

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 galaxy/*.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. **Copy or Share Code:** Before a project deadline, you should possession of solution code that you did not write, nor our own code to others in the class. **Sources:** When you receive significant assistance on a 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 int get(int k) { return myValues[k]; }

    public int compareTo(Object obj) {
        IntSequence x = (IntSequence) obj; // Blows up if obj not an IntSequence
        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
    }
}
```

51:38 2018

CS61B: Lecture #11 8

Comparable

Comparable provides an interface to describe Objects that have a natural ordering on them, such as `String`, `Integer`, `BigInteger` and `Comparable`.

```
interface Comparable { // For now, the Java 1.4 version
    int compareTo(Object obj);
    // returns value <0, == 0, or > 0 depending on whether THIS is
    // less than, equal to, or greater than OBJ. Exception if OBJ not of compatible type. */
}
```

Comparable provides 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 (A[i].compareTo(result) > 0) result = A[i];
    return result;
}
```

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

51:38 2018

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Java Generics (I)

IntSequence is like the old Java 1.4 `Comparable`. The current version has a new feature: Java generic types:

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

IntSequence is like a formal parameter in a method, except that its type is a class or interface.

IntSequence implements Comparable (no casting needed):

```
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 myCount - x.myCount;
    }
}
```

51:38 2018

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Implementing Comparable II

IntSequence is like Comparable to add an interface retroactively.

IntSequence did not implement Comparable, but did implement Comparable (without @Override), we could write

```
ComparableIntSequence extends IntSequence implements Comparable {
    // ...
}
```

IntSequence when "match up" the compareTo in IntSequence with that of Comparable.

51:38 2018

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Generic Partial Implementation

IntSequence's specifications, some of Reader's methods are re-implemented and provides default bodies for others.

IntSequence this with a *partial implementation*, which leaves key methods unimplemented and provides default bodies for others.

IntSequence abstract: can't use new on it.

```
IntSequence is a partial implementation of Reader. Concrete
implementations MUST override close and read(,,).
IntSequence MAY override the other read methods for speed. */
abstract class AbstractReader implements Reader {
    // two lines are redundant.
    abstract void close();
    abstract int read(char[] buf, int off, int len);

    int read(char[] buf) { return read(buf,0,buf.length); }

    int read() { return (read(buf1) == -1) ? -1 : buf1[0]; }

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

51:38 2018

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Example: Readers

java.io.Reader abstracts sources of characters.

IntSequence is a revisionist version (not the real thing):

```
interface Reader { // Real java.io.Reader is abstract class
    // use this stream: further reads are illegal */
    int read();
}
```

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

```
int read(char[] buf);
// reads as many characters as possible, up to BUF.length. */
```

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

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

51:38 2018

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Using Reader

Method, which counts words:

number of words in R, where a "word" is a sequence of non-whitespace characters. */

```
int countWords(Reader r) {
    int count = 0;
    while (r.read() != -1) {
        if (!Character.isWhitespace((char) r.read()))
            count++;
    }
    return count;
}
```

Examples for any Reader:

```
countWords(new StringReader("someText")) // # words in someText
countWords(new BufferedReader(new InputStreamReader(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 methods are as *widely applicable* as possible.

AbstractReader is a tool for implementors of non-abstract *Readers*, 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 *could* have done!

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

51:38 2018

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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;
    }

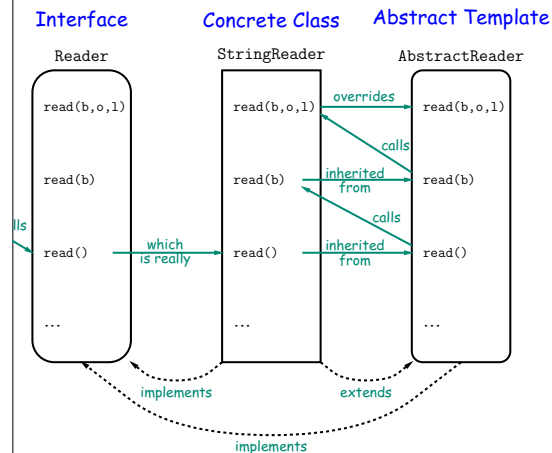
    close() {
        str = null;
    }

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

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How It Fits Together



51:38 2018

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