

Design-by-Contract (DbC)

Readings: OOSC2 Chapter 11



EECS3311 A: Software Design
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Motivation: Catching Defects – Design or Implementation Phase?

- To minimize **development costs**, minimize **software defects**.
∴ The cost of fixing defects **increases exponentially** as software progresses through the development lifecycle:
Requirements → **Design** → **Implementation** → Release
∴ Catch defects **as early as possible**.

Design and architecture	Implementation	Integration testing	Customer beta test	Postproduct release
1X*	5X	10X	15X	30X

- Discovering **defects** after **release** costs up to **30 times more** than catching them in the **design** phase.
- Choice of **design language** for your project is therefore of paramount importance.

Source: Minimizing code defects to improve software quality and lower development costs.

What This Course Is About



- Focus is **design**
 - Architecture**: (many) **inter-related** modules
 - Specification**: **precise** (functional) interface of each module
- For this course, having a prototypical, **working** implementation for your design suffices.
- A later **refinement** into more efficient data structures and algorithms is beyond the scope of this course.

[assumed from EECS2011, EECS3101]

∴ Having a suitable language for **design** matters the most.

Q: Is Java also a “good” **design** language?

A: Let’s first understand what a “good” **design** is.

Terminology: Contract, Client, Supplier



- A **supplier** implements/provides a service (e.g., microwave).
- A **client** uses a service provided by some supplier.
 - The client are required to follow certain instructions to obtain the service (e.g., supplier **assumes** that client powers on, closes door, and heats something that is not explosive).
 - If instructions are followed, the client would **expect** that the service does **what** is guaranteed (e.g., a lunch box is heated).
 - The client does not care **how** the supplier implements it.
- What then are the **benefits** and **obligations** as the two parties?

	benefits	obligations
CLIENT	obtain a service	follow instructions
SUPPLIER	assume instructions followed	provide a service

- There is a **contract** between two parties, **violated** if:
 - The instructions are not followed. [Client’s fault]
 - Instructions followed, but service not satisfactory. [Supplier’s fault]

Client, Supplier, Contract in OOP (1)

```
class Microwave {
    private boolean on;
    private boolean locked;
    void power() {on = true;}
    void lock() {locked = true;}
    void heat(Object stuff) {
        /* Assume: on && locked */
        /* stuff not explosive. */
    }
}
```

```
class MicrowaveUser {
    public static void main(...) {
        Microwave m = new Microwave();
        Object obj = ???;
        m.power(); m.lock();
        m.heat(obj);
    }
}
```

Method call `m.heat(obj)` indicates a client-supplier relation.

- **Client:** resident class of the method call [MicrowaveUser]
- **Supplier:** type of context object (or call target) `m` [Microwave]

What is a Good Design?

- A “good” design should *explicitly* and *unambiguously* describe the **contract** between **clients** (e.g., users of Java classes) and **suppliers** (e.g., developers of Java classes). We such a contractual relation a **specification**.
- When you conduct *software design*, you should be guided by the “appropriate” contracts between users and developers.
 - Instructions to **clients** should *not be unreasonable*.
e.g., asking them to assemble internal parts of a microwave
 - Working conditions for **suppliers** should *not be unconditional*.
e.g., expecting them to produce a microwave which can safely heat an explosive with its door open!
 - You as a designer should strike proper balance between **obligations** and **benefits** of clients and suppliers.
e.g., What is the obligation of a binary-search user (also benefit of a binary-search implementer)? [The input array is *sorted*.]
 - Upon contract violation, there should be the fault of **only one side**.
 - This design process is called **Design by Contract (DbC)**.

Client, Supplier, Contract in OOP (2)

```
class Microwave {
    private boolean on;
    private boolean locked;
    void power() {on = true;}
    void lock() {locked = true;}
    void heat(Object stuff) {
        /* Assume: on && locked */
        /* stuff not explosive. */
    }
}
```

```
class MicrowaveUser {
    public static void main(...) {
        Microwave m = new Microwave();
        Object obj = ???;
        m.power(); m.lock();
        m.heat(obj);
    }
}
```

- The **contract** is *honoured* if:

Right **before** the method call:

- State of `m` is as assumed: `m.on==true` and `m.locked==ture`
- The input argument `obj` is valid (i.e., not explosive).

Right **after** the method call: `obj` is properly heated.

