

Lecture 5 - Sep. 19

Review of OOP

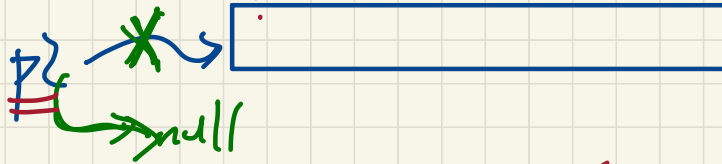
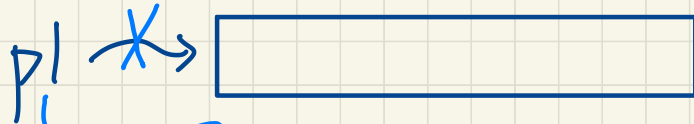
Ref-Typed Parameters vs. Return Values
Anonymous Objects
Reference to this
Static Variables

Announcements/Reminders

- LabOP2 due tomorrow (Friday) at 12 noon!
- Lab1 to be released after LabOP2 is due.
- In-Lab demo on the **Programming Pattern**
- Today's office hour to be re-scheduled
- **Mockup Programming Test** next Fri (5pm or 6pm)

Person[] p1 = new _____

→ Person[] p2 = new _____



p1 = p2 ;

p2 = null ;

- ① `p1 == null` (F)
- ② `p2 == null` (T)
- ③ `p1 == p2` (F)

Arrays and Aliasing

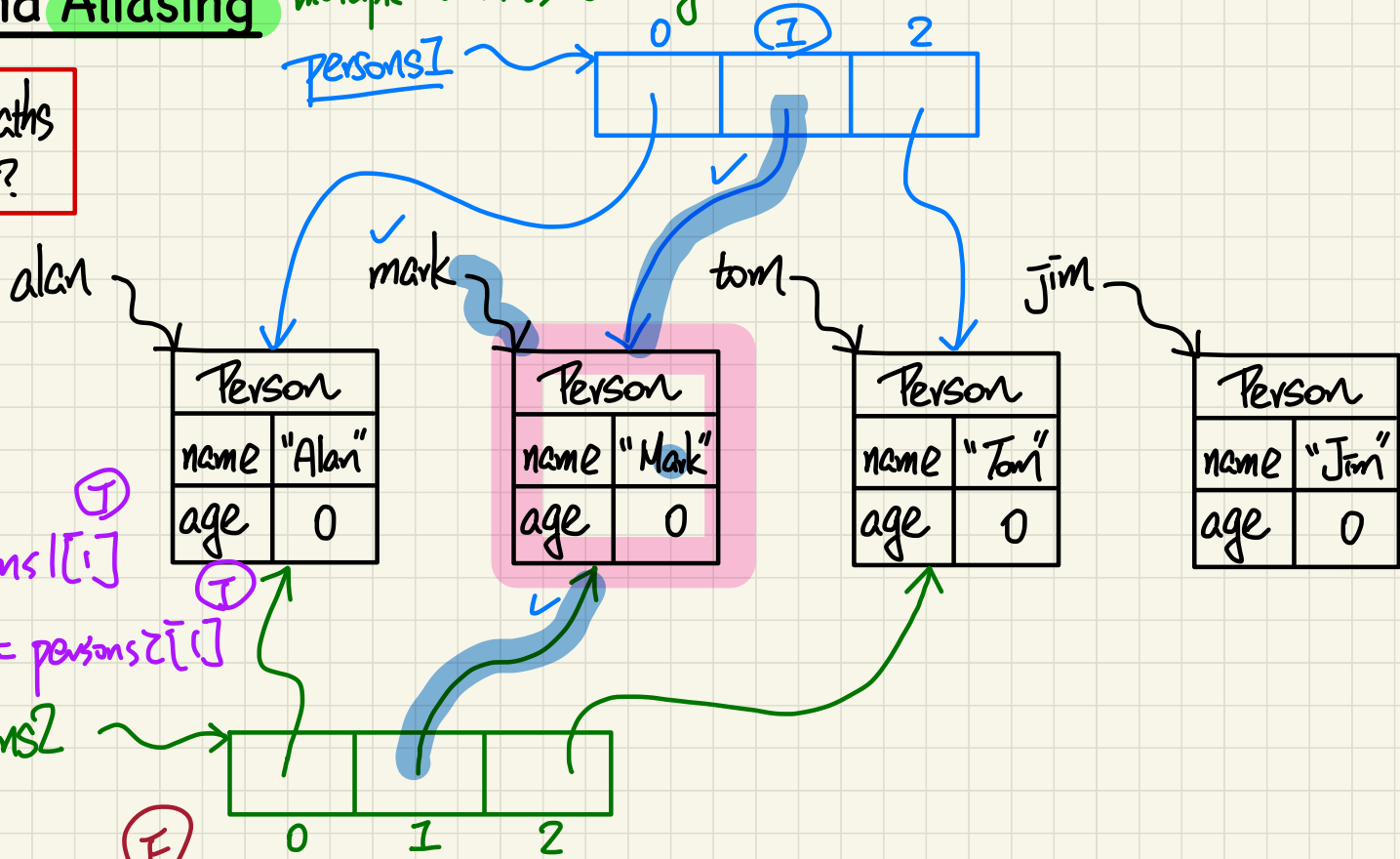
multiple variables storing the same address

