

Object-Oriented Principles in Java: Part II

Issues associated with objects containing/composed of other objects:

- Composition, Reuse

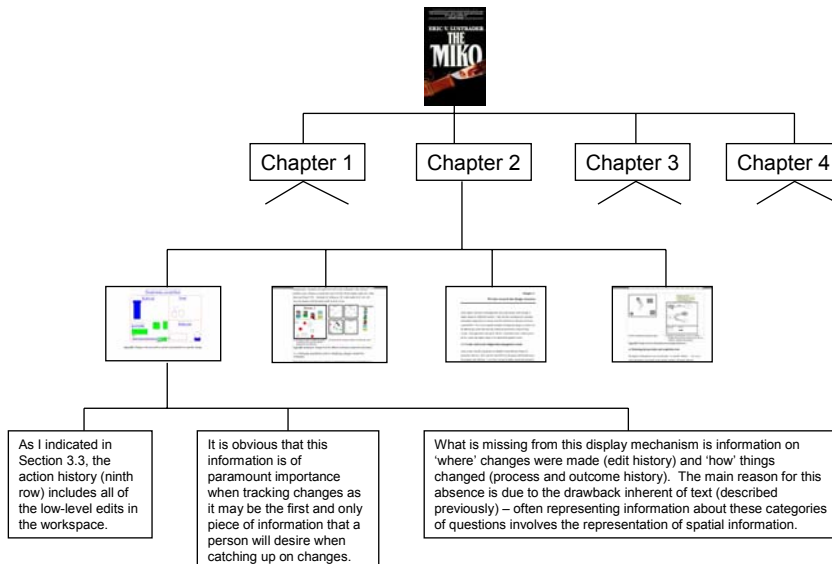
Issues associated with object references

- Assignment, comparisons

Useful for operations

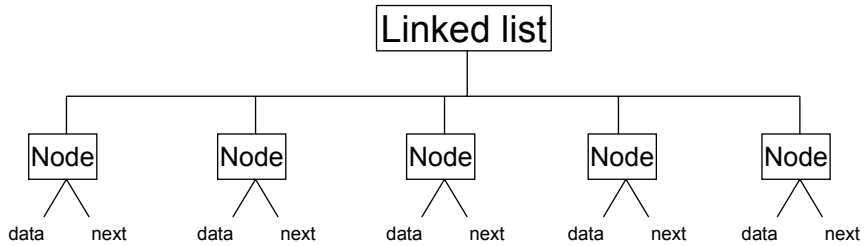
- The String class/Displaying object attributes

Composition: Books



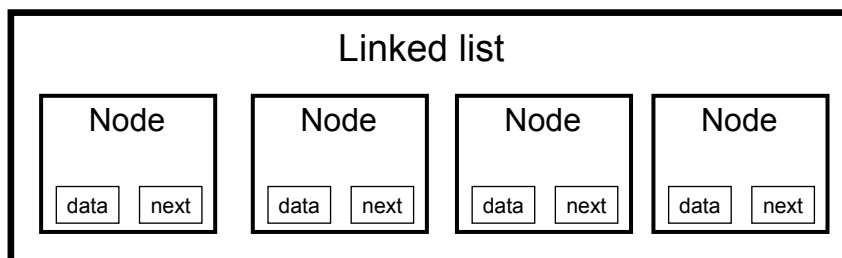
Composition: Lists

Assume that a list has been implemented as a linked list.
The list can be again viewed as a hierarchy:

