

CS61A Notes 07 – Where The Objects Roam (v1.1)

Paradigm Shift (or: The Rabbit Dug Another Hole)

And here we are, already ready to jump into yet another programming paradigm – object-oriented programming. To those used to Java, this will be a pretty straightforward section; to those not, OOP does take a bit of getting used to. However, I’ve always regarded OOP as one of the easiest parts of CS61A – and this is because OOP is often the most natural way to approach certain problems.

We will now model the world as many objects, each with its own properties and a set of things it can do. Recall that we started out with smart procedures; given some piece of argument, they know what to do and what to return. Then, we talked about data-directed programming, where we took the smarts away from the procedures and stored them, Big-Brother-like, into this gigantic table; in that case, both the procedures and the data are dumb. Now, we’re going to place the smarts entirely within the data; the data themselves know how to do things, and we merely tell them what to do.

Being in a new programming paradigm requires some new syntax, and there’s lots of that in the OOP section in your reader. Read over that carefully and familiarize yourself with your new friends. Those notes are all reasonably clear, so I’m not going to repeat them here.

One thing that often confuses people is the difference between classes and instantiations. A class is a set of methods and properties defined using `define-class`. But defining a class doesn’t give you an *instance* of that class, however; after you define a `person` class, you still don’t have a `person` until you *instantiate* one – through a call to `instantiate`. The important difference is that, whereas a class is just an abstract set of rules, an instance is something real that follows those defined rules.

Three Ways of Keeping State (or: Memento)

As you saw in the reading, there are three kinds of variables:

1. **instantiation variables** – these are variables that you pass into the `instantiate` call; they’re remain available to you throughout the life of your object.
2. **instance variables** – these are variables associated with each instance of a class; instantiation variables are really just instance variables. You declare these with `(instance-vars (var val) (var val))`
3. **class variables** – these are variables associated with a whole class, not just a single instance of the class. Sometimes it makes more sense to keep certain information in the class rather than in each instance (for example, it doesn’t make much sense to have each `person` object keep track of how many persons have been created; the class should do that. You declare these with `(class-vars (var val) ...)`

Taste The Rainbow (or: Dinner Is Not Ready)

Using objects to represent Skittles is kind of a classic (I’m really not sure why). But it’s easy enough, so let’s try one!

Consider this class `skittle` (the singular of “skittles”, of course):

```
(define-class (skittle color))
```

This is a class with no methods (how many interesting things can a skittle do?) and a single property – its color. Now, we’d like to hold skittles in a bag, so let’s define a `bag` class:

```
(define-class (bag)
  (instance-vars (skittles `()))
  (method (tag-line) `taste-the-rainbow)
  (method (add s) ... adds a skittle s to the bag)
  (method (take) ... takes a skittle from the bag))
```

A `bag` object will be able to hold multiple skittles, and you can add or take skittles to or from the bag.

1. **Implement the `add` and `take` methods.**

2. **Implement a `(take-color color)` method that takes a skittle of the specified color from the bag. You can use `find` or `remove`.**

Directories And Files (or: Yes, Again)

Consider a `directory` class that can hold multiple directories and files:

```
(define-class (directory name)
  (instance-vars (content `()))
  (method (type) `directory) ...)
```

And a `file` class that holds a list of symbols as content:

```
(define-class (file name content)
  (method (type) `file) ...)
```

We'd like to be able to do these:

```
(define root (instantiate directory `root))
(define hw1 (instantiate file `hw1.scm `(I have no idea how to do this)))
(define hw2 (instantiate file `hw2.scm `(please have mercy on me)))
(define proj1-soln
  (instantiate file `proj1.scm `(my dad is going to kill me)))

(ask root `add hw1) ;; add the hw1 file to root
(ask root `add hw2) ;; add the hw2 file to root
(ask root `mkdir `proj1) ;; makes an empty directory in root named `proj1'
(define proj1 (ask root `cd `proj1)) ;; returns directory named `proj1'
(ask proj1 `add proj1-soln) ;; add file proj1-soln to directory proj1
(ask root `mv `hw1.scm `proj1) ;; moves file hw1.scm from root to proj1
(ask root `ls) ;; returns list `(proj1 hw2.scm)
(ask proj1 `ls) ;; returns list `(hw1.scm proj1.scm)
```

QUESTIONS

1. Implement the `add`, `mkdir`, `cd`, `mv` and `ls` methods for the `directory` class.
2. Implement a `size` method for the `file` class; it returns the length of its content.
3. The size of a directory is defined as the sum of the sizes of all files in that directory and in all its subdirectories. Implement the `size` method for the `directory` class.