- If any of these fails, there is a **contract violation**.
 - `m.on` or `m.locked` is false ⇒ MicrowaveUser's fault.
 - `obj` is an explosive ⇒ MicrowaveUser's fault.
 - A fault from the client is identified ⇒ Method call will not start.
 - Method executed but `obj` not properly heated ⇒ Microwave's fault

A Simple Problem: Bank Accounts

Provide an object-oriented solution to the following problem:

- REQ1**: Each account is associated with the *name* of its owner (e.g., "Jim") and an integer *balance* that is always positive.
- REQ2**: We may *withdraw* an integer amount from an account.
- REQ3**: Each bank stores a list of *accounts*.
- REQ4**: Given a bank, we may *add* a new account in it.
- REQ5**: Given a bank, we may *query* about the associated account of a owner (e.g., the account of "Jim").
- REQ6**: Given a bank, we may *withdraw* from a specific account, identified by its name, for an integer amount.

Let's first try to work on **REQ1** and **REQ2** in Java.
This may not be as easy as you might think!

Playing the Various Versions in Java



- **Download** the project archive (a zip file) here:
<http://www.eecs.yorku.ca/~jackie/teaching/lectures/2018/F/EECS3311/codes/DbCIntro.zip>
- Follow this tutorial to learn how to **import** an project archive into your workspace in Eclipse:
<https://youtu.be/h-rgdQZg2qY>
- Follow this tutorial to learn how to **enable** assertions in Eclipse:
<https://youtu.be/OEgRV4a5Dzg>

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Version 1: Why Not a Good Design? (1)



```
public class BankAppV1 {  
    public static void main(String[] args) {  
        System.out.println("Create an account for Alan with balance -10:");  
        AccountV1 alan = new AccountV1("Alan", -10);  
        System.out.println(alan);  
    }  
}
```

Console Output:

```
Create an account for Alan with balance -10:  
Alan's current balance is: -10
```

- Executing AccountV1's constructor results in an account object whose **state** (i.e., values of attributes) is **invalid** (i.e., Alan's balance is negative). ⇒ Violation of **REQ1**
- Unfortunately, both client and supplier are to be blamed: BankAppV1 passed an invalid balance, but the API of AccountV1 does not require that! ⇒ A lack of defined contract

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Version 1: An Account Class



```
1 public class AccountV1 {  
2     private String owner;  
3     private int balance;  
4     public String getOwner() { return owner; }  
5     public int getBalance() { return balance; }  
6     public AccountV1(String owner, int balance) {  
7         this.owner = owner; this.balance = balance;  
8     }  
9     public void withdraw(int amount) {  
10        this.balance = this.balance - amount;  
11    }  
12    public String toString() {  
13        return owner + "'s current balance is: " + balance;  
14    }  
15 }
```

- Is this a good design? Recall **REQ1**: Each account is associated with ... an integer balance that is **always positive**.
- This requirement is **not** reflected in the above Java code.

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Version 1: Why Not a Good Design? (2)



```
public class BankAppV1 {  
    public static void main(String[] args) {  
        System.out.println("Create an account for Mark with balance 100:");  
        AccountV1 mark = new AccountV1("Mark", 100);  
        System.out.println(mark);  
        System.out.println("Withdraw -1000000 from Mark's account:");  
        mark.withdraw(-1000000);  
        System.out.println(mark);  
    }  
}
```

```
Create an account for Mark with balance 100:  
Mark's current balance is: 100  
Withdraw -1000000 from Mark's account:  
Mark's current balance is: 1000100
```

- Mark's account state is always valid (i.e., 100 and 1000100).
- Withdraw amount is never negative! ⇒ Violation of **REQ2**
- Again a lack of contract between BankAppV1 and AccountV1.

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Version 1: Why Not a Good Design? (3)



```
public class BankAppV1 {
    public static void main(String[] args) {
        System.out.println("Create an account for Tom with balance 100:");
        AccountV1 tom = new AccountV1("Tom", 100);
        System.out.println(tom);
        System.out.println("Withdraw 150 from Tom's account:");
        tom.withdraw(150);
        System.out.println(tom);
    }
}
```

```
Create an account for Tom with balance 100:
Tom's current balance is: 100
Withdraw 150 from Tom's account:
Tom's current balance is: -50
```

- Withdrawal was done via an “appropriate” reduction, but the resulting balance of Tom is *invalid*. ⇒ Violation of **REQ1**
- Again a lack of contract between BankAppV1 and AccountV1.

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Version 2: Added Exceptions to Approximate Method Preconditions



```
1 public class AccountV2 {
2     public AccountV2(String owner, int balance) throws
3         BalanceNegativeException
4     {
5         if (balance < 0) { /* negated precondition */
6             throw new BalanceNegativeException(); }
7         else { this.owner = owner; this.balance = balance; }
8     }
9     public void withdraw(int amount) throws
10        WithdrawAmountNegativeException, WithdrawAmountTooLargeException {
11         if (amount < 0) { /* negated precondition */
12             throw new WithdrawAmountNegativeException(); }
13         else if (balance < amount) { /* negated precondition */
14             throw new WithdrawAmountTooLargeException(); }
15         else { this.balance = this.balance - amount; }
16     }
}
```

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Version 1: How Should We Improve it?