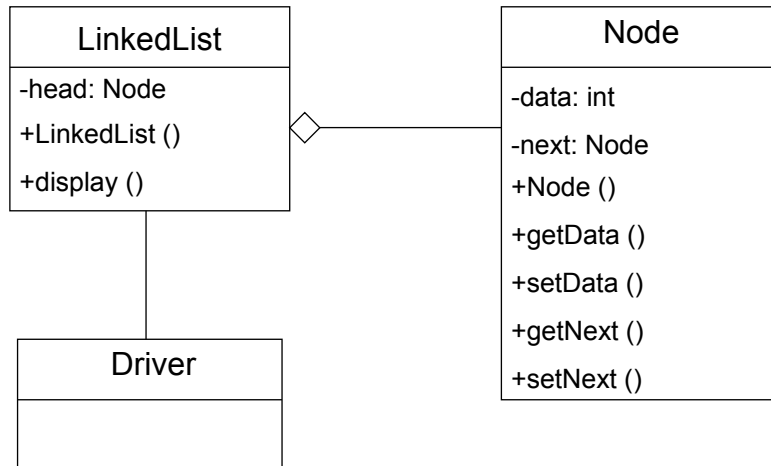


Composition: Lists

Alternative representation (containment):



A Simple Linked List Implemented In Java



Composition: The Driver Class

The following example can be found in the directory:
`/home/profs/tamj/233/examples/composition`

```
class Driver
{
    public static void main (String [] argv)
    {
        LinkedList integerList = new LinkedList ();
        integerList.display();
    }
}
```

Composition: The Linked List Class

```
class LinkedList
{
    private Node head;

    public LinkedList ()
    {
        int i = 1;
        Node temp;
        head = null;
        for (i = 1; i <= 4; i++)
        {
            temp = new Node ();
            temp.setNext(head);
            head = temp;
        }
    }
}
```

Composition: The Linked List Class (2)

```
public void display ()
{
    int i = 1;
    Node temp = head;
    while (temp != null)
    {
        System.out.println("Element No. " + i + "=" + temp.getData());
        temp = temp.getNext();
        i++;
    }
}
// End of class Linked List
```

Composition: The Node Class

```
import java.util.Random;

class Node
{
    private int data;
    private Node next;

    Node ()
    {
        data = (int) (Math.random() * 100);
        next = null;
    }

    public int getData ()
    {
        return data;
    }
}
```

Composition: The Node Class (2)

```
    public void setData (int num)
    {
        data = num;
    }

    public Node getNext ()
    {
        return next;
    }

    public void setNext (Node nextNode)
    {
        next = nextNode;
    }
}

// End of class Node
```

Composition And Code Reuse

Class Linked List

```
{  
    Node temp = new Node ();  
    :  
}
```

Node

```
-data  
-next  
+Node ()  
+getData ()  
+setData ()  
+getNext ()  
+setNext ()
```

Composition And Code Reuse

Class Linked List

```
{  
    Node temp = new Node ();  
    :  
}
```

It's "for free"

Node

```
-data  
-next  
+Node ()  
+getData ()  
+setData ()  
+getNext ()  
+setNext ()
```

Composition: Alternative Names

“Whole-part”

“Has-A”

“Includes” / “Part-of”

Issues Associated With Object References

Assignment

Comparisons

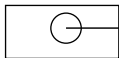
Issues Associated With Object References

Assignment

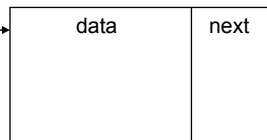
Comparisons

Reference: Can't Be De-referenced By Programmer

Node temp;



temp = new Node ();



Assignment Operator: Works On The Reference

```
Node n1 = new Node ();  
Node n2 = new Node ();  
n2 = n1;  
n2.setData(888);
```

Copying Data Between References

Perform a field-by-field copy
Clone the object

Field-By-Field Copy

```
class IntegerWrapper
{
    private int num;
    public void setNum (int no)
    {
        num = no;
    }

    public int getNum ()
    {
        return num;
    }
}
```

Comparisons: Comparing The References

```
Node n1 = new Node ();
Node n2 = new Node ();
if (n1 == n2)
    System.out.println("Same node");
else
    System.out.println("Two different nodes");

n2 = n1;
if (n1 == n2)
    System.out.println("Same node");
else
    System.out.println("Two different nodes");
```

Comparing Data For References

Use equals ()

```
Node n1 = new Node ();
```

```
Node n2 = new Node ();
```

```
if (n1.equals(n2))
```

```
    System.out.println("Equal data");
```

```
else
```

```
    System.out.println("Data not equal");
```

Passing By Reference For Simple Types

It can be done in Java

Just use a wrapper!



