

Lecture #11: Examples: Comparable & Reader + The Features Supporting Abstraction

18:29 2021

CS61B: Lecture #11 2

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 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
    }
}
```

18:29 2021

CS61B: Lecture #11 4

Java Generics (I)

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

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

class 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;
    }
}
```

18:29 2021

CS61B: Lecture #11 6

Recreation

vided by 9 when a certain one of its digits is deleted, g number is again divisible by 9.

actually dividing the resulting number by 9 results in her digit.

ers satisfying the conditions of this problem.

18:29 2021

CS61B: Lecture #11 1

Comparable

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

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

// For now, the Java 1.4 version
// 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. */
public int compareTo(Object obj);
```

a general-purpose max function:

```
public static Comparable max(Comparable[] A) {
    if (A == null || 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;
}
```

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

18:29 2021

CS61B: Lecture #11 3

Implementing Comparable II

to add an interface retroactively.

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`.

18:29 2021

CS61B: Lecture #11 5

Generic Partial Implementation

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

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

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

```
Partial implementation of Reader. Concrete
implementations MUST override close and read(,,).
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];
}
```

Using Reader

method, which counts words:

```
number of words in R, where a "word" is
sequence of non-whitespace characters. */
int countWords(Reader r) {
    int count = 0;
    while (r.read() != -1) {
        if (!Character.isWhitespace((char) c))
            count++;
    }
    return count;
}
```

Examples for *any* Reader:

```
int countWords(Reader r) {
    return countWords(r, "foo.txt");
}

int countWords(Reader r, String filename) {
    try {
        return countWords(r, new FileReader(filename));
    } catch (IOException e) {
        return -1;
    }
}
```

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 subclasses such as "must have a `compareTo` method".

Example: Readers

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

I present a revisionist version (not the real thing):

```
interface Reader { // Real java.io.Reader is abstract class
    // use this stream: further reads are illegal
    void close();

    // 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.
    int read(char[] buf, int off, int len);

    // use for read(BUF, 0, BUF.length).
    int read(char[] buf);

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

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

Implementation of Reader: StringReader

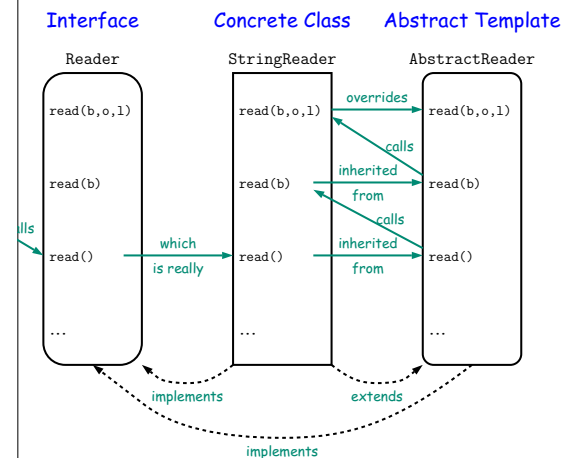
`StringReader` reads characters from a `String`:

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

    close() {
        // do nothing
    }

    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;
    }
}
```

How It Fits Together



Parent Constructors

slides #7, talked about how Java allows implementer of a role all manipulation of objects of that class.

, this means that Java gives the constructor of a class that at each new object.

class extends another, there are two constructors—one for the old type and one for the new (child) type.

Java guarantees that *one of the parent's constructors* is called. In effect, there is a call to a parent constructor at the beginning of every one of the child's constructors.

the parent's constructor yourself explicitly.

```
class Rectangle extends Figure {
    public Rectangle() {
        super(4);
    }
}
```

What Happens Here?

```
class Rectangle extends Figure {
    public Rectangle(int sides) {
    }
}
```

Using an Overridden Method

If you wish to *add* to the action defined by a superclass's method rather than to completely override it.

Using the super prefix method can refer to overridden methods by using the prefix super.

For example, you have a class with expensive functions, and you'd like to use a new version of the class.

```
Hard {
    computeHard(String x, int y) { ... }
}

Lazily extends ComputeHard {
    computeHard(String x, int y) {
        // already have answer for this x and y
        result = super.computeHard(x, y); // <<< Calls overridden function
    }
}

// Lazily.computeHard returns memoized result;
```

OOP Features Supporting Abstraction

Default Constructors

Java calls the "default" (parameterless) constructor if no explicit constructor is called.

```
class Thingy extends Rectangle {
    public Thingy() {
        super();
        setThingsUp();
    }
}

/* Is equivalent to... */
class Thingy extends Rectangle {
    public Thingy() {
        super();
        setThingsUp();
    }
}
```

Java provides a default constructor for a class if no other constructor is defined for the class.

```
class Crate {
    public Crate() {
    }
}

/* Is equivalent to... */
class Crate {
    public Crate() {
        super();
    }
}

/* And thus to... */
class Crate {
    public Crate() {
        super();
    }
}
```

What Happens Here?

```
class Rectangle extends Figure {
    public Rectangle(int sides) {
    }
}
```

Compiler error. Rectangle has an implicit constructor that is the default constructor in Figure, but there isn't one.