

LECTURE 14

WEDNESDAY FEBRUARY 26

features  
easy  
non-constants  
int = 1

inherit

ETF-T.C.

ETF-NEW-GAME

new-do if last = easy

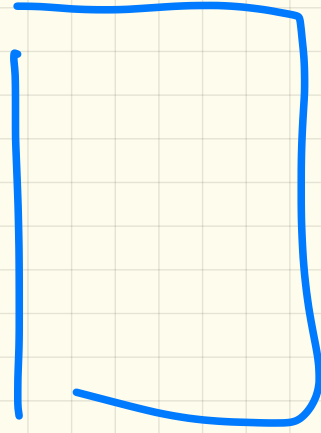
Office hours today moved to  
Thursday 12:30 - 14:30

Lab 3: Use of Enumeration Types

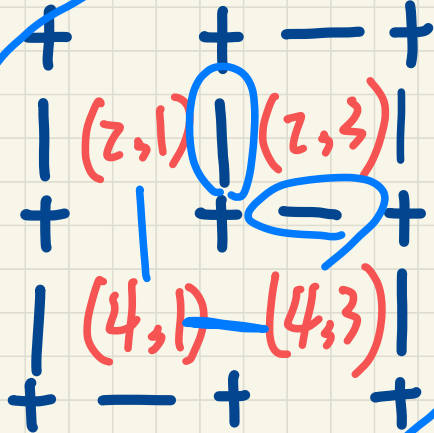
U1.txt

```
type level = { easy, m, h }
type dir = { E, W, S, N }
```

ETF



Maze

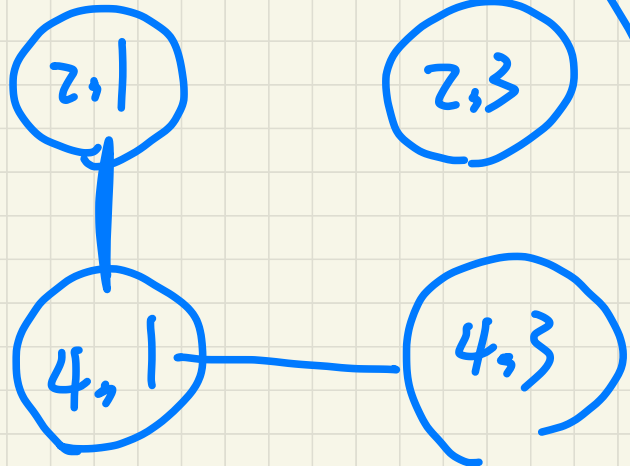


Abstraction

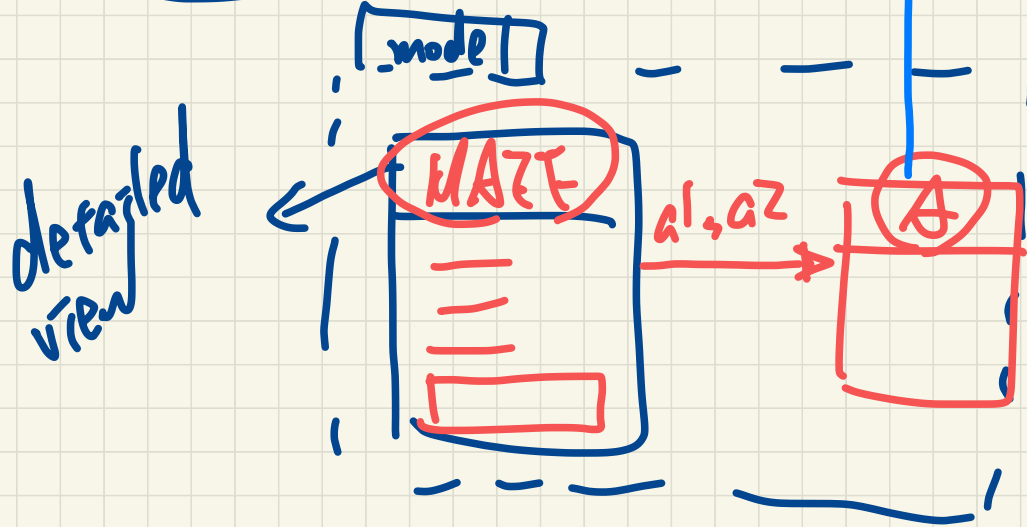
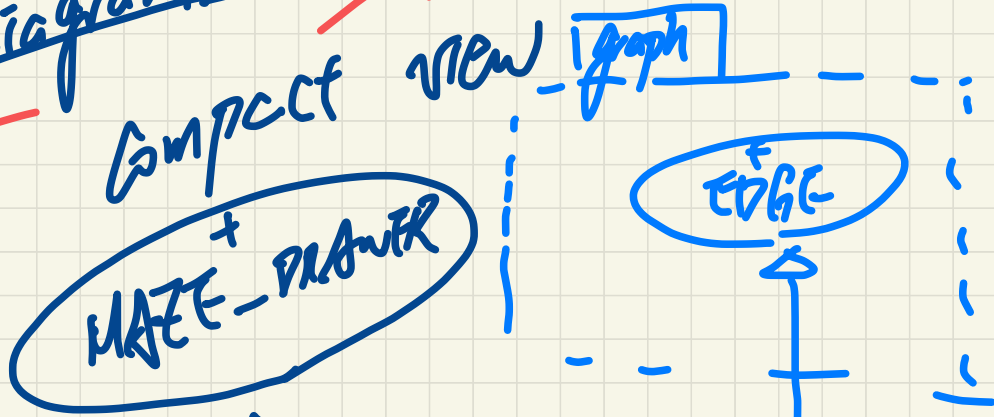
to filter out irrelevant details