Passing By Reference For Simple Types (2)

```
class IntegerWrapper
{
    private int num;
    public int getNum () { return num; }
    public void setNum (int no) { num = no; }
}

class Driver
{
    public static void method (IntegerWrapper temp) { temp.setNum(10); }

    public static void main (String [] argv)
    {
        IntegerWrapper temp = new IntegerWrapper ();
        temp.setNum(1);
        method(temp);
    }
}
```

The String Class Revisited

A Java class but the attribute fields can be displayed directly (via print/println)

A String is created like a simple type (when double quotes are encountered).

Any of the simple types will be converted to a string when passed to the print/println method.

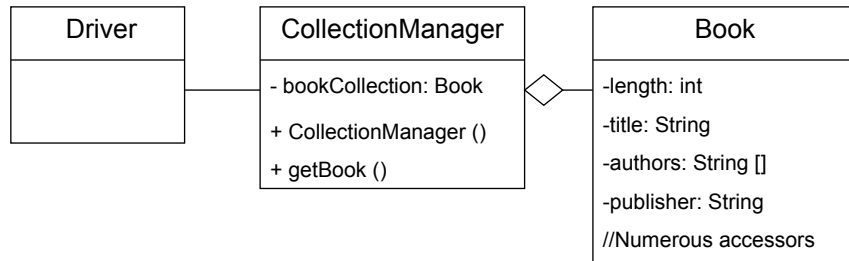
String concatenation:

- Plus sign: e.g., System.out.println("Str1" + "Str2");
- Method: e.g., public String concat (String str)

For more detailed information regarding the String class goto the url:

<http://java.sun.com/j2se/1.4/docs/api/java/lang/String.html>

A Simple Book Collection Example



The full example can be found in the directory:

`/home/profs/tamj/233/examples/displayingClasses/fieldByField`

The Driver Class

```
import tio.*;

class Driver
{
    public static void main (String [] argv)
    {
        int i, j;
        Book tempBook;
        CollectionManager tamjCollection = new CollectionManager ();
        System.out.println("\nJAMES' BOOK COLLECTION");
        for (i = 0; i < 80; i++)
            System.out.print("-");
        System.out.println();
    }
}
```

The Driver Class (2)

```
for (i = 0; i < CollectionManager.NOBOOKS; i++)
{
    System.out.println("\tBook: " + (i+1));
    tempBook = tamjCollection.getBook(i);
    System.out.println("\tTitle..." + tempBook.getTitle());
    System.out.println("\tLength..." + tempBook.getLength() + " pages");
    System.out.print("\tAuthors: ");
    for (j = 0; j < CollectionManager.NOAUTHORS; j++)
        System.out.print(tempBook.getAuthorAt(j) + " ");
    System.out.println();
    System.out.println("\tPublisher..." + tempBook.getPublisher());
    for (j = 0; j < 80; j++)
        System.out.print("~");
    System.out.println("Hit return to continue");
    Console.in.readChar();
}
}
}
```

The Collection Manager Class

```
class CollectionManager
{
    private Book [] bookCollection;
    public static final int NOBOOKS = 4;
    public static final int NOAUTHORS = 3;

    public CollectionManager ()
    {
        int i;
        bookCollection = new Book[NOBOOKS];
        for (i = 0; i < NOBOOKS; i++)
        {
            bookCollection[i] = new Book ();
        }
    }
}
```

The Collection Manager Class (2)

```
public Book getBook (int index)
{
    return bookCollection[index];
}
}
```

