

Object Oriented Software Design

Inner classes, RTTI, Tree implementation

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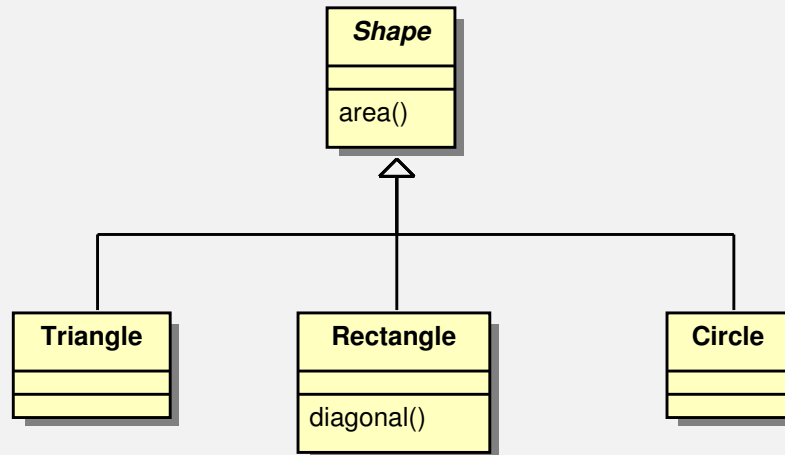
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Outline

- 1 Run-Time Type Identification
- 2 Anonymous inner classes
- 3 Binary Trees

The shape example

- Consider a hierarchy of **Shape** classes



- The **Shape** class is abstract, it has an abstract method to compute the area of the shape.
- Now suppose we have an array of **Shapes**, and we would like to compute the area for all of them.

Shapes

- This is the base class

oosd/shapes/Shape.java

```
package oosd.shapes;

public abstract class Shape {
    protected String name;

    public Shape(String s) { name = s; }

    public abstract double area();
}
```

Triangle

- And one derived class:

oosd/shapes/Triangle.java

```
package oosd.shapes;

public class Triangle extends Shape {
    private double base = 0, height = 0;
    public Triangle() { this("Triangle"); }
    public Triangle(String s) { super(s); }
    public Triangle(String s, double b, double h) {
        this(s);
        base = b;
        height = h;
    }

    public double area() {
        System.out.println("Computing the area of Triangle " + name);
        return base * height / 2;
    }
}
```

A list of Shapes

- Let's use the QueueListIt class we have seen last lecture

```
QueueListIt<Shape> myq = new QueueListIt<Shape>();

// upcast, never fails
myq.push(new Circle("red", 5.0));
myq.push(new Triangle("yellow", 3.0, 4.0));
myq.push(new Rectangle("blue", 3.0, 4.0));

for (Shape s : myq)
    System.out.println(s.area());
```

- Everything as expected

A new method

- **Rectangle** derives from **Shape**, and adds a new method `diagonal()` to compute the diagonal

oosd/shapes/Rectangle.java

```
public class Rectangle extends Shape {
    private double base = 0, height = 0;
    public Rectangle(String s) { super(s); }
    public Rectangle() { this("Rectangle"); }
    public Rectangle(String s, double b, double h) {
        this(s);
        height = h;
        base = b;
    }

    public double area() {
        System.out.println("Computing the area of Rectangle " + name);
        return base * height;
    }

    public double diagonal() {
        System.out.println("Computing the diagonal");
        return Math.sqrt(base*base+height*height);
    }
}
```

How to call diagonal?

- We would like to call `diagonal` only for **Rectangles** because it does not make sense to call `diagonal` for **Circles** and **Triangles**
- But, we have a problem:

```
for (Shape s : myq) {
    System.out.println(s.area());
    System.out.println(s.diagonal());
}
```

Compilation error:
`diagonal()` is not part of
the interface of **Shape**

- We could force `s` to become a reference to **Rectangle**, so that `diagonal()` is in the interface now.

```
for (Shape s : myq) {  
    System.out.println(s.area());  
    System.out.println(((Rectangle)s).diagonal());  
}
```

- This is called **downcast**, and must be explicit, because a `Shape` is not (always) a rectangle
- **Downcast** is not safe
 - Unfortunately, if `s` is pointing to a **Triangle**, Java run-time raises an exception **ClassCastException**

