

Objects and Classes (Part 2)

Introduction to Programming and
Computational Problem Solving II

CSE 8B

Lecture 10

Announcements

- Assignment 4 is due today, 11:59 PM
 - Upgrade beginning Feb 13, 12:01 AM
- Midterm assessment is Feb 10-15
- Assignments 2-4 upgrades due Feb 19, 11:59 PM
- Assignment 5 will be released Feb 14
 - Due Feb 24, 11:59 PM

Objects and classes

- Object-oriented programming (OOP) involves programming using objects
- An object represents an entity in the real world that can be distinctly identified
 - For example, a student, a desk, a circle, a button, and even a loan can all be viewed as objects
 - An object has a unique identity, state, and behaviors
- Classes are constructs that define objects of the same type

Objects and Java classes

- The state of an object consists of a set of data fields (also known as properties) with their current values
- The behavior of an object is defined by a set of methods
- A Java class uses variables to define data fields and methods to define behaviors

Instance data fields and methods vs static data fields and methods

- **Instance** data fields and methods **can only be accessed using an object** (i.e., an instance of a class)
 - The syntax to access an **instance data field** is
`objectReferenceVariable.variableName`
 - The syntax to invoke an **instance method** is
`objectReferenceVariable.methodName(arguments)`
- **Static** data fields and methods (i.e., non-instance data fields and methods) can be accessed **without using an object** (i.e., they are not tied to a specific instance of a class)
 - The syntax to access a **static data field** is
`ClassName.variableName`
 - The syntax to invoke a **static method** is
`ClassName.methodName(arguments)`

Instance variables vs static variables

- An **instance** variable belongs to a specific instance of a class
- A ***static*** variable is shared by all objects of the class
 - Static variables are **shared** by all the instances of the class
 - Static constants are final variables **shared** by all the instances of the class

Static members

- In code using a class, the best practice is to *make invocations of static methods and access of static data fields **obvious***
- Use
`ClassName.methodName(arguments)`
`ClassName.variableName`
- **Do not** use
`objectReferenceVariable.methodName(arguments)`
`objectReferenceVariable.variableName`

The `static` modifier

- To declare static variables, constants, and methods, use the `static` modifier
- `static` is a Java keyword

The static modifier

```
public class Circle {
    double radius; // The radius of the circle
    static int numberOfObjects = 0; // The number of objects created

    // Construct a circle of radius 1
    Circle() {
        radius = 1;
        numberOfObjects++;
    }

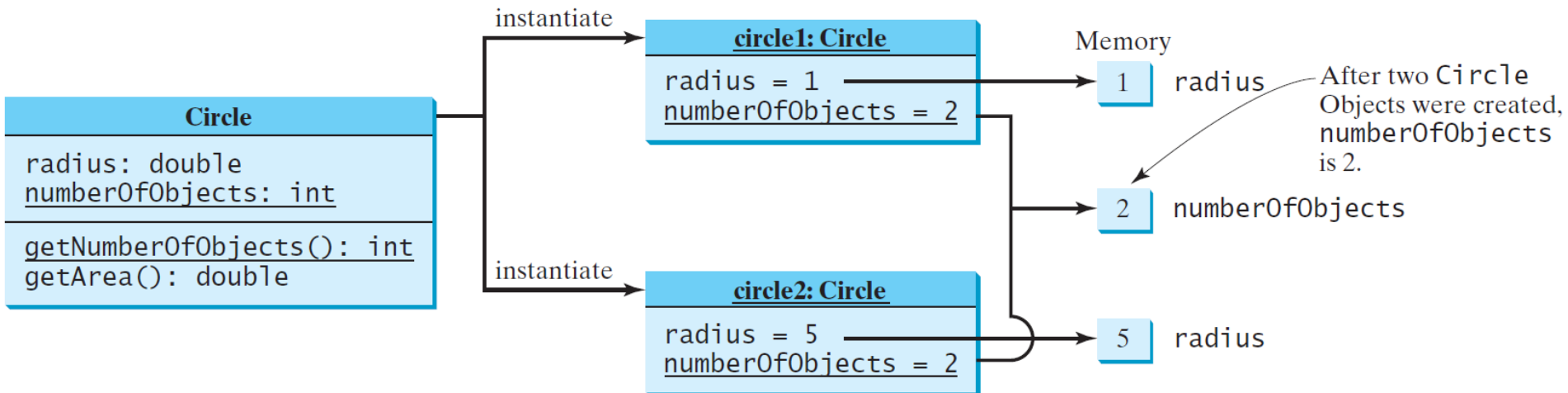
    // Construct a circle with a specified radius
    Circle(double newRadius)
    {
        radius = newRadius;
        numberOfObjects++;
    }

    // Return numberOfObjects
    static int getNumberOfObjects() {
        return numberOfObjects;
    }
}
```

