OBJECT-ORIENTED PROGRAMMING PRINCIPLES

2ND WEEK LECTURE

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Outline

- Java Overview
- Java Examples
- C++ vs Java
- Q&A
Java Overview

- Object-Oriented Programming Language (OOPL) by Sun in 1991
  - Programming with One or More Classes
  - Simple Structure
    - w/o header files, preprocessor, struct, operator overloading, multiple Inheritance, pointers, etc.
  - Garbage Collection
    - No need to delete or return any storage
  - Dynamic Loading
    - Classes being loaded as needed
  - Platform Independence
    - Java Virtual Machine (JVM)
  - Multithreading
    - Support for multiple threads of execution
Some Differences with C/C++

• Automatic Memory Management
  – Garbage Collector
  – No Dangling Pointers or Memory Leaks

• No Pointer Handling
  – No Explicit Reference/Dereference Operations

• No Makefiles

• No Header Files
  – cf, imported Packages

• No Function Declaration (Similar to C)

• No Default Function Argument
Java Platform

• **S/W Platform for Running Java**
  – On top of any platforms
  – Java Virtual Machine (JVM)
  – Java Application Programming Interface (Java API)

Collection of ready-made software components — grouped into Packages of classes and interfaces.
Java Interpreter

• Implementation of the JVM
  – Executing Java Bytecodes
    • Java bytecodes can be considered as intermediate code instructions for the JVM
    • Java programs, once compiled into bytecodes, can be run on any JVM
How a Java Program Runs

- **Compilation and Interpretation**
  - Compiler First Translates a Java Program into Java Bytecodes
    - Once
  - Interpreter Parses and Runs Each Java Bytecode Instruction
    - Multiple times on different platforms
Java Program

- Saved in Files, Each of Which Has the Same Name as the **public** Class
  - Containing Only One **public** Class
  - Containing Other Non-**public** Classes

```java
public class HelloWorld {
    public static void main(String args[]) {
        System.out.println("Hello, World");
    }
}
```

$ javac HelloWorld.java
$ java HelloWorld
Hello, World

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Memory Layout of a Java Program

Example Java code:

```java
public class MemoryModelTest {
    static int x = 0;
    public static void main(String args[]) {
        int a = 10, b = 20, c;
        c = add(a, b);
    }
    static int add(int a, int b) {
        return a + b;
    }
}
```

Sample Program: MemoryModelTest.java

Space for objects created by new operator
Class

• Unit of Programming
  – Java Program: a Collection of Classes
    • Source code in .java files

• Description (Blueprint) of Objects (Instances)
  – Common Characteristics

• Instances Have These Characteristics
  – Attributes (Data Fields) for Each Object
  – Methods (Operations) That Work on the Objects
Member Access Control

- **Way to Control Access to a Class’ Members from Other Classes**
  - **private**
    - Accessible only in the class itself
  - **Default (package or friendly)**
    - Accessible in the same-package subclasses of the class or in the classes of the same package
  - **protected**
    - Accessible in the subclasses of the class or in the classes of the same package
  - **public**
    - Accessible everywhere
Object

• Instance of a Class
• Uniquely Identifiable Entity
  – w/ Its State, Behavior, and Interface
  – Maintaining Data Values in Its Attributes
  – Referenced by a Reference Variable (of Reference Type)
    • Inheriting from the Class Object
      – w/ a number of methods
      – toString(), equals(), … & clone()
Managing Objects

- Referencing Objects of Specified Types
  - Objects Created by the `new` Operator

- Creating Objects by Executing the Constructors
  - Constructor (Function) Overloading

```java
String greeting = new String("hello");
```

- Deleting Objects via Garbage Collection
  - Reference Count for Each Object

Cleanup occurs at the convenience of the Java runtime environment
Java Example: Abstraction

• Online Retailer Such as Amazon.Com
  – Item: Type, Title, Maker, Price, Availability, etc.

```java
class Item { // Class definition
    public String title; // String is a predefined class
    public double price; // double is a primitive data type
    public double SalePrice() { return (price * 0.9); }
}
```

```java
Item A = new Item(); // Class object definition and creation
// OKAY: A.title, A.price, and A.SalePrice()
```

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Java Example: Encapsulation

Online Retailer Example Cont’d

class Item {
    public String title;
    public double price;
    private int inStockQuantity;
    public double SalePrice(){ return (price * 0.9);}
    public boolean isAvailable(){
        if(inStockQuantity > 0) return true;
        else return false;
    }
}

Item A = new Item(); // Class object definition and creation

// NOT OKAY: A.inStockQuantity
// OKAY: A.isAvailable()
Java Example: Inheritance

• Online Retailer Example Cont’d

```java
class MusicCDItem extends Item {
    public String singer_name;
}

// Class object definition and creation
MusicCDItem B = new MusicCDItem;

// OKAY: B.singer_name, B.title, B.price, B.SalePrice(),
// and B.isAvailable()
// NOT OKAY: B.inStockQuantity
```

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class Item {
    public String title;
    public double price;
    private int inStockQuantity;
    public double SalePrice(){ return (price * 0.9);}
    public boolean isAvailable(){
        if(inStockQuantity > 0) return true;
        else return false;
    }
    public void specificInfo() {
        System.out.println("no info: a base-class object");
    }
}
Java Example: Polymorphism

- Online Retailer Example Cont’d

```java
class MusicCDItem extends Item {
    public String singer_name;
    public void specificInfo(){
        System.out.println("signer name=" + singer_name + " : a derived-class object");
    }
}

public class OnlineRetailer {
    static void printSpecificInfo(Item Item){item.specificInfo();}
    public static void main(String args[]){ … }
}

Item A = new Item();
MusicCDItem B = new MusicCDItem();

printSpecificInfo(A); // Call Item.specificInfo()
printSpecificInfo(B); // Call MusicCDItem.specificInfo()
// - Another derived class (e.g., MovieDVDItem) with specificInfo()
```
Static Modifier

• Use: Static Attributes & Static Methods
• Features
  – All Classes Share Static Members
  – It Is Possible to Invoke Static Methods w/o Instantiation
  – In Static Methods, It Is Allowed to Access Non-Static Data or Non-Static Methods of Classes after the Instantiation of the Objects

```java
class A{
    private int i = 5;
    public static printI(){
        System.out.println(i); // error!
        System.out.println(new A().i);
    }
}
```
Static Modifier Cont’d

• Differences between C++ and Java
  – Static Method Invocation
    • C++ : Class::method();
    • Java : Class.method();
  – Static Data Member Initialization
    • C++ : No In-Class Initialization (ANSI/ISO)
    • Java : In-Class Initialization

```cpp
class A{
public:
    static int i; // declare
    ...
}
int A::i = 0; // define & initialize
```

```java
class A{
    public static int i = 10;
    ...
}
```