All alias paths
to "Mark" ?

mark
persons[1]
persons2[1]

mark == persons[1]
persons[1] == persons2[1]

persons2
persons[1] == persons2[2]



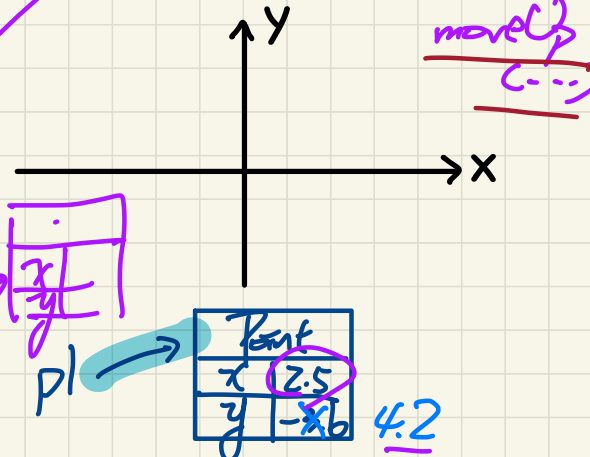
Reference-Typed Return Values

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```
public class Point {  
    /* A mutator modifying the context Point object */  
    public void moveUp(int x) {  
        this.y = this.y + x;  
    }  
  
    /* An accessor returning a new Point object */  
    public Point movedUpBy(int x) {  
        Point np = new Point(this.x, this.y);  
        np.moveUp(x);  
        return np;  
    }  
}
```

```
public class PointTester {  
    public static void main(String[] args) {  
        Point p1 = new Point(2.5, -3.6);  
        p1.moveUp(7.8);  
        Point p2 = p1.movedUpBy(6.4);  
        System.out.println(p1 == p2);  
    }  
}
```

X return (new Point(this.x, this.y))



helper method call.

returns the address of some Point object

Anonymous Objects

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```
1 double square(double x) {  
2   double sqr = x * x;  
3   return sqr; }
```

Anonymous
exp.

```
1 double square(double x) {  
2   return x * x; }
```

```
1 Person getP(String n) {  
2   Person p = new Person(n);  
3   return p; }
```

Anonymous
obj

```
1 Person getP(String n) {  
2   return new Person(n); }
```

```
class Member {  
    private Order[] orders;  
    private int noo;  
    /* constructor omitted */  
    public void addOrder(Order o) {  
        this.orders[this.noo] = o;  
        this.noo++;  
    }
```

overloaded
method

```
public void addOrder(String n, double p, double q) {
```

11 Order o = new Order(n, p, q);

```
this.orders[this.noo] = o;  
this.noo++;
```

12 this.addOrder(o);

13 this.addOrder(____);

Exercise

Current
class to
look for
method
called

$$\neg p \vee \neg q \equiv \neg(p \wedge q)$$

Example: Reference to **this**

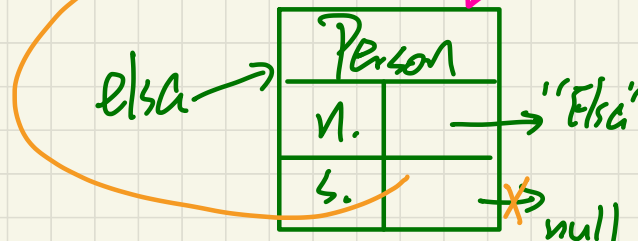
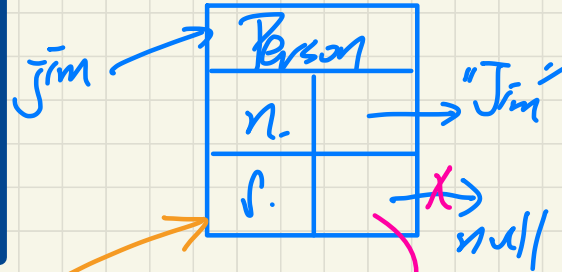
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```
public class Person {
    private String name;
    private Person spouse;
    public Person(String name) {
        this.name = name;
    }
    public void marry(Person other) {
        if ( * proposed marriage illegal ) {
            // error.
        }
        else {
            ① this.spouse = other;
            ② other.spouse = this;
        }
    }
}
```

* this.spouse != null "this" is married
 || ~~other.spouse != null~~ → not enough
 other.spouse != null "other" is married

alt.
 !(this.spouse == null
 &&
 other.spouse
 == null)
 robustness

① jim.spouse = elsa;
 ② elsa.spouse = jim;



```
Person jim = new Person("Jim");
Person elsa = new Person("Elsa");
jim.marry(elsa);
```

this.

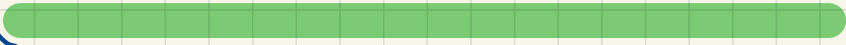
other

Exercise

void

marry (Person other) {

?

if () {

this.spouse = other;

other.spouse = this;

}

else { error }

}