Solution 1: catch the exception

- By catching the exception, everything works fine ClientExc.java

```
import java.util.*;  
import oosd.shapes.*;  
import oosd.containers.*;  
  
class ClientExc {  
    public static void main(String args[]) {  
        QueueListIt<Shape> myq = new QueueListIt<Shape>();  
        myq.push(new Circle("red", 5.0));  
        myq.push(new Triangle("yellow", 3.0, 4.0));  
        myq.push(new Rectangle("blue", 3.0, 4.0));  
  
        for (Shape s: myq) {  
            System.out.println(s.area());  
            try {  
                double d = ((Rectangle)s).diagonal();  
                System.out.println(d);  
            } catch (ClassCastException e) {  
                System.out.println("Not a rectangle");  
            }  
        }  
    }  
}
```

- When we insert in the QueueListIt class, the perform an **upcast**
 - Upcast is always safe.
- To understand if there is a Rectangle, we perform a **downcast**.
 - Downcast is not safe at all (raises an exception), and it should be avoided when necessary.
 - to perform downcast Java has to identify the actual object type and see if the cast can be performed.

instanceof

- To avoid the exception (which is clumsy and inefficient), you can use the keyword **instanceof**

ClientRTTI.java

```
import oosd.containers.*;

class ClientRTTI {
    public static void main(String args[]) {
        QueueListIt<Shape> myq = new QueueListIt<Shape>();
        myq.push(new Circle("red", 5.0));
        myq.push(new Triangle("yellow", 3.0, 4.0));
        myq.push(new Rectangle("blue", 3.0, 4.0));
        Iterator<Shape> it = myq.iterator();
        while (it.hasNext()) {
            Shape s = it.next();
            System.out.println(s.area());
            if (s instanceof Rectangle)
                System.out.println(((Rectangle)s).diagonal());
        }
    }
}
```

- **instanceof** works well with inheritance

The Class object

- All information on a specific class are contained in a special object of type **Class**.
- The class **Class** contains a certain number of methods to analyse the interface:
 - **forName(String s)** returns a Class Object given the class name
 - **isInstance(Object o)** returns true if the specified object is an instance of the class
- An example in the next slide

The usage of Class

ClientRTTI2.java

```
class ClientRTTI2 {
    public static void main(String args[]) {
        QueueListIt<Shape> myq = new QueueListIt<Shape>();

        // upcast, never fails
        myq.push(new Circle("red", 5.0));
        myq.push(new Triangle("yellow", 3.0, 4.0));
        myq.push(new Rectangle("blue", 3.0, 4.0));
        Iterator<Shape> it = myq.iterator();
        while (it.hasNext()) {
            Shape s = it.next();
            System.out.println("Object of class: " + s.getClass().getName() +
                               " in package: " + s.getClass().getPackage());
            System.out.println("Object is compatible with Rectangle: " +
                               Rectangle.class.isInstance(s));
            // Rectangle.class is equivalent to
            // Class.forName("Rectangle").isInstance(s)
            System.out.println(s.area());
        }
    }
}
```

Downcasting?

- In the previous example, there was another option: put `diagonal()` in the interface of the base class **Shape**
 - The `diagonal()` function in the **Shape** class needs to be a void function, that could also raise an exception (for example **OperationNotImplemented**)
 - This approach may generate *fat interfaces*
- In this case, we chose to follow the other option
- However, the downcast option is not always the best one, it depends on the context
- This has nothing to do with the specific Java Language: it is a design problem, not a coding problem
- We will come back to the problem of downcasting when studying the *Liskov's substitution principle*.

