

Lecture 3 - Sep. 12

Review of OOP

Use of this for Attribute Access
Tracing OO Code
Use of Mutators vs. Accessors
Design of Method Parameters
Reference Aliasing

Announcements/Reminders

- LabOP1 due tomorrow (Friday) at 12 noon!
- Priority: LabOP2 (tutorial videos + PDFs)
- Yesterday's in-lab demo materials (**helper methods**) released.

Constructors not using this Keyword

```
public class Person {  
    /*  
     * Attributes.  
     * Person instances have the same attribute names.  
     * Person instances have specific attribute values.  
     */
```

```
    double weight;  
    double height;
```

```
    /*  
     * Constructors  
     */  
    public Person() {  
    }  
}
```

```
    public Person(double newWeight, double newHeight) {  
        weight = newWeight;  
        height = newHeight;  
    }  
}
```

model

@Test

```
public void test_1() {  
    Person jim = new Person(72, 1.81);  
    Person jonathan = new Person(65, 1.67);  
    assertTrue(jim != jonathan);  
    assertFalse(jim == jonathan);  
    assertNotSame(jim, jonathan);  
    assertNotEquals(jim, jonathan);  
}
```

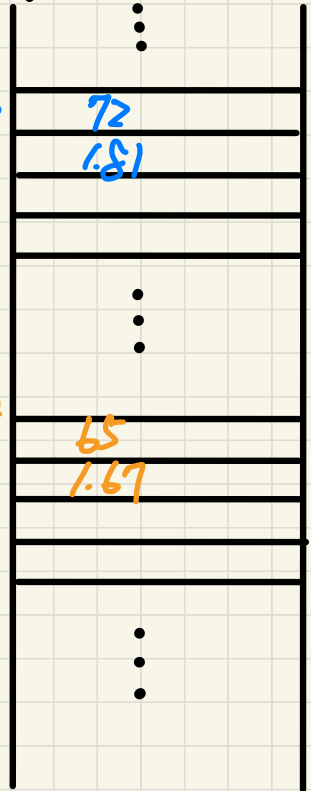
JUnit

!jim.equals(jonathan)

```
public static void main(String[] args) {  
    Person jim = new Person(72, 1.81);  
    Person jonathan = new Person(65, 1.67);  
    System.out.println(jim);  
    System.out.println(jonathan);  
}
```

console

memory
(sequence of bytes)



- Default Constructor?
- Parameters vs. Arguments
- Reference Variables

Constructors not using this Keyword

```
public class Person {  
    /*  
     * Attributes.  
     * Person instances have the same attribute names.  
     * Person instances have specific attribute values.  
     */  
    double weight;  
    double height;  
  
    /*  
     * Constructors  
     */  
    public Person() {  
  
    }  
  
    public Person(double newWeight, double newHeight) {  
        this.weight = newWeight; weight  
        this.height = newHeight; height  
    }  
}
```

model

Question

- What if names of parameter & attribute are the same?
- implicit "this"