Inheritance (or: We are all extensions of our parents)

A powerful idea in OOP comes from the observation that most things are alike in some way. In particular, some things are a *kind* of other things. For example, I am a student, which is a kind of human, which is a kind of animal. Such objects in the same “family” may all have similar abilities (all of them, say, eat), but may do them differently (an animal may chew, while I certainly do not).

More details, of course, are in the documentations in the reader; let’s jump into some examples.

Midterm Fun (or: No, Seriously)

Suppose we want to simulate you taking a midterm (a rather suitable topic, I thought).

First, of course, we need an object that represents a question:

```
(define-class (question q a hint weight) ...)
```

Where `q` is a list that is the question, `a` the answer, `hint` a hint, and `weight` the number of points the question is worth. For example, here are the two questions for our midterm:

```
(define q1 (instantiate question '(what is 2+2?) '(5) '(a radiohead song) 10))
(define q2 (instantiate
            question '(how cool is 61a?) '(extremely) '(I like 61A) 90))
```

Your midterm will probably be a little bit harder.

Now, there are several things you can do with a question:

```
(ask q1 'read) ==> '(what is 2+2?) ;; read the question
(ask q1 'answer '(17)) ==> doesn't return anything ;; answer the question
(ask q1 'cur-answer) ==> '(17)
(ask q1 'grade) ==> 0 ;; earn no point for this question
(ask q1 'answer '(5))
(ask q1 'grade) ==> 10 ;; earn 10 points for this question
(ask q1 'hint 'some-password) ==> '(wrong password! I hope you are proud)
(ask q1 'hint 'redrum) ==> '(a radiohead song)
```

Note that you need a password to ask for a hint; this option is available only to proctors, not to students.

1. **Implement all of the above functionalities for the `question` class.**

2. **Note that there's a method called `hint` and an instantiation variable called `hint`. When you call `(ask q1 'hint)`, which will be used?**

Now, there's a special kind of question, a `bonus-question`. It is designed to be so hard, illogical and obscure that it cannot possibly be solved and no answer earns you any point. Therefore, it really only needs to take in one instantiation argument: the question. It also gives no hints. For example, here's one:

```
(define q3 (instantiate bonus-question
                    '(explain the popularity of britney spears)))

(ask q3 'hint 'redrum) ==> '(a bonus question gives no hints)
```

3. **Implement the `bonus-question` class to inherit from the `question` class, using minimal code.**
(`define-class (bonus-question q)`

We also have a `midterm` class; it's just a collection of questions.

```
(define-class (midterm q-ls)
  (method (get-q n)
    (if (> n (- (length q-ls) 1))
        '(you are done)
        (list-ref q-ls n)))
  (method (grade) ...))
```

Where you can get the `n`th question of the `midterm` by using the `get-q` method.

4. **Implement the `grade` method for the `midterm` class that calculates the total grade.**

So you are now ready to make our `midterm`:

```
(define m (instantiate midterm (list q1 q2 q3)))
```

Of course, while you do so, there will be proctors walking around. Consider this `proctor` class:

```
(define-class (proctor name)
  (method (answer msg) (append (list name ':) msg))
  (method (get-time) (random 100))
  (method (how-much-time-left?)
    (ask self 'answer (list (ask self 'get-time))))
  (method (clarify q) ...))
```

So if we have a `proctor`,

```
(define Justin (instantiate proctor 'Justin))
```

You can either ask `Justin` how much time is left (in which case, of course, he picks a random answer from 0 to 100), or you can ask him to clarify a question (in which case he answers with a hint for the question).

5. What would be returned from the call `(ask Justin 'how-much-time-left?)` ?

6. Implement the `clarify` method. The password, as you saw, is “redrum”.

Now, there’s a different kind of `proctor`, of course – a professor. A professor exhibits the following behavior:

```
(define brian (instantiate professor 'brian))
(ask brian 'how-much-time-left?) ==> ;; ALWAYS answers 30
(ask brian 'clarify q1)
  ==> ALWAYS answers '(the question is perfect as written)
```

7. Implement the `professor` class with minimal code.
`(define-class (professor name)`

Another kind of `proctor` is a `ta`. A `ta` behaves just like a normal `proctor`, but with a temper. That is, ask him too many questions, and he’ll start being rude. The `ta` takes in a `temper-limit` as an instantiation variable, and increments his temper by one every time he answers a question.

```
(define Ahmed (instantiate ta 'Ahmed 3))
(ask Ahmed 'how-much-time-left?)
(ask Ahmed 'how-much-time-left?)
(ask Ahmed 'how-much-time-left?)
(ask Ahmed 'how-much-time-left?) ==> answers '(how the hell would I know?)
```

8. Implement the `ta` class with minimal code.
`(define-class (ta name temper-limit)`