

Announcements

to grader has been running. Check the Scores tab for resubmit. See the Course Info tab. , *many* people need to do style fixes! Use `make style game2048/*.java` to check before submission.

Ethical Collaboration

of approaches for solving a problem. or receiving significant ideas towards a problem solution, of specific syntax issues and bugs in your code. snippets of code that you find online for solving tiny g. googling "uppercase string java" may lead you to some that you copy and paste. Cite these.

Caution:

someone else's project code to assist with debugging. someone else's project code to understand a particular of a project. Generally unwise though, due to the danger

Lecture #11: Examples: Comparable & Reader

Recreation

vided by 9 when a certain one of its digits is deleted, g number is again divisible by 9. ctually dividing the resulting number by 9 results in her digit. ers satisfying the conditions of this problem.

Project Ethics

: All major submitted non-skeleton code should be writ-one. ss or Share Code: Before a project deadline, you should possession of solution code that you did not write, nor ur own code to others in the class. ources: When you receive significant assistance on a n someone else (other than the staff), cite that assis- here in your source code.

Unethical Collaborations

another student's project code in any form before a final distributing your own. roject solution code that you did not write yourself be- deadline (e.g., from github, or from staff solution code here). Likewise, distributing such code.

Examples: Implementing Comparable

```
representing a sequence of ints. */
public class IntSequence implements Comparable {
    int[] myValues;
    int myCount;

    public IntSequence(int[] myValues) {
        this.myValues = myValues;
    }

    public int get(int k) { return myValues[k]; }

    public int compareTo(Object obj) {
        IntSequence x = (IntSequence) obj; // Blows up if incomparable
        for (int i = 0; i < myCount && i < x.myCount; i += 1)
            if (myValues[i] < x.myValues[i])
                return -1;
            else if (myValues[i] > x.myValues[i])
                return 1;
        return myCount - x.myCount; // <0 iff myCount < x.myCount
    }
}
```

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Java Generics (I)

you the old Java 1.4 `Comparable`. The current version feature: Java generic types:

```
interface Comparable<T> {
    int compareTo(T x);
}
```

like a formal parameter in a method, except that its type is a `Class`.

Example:

```
IntSequence implements Comparable<IntSequence> {
    public int compareTo(IntSequence x) {
        for (int i = 0; i < myCount && i < x.myCount; i += 1)
            if (myValues[i] < x.myValues[i])
                return -1;
            else if (myValues[i] > x.myValues[i])
                return 1;
        return myCount - x.myCount;
    }
}
```

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Generic Partial Implementation

their specifications, some of `Reader`'s methods are re-

implemented and provides default bodies for others.

Abstract: can't use `new` on it.

```
public abstract class Reader {
    public abstract void close();
    public abstract int read(char[] buf, int off, int len);

    public int read(char[] buf) { return read(buf, 0, buf.length); }
    public int read() { return (read(buf1) == -1) ? -1 : buf1[0]; }

    private char[] buf1 = new char[1];
}
```

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Comparable

provides an interface to describe Objects that have a total order on them, such as `String`, `Integer`, `BigInteger` and

```
interface Comparable { // For now, the Java 1.4 version
    int compareTo(Object obj);
}
```

a general-purpose max function:

```
public static Comparable max(Comparable[] A) {
    if (A.length == 0) return null;
    Comparable result = A[0];
    for (int i = 1; i < A.length; i += 1)
        if (result.compareTo(A[i]) < 0) result = A[i];
    return result;
}
```

will return maximum value in S if S is an array of Strings, or the maximum kind of Object that implements `Comparable`.

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Implementing Comparable II

to add an interface retroactively.

Example: `IntSequence` did not implement `Comparable`, but did implement `ComparableIntSequence` (without `@Override`), we could write

```
ComparableIntSequence extends IntSequence implements Comparable {
```

when "match up" the `compareTo` in `IntSequence` with that in `ComparableIntSequence`.

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Example: Readers

`java.io.Reader` abstracts sources of characters.

Example: a revisionist version (not the real thing):

```
interface Reader { // Real java.io.Reader is abstract class
    public abstract void close();
    public abstract int read(char[] buf, int off, int len);
}
```

```
public int read(char[] buf, int off, int len) {
    // as many characters as possible, up to LEN,
    // BUF[OFF], BUF[OFF+1], ..., and return the
    // number of characters read, or -1 if at end-of-stream. */
}
```

```
public int read(char[] buf) {
    // for read(BUF, 0, BUF.length). */
}
```

```
public int read() {
    // and return single character, or -1 at end-of-stream. */
}
```

`new Reader()`: it's abstract. So what good is it?

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Using Reader

Method, which counts words:

```
number of words in R, where a "word" is
sequence of non-whitespace characters. */
countWords() {
    int count = 0;
    while (readLine() != null) {
        int count = 0;
        while (Character.isWhitespace((char) c) && !Character.isWhitespace((char) c))
            c = readLine().charAt(0);
        count++;
    }
    return count;
}
```

Examples for any Reader:

```
countWords(new Reader(someText)) // # words in someText
countWords(new BufferedReader(System.in)) // # words in standard input
countWords(new FileReader("foo.txt")) // # words in file foo.txt.
```

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Lessons

Interface class served as a *specification* for a whole set

of client methods that deal with **Readers**, like `wc`, will use **Reader** for the formal parameters, not a specific kind of **Reader**, thus assuming as little as possible.

When a client creates a new **Reader** will it get specific about the type of **Reader** it needs.

Client's methods are as *widely applicable* as possible.

AbstractReader is a tool for implementors of non-abstract classes, and not used by clients.

Library is not pure. E.g., `AbstractReader` is really just a `Reader` and there is no interface. In this example, we saw *what could have been done!*

Abstract interface allows definition of functions that define a limited subset of the properties (methods) of their subclasses, such as "must have a `compareTo` method".

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Implementation of Reader: StringReader

`StringReader` reads characters from a `String`:

```
StringReader extends AbstractReader {
    String str;
    int k;
    // that delivers the characters in STR. */
    StringReader(String s) {
        str = s;
        k = 0;
    }

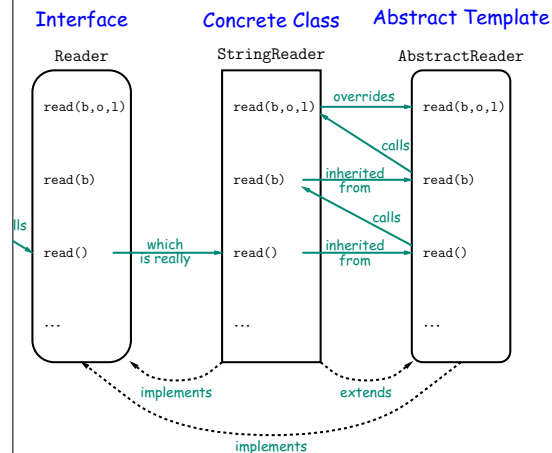
    close() { str = null; }

    read(char[] buf, int off, int len) {
        int n = Math.min(len, str.length() - k);
        str.getChars(k, k+n, buf, off);
        k += n;
    }
}
```

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How It Fits Together



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