- **Preconditions** of a method specify the precise circumstances under which that method can be executed.
 - Precond. of divide(int x, int y)? [y != 0]
 - Precond. of binSearch(int x, int[] xs)? [xs is sorted]
- The best we can do in Java is to encode the **logical negations** of preconditions as **exceptions**:
 - divide(int x, int y)
throws DivisionByZeroException when y == 0.
 - binSearch(int x, int[] xs)
throws ArrayNotSortedException when xs is *not* sorted.
 - Design your method by specifying the **preconditions** (i.e., **service conditions** for **valid** inputs) it requires, not the **exceptions** (i.e., **error conditions** for **invalid** inputs) for it to fail.
- Create **Version 2** by adding **exceptional conditions** (an **approximation** of **preconditions**) to the constructor and withdraw method of the Account class.

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Version 2: Why Better than Version 1? (1)



```
1 public class BankAppV2 {
2     public static void main(String[] args) {
3         System.out.println("Create an account for Alan with balance -10:");
4         try {
5             AccountV2 alan = new AccountV2("Alan", -10);
6             System.out.println(alan);
7         }
8         catch (BalanceNegativeException bne) {
9             System.out.println("Illegal negative account balance.");
10        }
}
```

```
Create an account for Alan with balance -10:
Illegal negative account balance.
```

L6: When attempting to call the constructor AccountV2 with a negative balance -10, a BalanceNegativeException (i.e., **precondition** violation) occurs, **preventing further operations upon this invalid object**.

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Version 2: Why Better than Version 1? (2.1)



```
1 public class BankAppV2 {
2     public static void main(String[] args) {
3         System.out.println("Create an account for Mark with balance 100:");
4         try {
5             AccountV2 mark = new AccountV2("Mark", 100);
6             System.out.println(mark);
7             System.out.println("Withdraw -1000000 from Mark's account:");
8             mark.withdraw(-1000000);
9             System.out.println(mark);
10        }
11        catch (BalanceNegativeException bne) {
12            System.out.println("Illegal negative account balance.");
13        }
14        catch (WithdrawAmountNegativeException wane) {
15            System.out.println("Illegal negative withdraw amount.");
16        }
17        catch (WithdrawAmountTooLargeException wane) {
18            System.out.println("Illegal too large withdraw amount.");
19        }
20    }
21 }
```

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Version 2: Why Better than Version 1? (3.1)



```
1 public class BankAppV2 {
2     public static void main(String[] args) {
3         System.out.println("Create an account for Tom with balance 100:");
4         try {
5             AccountV2 tom = new AccountV2("Tom", 100);
6             System.out.println(tom);
7             System.out.println("Withdraw 150 from Tom's account:");
8             tom.withdraw(150);
9             System.out.println(tom);
10        }
11        catch (BalanceNegativeException bne) {
12            System.out.println("Illegal negative account balance.");
13        }
14        catch (WithdrawAmountNegativeException wane) {
15            System.out.println("Illegal negative withdraw amount.");
16        }
17        catch (WithdrawAmountTooLargeException wane) {
18            System.out.println("Illegal too large withdraw amount.");
19        }
20    }
21 }
```

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Version 2: Why Better than Version 1? (2.2)



Console Output:

```
Create an account for Mark with balance 100:
Mark's current balance is: 100
Withdraw -1000000 from Mark's account:
Illegal negative withdraw amount.
```

- **L9:** When attempting to call method `withdraw` with a positive but too large amount 150, a `WithdrawAmountTooLargeException` (i.e., **precondition** violation) occurs, *preventing the withdrawal from proceeding*.
- We should observe that *adding preconditions* to the supplier `BankV2`'s code forces the client `BankAppV2`'s code to *get complicated by the try-catch statements*.
- Adding clear contract (*preconditions* in this case) to the design **should not** be at the cost of complicating the client's code!!

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Version 2: Why Better than Version 1? (3.2)



Console Output:

```
Create an account for Tom with balance 100:
Tom's current balance is: 100
Withdraw 150 from Tom's account:
Illegal too large withdraw amount.
```

- **L9:** When attempting to call method `withdraw` with a negative amount `-1000000`, a `WithdrawAmountNegativeException` (i.e., **precondition** violation) occurs, *preventing the withdrawal from proceeding*.
- We should observe that due to the *added preconditions* to the supplier `BankV2`'s code, the client `BankAppV2`'s code is forced to *repeat the long list of the try-catch statements*.
- Indeed, adding clear contract (*preconditions* in this case) **should not** be at the cost of complicating the client's code!!