2D Array

Abstract



# Run-diagram-slides



## Inheritance: Motivating Problem

Nouns -> classes, attributes, accessors

Verbs -> mutators

**Problem:** A *student management system* stores data about students. There are two kinds of university students: *resident* students and *non-resident* students. Both kinds of students have a *name* and a list of *registered courses*. Both kinds of students are restricted to *register* for no more than 10 *courses*. When *calculating the tuition* for a student, a base amount is first determined from the list of courses they are currently registered (each course has an associated fee). For a non-resident student, there is a *discount rate* applied to the base amount to waive the fee for on-campus accommodation. For a resident student, there is a *premium rate* applied to the base amount to account for the fee for on-campus accommodation and meals.

Without inheritance

DESIGN 1

DS  
register

NRS  
register

RS  
register

DESIGN 2

STUDENT  
IS-readonly: BOOLEAN

1  
2  
kind: INTEGER  
32  
32  
2

(T)

(F)

1. Cohesion
2. Single-choice p.
2. collection of students

# 1st Design Attempt

```
class NON_RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
  discount_rate: REAL
feature -- Constructor
  make (n: STRING)
    do name := n ; create courses.make end
feature -- Commands
  set_dr (r: REAL) do discount_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as c loop base := base + c.item.fee end
  Result := base * discount_rate
end
end
```

```
class RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
  premium_rate: REAL
feature -- Constructor
  make (n: STRING)
    do name := n ; create courses.make end
feature -- Commands
  set_pr (r: REAL) do premium_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as c loop base := base + c.item.fee end
  Result := base * premium_rate
end
end
```

# 1st Design Attempt

Good design? ✓

Judge by Cohesion

```
class NON_RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
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feature -- Constructor
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feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as c loop base := base + c.item.fee end
  Result := base * discount_rate
end
end
```

specific to  
NRS

```
class RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
  premium_rate: REAL
feature -- Constructor
  make (n: STRING)
  do name := n ; create courses.make end
feature -- Commands
  set_pr (r: REAL) do premium_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as c loop base := base + c.item.fee end
  Result := base * premium_rate
end
end
```

specific to RS



# 1st Design Attempt

Good design?

any duplicates?

Judge by Single Choice Principle

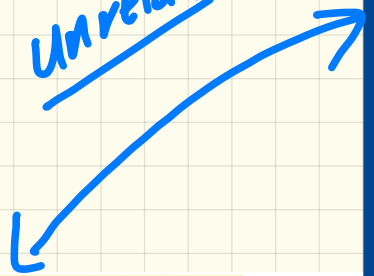
- A new kind is introduced?
- Change on registration policy?

```
class NON_RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
  discount_rate: REAL
feature -- Constructor
  make (n: STRING)
  do name := n ; create courses.make end
feature -- Commands
  set_dr (r: REAL) do discount_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as c loop base := base + c.item.fee end
  Result := base * discount_rate
end
end
```

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class RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
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  premium_rate: REAL
feature -- Constructor
  make (n: STRING)
  do name := n ; create courses.make end
feature -- Commands
  set_pr (r: REAL) do premium_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as c loop base := base + c.item.fee end
  Result := base * premium_rate
end
end
```

if (c.item < 7) then  
elt ... ad

unrelated.