The static modifier

```
Circle circle1 = new Circle();  
Circle circle2 = new Circle(5);
```

UML Notation:
underline: static variables or methods



Limitations of static methods

- An **instance** method can
 - Invoke an **instance or static** method
 - Access an **instance or static** data field
- A **static** method can
 - Invoke a **static** method
 - Access a **static** data field
- A **static** method **cannot**
 - Invoke an **instance** method
 - Access an **instance** data field

Static methods

- If a member method or data field is independent of any specific instance, then make it static
- Do not require those using your class to create instance unless it is absolutely necessary

Visibility modifiers

- Visibility modifiers can be used to specify the visibility of a class and its members
- By **default**, the class, variable, or method can be accessed by **any class in the same package**
- Packages can be used to organize classes
 - For example, classes C1 and C2 are placed in package p1, and class C3 is placed in package p2

```
package p1;  
  
class C1 {
```

```
package p1;  
  
public class C2 {
```

```
package p2;  
  
public class C3 {
```

Visibility modifiers

- There is **no restriction** on accessing data fields and methods from **inside** the class
- A **visibility modifier** specifies how data fields and methods in a class can be accessed from **outside** the class

Visibility modifiers

public

- The class, data field, or method can be accessed by ***any class in any package***

private

- Modifier **cannot** be applied to a class, only its members
- The data field or methods can be accessed **only from the *same class*** (i.e., only from inside the class)

protected

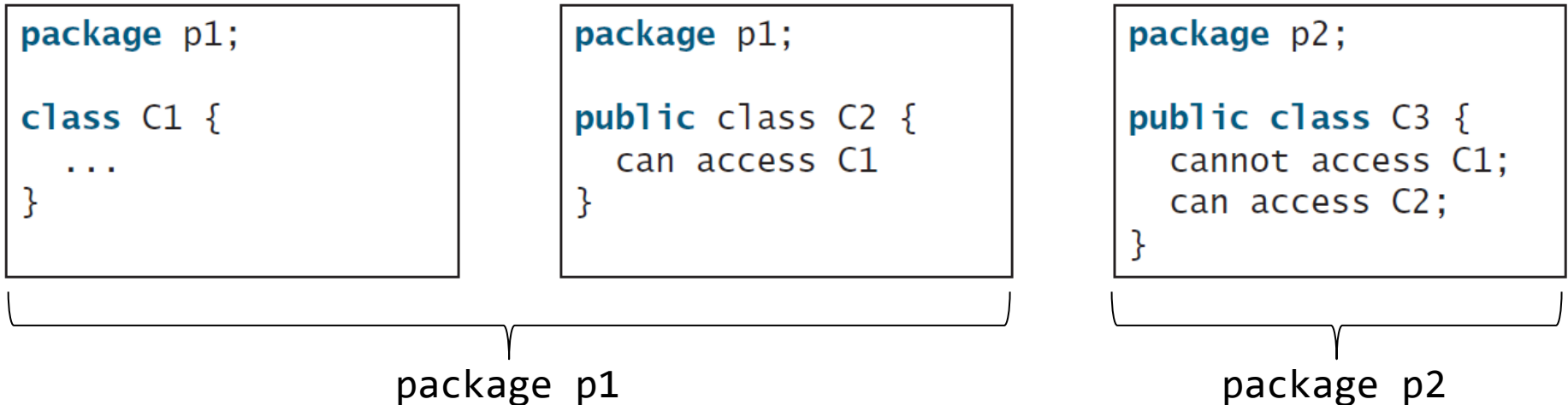
- Used in inheritance (covered later in the quarter)

