEyes.java*
Anatomy of a Class (3)

- **Constructor**: A constructor has the same name as the class and is used to setup an object when it is created.

- **toString() method**: This method provides a meaningful textual representation of the object.
  - It is called automatically when an object is printed with the `print` or `println` method or concatenated to a string.
  - All classes should provide an appropriate `toString()` method. Useful for debugging and logging.

- **Recommended style**: Class name followed by attribute name, value pairs. Separate multiple attributes by commas. For example:

  ```java
  Die [faceValue = 1]
  ```
The scope of the data is the area in the program where it can be referenced and used.

Instance variables: These are variables declared at the class level, that is, outside of any methods. Typically, they are declared at the top of the class declaration. These can be referenced by all the methods in the class.

Local variables: Local variables are declared inside a method (within its defining curly braces) and can only be used in that method.
Instance Data

- The `faceValue` variable in the Die class is called instance data because each `instance` (object) that is created has its own version of it.

- The objects of a class share the method definitions but each object has its own data space for its instance variables. That's how different objects of the same class can have different states.

- The two `Die` objects from the `SnakeEyes.java` program. Each object has its own `faceValue` variable.
PP 5.4. Implement a class named `Sphere` that contains the instance data that represents the sphere’s radius.

- Include get/set methods for the radius.
- Include methods to calculate the surface area and volume.
- Include a `toString` method that returns a one-line description of the sphere.
- Write a driver class called `MultiSphere` that instantiates and updates several `Sphere` objects.
Encapsulation (1)

- Two views of an object:
  - *internal*: the details of the variables and methods that make up a class
  - *external*: the services that an object provides and how the objects interacts with the rest of the system

- From the external view, an object is an encapsulated entity, providing a set of specific services. These services define the interface to the object.

- One object (called the client) may use another object for the services it provides.

- Clients should not be able to access an object’s variables directly. Any changes to the object’s state should be made by that object’s methods. That is, an object should be self-governing.
Encapsulation is provided via the use of visibility modifiers. A modifier is a Java reserved keyword that specifies particular characteristics of a variable or method. Example: `final`

Java provides three visibility modifiers: `public`, `protected`, `private`.

Instance variables and methods of a class declared `public` can be referenced anywhere.

Instance variables and methods of a class declared `private` can be referenced only within that class.

Instance variables and methods declared without a visibility modifier have `default visibility` and can be referenced by any class in the same package.

Instance variables and methods of a class declared `protected` can be referenced by any class in the same package as well as any subclass in any package. We will study this in CS 221.
Visibility Modifiers (3)

- To enforce encapsulation, instance variables should always be declared with `private` visibility.
  - Then we can allow controlled access using special methods know as `accessors` and `mutators`.
  - An accessor method returns the current value of an instance variable.
  - A mutator method changes the value of an instance variable.
  - They are named as `getX` and `setX`, where X is the name of the instance variable. Hence they are also referred to as getters and setters.

- It is acceptable to give a constant instance variable `public` visibility. (Why?)

- Methods that provide service to clients should be declared `public`.

- A method created simply to assist a service method is called a support method. Support methods are declared `private`.
### Visibility Modifiers (4)

<table>
<thead>
<tr>
<th>Instance Variables</th>
<th>public</th>
<th>private</th>
</tr>
</thead>
<tbody>
<tr>
<td>Violate Encapsulation</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Methods</th>
<th>public</th>
<th>private</th>
</tr>
</thead>
<tbody>
<tr>
<td>Provide services to clients</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Support other methods in the class</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
In-Class Exercise

- What is the relationship between a class and an object?
- Where are instance variables declared?
- What is the scope of instance variables?
- What is a local variable?
Examples

- Create a class to represent a coin that can be flipped for heads or tail.
  - Coin.java, CountFlips.java
  - FlipRace.java
- Create a n-sided die version of the Die class.
  - NSidedDie.java, RollingNSidedDie.java
In-Class Exercise

- Design a class to represent a single playing card.
  - What instance data do you need?
  - What would your constructor look like?
  - What card operations (methods) do you want to provide?
- Let’s write the class.
Anatomy of a Method (1)