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Version 2: Why Still Not a Good Design? (1)



```
1 public class AccountV2 {
2     public AccountV2(String owner, int balance) throws
3         BalanceNegativeException
4     {
5         if (balance < 0) { /* negated precondition */
6             throw new BalanceNegativeException(); }
7         else { this.owner = owner; this.balance = balance; }
8     }
9     public void withdraw(int amount) throws
10        WithdrawAmountNegativeException, WithdrawAmountTooLargeException {
11        if (amount < 0) { /* negated precondition */
12            throw new WithdrawAmountNegativeException(); }
13        else if (balance < amount) { /* negated precondition */
14            throw new WithdrawAmountTooLargeException(); }
15        else { this.balance = this.balance - amount; }
16    }
```

- Are all the *exception* conditions (\neg *preconditions*) appropriate?
- What if amount == balance when calling withdraw?

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Version 2: Why Still Not a Good Design? (2.2)



```
Create an account for Jim with balance 100:
Jim's current balance is: 100
Withdraw 100 from Jim's account:
Jim's current balance is: 0
```

L9: When attempting to call method `withdraw` with an amount 100 (i.e., equal to Jim's current balance) that would result in a **zero** balance (clearly a violation of **REQ1**), there should have been a *precondition* violation.

Supplier `AccountV2`'s *exception* condition `balance < amount` has a **missing case** :

- Calling `withdraw` with `amount == balance` will also result in an invalid account state (i.e., the resulting account balance is **zero**).
- \therefore **L13** of `AccountV2` should be `balance <= amount`.

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Version 2: Why Still Not a Good Design? (2.1)



```
1 public class BankAppV2 {
2     public static void main(String[] args) {
3         System.out.println("Create an account for Jim with balance 100:");
4         try {
5             AccountV2 jim = new AccountV2("Jim", 100);
6             System.out.println(jim);
7             System.out.println("Withdraw 100 from Jim's account:");
8             jim.withdraw(100);
9             System.out.println(jim);
10        }
11        catch (BalanceNegativeException bne) {
12            System.out.println("Illegal negative account balance.");
13        }
14        catch (WithdrawAmountNegativeException wane) {
15            System.out.println("Illegal negative withdraw amount.");
16        }
17        catch (WithdrawAmountTooLargeException wane) {
18            System.out.println("Illegal too large withdraw amount.");
19        }
20    }
```

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Version 2: How Should We Improve it?



- **Even without** fixing this insufficient *precondition*, we could have avoided the above scenario by *checking at the end of each method that the resulting account is valid*.
 - \Rightarrow We consider the condition `this.balance > 0` as **invariant** throughout the lifetime of all instances of `Account`.
- **Invariants** of a class specify the precise conditions which all instances/objects of that class must satisfy.
 - Inv. of `CSMajorStudent`? [`gpa >= 4.5`]
 - Inv. of `BinarySearchTree`? [in-order trav. \rightarrow sorted key seq.]
- The best we can do in Java is encode invariants as **assertions**:
 - `CSMajorStudent`: **assert** `this.gpa >= 4.5`
 - `BinarySearchTree`: **assert** `this.inOrder()` is sorted
 - Unlike exceptions, assertions are not in the class/method API.
- Create **Version 3** by adding **assertions** to the end of constructor and `withdraw` method of the `Account` class.

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Version 3: Added Assertions to Approximate Class Invariants

```

1 public class AccountV3 {
2     public AccountV3(String owner, int balance) throws
3         BalanceNegativeException
4     {
5         if(balance < 0) { /* negated precondition */
6             throw new BalanceNegativeException(); }
7         else { this.owner = owner; this.balance = balance; }
8         assert this.getBalance() > 0 : "Invariant: positive balance";
9     }
10    public void withdraw(int amount) throws
11        WithdrawAmountNegativeException, WithdrawAmountTooLargeException {
12        if(amount < 0) { /* negated precondition */
13            throw new WithdrawAmountNegativeException(); }
14        else if (balance < amount) { /* negated precondition */
15            throw new WithdrawAmountTooLargeException(); }
16        else { this.balance = this.balance - amount; }
17        assert this.getBalance() > 0 : "Invariant: positive balance";
18    }

```

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Version 3: Why Still Not a Good Design? (1)

Let's review what we have added to the method `withdraw`:

- From **Version 2**: **exceptions** encoding **negated preconditions**
- From **Version 3**: **assertions** encoding the **class invariants**

```

1 public class AccountV3 {
2     public void withdraw(int amount) throws
3         WithdrawAmountNegativeException, WithdrawAmountTooLargeException {
4         if(amount < 0) { /* negated precondition */
5             throw new WithdrawAmountNegativeException(); }
6         else if (balance < amount) { /* negated precondition */
7             throw new WithdrawAmountTooLargeException(); }
8         else { this.balance = this.balance - amount; }
9         assert this.getBalance() > 0 : "Invariant: positive balance";

```

However, there is **no contract** in `withdraw` which specifies:

- Obligations of supplier (`AccountV3`) if preconditions are met.
 - Benefits of client (`BankAppV3`) after meeting preconditions.
- ⇒ We illustrate how problematic this can be by creating

Version 4, where deliberately mistakenly implement `withdraw`.