```
class RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
  premium_rate: REAL
feature -- Constructor
  make (n: STRING)
  do name := n; create courses.make end
feature -- Commands
  set_pr (r: REAL) do premium_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as a loop base := base + c.item.fee end
    Result := base * premium_rate
  end
end
```

register



```
class NON_RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
  discount_rate: REAL
feature -- Constructor
  make (n: STRING)
  do name := n; create courses.make end
feature -- Commands
  set_dr (r: REAL) do discount_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as a loop base := base + c.item.fee end
    Result := base * discount_rate
  end
end
```

register



# 1st Design Attempt

## Good design?

How do you build a

**STUDENT\_MANGEMENT\_SYSTEM**

class accordingly?

```
class NON_RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
  discount_rate: REAL
feature -- Constructor
  make (n: STRING)
  do name := n ; create courses.make end
feature -- Commands
  set_dr (r: REAL) do discount_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as c loop base := base + c.item.fee end
  Result := base * discount_rate
end
end
```

```
class RESIDENT_STUDENT
create make
feature -- Attributes
  name: STRING
  courses: LINKED_LIST[COURSE]
  premium_rate: REAL
feature -- Constructor
  make (n: STRING)
  do name := n ; create courses.make end
feature -- Commands
  set_pr (r: REAL) do premium_rate := r end
  register (c: COURSE) do courses.extend (c) end
feature -- Queries
  tuition: REAL
  local base: REAL
  do base := 0.0
    across courses as c loop base := base + c.item.fee end
  Result := base * premium_rate
end
end
```

RS NRS

class

SMS

piece  
AVC

LL

RS

NRS

students

static fpp

SMS.add(maze)

create  
create

RS

rs.make(-)

NRS

nrs.make(-)

RS

st. make  
AVC

rd

sample SMS

SMS.students[1]  
SMS.students[1]

register  
41-Pr  
(7.3)

# Without Inheritance (Design 1) Collection of Students

```
class STUDENT_MANAGEMENT_SYSETM
  rs : LINKED_LIST[RESIDENT_STUDENT]
  nrs : LINKED_LIST[NON_RESIDENT_STUDENT]
  add_rs (rs: RESIDENT_STUDENT) do ... end
  add_nrs (nrs: NON_RESIDENT_STUDENT) do ... end
  register_all (Course c) -- Register a common course 'c'
  do
    across rs as c loop c.item.register (c) end
    across nrs as c loop c.item.register (c) end
  end
end
```

*duplicate!*

## Clinet's Code

```
c: COURSE
rs: RESIDENT_STUDENT
nrs: NON_RESIDENT_STUDENT
sms: SMS
create c.make("3311")
create sms.make
```

```
sms.add_rs(rs)
sms.add_nrs(nrs)
sms.register_all(c)
```

**Q:** What if **more** kinds of students are to be introduced?

# 2nd Design Attempt

```
class
  STUDENT
  create
    make
  feature -- attributes
    courses: LINKED_LIST[COURSE]
    kind: INTEGER
    premiumRate: REAL
    discountRate: REAL
  feature -- command
    make (kind: INTEGER)
    do
      kind := a_kind
    end
  ...
end
```

CREATE {STUDENT} w. make(1)  
----- w. make(2)

```
get_tuition: REAL
local
  tuition: REAL
do
  across courses is c loop
    tuition := tuition + c.fee
  end
  if kind = 1 then
    Result := tuition * premiumRate
  elseif kind = 2 then
    Result := tuition * discountRate
  end
end
```

```
register (c: COURSE)
local
  max: INTEGER
do
  if kind = 1 then MAX := 6
  elseif kind = 2 then MAX := 4
  end
  if courses.count < MAX then -- Error
  else courses.extend (c)
  end
end
```

## 2nd Design Attempt