Inner classes

- Let's have a closer look again at the **QueueListIt<E>**:
`./examples/10.java-examples/oosd/containers/QueueListIt`
- The **QLIterator** class is a private inner class of **QueueListIt**
 - The reason for making it private is that **QLIterator** is an implementation of the more general notion of **Iterator**
 - A different implementation is fine, as long as it conforms with the interface
 - The user does not need to know the implementation, only the interface (i.e. *how to use it*)
 - The user will never directly create a **QLIterator** object: it asks the container class to do the creation for him.
- Advantages:
 - We can change the internal implementation without informing the user, that can continue to use its code without modifications
 - We have achieved perfect modularity

Anonymous inner classes

- Sometimes, interfaces are so simple that creating a private inner class with its own name seems too much;
- Java provides a way to define classes **on the fly**

```
interface MyInterface {  
    int myfun();  
}  
class MyClass {  
    ...  
    MyInterface get() {  
        return new MyInterface() {  
            public int myfun() { ... }  
        };  
    }  
}
```

A simple interface

An anonymous class

- Notice the special syntax: **new** followed by *the name of the interface*, followed by *the implementation*
 - The class has no name, so you cannot define a constructor

Anonymous iterator

oosd/containers/QueueListItAn.java

```
public Iterator<E> iterator() {  
    return new Iterator<E>() {  
        private Node curr = head;  
        private Node prev = null;  
        public boolean hasNext() {  
            if (curr == null) return false;  
            else return true;  
        }  
        public E next() {  
            if (curr == null) return null;  
            E elem = curr.elem;  
            prev = curr;  
            curr = curr.next;  
            return elem;  
        }  
        public void remove() {  
            if (prev == null) return;  
            // remove element  
            Node p = prev.prev;  
            Node f = prev.next;  
            if (p == null) head = f;  
            else p.next = f;  
            if (f == null) tail = p;  
            else f.prev = p;  
            prev = null;  
        }  
    };  
}
```

- It is surely shorter:
 - However, in certain cases it can become cumbersome and confusing, especially when there is too much code to write
 - If there is too much code to write (as in our example), I prefer to write a regular inner class
 - I recommend to minimise the use of anonymous classes
 - However, it is important to understand what do they mean when you meet them in somebody else code

Binary trees

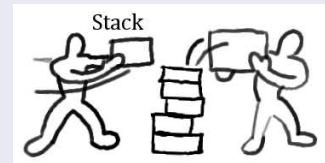
- We will need a binary tree to organise the data for the assignment
- Before we look into trees, however, let's have a look at another common container, which is widely used in many applications: the **Stack**
- The stack may be useful for storing partial results
 - For example, when we have to multiply the results of two sub-expressions, we must first compute the sub-expressions;
 - The partial results may be stored into a stack, and retrieved when needed
- Example: $(3 + 2) * (6 - 4)$
 - Compute $3 + 2$, and put the result 5 on the stack
 - Compute $6 - 4$ and put the result on the stack
 - Extract the last two results from the stack, and multiply them

Stack

- A stack is a very simple data structure.
- A stack can hold a set of uniform data, like an array (for example, integers)
- Data is ordered according to the LIFO (Last-In-First-Out) strategy

Two main operations are defined on the data structure:

- Push: a new data is inserted in the top of the stack
- Pop: data is extracted from the top stack



Usually, we can also read the element at the top of the stack with a peek operation

Stack usage

- In the following program, we use the standard Java implementation of Stack

StackDemo.java

```
import java.util.*;

class StackDemo {
    public static void main(String args[]) {
        Stack<Integer> mystack = new Stack<Integer>();

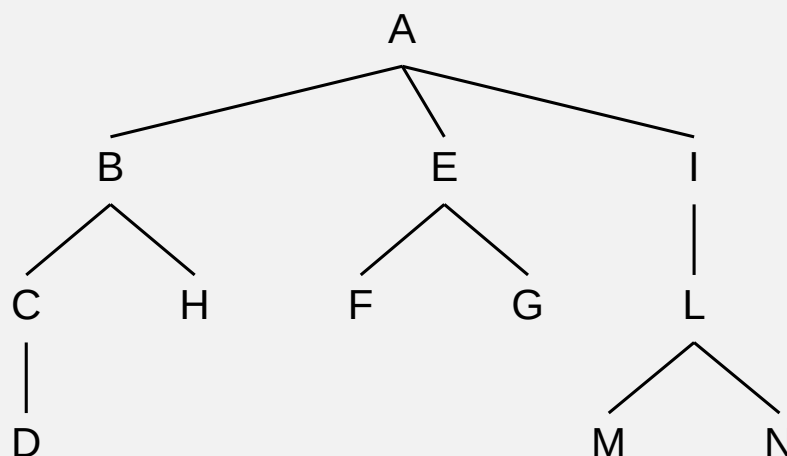
        for (int i=0; i<10; i++)
            mystack.push(new Integer(i));

        while (!mystack.empty())
            System.out.print(" " + mystack.pop());
        System.out.println("");
    }
}
```

