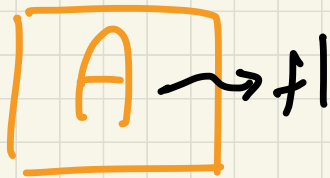
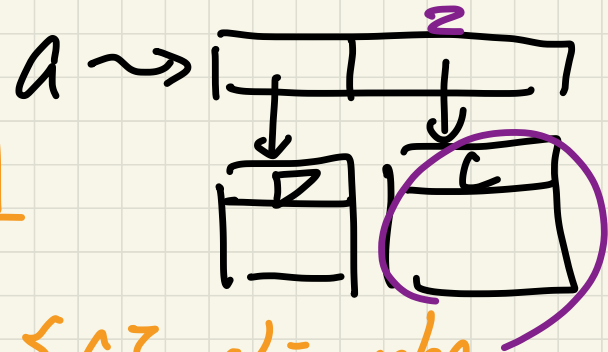


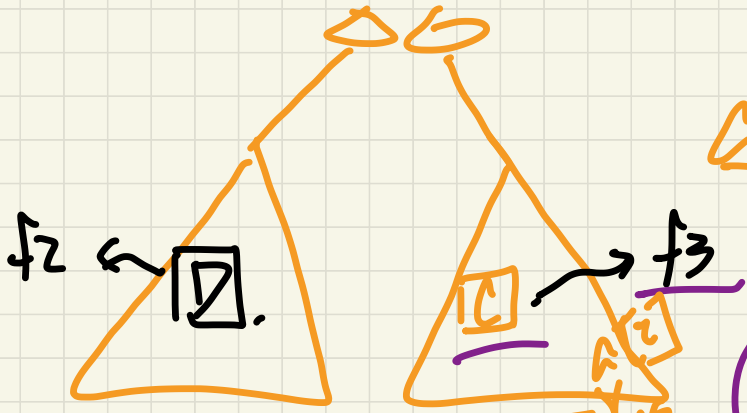
EXAM REVIEW I
MONDAY DECEMBER 9



obj: A



create {C} obj.make



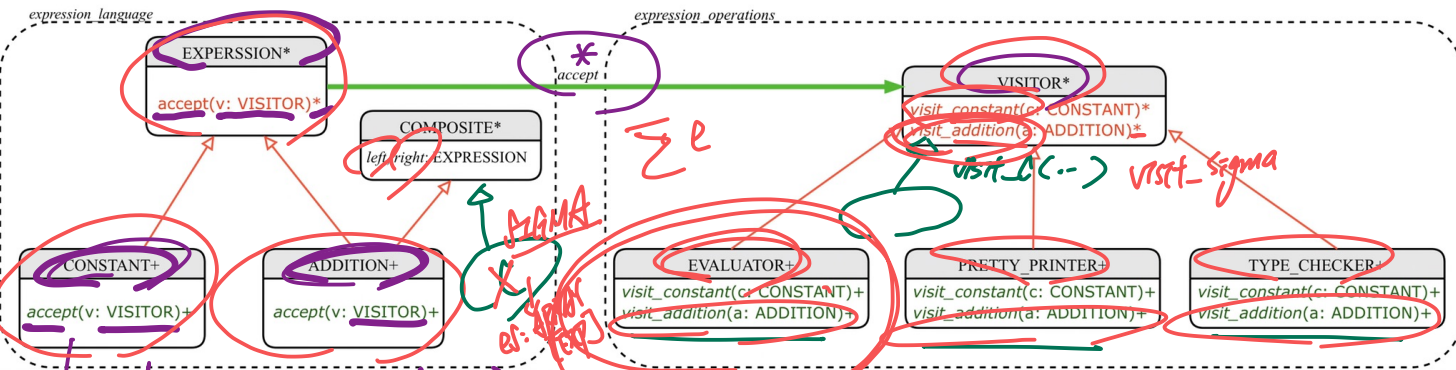
@. ARRAY[A]