Packages and classes

- The **default** modifier (i.e., no modifier) on a class restricts access to **within a package**
- The **public** modifier enables **unrestricted access**

Compile multiple .java files in the same directory using `javac *.java`

These are three different files (each class is in its own file)



Packages, classes, and members

- The **private** modifier restricts access to **within a class**
- The **default** modifier (i.e., no modifier) restricts access to **within a package**
- The **public** modifier enables **unrestricted** access

```
package p1;

public class C1 {
    public int x;
    int y;
    private int z;

    public void m1() {
    }
    void m2() {
    }
    private void m3() {
    }
}
```

```
package p1;

public class C2 {
    void aMethod() {
        C1 o = new C1();
        can access o.x;
        can access o.y;
        cannot access o.z;

        can invoke o.m1();
        can invoke o.m2();
        cannot invoke o.m3();
    }
}
```

```
package p2;

public class C3 {
    void aMethod() {
        C1 o = new C1();
        can access o.x;
        cannot access o.y;
        cannot access o.z;

        can invoke o.m1();
        cannot invoke o.m2();
        cannot invoke o.m3();
    }
}
```

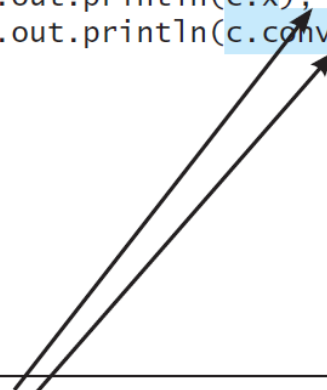
Visibility of own members

- There is **no restriction** on accessing data fields and methods from **inside** the class
- However, an object cannot access its **private** members **outside** the class

```
public class C {  
    private boolean x;  
  
    public static void main(String[] args) {  
        C c = new C();  
        System.out.println(c.x);  
        System.out.println(c.convert());  
    }  
  
    private int convert() {  
        return x ? 1 : -1;  
    }  
}
```

(a) This is okay because object `c` is used inside the class `C`.

```
public class Test {  
    public static void main(String[] args) {  
        C c = new C();  
        System.out.println(c.x);  
        System.out.println(c.convert());  
    }  
}
```



(b) This is wrong because `x` and `convert` are private in class `C`.

Constructors

- Use public constructors in most cases
- Use a private constructor if you want to prohibit users from creating an instance of a class
 - For example, in `java.lang.Math`, the constructor `Math()` is private