- A method consists of a **header** and a **body**
- The format of a method header:

  ```java
  public int maxOfFour(int n1, int n2, int n3, int n4)
  ```

- The parameter list specifies the type and name of each parameter.
- The name of a parameter in the method header is called a **formal parameter**
Anatomy of a Method (2)

- The method **body** follows the header and is enclosed within *curly brackets*

```java
public int maxOfFour (int n1, int n2, int n3, int n4)
{
    int max1 = (n1 > n2) ? n1 : n2;
    int max2 = (n3 > n4) ? n3 : n4;
    int max = (max1 > max2) ? max1 : max2;
    return max;
}
```

- A **return** statement specifies the value that will be returned. A method can have multiple **return** statements.
- A method that does not return a value has **void** return type in the header. Such methods modify the state of an object.
  - For example: A setter (mutator) method is typically void since it modifies an instance variables but need not return any value back.
When a method is called, **actual parameters** are copied into the **formal parameters**.

```java
public int maxOfFour(int n1, int n2, int n3, int n4) {
    int max1 = (n1 > n2) ? n1 : n2;
    int max2 = (n3 > n4) ? n3 : n4;
    int max = (max1 > max2) ? max1 : max2;
    return max;
}
```

```
int a = 100, b = 200, c = 300;
int max = maxOfFour(a, b, c, 10);
```

- Note that methods are contained inside classes so we would have to include reference to an object variable above to invoke the `maxOfFour` method, but we skip that for simplicity in this section.
- When a method finishes, the local variables (including the formal parameters) are destroyed and the memory is reclaimed.
- However, the instance variables, declared at the class level, remain in existence as long as the object exists.
Note that method calls pass parameters by copying. This is known as call-by-value.

See below for the memory model for method invocation.
Ex 5.7. Write a method called `cube` that accepts one integer parameter and returns that value raised to the third power.

```java
public int cube(int n)
{
    return n * n * n;
}
```

Ex 5.9 Write a method named `randomInRange` that accepts two integer parameters representing a range and returns a random integer in the range (inclusive). Assume that the range is valid.

```java
public int randomInRange(int low, int high)
{
    Random rand = new Random();
    int value = rand.nextInt(high - low + 1) + low;
    return value;
}
```
Ex 5.18. Write a method name isAlpha that accepts a character parameter and returns true if the character is either an uppercase or lowercase alphabetic letter.

```java
public boolean isAlpha(char ch) {
    if ('a' <= ch && ch <= 'z')
        return true;
    else if ('A' <= ch && ch <= 'Z')
        return true;
    return false;
}
```
Write a public method named `poemOfTheMoment` that takes no arguments, returns nothing but prints a poem of your choosing on the console.

```java
public void poemOfTheMoment() {
    System.out.println("=================================");
    System.out.println(""Like a piece of ice on a hot stove,"");
    System.out.println("the poem must ride on its own melting."");
    System.out.println("t--Robert Frost");
    System.out.println("=================================");
}
```

Write a public method that displays a line of "=" symbols `n` times, where `n` is specified by the caller.

```java
public void printSeparator(int n) {
    for (int i = 0; i < n; i++)
        System.out.print("=");
    System.out.println();
}
```

**In-class Exercise.** Rewrite the method `poemOfTheMoment` using the `printSeparator` method.

**In-class Exercise.** Rewrite the `printSeparator` so that it takes another `char` argument, which is the character to use in the separator line.
Passing Objects as Parameters

- Passing objects as parameters copies the reference/address making the corresponding formal parameter an *alias*.
- This implies that changes made to an object inside a method change the original object.
- See below for an example:

```java
public void fixMyDie(Die die) {
    int desiredFaceValue = 6;
    if (die.getFaceValue() < desiredFaceValue)
        die.setFaceValue(desiredFaceValue);
}

Die myDie = new Die();
fixMyDie(myDie);

Die faceValue = 1
die
6
```

- Example: ParameterTester.java, ParameterModifier.java, Num.java
In-class Exercise

- Write a method that adds two `Color` objects together and returns a new `Color` object.
- Let’s figure out the method header first.
- Now we will complete the method body.
- What if adding the colors makes the values be outside the range \([0, 255]\)?

