Structural Programming and Data Structures

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CMPUT 102: Object State

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Course Content

- Introduction
- Objects
- Methods
- Tracing Programs
- **Object State**
- Sharing resources
- Selection
- Repetition
- Vectors
- Testing/Debugging
- Arrays
- Searching
- Files I/O
- Sorting
- Inheritance
- Recursion

Objectives of Lecture 12

Implementing Classes – Object State

- Understand the state of an object.
- Implement classes with objects that have a state.
- Re-write the Adventure program such that we have many classes and objects with states.

Outline of Lecture 12

- Re-visit the Tune program.
- Using a class
- Instance variables for object state
- Syntax for instance variable references
- Accessing the state of the current object - *this*
- Example class implementation - Adventurer in Adventure Version 3
- Managing multiple classes in Code Warrior

```
public class Tunes {
/*
  Creates a collection of CDs. Adds CDs to the collection
  and displays a summary of the collection value.
*/
   public static void main(String args[]) {

   /* Program statements go here */

     CD_Collection music;

      music = new CD_Collection(5, 50.00f);

      music.addCDs(1, 10.99f);
      music.addCDs(3, 20.99f);
      music.displayCDs();

   }
}
```

```
class CD_Collection {
/*  Monitors the value of a collection of musical CDs. */

/* Private instance variables */

   private int numCDs;
   private float valueCDs;
```

numCDs
valueCDs

```
   public CD_Collection (int initialNum, float initialVal) {
   /*
      Initializes the collection with the given number of CDs
      and the given value of the CD collection.
   */

      this.numCDs = initialNum;
      this.valueCDs = initialVal;
   }
```

```
   public void add_cds(int number, float value) {
   /*
      Adds CDs to the collection and adjusts the total value.
   */
      this.numCDs = this.numCDs + number;
      this.valueCDs = this.valueCDs + value;
   }
```

```
   public void displayCDs() {
   /*
      Displays the number of CDs in the collection and the total
      value of the collection.
   */

      System.out.println("==================================");
      System.out.print  ("Total Number of CDs: ");
      System.out.println(this.numCDs);
      System.out.print  ("Total Value of Collection: ");
      System.out.println(this.valueCDs);
      System.out.print  ("Average cost per CD: $");
      System.out.println(this.averageCost());
      System.out.println("==================================");
   }
```

```
   private float averageCost() {
   /*
      Determines the average cost of a CD in the collection.
   */
     float average;

      average = this.valueCDs/this.numCDs;

      return average;
   }

}
```


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Using a Class

- To use a class we only need to know the class protocol:
  - a list of public variables
  - a list of constructors
  - a list of instance messages

Using Class Adventurer

- Consider the protocol for an Adventurer class that has no public variables, has instance messages:

```
public String name()
public Integer tokens()
public void gainTokens(int gain)
public void loseTokens(int loss)
public void reportTokens()
```

and has a constructor:

```
public Adventurer(String name)
```

Request Messages

- Recall that an object must be able to return an object or value when a message is sent to it.
- For example, an Adventurer object must return a String in response to the name message.
- How do we implement such messages?
  - let an object "remember" all "requestable" objects
  - ask another object for the requested object
  - compute a new object built from other objects

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Remembering versus Computing

- An object only needs to remember enough information to satisfy its protocol.
- For example, if a Person object must respond to the messages age() and birthDate(), it is sufficient to remember a birth-date object.
- An age object can then be computed from the birth-date object and a current date object.

Object State

- The **state** of an object is the set of objects and values that an object "remembers".
- We use variables to remember this information.
- When a class is implemented we declare one **instance variable** for each object or value that an instance of that class must remember.
- Like other variables, each instance variable has a name and declared type.

Object State for Adventurer

- The state of an Adventurer object consists of two instance variables.
- The first is called *name* with declared class, *String*.
- The second is called *tokens* with declared type *int*.
- Alternately we could have declared tokens to have type *Integer*.