Portions Of The Book Class

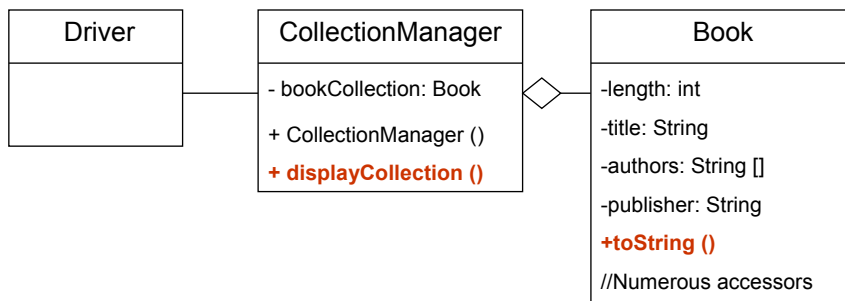
```
class Book
{
    private int length;
    private String title;
    private String [] authors;
    private String publisher;
    private static int seriesNumber = 1;
    private static final int NOAUTHORS = 3;
```

Portions Of The Book Class (2)

```
public Book ()
{
    int i;
    length = (int) (Math.random() * 900) + 100;
    title = "How to series, Number " + Book.seriesNumber;
    Book.seriesNumber++;
    authors = new String[NOAUTHORS];
    for (i = 0; i < NOAUTHORS; i++)
    {
        authors[i] = "Author-" + (i+1);
    }
    publisher = "Book publisher";
}

// Numerous accessor (get/set) methods.
// A second constructor
}
```

A Revised Version Of The Book Example



The full example can be found in the directory:

`/home/profs/tamj/233/examples/displayingClasses/toString`

The Driver Class

```
class Driver
{
    public static void main (String [] argv)
    {
        int i;
        Book tempBook;
        CollectionManager tamjCollection = new CollectionManager ();
        System.out.println("\nJAMES' BOOK COLLECTION");
        for (i = 0; i < 80; i++)
            System.out.print("-");
        System.out.println();
        tamjCollection.displayCollection();
    }
}
```

The CollectionManager Class

```
import tio.*;

class CollectionManager
{
    private Book [] bookCollection;
    public static final int NOBOOKS = 4;

    public CollectionManager ()
    {
        int i;
        bookCollection = new Book[NOBOOKS];
        for (i = 0; i < NOBOOKS; i++)
        {
            bookCollection[i] = new Book ();
        }
    }
}
```

The Collection Manager Class (2)

```
public void displayCollection ()
{
    int i;
    for (i = 0; i < NOBOOKS; i++)
    {
        System.out.println(bookCollection[i]);
        System.out.println("Hit return to continue");
        Console.in.readChar();
    }
}
```

The Book Class

```
class Book
{
    private int length;
    private String title;
    private String [] authors;
    private String publisher;
    private static final int NOAUTHORS = 3;
    private static int seriesNumber = 1;
```

The Book Class (2)

```
public String toString ()
{
    String allFields = new String ();
    int i;
    allFields = allFields.concat("\tBook Title..." + title + "\n");
    allFields = allFields.concat("\tLength..." + length + " pages\n");
    allFields = allFields.concat("\tAuthors: ");
    for (i = 0; i < authors.length; i++)
    {
        allFields = allFields.concat(authors[i] + " ");
    }
    allFields = allFields.concat("\n");
    allFields = allFields.concat("\t" + publisher + "\n");
    for (i = 0; i < 80; i++)
        allFields = allFields.concat("~");
    allFields = allFields.concat("\n");
    return allFields;
}
```

The Book Class (2)

```
public String toString ()
{
    String allFields = new String ();
    int i;
    allFields = allFields.concat("\tBook Title..." + title + "\n");
    allFields = allFields.concat("\tLength..." + length + " pages\n");
    allFields = allFields.concat("\tAuthors: ");
    for (i = 0; i < authors.length; i++)
    {
        allFields = allFields.concat(authors[i] + " ");
    }
    allFields = allFields.concat("\n");
    allFields = allFields.concat("\t" + publisher + "\n");
    for (i = 0; i < 80; i++)
        allFields = allFields.concat("~");
    allFields = allFields.concat("\n");
    return allFields;
}
```

Automatically called when an instance of the class is passed as parameter to print/println

Summary

You should now know:

- What composition means in terms of Object-Oriented theory and how to implement it in Java.
- How assignment and comparisons work with Java objects (references)
- Another example of why implementation hiding is a useful principle with the creation of the `toString ()` method.