**Additional Exercise.** Write a method that creates and returns a random `Color` object.
Consider an `Account` class:

- Attributes: `name`, `account number` and `balance`
- Operations (services): `withdrawals`, `deposits` and `adding interest`.

Example: `Account.java`. `Transactions.java`

Draw the three objects and show their state at the end of the `Transactions.java` driver program.
The **this** Reference

- The **this** reference allows an object to refer to itself. That is, the **this** reference, used inside a method, refers to the object through which the method is being executed.

- The **this** reference can be used to distinguish the instance variables of a class from corresponding method parameters with the same names.

- Thus we can reuse the instance variable names as formal parameter names, avoiding having to create unnecessary new names.

```java
public Account (String name, long acctNumber, double balance)
{
    this.name = name;
    this.acctNumber = acctNumber;
    this.balance = balance;
}
```
Static Methods and Static Variables

Static methods and variables are declared using the **static** modifier. It associates the method or variable with the class rather than with an object of that class.

Hence, static method and static variables are also known as **class methods** and **class variables**.

Static methods are invoked using the name of the class. For example:

```java
double x = Math.sqrt(2.0);
```
Static Variables

- If a variable is declared as static, only one copy of the variable exists.
- Memory space for a static variable is created when the class is first referenced.
- All objects instantiated from the class share its static variables.
- Changing the value of a static variable in one object changes it for all others.
Static Methods

- Static methods cannot refer to instance variables because instance variables don’t exist until an object exists. They cannot call non-static methods as well as no object exists to call them on.

- Static methods can refer to static variables or local variables. Static methods often work together with static variables.

- Example: Slogan.java, SloganCounter.java

- Determining if a variable or method should be static is a design decision.
Method Overloading (1)

- Method overloading is the process of giving a single method name multiple definitions.
- The signature of a method includes the number, type, and order of the parameters. The return type isn’t part of the signature.
- The signature of each overloaded method must be unique.

```java
double tryMe(int x)
{
    return x + 2.0;
}
double tryMe(int x, double y)
{
    return x * y;
}
```
Example: The `println` method is overloaded.

```java
println(String s)
println(int i)
println(double x)
...
```

The following code snippet uses multiple versions of `println`.

```java
System.out.println("A String!");
System.out.println(1000);
```

Constructors can also be overloaded. Overloaded constructors provide multiple ways to initialize a new object. For example:

```java
NSidedDie die1 = new NSidedDie();
NSidedDie die2 = new NSidedDie(20);
```
Class Relationships

- Classes can be related in three common ways:
  - Dependency – A uses B.
  - Aggregation – A has-a B.
  - Inheritance – A is-a B. (This is covered in CS 221)
A dependency exists when one class relies on the other in some way. Usually by invoking the methods of the other.

For example:

- FindParking uses ParkingSpot.
- SnakeEyes uses Die.
UML Diagrams

- UML stands for the Unified Modeling Language
- UML diagrams show relationships among classes and objects.
- A UML class diagram consists of one or more classes, each with sections for the class name, attributes (data), and operations (methods)
- Lines between classes represent associations.
- A solid arrow shows that one class uses the other (calls its methods)
UML Class Diagrams Classes are drawn as rectangles, which may be divided into 1, 2 or 3 partitions. The top partition is for the class name, the second one for the instance variables, and the third one for the methods or operations. Each variable/method is preceded by a visibility indicator.

- + indicates public
- - indicates private
- # indicates protected
Self Dependencies

- Dependencies can also exist between objects of the same class.
- For example, a method of a class may accept an object of the same class as a parameter.

```java
String fullName = firstName.concat(lastName);
```
Recall: A **Rational Number** is a real number that can be written as a simple fraction (i.e. as a ratio).

- $\frac{3}{2}$, $\frac{5}{8}$, etc.

Think for a minute...how can we represent a rational number in Java?

What types of operations do we want to be able to do?