Instance Variables

- The lifetime of an instance variable is the lifetime of the object that contains it.
- For example, the Adventurer name instance variable can be used as soon as an Adventurer object is created and lasts until the object is destroyed.
- A Java object is destroyed when no object reference refers to it anymore.
- The scope of an instance variable is either *public* or *private*.

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Public Instance Variables

- A **public instance variable** can be accessed from anywhere in the program.
- For example the class Point has two public instance variables called x and y, representing its x and y coordinates.
- The object that an instance variable is bound to can be accessed using:

  <obj ref> . <instance var name>
- For example:

  aPoint.x

Private Instance Variables

- A **private instance variable** can be accessed only in the methods of the class that defines it.
- For example, if we declare an instance variable in the Adventurer class:

  private String name;

  then we could not use the expression:

  anAdventurer.name

  in some other class like the Adventure class or Room class.

No Public Instance Variables

- Some programmers never declare any public instance variables.
- If public access is required then a message is provided that returns the object bound to the instance variable.
- If public modification is required then a message is provided that binds the instance variable to an argument object.
- This approach has some program maintenance advantages.

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Instance Variables and *this*

- Recall that inside of a method, the object reference *this* can be used to send a message to the current object :

  this.greeting()
- It can also be used to access an instance variable of the current object:

  this.tokens

Class Implementations

- A **class implementation** contains:
  - a list of instance variable declarations.
  - a method that implements each message in the protocol, including the constructors.
  - code to create any public objects.
- In Java, the class implementation must be stored in a file whose file name is "Classname.java".
- This means that if you have multiple classes in a program, you will have multiple files.

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Implementing Class Adventurer (1)

- In the Adventurer class, we will declare two private instance variables :

```
private String name;
private int tokens;
```

- We will implement a method for the constructor:

```
public Adventurer(String nameString)
```


Implementing Class Adventurer (2)

- We will also implement methods for each instance message :

```
public String name()
public int tokens()
public void gainTokens(int anInt)
public void loseTokens(int anInt)
public void reportTokens()
```

Class - Adventurer 3.1

```
public class Adventurer {
/*
    An instance of this class represents a player of the Adventure game.
*/

/* Constructors */
    public Adventurer(String nameString) {
    /*
          Initialize me with the given name and zero tokens.
    */
        this.name = nameString;
        this.tokens = 0;
    }
```

an object reference to the current object.

an instance variable object reference

Class - Adventurer 3.2

```
/* Instance Methods */
    public String name() {
    /*
          Answer a String representing my name.
    */
          return this.name;
    }

    public int tokens() {
    /*
          Answer my number of Tokens.
    */
          return this.tokens;
    }
```


Class - Adventurer 3.3

```
    public void gainTokens(int anInt) {
    /*
          Add the given number of tokens to my total.
    */
          this.tokens = this.tokens + anInt;
    }

    public void loseTokens(int anInt) {
    /*
          Remove the given number of tokens from my total.
    */
          this.tokens = this.tokens - anInt;
    }
```


Class - Adventurer 3.4

```
    public void reportTokens() {
    /*
          Output the number of tokens I have.
    */
          System.out.print("You have ");
          System.out.print(this.tokens);
          System.out.println(" tokens in your pocket.");
    }

/* Private Instance Variables */
    private String name;
    private int tokens;
```

The Revised Adventure Program

- Given this Adventurer class, the Adventure game can be rewritten to use this class.

Program - Adventure 3.1

```
import java.util.*;
public class Adventure {
/* Version 3
   This program is an arithmetic adventure game ...
*/

/* Constructors */
   public Adventure () {
   /*
        Initialize an adventure by creating the appropriate
        objects.
   */
   }
```

NO CHANGES

Program - Adventure 3.2

```
/* Main program */

   public static void main(String args[]) {
        Adventure      game;

        game = new Adventure();
        game.play();
   }
```

NO CHANGES

Program - Adventure 2.3

```
/* Private Instance Methods */
   private void play() {
   /*
        Play the Adventure game.
   */

        String  name;
        Integer tokens;

        name = this.greeting();
        tokens = this.enterRoom(name);
        this.farewell(name, tokens);
   }
```