(variable) shadowing

weight

height

this.weight

this.height

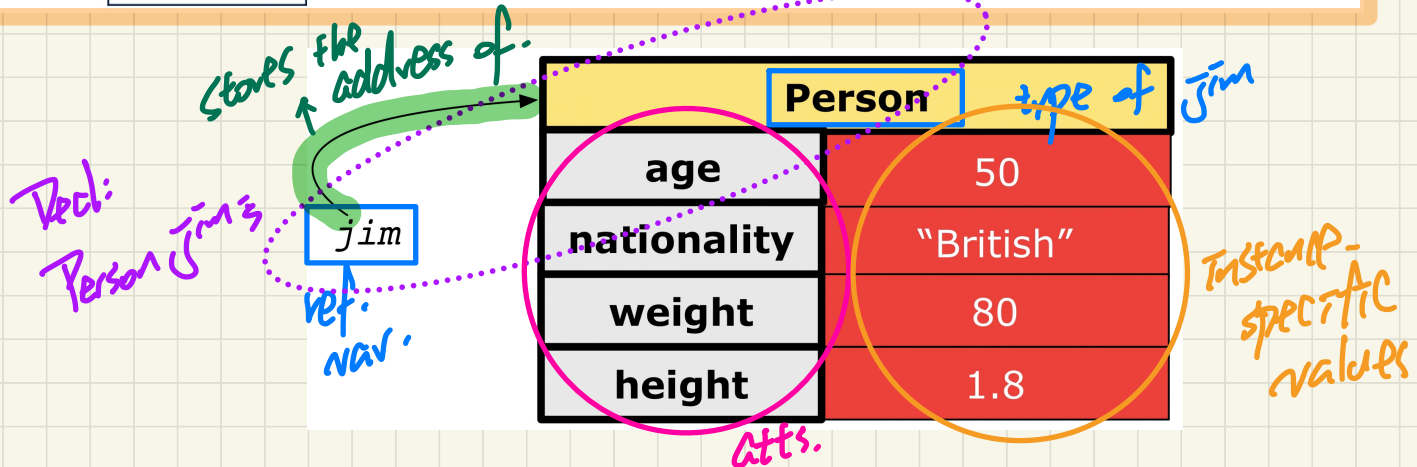
model

```
public class Person {  
    /*  
     * Attributes.  
     * Person instances have the same attribute names.  
     * Person instances have specific attribute values.  
     */  
    double weight;  
    double height;  
  
    /*  
     * Constructors  
     */  
    public Person() {  
  
    }  
  
    public Person(double newWeight, double newHeight) {  
        this.weight = newWeight;  
        height = newHeight;  
    }  
}
```

Tracing OO Code: Visualizing Objects

To visualize an object:

- Draw a rectangle box to represent **contents** of that object:
 - **Title** indicates the *name of class* from which the object is instantiated.
 - **Left column** enumerates *names of attributes* of the instantiated class.
 - **Right column** fills in *values* of the corresponding attributes.
- Draw **arrow(s)** for *variable(s)* that store the object's **address**.



Effects of Creating New Objects

```
public class Person {  
    /*  
     * Attributes.  
     * Person instances have the same attribute names.  
     * Person instances have specific attribute values.  
     */  
    double weight  
    double height  
  
    /*  
     * Constructors  
     */  
    public Person() {  
  
    }  
  
    public Person(double weight, double height) {  
        this.weight = weight;  
        this.height = height;  
    }  
}
```

model

- Variable Shadowing
- Visualizing Objects
- Context Object
- this
- dot notation

object
being
created

@Test

```
public void test 1() {  
    Person jim = new Person(72, 1.81);  
    Person jonathan = new Person(65, 1.67);  
    assertTrue(jim != jonathan);  
    assertFalse(jim == jonathan);  
    assertNotSame(jim, jonathan);  
    assertNotEquals(jim, jonathan);  
}
```

JUnit

Person jim = new Person(72, 1.81);

①

③

②

① declare a ref. var.

jim

Person	
w.	72
h.	1.81

$$bmi = \frac{w}{h^2}$$

Accessors/Getters vs. Mutators/Setters

```
public class Person {
    /*
     * Attributes.
     * Person instances have the same attribute names.
     * Person instances have specific attribute values.
     */
    double weight;
    double height;

    /* Accessors/Getters */
    public double getBMI() {
        double bmi = this.weight / (this.height * this.height);
        return bmi;
    }

    /* Mutators/Setters */
    public void gainWeightBy(double amount) {
        this.weight = this.weight + amount;
    }
}
```

Person	
w.	72
h.	1.81

Person	
w.	65
h.	1.67

```
@Test
public void test3() {
    Person jim = new Person(72, 1.81);
    Person jonathan = new Person(65, 1.67);

    assertEquals(21.977, jim.getBMI(), 0.01);
    assertEquals(23.307, jonathan.getBMI(), 0.01);

    jim.gainWeightBy(3);
    jonathan.gainWeightBy(3);

    assertEquals(22.893, jim.getBMI(), 0.01);
    assertEquals(24.382, jonathan.getBMI(), 0.01);
}
```

assertEquals(23.46, m(), decimal (ε) 0.01);