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Version 3: Why Better than Version 2?

```

1 public class BankAppV3 {
2     public static void main(String[] args) {
3         System.out.println("Create an account for Jim with balance 100:");
4         try { AccountV3 jim = new AccountV3("Jim", 100);
5             System.out.println(jim);
6             System.out.println("Withdraw 100 from Jim's account:");
7             jim.withdraw(100);
8             System.out.println(jim); }
9         /* catch statements same as this previous slide:
10        * Version 2: Why Still Not a Good Design? (2.1) */

```

```

Create an account for Jim with balance 100:
Jim's current balance is: 100
Withdraw 100 from Jim's account:
Exception in thread "main"

```

java.lang.AssertionError: Invariant: positive balance

L8: Upon completion of `jim.withdraw(100)`, Jim has a **zero** balance, an assertion failure (i.e., **invariant** violation) occurs, **preventing further operations on this invalid account object**.

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Version 4: What If the Implementation of `withdraw` is Wrong? (1)

```

1 public class AccountV4 {
2     public void withdraw(int amount) throws
3         WithdrawAmountNegativeException, WithdrawAmountTooLargeException
4     { if(amount < 0) { /* negated precondition */
5         throw new WithdrawAmountNegativeException(); }
6         else if (balance < amount) { /* negated precondition */
7             throw new WithdrawAmountTooLargeException(); }
8         else { /* WRONG IMPLEMENTATION */
9             this.balance = this.balance + amount; }
10        assert this.getBalance() > 0 :
11        owner + "Invariant: positive balance"; }

```

- Apparently the implementation at **L11** is **wrong**.
- Adding a positive amount to a valid (positive) account balance would not result in an invalid (negative) one.
 - ⇒ The **class invariant** will **not** catch this flaw.
- When something goes wrong, a good **design** (with an appropriate **contract**) should report it via a **contract violation**.

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Version 4: What If the Implementation of withdraw is Wrong? (2)

```

1 public class BankAppV4 {
2     public static void main(String[] args) {
3         System.out.println("Create an account for Jeremy with balance 100:");
4         try { AccountV4 jeremy = new AccountV4("Jeremy", 100);
5             System.out.println(jeremy);
6             System.out.println("Withdraw 50 from Jeremy's account:");
7             jeremy.withdraw(50);
8             System.out.println(jeremy); }
9         /* catch statements same as this previous slide:
10          * Version 2: Why Still Not a Good Design? (2.1) */

```

```

Create an account for Jeremy with balance 100:
Jeremy's current balance is: 100
Withdraw 50 from Jeremy's account:
Jeremy's current balance is: 150

```

L7: Resulting balance of Jeremy is valid ($150 > 0$), but withdrawal was done via an *mistaken* increase. ⇒ Violation of **REQ2**

Version 5: Added Assertions to Approximate Method Postconditions

```

1 public class AccountV5 {
2     public void withdraw(int amount) throws
3         WithdrawAmountNegativeException, WithdrawAmountTooLargeException {
4         int oldBalance = this.balance;
5         if(amount < 0) { /* negated precondition */
6             throw new WithdrawAmountNegativeException(); }
7         else if (balance < amount) { /* negated precondition */
8             throw new WithdrawAmountTooLargeException(); }
9         else { this.balance = this.balance - amount; }
10        assert this.getBalance() > 0 : "Invariant: positive balance";
11        assert this.getBalance() == oldBalance - amount :
12            "Postcondition: balance deducted"; }

```

A postcondition typically relates the pre-execution value and the post-execution value of each relevant attribute (e.g., balance in the case of withdraw).
 ⇒ Extra code (L4) to capture the pre-execution value of balance for the comparison at L11.

Version 4: How Should We Improve it?

- **Postconditions** of a method specify the precise conditions which it will satisfy upon its completion.
 - This relies on the assumption that right before the method starts, its preconditions are satisfied (i.e., inputs valid) and invariants are satisfied (i.e., object state valid).
 - Postcondition of double divide(int x, int y)?
 $[\text{Result} \times y == x]$
 - Postcondition of boolean binSearch(int x, int[] xs)?
 $[x \in xs \iff \text{Result}]$
- The best we can do in Java is, similar to the case of invariants, encode postconditions as *assertions*.
 - But again, unlike exceptions, these assertions will not be part of the class/method API.
- Create **Version 5** by adding *assertions* to the end of withdraw method of the Account class.