A[2]. f3
 S: A

attached {C} as
 c_obj then
 c_obj.f3
 end

A[2] := ?
across a \rightarrow obj
loop end obj. (?) f1

Visitor Design Pattern: Architecture



How to Use Visitors

```

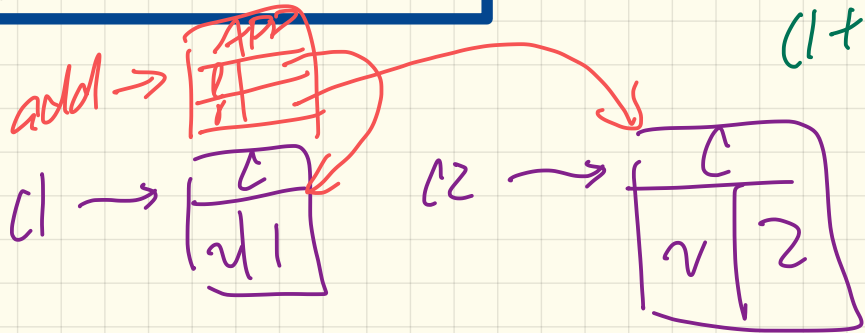
1 test_expression_evaluation: BOOLEAN
2   local add, c1, c2: EXPRESSION ; v: VISITOR
3   do
4     create {CONSTANT} c1.make (1) ; create {CONSTANT} c2.make (2)
5     create {ADDITION} add.make (c1, c2)
6     create {EVALUATOR} v.make
7     add.accept (v)
8     check attached {EVALUATOR} v as eval then
9       Result := eval.value = 3
10    end
11  end
    
```

Visitor Design Pattern: Implementation

```
1 test_expression_evaluation: BOOLEAN
2   local add, c1, c2: EXPRESSION ; v: VISITOR
3   do
4     create {CONSTANT} c1.make (1) ; create {CONSTANT} c2.make (2)
5     create {ADDITION} add.make (c1, c2)
6     create {EVALUATOR} v.make
7     add.accept (v)
8     check attached {EVALUATOR} v as eval then
9       Result := eval.value = 3
10    end
11  end
```

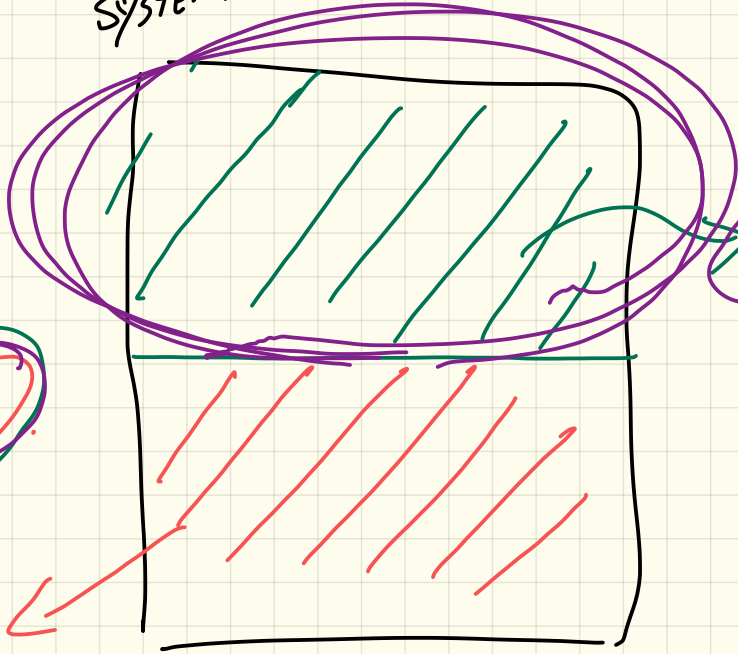
composit
visitor

Visualizing Line 4 to Line 6



Write a fragment of code
which builds:
 $(1+2) + (3+4)$

system



open

unstable
(subject to changes)

stable

(not to be changed often)

closed

class A

service:

ARRAY [B]

supplier

supplier

:

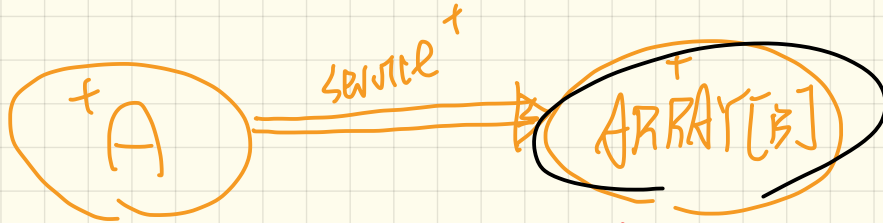
end

class B

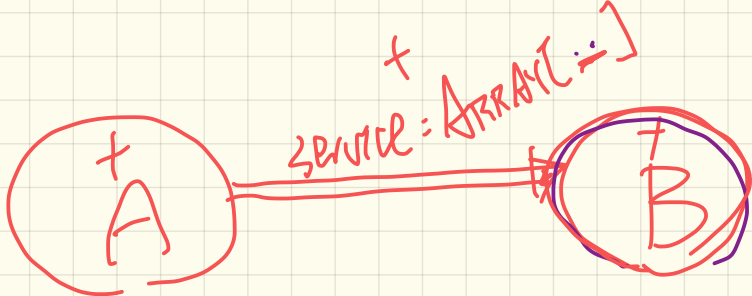
:

end

①

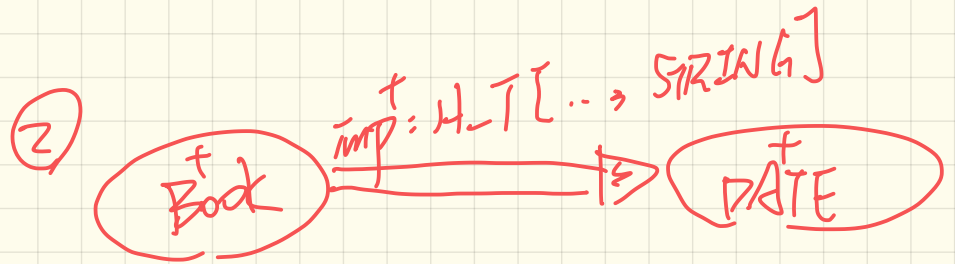
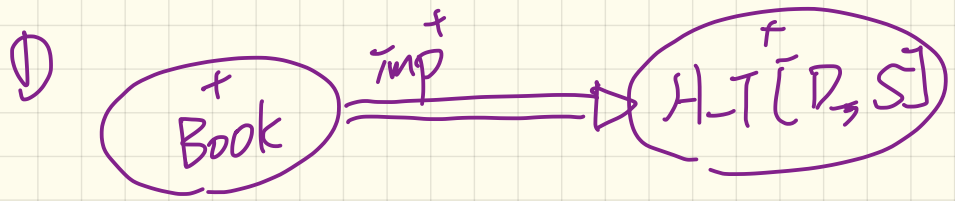


②

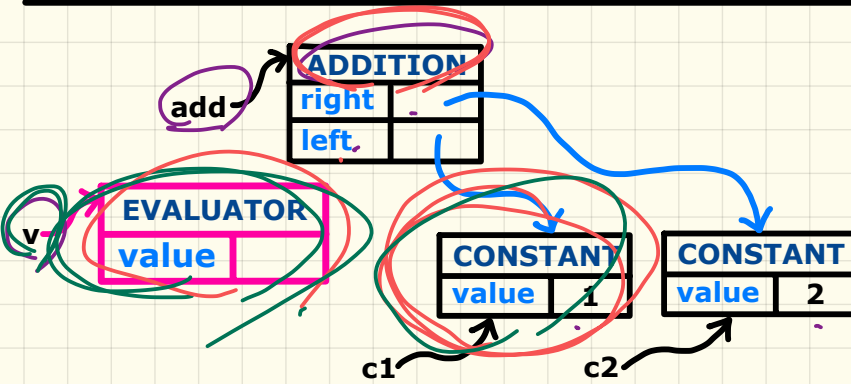


class Book
imp: HASH-TABLE [DATE, STRING]

end



Executing Composite and Visitor Patterns at Runtime



Tracing `add.accept(v)` Double Dispatch

`add.accept(v)`

↳ DT of `add`: `ADDITION`
 ⇒ call `accept` on `v`
 ↳ DT of `v`: `EVALUATOR`
 ⇒ call `visit_addition` on `add`

```
deferred class VISITOR
  visit_constant(c: CONSTANT) deferred end
  visit_addition(a: ADDITION) deferred end
end
```

```
class EVALUATOR inherit VISITOR
  value: INTEGER
  visit_constant(c: CONSTANT) do value := c.value end
  visit_addition(a: ADDITION)
    local eval_left, eval_right: EVALUATOR
    do a.left.accept(eval_left)
       a.right.accept(eval_right)
    value := eval_left.value + eval_right.value
  end
end
```