Methods and data fields visibility

Covered later
in the quarter

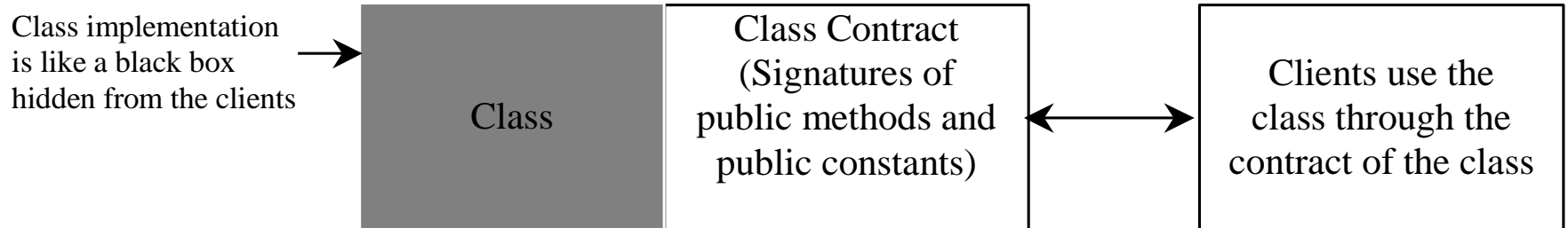
Modifiers on Members in a Class	Accessed from Same Class	Accessed from Any Class in Same Package	Accessed from Any Class in Same Package and Any Subclass in Any Package	Accessed from Any Class in Any Package
Public	✓	✓	✓	✓
Protected	✓	✓	✓	
Default (no modifier)	✓	✓		
Private	✓			

Data field encapsulation

- It is a best practice to **declare all data fields private**
- Protects data
 - From being set to an arbitrary value mistakenly (i.e., tampering) outside of the class
- Makes class easier to maintain
 - Modify the implementation inside the class without modifying all existing code currently using the class outside of the class

Object-oriented programming: class abstraction and encapsulation

- *Class abstraction* means to separate class implementation from the use of the class
- The creator of the class provides a description of the class and lets the user know how the class can be used
 - The *class contract*
- The user of the class does not need to know how the class is implemented
- The detail of implementation is encapsulated and hidden from the user
 - *Class encapsulation*
 - A class is called an *abstract data type* (ADT)



Accessor and mutator

- Accessor

- Provide a *getter* method to read a private data field
- Use syntax

```
public returnType getPropertyname()  
public boolean isPropertyName()
```

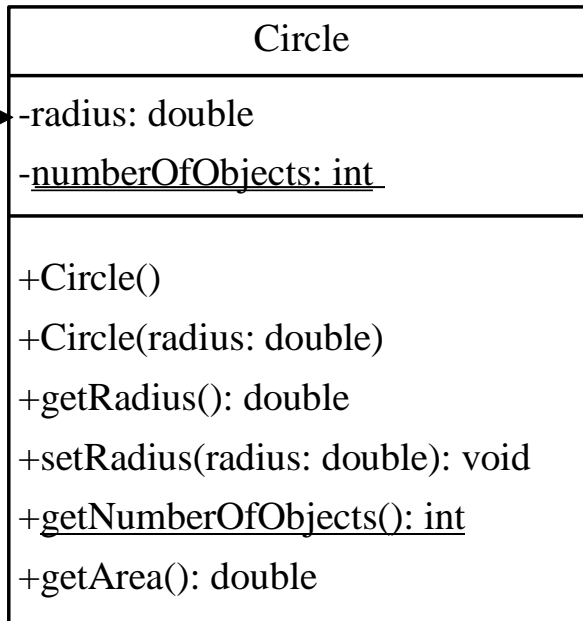
- Mutator

- Provide a *setter* method to modify a private data field
- Use syntax

```
public void setPropertyName(datatype propertyValue)
```

Data encapsulation

The - sign indicates private modifier



The radius of this circle (default: 1.0).

The number of circle objects created.

Constructs a default circle object.

Constructs a circle object with the specified radius.

Returns the radius of this circle.

Sets a new radius for this circle.

Returns the number of circle objects created.

Returns the area of this circle.