Version 5: Why Better than Version 4?

```

1 public class BankAppV5 {
2     public static void main(String[] args) {
3         System.out.println("Create an account for Jeremy with balance 100:");
4         try { AccountV5 jeremy = new AccountV5("Jeremy", 100);
5             System.out.println(jeremy);
6             System.out.println("Withdraw 50 from Jeremy's account:");
7             jeremy.withdraw(50);
8             System.out.println(jeremy); }
9         /* catch statements same as this previous slide:
10          * Version 2: Why Still Not a Good Design? (2.1) */

```

```

Create an account for Jeremy with balance 100:
Jeremy's current balance is: 100
Withdraw 50 from Jeremy's account:
Exception in thread "main"
    java.lang.AssertionError: Postcondition: balance deducted

```

L8: Upon completion of jeremy.withdraw(50), Jeremy has a wrong balance 150, an assertion failure (i.e., *postcondition* violation) occurs, *preventing further operations on this invalid account object*.

Evolving from Version 1 to Version 5

	Improvements Made	Design Flaws
V1	–	Complete lack of Contract
V2	Added exceptions as <i>method preconditions</i>	Preconditions not strong enough (i.e., with missing cases) may result in an invalid account state.
V3	Added assertions as <i>class invariants</i>	Incorrect implementations do not necessarily result in a state that violates the class invariants.
V4	Deliberately changed <i>withdraw's</i> implementation to be incorrect .	The incorrect implementation does not result in a state that violates the class invariants.
V5	Added assertions as <i>method postconditions</i>	–

- In Versions 2, 3, 4, 5, **preconditions** approximated as *exceptions*.
 - ⊗ These are **not preconditions**, but their **logical negation**.
 - ⊗ Client BankApp's code **complicated** by repeating the list of `try-catch` statements.
- In Versions 3, 4, 5, **class invariants** and **postconditions** approximated as *assertions*.
 - ⊗ Unlike exceptions, these assertions will **not appear in the API** of `withdraw`. Potential clients of this method **cannot know**: 1) what their benefits are; and 2) what their suppliers' obligations are.
 - ⊗ For postconditions, **extra code** needed to capture pre-execution values of attributes.

DbC in Java

DbC is possible in Java, but not appropriate for your learning:

- Preconditions** of a method:
 - Supplier**
 - Encode their logical negations as exceptions.
 - In the **beginning** of that method, a list of `if`-statements for throwing the appropriate exceptions.
 - Client**
 - A list of `try-catch`-statements for handling exceptions.
- Postconditions** of a method:
 - Supplier**
 - Encoded as a list of assertions, placed at the **end** of that method.
 - Client**
 - All such assertions do not appear in the API of that method.
- Invariants** of a class:
 - Supplier**
 - Encoded as a list of assertions, placed at the **end** of **every** method.
 - Client**
 - All such assertions do not appear in the API of that class.

Version 5: Contract between Client and Supplier

	benefits	obligations
BankAppV5.main (CLIENT)	balance deduction positive balance	amount non-negative amount not too large
BankV5.withdraw (SUPPLIER)	amount non-negative amount not too large	balance deduction positive balance

	benefits	obligations
CLIENT	postcondition & invariant	precondition
SUPPLIER	precondition	postcondition & invariant

DbC in Eiffel: Supplier

DbC is supported natively in Eiffel for **supplier**:

```

class ACCOUNT
create
  make
feature -- Attributes
  owner : STRING
  balance : INTEGER
feature -- Constructors
  make(nn: STRING; nb: INTEGER)
    require -- precondition
      positive_balance: nb > 0
    do
      owner := nn
      balance := nb
    end
feature -- Commands
  withdraw(amount: INTEGER)
    require -- precondition
      non_negative_amount: amount > 0
      affordable_amount: amount <= balance -- problematic, why?
    do
      balance := balance - amount
    ensure -- postcondition
      balance_deducted: balance = old balance - amount
    end
invariant -- class invariant
  positive_balance: balance > 0
end
  
```

DbC in Eiffel: Contract View of Supplier

Any potential **client** who is interested in learning about the kind of services provided by a **supplier** can look through the **contract view** (without showing any implementation details):

```
class ACCOUNT
create
  make
feature -- Attributes
  owner : STRING
  balance : INTEGER
feature -- Constructors
  make(nn: STRING; nb: INTEGER)
    require -- precondition
      positive_balance: nb > 0
    end
feature -- Commands
  withdraw(amount: INTEGER)
    require -- precondition
      non_negative_amount: amount > 0
      affordable_amount: amount <= balance -- problematic, why?
    ensure -- postcondition
      balance_deducted: balance = old balance - amount
    end
invariant -- class invariant
  positive_balance: balance > 0
end
```