double dispatch
double dispatch

```
class CONSTANT inherit EXPRESSION
  ...
  accept(v: VISITOR)
  do
    v.visit_constant(Current)
  end
end
```

```
class ADDITION -
  inherit EXPRESSION COMPOSITE
  ...
  accept(v: VISITOR)
  do
    v.visit_addition(Current)
  end
end
```


v. visit - addition (add)

add → addition

Eval
v

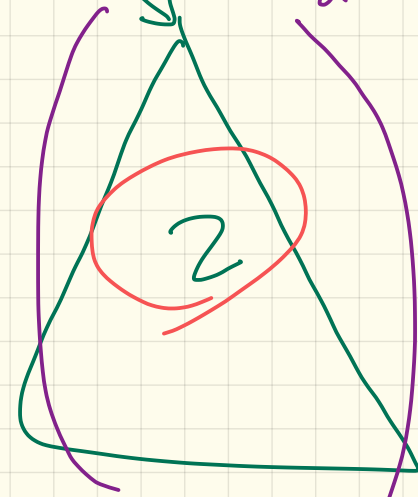
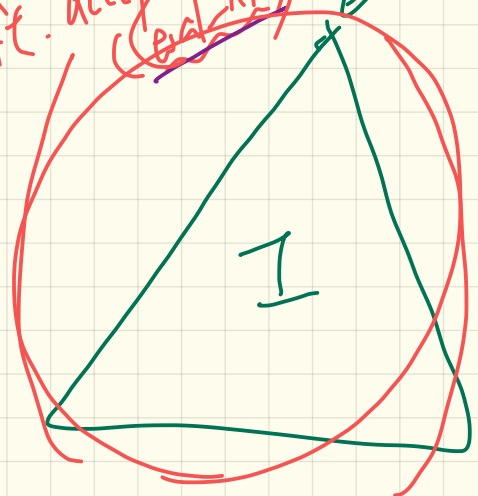
eval-left. value
eval-right. value

add-left. accept
(eval-left)

left

right

add-right. accept
(eval-right)



eval-left →

Eval
v 1

eval-right →

Eval
v 2

2
x

```
class EVALUATOR inherit VISITOR
```

```
  value: INTEGER
```

```
  visit_constant(c: CONSTANT) do value := c.value end
```

```
  visit_addition(a: ADDITION)
```

```
    eval_left := a.left.EVALUATOR
```

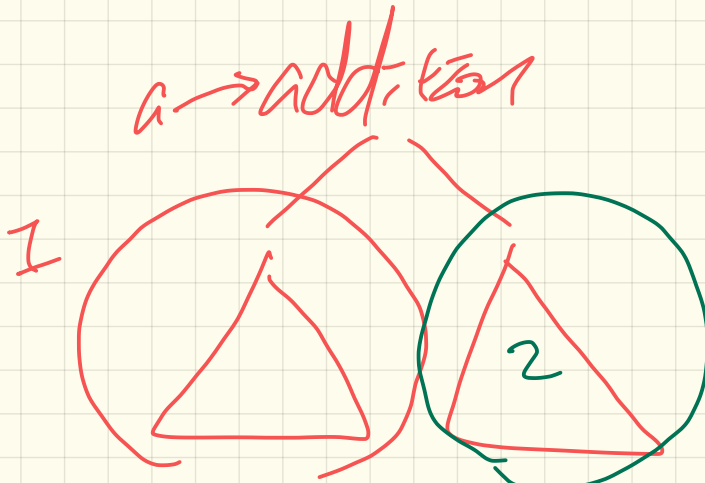
```
  do a.left.accept(eval_left) current
```

```
    a.right.accept(eval_right) current
```

```
    value := eval_left.value + eval_right.value
```

```
  end
```

```
end
```



class BANK

accounts: ARRAY[ACCOUNT]

withdraw_from (i: INTEGER; a: INTEGER)

-- Withdraw amount 'a' from account stored as the 'i'th item in 'accounts'.

require

and positive_amount: $a > 0$

and enough_balance: ~~accounts.valid_index (i) and~~ accounts [i].balance > a

do

accounts[i].withdraw (a)

end

end

-1

balance_and: $\overset{-1}{\text{accounts}}[i].\text{balance} > a$

→ valid_index: accounts.valid_index(i)

require

↓ p1
p2
i

if there's dependency
pre-conditions;
among put the
least-dependent
first.