```
class
  STUDENT
  create
    make
  feature -- attributes
    courses: LINKED_LIST[COURSE]
    kind: INTEGER
    premiumRate: REAL
    discountRate: REAL
  feature -- command
    make (kind: INTEGER)
      do
        kind := a_kind
      end
    ...
  end
```

not belonging to the kind of student

Good design?

Judge by Cohesion X

```
get_tuition: REAL
```

```
local
```

```
tuition: REAL
```

```
do
```

```
  across courses is c loop
```

```
    tuition := tuition + c.fee
```

```
  end
```

```
  if kind = 1 then
```

```
    Result := tuition * premiumRate
```

```
  elseif kind = 2 then
```

```
    Result := tuition * discountRate
```

```
  end
```

```
end
```

```
register (c: COURSE)
```

```
local
```

```
max: INTEGER
```

```
do
```

```
  if kind = 1 then MAX := 6
```

```
  elseif kind = 2 then MAX := 4
```

```
  end
```

```
  if courses.count = MAX then -- Error
```

```
  else courses.extend (c)
```

```
  end
```

```
end
```

# 2nd Design Attempt

```
class
  STUDENT
  create
  make
  feature -- attributes
    courses: LINKED_LIST[COURSE]
    kind: INTEGER
    premiumRate: REAL
    discountRate: REAL
  feature -- command
    make (kind: INTEGER)
    do
      kind := a_kind
    end
  ...
end
```

how to simulate OO using a

not-OO language

~~RS~~

URS

DS

```
get_tuition: REAL
```

```
local
```

```
tuition: REAL
```

```
do
```

```
  across courses is c loop
```

```
    tuition := tuition + c.fee
```

```
  end
```

```
  if kind = 1 then
```

```
    Result := tuition * premiumRate
```

```
  elseif kind = 2 then
```

```
    Result := tuition * discountRate
```

```
  end
```

```
end
```

↳ elif kind = 3 - - -

```
register (c: COURSE)
```

```
local
```

```
  max: INTEGER
```

```
do
```

```
  if kind = 1 then MAX := 6
```

```
  elseif kind = 2 then MAX := 4
```

```
  end
```

```
  if courses.count = MAX then -- Error
```

```
  else courses.extend (c)
```

```
  end
```

```
end
```

↳ elif kind = 3 - - -

## Good design?

Judge by Single Choice Principle

✓ A new kind is introduced:

- An existing kind is obselete?



# 2nd Design Attempt

```
class
  STUDENT
  create
    make
  feature -- attributes
    courses: LINKED_LIST[COURSE]
    kind: INTEGER
    premiumRate: REAL
    discountRate: REAL
  feature -- command
    make (kind: INTEGER)
    do
      kind := a_kind
    end
  ...
end
```

→ max: ARRAY[INT]  
tuition: ARRAY[REAL]

```
get_tuition: REAL
local
  tuition REAL
do
  across courses is c loop
    tuition := tuition + c.fee
  end
  if kind = 1 then
    Result := tuition * premiumRate
  elseif kind = 2 then
    Result := tuition * discountRate
  end
end
```

```
register (c: COURSE)
local
  max INTEGER
do
  if kind = 1 then MAX := 6
  elseif kind = 2 then MAX := 4
  end
  if courses.count = MAX then -- Error
  else courses.extend (c)
  end
end
```

## Good design?

How do you build a  
**STUDENT\_MANGEMENT\_SYSTEM**  
class accordingly?

# Without Inheritance (Design 2) Collection of Students

```
class
  STUDENT_MANAGEMENT_SYSTEM
  feature -- attributes
    students: LINKED_LIST[STUDENT]
  feature -- command
    add_student(s: STUDENT)
    do
      students.extend(s)
    end
    register_all (c: COURSE)
    do
      across students is s
        loop
          s.register(c)
        end
      end
    end
  end
end
```

*violates SCP.*

## Clinet's Code

```
c: COURSE
rs: STUDENT
nrs: STUDENT
sms: SMS
create c.make("3311")
create sms.make
create rs.make(1)
create nrs.make(2)

sms.add_student(rs)
sms.add_student(nrs)
sms.register_all(c)
```

Q: What if **more** kinds of students are to be introduced?