- A tree is a data structure defined as follows:
 - A tree may contain one or more nodes
 - A **node** in a tree represents an element containing data.
 - A node may have zero or more **child** nodes. The children nodes are called also *descendants*. Each node may have a **parent node**
 - A tree consists of one root node, plus zero or more children sub-trees

Example

- A is the root of the tree
 - B is root of one sub tree of A



- In a binary tree, a node can have at most 2 children
 - Left and right
- A **leaf node** is a node without children
- A **root node** is a node without parents
 - There is only one root node
- Each node in the tree is itself a sub-tree
 - A leaf node is a sub-tree with one single node

How to implement a tree

- One basic data structure is the Node, as in the List data structure
 - In the List structure, a Node had two links, next and prev (see `./examples/10.java-examples/oosd/containers/QueueListIt.`)
- A possible implementation for a Tree Node is the following:

```
class Node<E> {  
    E elem;  
    Node left;  
    Node right;  
}
```

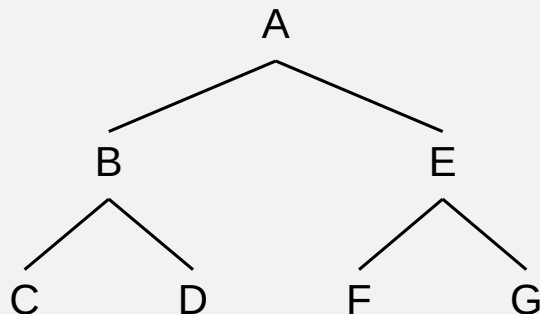
- Optionally, it could contain a link to the parent node
- If one of the links is equal to `null` then the corresponding sub-tree is null

- We must be able to:
 - Create single-node trees
 - Link a sub-tree to single-node tree (to the left or to the right)
 - Get the left (right) sub-tree
- Also, we would like to print the contents of the tree
 - To do this, we need to establish an order of printing

Visiting a tree

- There are two ways of listing the contents of a tree
- **Depth-first**
 - Pre-order: first the root node is visited, then the left sub-tree, then the right sub-tree
 - Post-order: first the left sub-tree is visited, then the right sub-tree, then the root node
 - In-order: first the left sub-tree is visited, then the root node, then the right sub-tree
- **Breadth first**
 - First the root node is visited; then all the children; then all the children of the children; and so on

Example



- Breadth first: A B E C D F G
- Pre-order: A B C D E F G
- Post-order: C D B E F G E A
- In-order: C B D A F E G

Implementation of a Binary Tree

- Let's start with the node

BTree.java

```
public class BTree<E> {  
    private class Node {  
        E elem;  
        Node l;  
        Node r;  
  
        void addLeft(Node n) {  
            l = n;  
        }  
        void addRight(Node n) {  
            r = n;  
        }  
        Node(E elem) { this.elem = elem; }  
    }  
  
    private Node root = null;  
  
    private BTree(Node n) {  
        root = n;  
    }  
}
```

Adding nodes

BTree.java

```
public BTree(E elem) {
    root = new Node(elem);
}

public BTree<E> addLeft(BTree<E> t) {
    root.addLeft(t.root);
    return this;
}

public BTree<E> addRight(BTree<E> t) {
    root.addRight(t.root);
    return this;
}

public BTree<E> linkToLeft(BTree<E> t) {
    t.root.addLeft(root);
    return this;
}

public BTree<E> linkToRight(BTree<E> t) {
    t.root.addRight(root);
    return this;
}
```

BTree continued

BTree.java

```
public BTree<E> getLeftSubtree() {
    if (root == null) return null;
    else return new BTree<E>(root.l);
}

public BTree<E> getRightSubtree() {
    if (root == null) return null;
    else return new BTree<E>(root.r);
}

void printPostOrder() {
    if (root == null) return;
    else {
        getLeftSubtree().printPostOrder();
        getRightSubtree().printPostOrder();
        System.out.print(root.elem);
        System.out.print(" ");
    }
}
```