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DbC in Eiffel: Anatomy of a Feature

```
some_command
-- Description of the command.
require
-- List of tagged boolean expressions for preconditions
local
-- List of local variable declarations
do
-- List of instructions as implementation
ensure
-- List of tagged boolean expressions for postconditions
end
```

- The **precondition require** clause may be omitted:
 - There's no precondition: any starting state is acceptable.
 - The precondition is equivalent to writing **require true**
- The **postcondition ensure** clause may be omitted:
 - There's no postcondition: any resulting state is acceptable.
 - The postcondition is equivalent to writing **ensure true**

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DbC in Eiffel: Anatomy of a Class

```
class SOME_CLASS
create
  -- Explicitly list here commands used as constructors
feature -- Attributes
  -- Declare attribute here
feature -- Commands
  -- Declare commands (mutators) here
feature -- Queries
  -- Declare queries (accessors) here
invariant
  -- List of tagged boolean expressions for class invariants
end
```

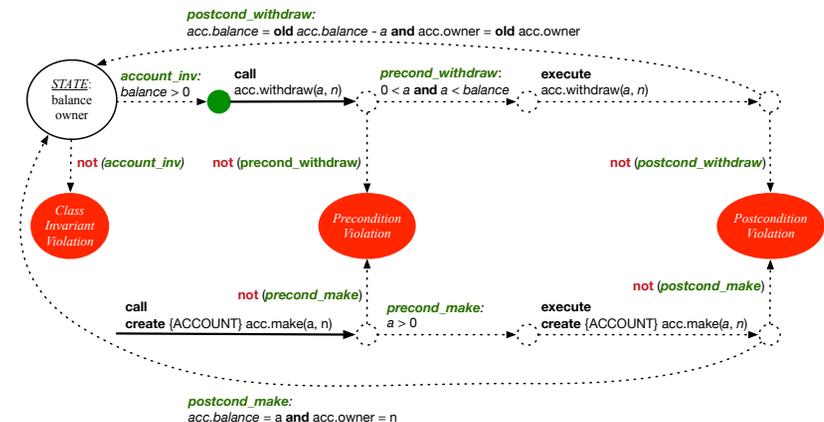
- Use **feature** clauses to group attributes, commands, queries.
- Explicitly declare list of commands under **create** clause, so that they can be used as class constructors.

[See the groups panel in Eiffel Studio.]
- The **class invariant invariant** clause may be omitted:
 - There's no class invariant: any resulting object state is acceptable.
 - The class invariant is equivalent to writing **invariant true**

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Runtime Monitoring of Contracts (1)

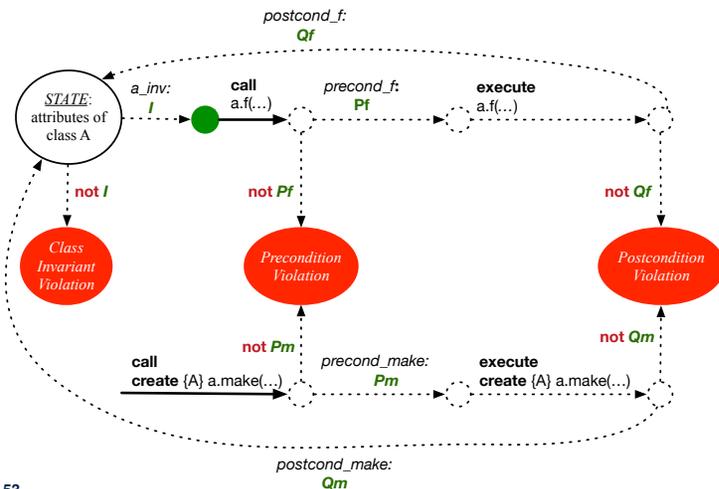
In the specific case of **ACCOUNT** class with creation procedure **make** and command **withdraw**:



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Runtime Monitoring of Contracts (2)

In general, class *C* with creation procedure *cp* and any feature *f*:



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DbC in Eiffel: Precondition Violation (1.1)

The client need not handle all possible contract violations:

```
class BANK_APP
inherit
  ARGUMENTS
create
  make
feature -- Initialization
  make
  -- Run application.
local
  alan: ACCOUNT
do
  -- A precondition violation with tag "positive_balance"
  create {ACCOUNT} alan.make ("Alan", -10)
end
end
```

By executing the above code, the runtime monitor of Eiffel Studio will report a **contract violation** (precondition violation with tag "positive_balance").