$i \leq 0$ and
 $a[i] > 0$

p1 and then p2

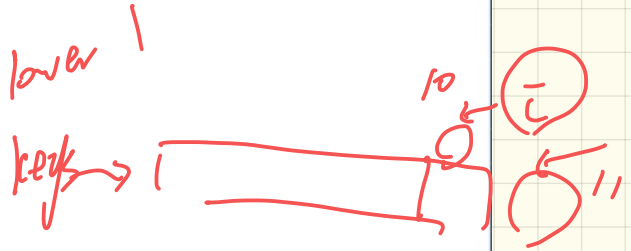
ensure

↓ q1
q2

```

class DICTIONARY[V, K]
feature {NONE} -- Implementations
  values: ARRAY[K]
  keys: ARRAY[K]
feature -- Abstraction Function
  model: FUN[K, V]
feature -- Queries
  get_keys(v: V): ITERABLE[K]
    local i: INTEGER; ks: LINKED_LIST[K]
    do
      from i := keys.lower; create ks.make_empty
      invariant ??
      until i > keys.upper
      do if values[i] ~ v then ks.extend(keys[i]) end
      end
      Result := ks.new_cursor
    ensure
      variant
      result_valid:  $\forall k \mid k \in \text{Result} \bullet \text{model.item}(k) \sim v$ 
      no_missing_keys:  $\forall k \mid k \in \text{model.domain} \bullet \text{model.item}(k) \sim v \Rightarrow k \in \text{Result}$ 
    end

```



$i := i + 1$

$k \in \text{keys.upper} - i + 1$

$10 - 11$

i

```

class DICTIONARY[V, K]
feature {NONE} -- Implementations
  values: ARRAY[K]
  keys: ARRAY[K]
feature -- Abstraction Function
  model: FUN[K, V]
feature -- Queries
  [get_keys(v: V): ITERABLE[K]]
  local i: INTEGER; ks: LINKED_LIST[K]
  do
    from i := keys.lower ; create ks.make_empty
    invariant ??
    until i > keys.upper
    do if values[i] ~ v then ks.extend(keys[i]) end
    end
  Result := ks.new_cursor
ensure
  result_valid:  $\forall k \mid k \in \text{Result} \bullet \text{model.item}(k) \sim v$ 
  no_missing_keys:  $\forall k \mid k \in \text{model.domain} \bullet \text{model.item}(k) \sim v \Rightarrow k \in \text{Result}$ 
end

```

PO2. Assuming not ready to exit, after the end of iteration, LI is maintained.

$\{ \neg (i > \text{keys.upper}) \wedge ?? \}$

Pol: Init establishes the LI.

$\{ \text{True} \} i := \text{keys.lower} ; \text{create ks.m-e} \{ ?? \} \{ \text{LI} \}$

Correct Loops: Proof Obligations

Initialization:

```
find_max (a: ARRAY [INTEGER]): INTEGER
local i: INTEGER
do
  from
    i := a.lower ; Result := a[i]
  invariant
    loop_invariant:  $\forall j \mid a.lower \leq j < i \bullet Result \geq a[j]$ 
  until
    i > a.upper
  loop
    if a [i] > Result then Result := a [i] end
    i := i + 1
  variant
    loop_variant: a.upper - i + 1
  end
ensure
  correct_result:  $\forall j \mid a.lower \leq j \leq a.upper \bullet Result \geq a[j]$ 
end
end
```

Handwritten annotations:

- A pink oval around the `from` block is labeled "maintaining I".
- A pink oval around the `until` block is labeled "B".
- A red oval around the `loop_invariant` line.
- A red oval around the `loop` block.
- A red oval around the `variant` block.

Before Termination:

Upon Termination:

Non-Negative Variant:

Decreasing Variant:

Prove

$$1 \leq j < i \quad \forall x \mid \text{True} \quad \text{wp}(\underline{S_1}; \underline{S_2}, \underline{R}) = \underline{\text{wp}(S_1; \text{wp}(S_2, R))}$$

Establishment of Loop Invariant:

```

{ True }
i := a.lower
Result := a[i]
{  $\forall j \mid a.lower \leq j < i \cdot \text{Result} \geq a[j]$  }

```

① Calculate $\text{wp}(i := a.lower; \text{Result} := a[i], \forall j \mid a.lower \leq j < i \cdot \text{Result} \geq a[j])$