OLD

Program - Adventure 3.3

```
/* Private Instance Methods */

    private void play() {
    /*
          Plays the Adventure game.
    */

        Adventurer      adventurer;

        adventurer = this.greeting();
        this.enterRoom(adventurer);
        this.farewell(adventurer);
    }
```

NEW

Program - Adventure 2.4

```
private void farewell(String  userName,
                      Integer tokenCount) {
/*
     Say farewell to the user with the given name and
     report the given count of tokens earned.
*/

     System.out.print("Congratulations ");
     System.out.print(userName);
     System.out.print(" you have left the game with ");
     System.out.print(tokenCount);
     System.out.println(" tokens.");
}
```

OLD

Program - Adventure 3.4

NEW

```
private void farewell(Adventurer adventurer) {
/*
     Say farewell to the user and report the game result.
*/

     System.out.print("Congratulations ");
     System.out.print(adventurer.name());
     System.out.print(" you have left the game with ");
     System.out.print(adventurer.tokens());
     System.out.println(" tokens.");
}
```


Program - Adventure 2.5

```
private String greeting() {
/*
     Greet the user and answer a String that represents
     the player's name.
*/
     String  playerName;

     System.out.println("Welcome to the Arithmetic Adventure game.");
     System.out.print("The date is ");
     System.out.println(new Date());
     System.out.println();
     System.out.print("What is your name?");
     playerName = Keyboard.in.readString();
```

OLD

Program - Adventure 2.6

OLD

```
        System.out.print("Well ");
        System.out.print(playerName);
        System.out.println(", after a day of hiking you spot a silver cube.");
        System.out.println("The cube appears to be about 5 meters on each side.");
        System.out.println("You find a green door, open it and enter.");
        System.out.println("The door closes behind you with a soft whir and disappears.");
        System.out.println("There is a feel of mathematical magic in the air.");
        Keyboard.in.pause();
        return playerName;
    }
```


Program - Adventure 3.5

NEW

```
private Adventurer greeting() {
/*
        Greet the user and answer an Adventurer that
        represents the user.
*/
        String  playerName;

        System.out.println("Welcome to the Arithmetic Adventure game.");
        System.out.print("The date is ");
        System.out.println(new Date());
        System.out.println();
        System.out.print("What is your name?");
        playerName = Keyboard.in.readString();
```


Program - Adventure 3.6

NEW

```
        System.out.print("Well ");
        System.out.print(playerName);
        System.out.println(", after a day of hiking you spot a silver cube.");
        System.out.println("The cube appears to be about 5 meters on each side.");
        System.out.println("You find a green door, open it and enter.");
        System.out.println("The door closes behind you with a soft whir and disappears.");
        System.out.println("There is a feel of mathematical magic in the air.");
        Keyboard.in.pause();
        return new Adventurer(playerName);
    }
```


Program - Adventure 2.7

OLD

```
private Integer enterRoom(String theName) {
/*
        The user with the given name has entered the
        first room. After the adventure is done, return the
        number of tokens obtained during the game.
*/
        Integer myTokens;

        System.out.print("How many tokens would you like, ");
        System.out.print(theName);
        System.out.print("?");
        myTokens = Keyboard.in.readInteger();
        return myTokens;
    }
```

Program - Adventure 3.7

```
private void enterRoom(Adventurer adventurer) {
   /*
        The given adventurer has entered the
        first room.
   */
        Integer myTokens;

        System.out.print("How many tokens would you like, ");
        System.out.print(adventurer.name());
        System.out.print("?");
        myTokens = Keyboard.in.readInteger();
        adventurer.gainTokens(myTokens.intValue());
   }
```

NEW

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Demonstration Adventure 3

- Enter the Adventure Version 3 code into CodeWarrior in two separate classes.
- Add the file Adventurer.java to the project.
- Compile and run.

Debugger Object State

- A demonstration of object state inspection for Adventure Version 3 in the debugger will be given in the lab next week.