Example: **RationalNumber.java**

Several of the methods in **RationalNumber** depend on another **RationalNumber** object.
Aggregation (*has-a*) Relationship

- An **aggregate object** is an object that is made up of other objects.
- For example:
  - A *PairOf Dice* *has-a* *Die*.
- An aggregate object contains references to other objects as *instance data*.

```
<table>
<thead>
<tr>
<th>PairOfDice</th>
<th>Die</th>
</tr>
</thead>
<tbody>
<tr>
<td>- die1: Die</td>
<td>- faceValue: int</td>
</tr>
<tr>
<td>- die2: Die</td>
<td>- numSides: int</td>
</tr>
<tr>
<td>+PairOfDice(maxFaceValue:int)</td>
<td>+getFaceValue(): int</td>
</tr>
<tr>
<td>+roll(): int</td>
<td>+getNumSides(): int</td>
</tr>
<tr>
<td>+getTotal(): int</td>
<td>+setFaceValue(faceValue:int): void</td>
</tr>
<tr>
<td>+getFaceValue1(): int</td>
<td>+roll(): int</td>
</tr>
<tr>
<td>+getFaceValue2(): int</td>
<td>+toString(): String</td>
</tr>
</tbody>
</table>
```
Aggregation (*has-a*) Relationship

- A PokerHand *has-a* Card.
- A Dealer class *depends on* the PokerHand.
Program design involves two levels:

- **High-level**: Identify primary classes and objects. Assign primary responsibilities.
- **Low-level**: Decompose classes into methods.

An algorithm is a step-by-step process for solving a problem.

- An algorithm may be expressed in pseudocode, a mixture of code statements and English that communicate the steps required.
- A method implements an algorithm that determines how the method accomplishes its goals.
Method Decomposition

- A method should be relatively small, so that it can be understood as a single entity.
- A potentially large method should be decomposed into several smaller methods as needed for clarity.
- A public service method of an object may call one or more private support methods to help it accomplish its goal.
- Support methods might call other support methods if appropriate.
Objective: Write a program that translates English into Pig Latin.

Pig Latin is a language in which each word is modified as follows:

- Words that begin with a vowel simply have the "yay" sound added to the end.
- Words that begin with a consonant blends such as "ch" "st" are moved together to the end before adding the "ay" sound to the end.
- Words that begin with a single consonant have the initial sound moved to the end before adding the "ay" sound at the end.

Examples:

book → ookbay
item → itemyay
chair → airchay
The primary objective (translating a sentence) is too complicated for one method to accomplish. Therefore we look for natural ways to decompose the solution into pieces.

Translating a sentence can be decomposed into the process of translating each word.

The process of translating a word can be separated into translating words that
- begin with vowels
- begin with consonant blends (sh, cr, th, etc.)
- begin with single consonants

Example: PigLatin.java, PigLatinTranslator.java
An **Enumerated** type is a set of values or elements that behave as constants. For example:

```java
public enum Season {WINTER, SPRING, SUMMER, FALL};
public enum Suit {CLUBS, DIAMONDS, HEARTS, SPADES};
```

The enumeration lists all possible values for the specified type.

Now we can declare a variable of the enumerated type and assign it values:

```java
Suit cardSuit = Suit.DIAMONDS;
```

Enumerated values are **type-safe**, that is, only valid assignments are the listed values.

**In-Class Exercise: EX 3.12.** Write a declaration for an enumerated type that represents the days of the week. Declare a variable of this type and assign it a day of the week.
Internally, each value of an enumerated type is stored as an integer, called its ordinal value. We can access the ordinal value with the `ordinal()` method.

```java
System.out.println(cardSuit.ordinal());
```

The first value in an enumerated type has an ordinal value of zero, the second an ordinal value of one, and so on.

However, we cannot assign a numeric value to an enumerated type, even if it corresponds to a valid ordinal value.

Example: `SuitTest.java`, `IceCream.java`, `Navigator.java`

Example: `FavoriteColorsByOrdinal.java`
Exercises

- Read Chapter 5.
- **Recommended Homework:**
  - Exercises: EX 5.8, 5.10, 5.11, 5.12, 5.14, 5.21, 5.25, 5.26, 5.32.
  - Projects: PP 5.1, 5.7, 5.11 (more difficult), 5.12.
- Browse: Sections 7.1–7.3.