Handwritten notes:
 = { wp rule on i }
 $\forall j \mid a.lower \leq j < i \cdot \text{Result} \geq a[j]$
 $a[i] \geq a[j]$

$$\text{wp}(i := a.lower, \text{wp}(\text{Result} := a[i], \forall j \mid a.lower \leq j < i \cdot \text{Result} \geq a[j]))$$

$$= \{ \text{wp rule of } i \}$$

$$\text{wp}(i := a.lower, \forall j \mid a.lower \leq j < i \cdot \text{Result} \geq a[j])$$

$\equiv \text{True}$

from invariant $I \leftarrow$ loop invariant

until $B \leftarrow$ exit condition
 $B \rightarrow$ constraint on loop counter.

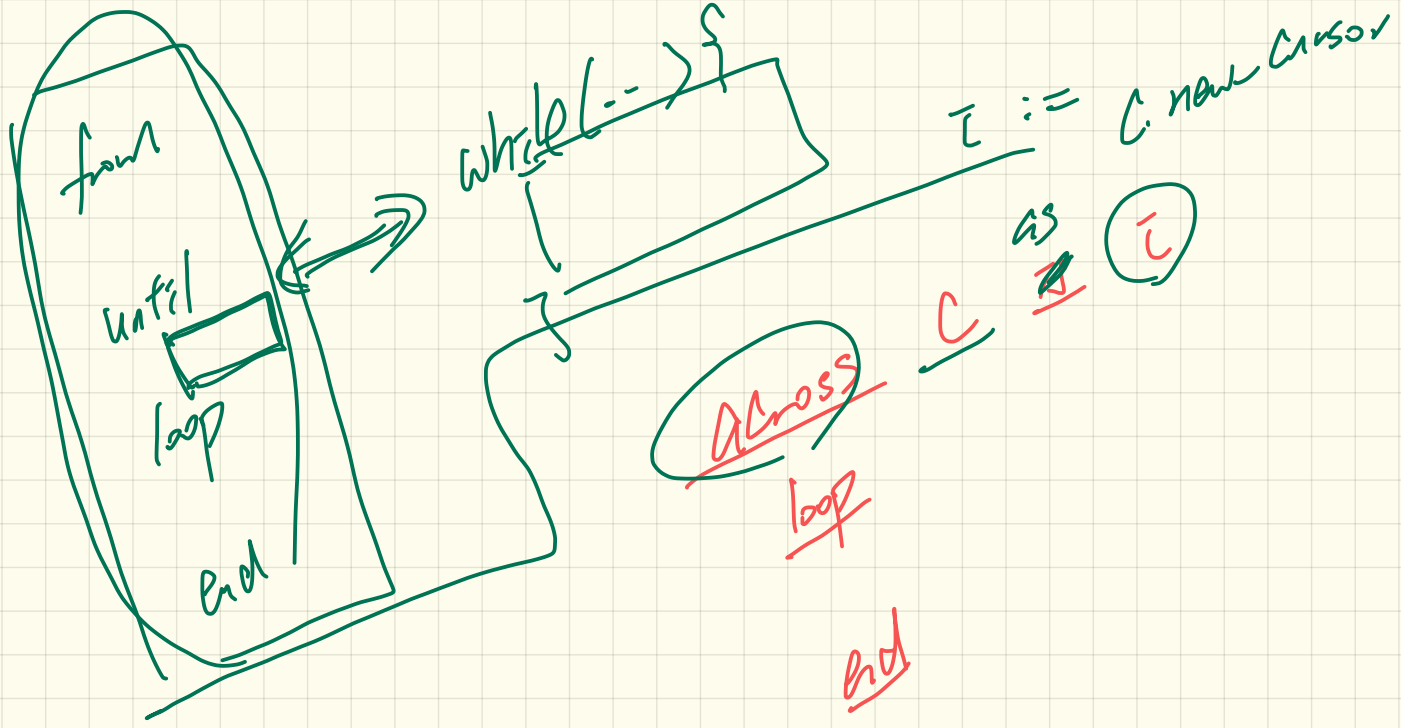
loop end:

ensure

R \leftarrow postcondition

Po: Upon termination, given that I is maintained, postcondition is established.

$$B \wedge I \Rightarrow R$$



$$\text{names.count} = \text{dd} \text{ names.count} + 1$$

integer

$$\text{names.count} = (\text{dd} \text{ names} \text{ dt} \text{ count} + 1)$$

4