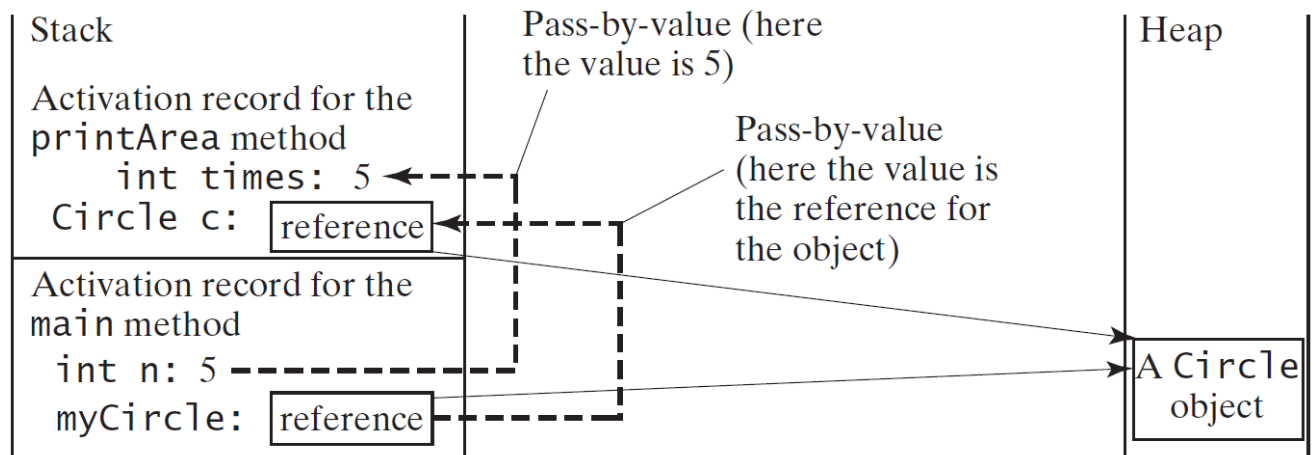
Pass by value

- Remember, Java uses **pass by value** to pass arguments to a method
- For a parameter of a **primitive type**, the **actual value** is passed
 - Changing the value of the local parameter inside the method **does not affect** the value of the variable outside the method
- For a parameter of an **array or object type**, the **reference value** is passed
 - Any changes to the array or object that occur inside the method body **will affect** the original array or object that was passed as the argument

Passing objects to methods

```
public static void main(String[] args) {  
    Circle myCircle = new Circle(1);  
    int n = 5;  
    printAreas(myCircle, n);  
}
```

```
public static void printAreas(Circle c, int times) {  
    System.out.println("Radius \t\tArea");  
    while (times >= 1) {  
        System.out.println(c.getRadius() + "\t\t" + c.getArea());  
        c.setRadius(c.getRadius() + 1);  
        times--;  
    }  
}
```



Arrays of objects

- An array can hold objects as well as primitive type values
- An array of objects is actually an array of reference variables

