



Recap about the Utility and Non-Utility Classes

utility classes:

- cannot be instantiated
- all methods and/or fields are static
- e.g., the class Toolbox

non-utility classes:

can be instantiated

3

4

- may include both non-static and static methods and/or fields
- e.g., the class Integer. Integer.MAX_INT is a static field and Integer.parseInt is a static method. The class has no non-static fields and toString() is a non-static method



Recap about the Client View

- implementers: offers services in the form of classes (utility and non-utility classes)
- clients: make use of the services offered by implementers, subject to the Pre and Post conditions



Recap about the PRE and POST Conditions

- PRE condition(s) that the client must satisfy
- POST condition(s) that the implementer must satisfy
- PRE and POST conditions are used to establish correctness.
 - Do the services function according to their specification
 - This is done during development, before services are released and go into production
- PRE and POST conditions eliminate redundancy.
 - Is the CLIENT or IMPLEMENTER responsible for checking the value of the parameters being passed to methods?
 - In the absence of information, both might do this. This could cause an app to be inefficient.



PRE and POST: the Client View

5

- the Pre and Post conditions are described in the API
- the Pre and Post conditions are sometimes formulated in terms of a boolean expression that must evaluate to true



PRE Example

suppose we have the method

public String fraxas(int num)

- PRE written version : num must be strictly greater than 0
 - for the PRE to be met, the written description must hold
- boolean expression version:

num > 0

for the PRE to be met, num must be such that num > 0 == true



PRE Example

see sec 2.3.3 for further review

suppose we have the method

public String saxa(int num)

PRE written version : num can be any int

8

...but it will always be trivially true, since the compiler will do the type checking

- for the PRE to be met, the written description must hold
- boolean expression version: true
- for the PRE to be met, num must be s.t.
 true == true (or just true)

...but **any** value of num will satisfy this, since the boolean expression does not even depend on num



PRE and POST: the Client View

in Java, most often the PRE is true

- this means the client needs simply to provide the parameter values (and nothing further in terms of conditions on those values)
- In Java, it quite often happens that the POST consists of both:
 - 1. a specification of the return, and
 - 2. a specification of the condition under which exceptions are thrown



Example

substring

9

public String substring(int beginIndex)

Returns a new string that is a substring of this string. The substring begins with the cl extends to the end of this string.	aracter at	t the specified index and
Examples:		
"Harpison", substring(3) returns "bison"	preconc E is tru	lition is specified 1e
Parameters: beginIndex - the beginning index, inclusive.		
Returns: the specified substring.		
Throws:		
IndexOutOfBoundsException - if beginIndex is negative or larger than the left	ngth of thi	is String object.
"returns" and "throws" are parts of the post condition		YORK
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Multiple Choice Quiz

- complete the questions to the best of your abilities
- you can discuss with your neighbours
- we will discuss the answers, pending time



Q1 - Example

int denom = 0; int result = 7 / denom;

The compiler finds the two statements above to obey all syntax and semantic rules, yet the resulting bytecode contains invalid instructions.



13

Exceptions may be thrown due to invalid instructions.

Exceptions may be thrown due to bytecode instruction!

 For example: the method parseInt in Integer may through an exception. The implementer of the class Integer accomplished this by design (by using a statement that makes use of the reserved word throw)



Q4 - Example

- Suppose the specification of App01 states that the app prompts the user for two numbers and will output the product. The specification also states the user does not enter two numbers, then the app prints a friendly message and terminates.
- When we run App01, it never crashes. However, when the user enters two numbers, it always outputs the sum of the two numbers.
- The bytecode for App01 does not contain any invalid instructions, and yet it is not correct.





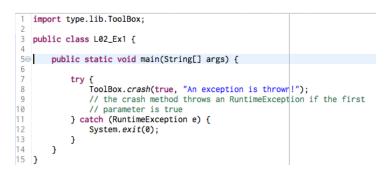
15

 The running environment consists of the VM, the operating system, the hardware, and the network, if any. (p.429)



Q7 – counter example

Here is an app that throws an exception, yet never crashes:





- This question doesn't make any sense!!!
- The definition of a crash is that the VM terminates the program with a non-clean exit.
- A non-clean exit, by definition, is an exit without the VM conducting an orderly shutdown



Q9

- The VM certainly does have a shutdown routine!!
 - see the slides from L01



- the API for a service may stipulate that an exception may be thrown under certain conditions.
- The potential for an exception is part of the post-condition.
- If an exception is thrown, it is not punishment. The method may be merely following its contract.
- if the client violates the pre-condition, the "punishment" is that the implementer is no longer obligated to follow their post condition
 - this might even mean that an exception is NOT thrown, when the client may be expecting this!



19

Q11

- exceptions are not intrinsically bad they are often a features of services
- if an app does not handle exceptions that may potentially arise, this is usually a sign of a not-so-great implementation



- The API should specify the PRE and POST. It should not specify consequences.
- Knowing the consequences for pre- and post-condition violation is part of the knowledge base that software developers should have. It is not included in the API documentation.



21

Q13

- if a service potentially throws an exception, this will be documented in the post condition.
- It doesn't make any sense for it to be elsewhere in the API
- It violates the principle of contracts if the API omits this piece of information.



 The delegation model is built into the VM, it doesn't change depending on the app that the VM is asked to invoke.



23

Q15

- If class A uses the services of class B, then A is the client of B!
- The "is-a-client-of" relationship is transitive
- E.g., A is a client of B, B is a client of C, C is a client of D

By transitivity, A is an indirect client of D

The "chain" of client relationships, during method invocations, defines the invocation trail.

The trail starts with the main method and ends with the client that does not delegate to any other method.



- We start searching for a handler in the currently executing method
- the search is transferred to the **caller** method
- repeat up the trail until we reach the main method (all calls ultimately originate in the main method)



Q17

- searching "down" the invocation trail would mean starting in the main method, and then going **down** the stack trace
- This might be technically possible to do, but wouldn't be a great idea
 - it would violate the principle of delegation



- the designers of Java actually have the converse of this policy, they don't want software developers to explicitly handle or delegate all exceptions
 - we know this because some exceptions are *checked* and others are *unchecked* (sec 11.3.3)
 - if a client makes use of a services that potentially throws a checked exception, the compiler will enforce exception handling
 - this means that the client must explicitly handle the exception
 - either with a try-catch or a throws clause
 - if no explicit handling, compiler error!!
- but a big subset of the exceptions are unchecked!!