BTree continued

BTree.java

```
void printPreOrder() {
    if (root == null) return;
    else {
        System.out.print(root.elem);
        System.out.print(" ");
        getLeftSubtree().printPreOrder();
        getRightSubtree().printPreOrder();
    }
}

void printInOrder() {
    if (root == null) return;
    else {
        getLeftSubtree().printInOrder();
        System.out.print(root.elem);
        System.out.print(" ");
        getRightSubtree().printInOrder();
    }
}
```

BTree usage

BTree.java

```
public static void main(String args[]) {
    BTree<String> mytree = new BTree<String>("*");

    BTree<String> ll = new BTree<String>("+");

    BTree<String> rr = new BTree<String>("-");

    ll.addLeft(new BTree<String>("2")).
        addRight(new BTree<String>("3")).
        linkToLeft(mytree);
    rr.addLeft(new BTree<String>("6")).
        addRight(new BTree<String>("4")).
        linkToRight(mytree);

    System.out.println("Post Order: ");
    mytree.printPostOrder();
    System.out.println("\nPre Order: ");
    mytree.printPreOrder();
    System.out.println("\nIn Order: ");
    mytree.printInOrder();
    System.out.println("\n");
}
```

A tree Iterator

- In reality, we would like to make the visiting operation more abstract
 - In fact, while visiting we may want to perform other operations than printing
 - For example, evaluating an expression (!)
- Therefore, we need to generalise the algorithm for visiting the tree, and make it independent of the specific operation
 - To do so, we have to modify the structure of the algorithm
 - In the previous program, we have used a simple recursive algorithm
 - Now we need to implement an iterative algorithm, through an iterator
 - The implementation is slightly complex, so pay attention!

The node

BTreeIt.java

```
public class BTreeIt<E> {
    private class Node {
        E elem;
        Node l;
        Node r;
        Node p;

        void addLeft(Node n) {
            l = n;
            n.p = this;
        }
        void addRight(Node n) {
            r = n;
            n.p = this;
        }
        Node(E elem) { this.elem = elem; }
    }
}
```

- We now use also the parent link p, because we will need to go up in the hierarchy

Iterator

BTreeIt.java

```
private class PostOrderIterator implements Iterator<E> {
    Node next;
    Node last;

    PostOrderIterator() {
        next = root;
        last = null;
        moveToLeftMostLeaf();
    }

    private void moveToLeftMostLeaf() {
        do {
            // go down left
            while (next.l != null) next = next.l;
            // maybe there is a node with no left but some right...
            // then go down right
            if (next.r != null) next = next.r;
        } while (next.l != null || next.r != null);
        // exit when both left and right are null
    }
}
```

The next method

BTreeIt.java

```
public E next() throws NoSuchElementException {
    if (next == null) throw new NoSuchElementException();
    E key = next.elem;
    // I already visited left and right,
    // so I have to go up (and maybe right)
    last = next;
    next = next.p;
    if (next != null && last == next.l) {
        next = next.r;
        moveToLeftMostLeaf();
    }

    return key;
}

/* ----- */
/* INTERFACE */
/* ----- */

public BTreeIt(E elem) {
    root = new Node(elem);
}

public BTreeIt<E> addLeft(BTreeIt<E> t) {
    root.addLeft(t.root);
}
```

The tree class

- Just the same, except for the method to return the iterator:

```
Iterator<E> postOrderIterator() {  
    return new PostOrderIterator();  
}
```

- Notice that we do not need the printXXX() functions, because we can use the iterator

BTreeIt usage

BTreeIt.java

```
        addRight(new BTreeIt<String>("*").  
                addLeft(new BTreeIt<String>("2")).  
                addRight(new BTreeIt<String>("2"))  
                ).  
        linkToRight(mytree);  
  
        System.out.println("Post Order: ");  
        Iterator<String> it = mytree.postOrderIterator();  
        while (it.hasNext()) System.out.print(it.next() + " ");  
        System.out.println("");  
    }  
}
```

- Write the pre-order and the in-order iterators for class **BTreelt**