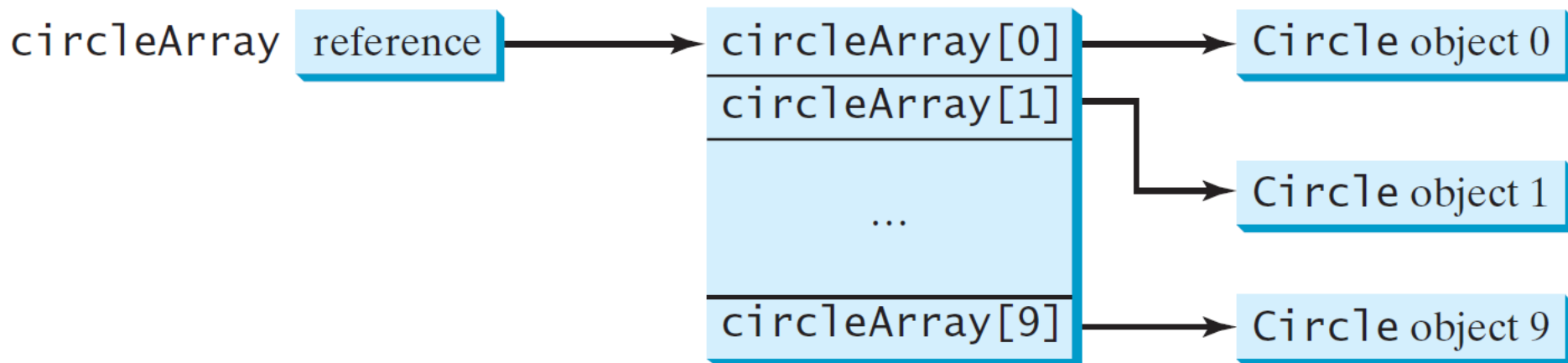
Arrays of objects

- Create an array **and** each object in it
- When creating an array using `new`, each element in the array is a reference variable with a default value of `null`

```
Circle[] circleArray = new Circle[10];
for (int i = 0; i < circleArray.length; i++)
{
    circleArray[i] = new Circle();
}
```

Arrays of objects

- Invoking `circleArray[1].getArea()` involves two levels of referencing
 - `circleArray` references to the entire array
 - `circleArray[1]` references to a `Circle` object

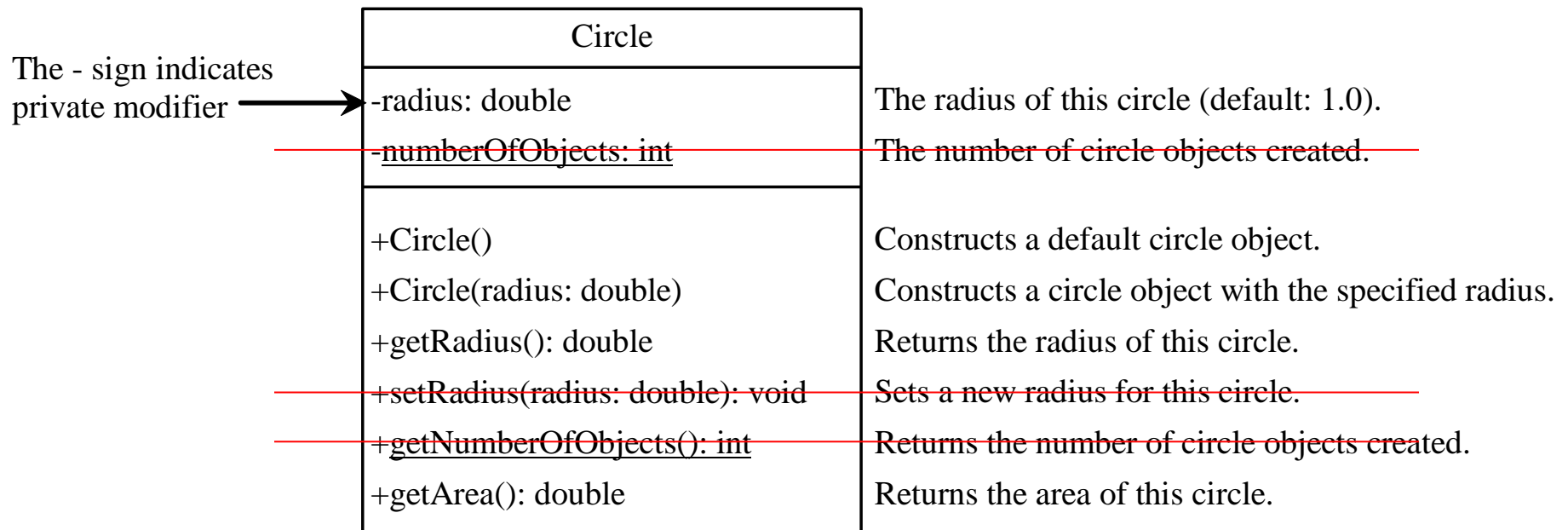


Immutable objects and classes

- Occasionally, it is desirable to create an object whose contents **cannot** be changed once the object has been created
- Such an object is called an **immutable object** and its class is called an **immutable class**

Immutable objects and classes

- For example, deleting the `setRadius` method (and `numberOfObjects` data field and `getNumberOfObjects` method) in the `Circle` class would make it an immutable class because `radius` is private and cannot be changed without a mutator (i.e., setter) method