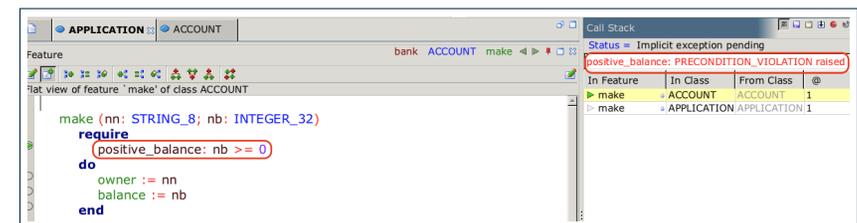
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Runtime Monitoring of Contracts (3)

- All **contracts** are specified as **Boolean expressions**.
- Right **before** a feature call (e.g., `acc.withdraw(10)`):
 - The current state of `acc` is called the **pre-state**.
 - Evaluate feature `withdraw`'s **pre-condition** using current values of attributes and queries.
 - Cache** values (**implicitly**) of all expressions involving the **old** keyword in the **post-condition**.
e.g., cache the value of `old balance` via `old_balance := balance`
- Right **after** the feature call:
 - The current state of `acc` is called the **post-state**.
 - Evaluate class `ACCOUNT`'s **invariant** using current values of attributes and queries.
 - Evaluate feature `withdraw`'s **post-condition** using both current and **"cached"** values of attributes and queries.

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DbC in Eiffel: Precondition Violation (1.2)



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DbC in Eiffel: Precondition Violation (2.1)



The **client** need not handle all possible contract violations:

```
class BANK_APP
inherit
  ARGUMENTS
create
  make
feature -- Initialization
  make
    -- Run application.
  local
    mark: ACCOUNT
  do
    create {ACCOUNT} mark.make ("Mark", 100)
    -- A precondition violation with tag "non_negative_amount"
    mark.withdraw(-1000000)
  end
end
```

By executing the above code, the runtime monitor of Eiffel Studio will report a **contract violation** (precondition violation with tag "non_negative_amount").

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DbC in Eiffel: Precondition Violation (3.1)



The **client** need not handle all possible contract violations:

```
class BANK_APP
inherit
  ARGUMENTS
create
  make
feature -- Initialization
  make
    -- Run application.
  local
    tom: ACCOUNT
  do
    create {ACCOUNT} tom.make ("Tom", 100)
    -- A precondition violation with tag "affordable_amount"
    tom.withdraw(150)
  end
end
```

By executing the above code, the runtime monitor of Eiffel Studio will report a **contract violation** (precondition violation with tag "affordable_amount").

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DbC in Eiffel: Precondition Violation (2.2)



APPLICATION: ACCOUNT | bank ACCOUNT withdraw

Feature: bank ACCOUNT withdraw

Flat view of feature 'withdraw' of class ACCOUNT

```
withdraw (amount: INTEGER_32)
require
  non_negative_amount: amount >= 0
  affordable_amount: amount <= balance
do
  balance := balance - amount
ensure
  balance = old balance - amount
end
```

Call Stack: Status = Implicit exception pending

In Feature	In Class	From Class	@
withdraw	ACCOUNT	ACCOUNT	1
make	APPLICATION	APPLICATION	2

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DbC in Eiffel: Precondition Violation (3.2)



APPLICATION: ACCOUNT | bank ACCOUNT withdraw

Feature: bank ACCOUNT withdraw

Flat view of feature 'withdraw' of class ACCOUNT

```
withdraw (amount: INTEGER_32)
require
  non_negative_amount: amount >= 0
  affordable_amount: amount <= balance
do
  balance := balance - amount
ensure
  balance = old balance - amount
end
```

Call Stack: Status = Implicit exception pending

In Feature	In Class	From Class	@
withdraw	ACCOUNT	ACCOUNT	2
make	APPLICATION	APPLICATION	2

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DbC in Eiffel: Class Invariant Violation (4.1)



The **client** need not handle all possible contract violations:

```
class BANK_APP
inherit
  ARGUMENTS
create
  make
feature -- Initialization
  make
  -- Run application.
local
  jim: ACCOUNT
do
  create {ACCOUNT} tom.make ("Jim", 100)
  jim.withdraw(100)
  -- A class invariant violation with tag "positive_balance"
end
end
```

By executing the above code, the runtime monitor of Eiffel Studio will report a **contract violation** (class invariant violation with tag "positive_balance").

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DbC in Eiffel: Class Invariant Violation (5.1)



The **client** need not handle all possible contract violations:

```
class BANK_APP
inherit ARGUMENTS
create make
feature -- Initialization
  make
  -- Run application.
local
  jeremy: ACCOUNT
do
  -- Faulty implementation of withdraw in ACCOUNT:
  -- balance := balance + amount
  create {ACCOUNT} jeremy.make ("Jeremy", 100)
  jeremy.withdraw(150)
  -- A postcondition violation with tag "balance_deducted"
end
end
```

By executing the above code, the runtime monitor of Eiffel Studio will report a **contract violation** (postcondition violation with tag "balance_deducted").

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DbC in Eiffel: Class Invariant Violation (4.2)



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DbC in Eiffel: Class Invariant Violation (5.2)



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