Immutable objects and classes

```
public class Student {
    private int id;
    private BirthDate birthDate;

    public Student(int ssn,
        int year, int month, int day) {
        id = ssn;
        birthDate = new BirthDate(year, month, day);
    }

    public int getId() {
        return id;
    }

    public BirthDate getBirthDate() {
        return birthDate;
    }
}
```

```
public class BirthDate {
    private int year;
    private int month;
    private int day;

    public BirthDate(int newYear,
        int newMonth, int newDay) {
        year = newYear;
        month = newMonth;
        day = newDay;
    }

    public void setYear(int newYear) {
        year = newYear;
    }
}
```

```
public class Test {
    public static void main(String[] args) {
        Student student = new Student(111223333, 1970, 5, 3);
        BirthDate date = student.getBirthDate();
        date.setYear(2010); // Now the student birth year is changed!
    }
}
```

Warning: a class with all private data fields and without mutators is not necessarily immutable

Immutable class

- Requirements of an immutable class
 - **All data fields** must be **private**
 - There **cannot be any mutator methods** for data fields
 - **No accessor methods can return** a reference to a data field that is **mutable**

Scope of variables revisited

- The scope of **class variables** (instance and static data fields) is the entire class
 - They can be declared anywhere inside a class
 - Best practice is to **declare them at the beginning of the class**
 - They have default values
- The scope of a **local variable** starts from its declaration and continues to the end of the block that contains the variable
 - Java assigns no default value to a local variable inside a method
 - A local variable must be initialized explicitly before it can be used

Scope of variables revisited

- If a local variable has the same name as a class variable, then **the local variable takes precedence** (i.e., the class variable is *hidden*)

```
public class F {
    private int x = 0; // Class variable
    private int y = 0;

    public F() {
    }

    public void p() {
        int x = 1; // Local variable
        System.out.println("x = " + x); // Uses local variable
        System.out.println("y = " + y);
    }
}
```

this reference

- The `this` keyword is the name of a reference that refers to an object itself
- One common use of the `this` keyword is to reference a hidden class variable

```
public void p() {  
    int x = 1; // Local variable  
    System.out.println("x = " + this.x);  
    System.out.println("y = " + y);  
}
```

Class variable



Use `this` to reference data fields

- For a hidden **static variable**, use `ClassName.staticVariable`
- Best practice is to **use the data field name as the parameter name in the setter method or a constructor**

```
public class F {  
    private int i = 5;  
    private static double k = 0;  
  
    void setI(int i) {  
        this.i = i;  
    }  
  
    static void setK(double k) {  
        F.k = k;  
    }  
}
```

Class variable

Class static variable

Suppose that `f1` and `f2` are two objects of `F`.
`F f1 = new F();`
`F f2 = new F();`

Invoking `f1.setI(10)` is to execute
`this.i = 10`, where `this` refers to `f1`

Invoking `f2.setI(45)` is to execute
`this.i = 45`, where `this` refers to `f2`

this reference

- The `this` keyword is the name of a reference that refers to an object itself
- We just used the `this` keyword to reference a hidden class variable
- It can also be used **inside a constructor** *to invoke another constructor of the same class*

```
public class Circle {  
    private double radius;
```

```
    public Circle(double radius) {  
        this.radius = radius;  
    }
```

→ this must be explicitly used to reference the data field radius of the object being constructed

```
    public Circle() {  
        this(1.0);  
    }
```

→ this is used to invoke another constructor

Must be first statement in constructor

this keyword

- The keyword `this` refers to an object itself
- The keyword `this` can be used to
 - Call another constructor of the same class
 - Syntax
 - `this(arguments);`
 - Must be first statement in constructor
 - Reference a hidden class variable
 - Syntax
 - `this.variableName`

Next Lecture

- Object-oriented thinking