Object Fundamentals
Part Two

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Lecture Goals

• Continue our tour of the basic concepts, terminology, and notations for object-oriented analysis, design, and programming

  • Some material for this lecture is drawn from Head First Java by Sierra & Bates, © O'Reilly, 2003

• But first!

  • Check out <http://www.google.com/googlebooks/chrome/index.html/>
    • for a unique take on documenting design decisions: comic book format

  • Google, one of the premier Internet companies, decided to announce its new Web browser by creating a comic book and sending it to people via postal mail (aka snail mail)!!!
Overview

• Objects
• Classes
  • Relationships
    • Inheritance
    • Association
    • Aggregation/Composition
    • Qualification
• Interfaces
• Ken’s Corner: Multiple Inheritance
Objects (I)

- OO Techniques view software systems as being composed of objects
- Objects have
  - **state** (aka attributes)
  - **behavior** (aka methods or services)
- We would like objects to be
  - highly cohesive
    - have a single purpose; make use of all features
  - loosely coupled
    - be dependent on only a few other classes
Objects (II)

• Objects interact by **sending messages** to one another
  
  • Object A sends a message to Object B to request that it perform a task
    
    • When the task is complete, B may pass a value back to A
      
      • Note: sometimes A == B
        
        • that is, an object can send a message to itself
  
• Sometimes messages can be rerouted; invoking a method defined in class A may be rerouted to an overridden version of that method in subclass B
  
  • And, invoking a method on an object of class B may invoke an inherited version of that method defined by superclass A
Objects (III)

- In response to a message, an object may
  - update its internal state
  - retrieve a value from its internal state
  - create a new object (or set of objects)
  - **delegate** part or all of the task to some other object

- As a result, objects can be viewed as members of various **object networks**
  - Objects in an object network (aka **collaboration**) work together to perform a task for their host application
Objects (IV)

- UML notation
  - Objects are drawn as rectangles with their names and types underlined
    - Ken : Person
  - The name of an object is optional. The type, however, is required
    - : Person
  - Note: the colon is not optional. It’s another clue that you are talking about an object, not a class
Objects (V)

- Objects that know about each other have lines drawn between them
  - This connection has many names, the three most common are
    - object reference
    - reference
    - link
  - Messages are sent across links
    - Links are instances of associations (defined on slide 16)
Objects (Example)

Ken: Person

Skippy: Dog

Felix: Cat

sit() → Ken

feed() → Ken

sit() → Skippy

feed() → Skippy

sit() → Felix

feed() → Felix
Classes (I)

• A class is a blueprint for an object
  • The blueprint specifies the **attributes** (aka **instance variables**) and **methods** of the class
    • attributes are things an object of that class **knows**
    • methods are things an object of that class **does**
  • An object is **instantiated** (created) from the description provided by its class
    • Thus, objects are often called **instances**
Classes (II)

• An object of a class has its own values for the attributes of its class

  • For instance, two objects of the Person class can have different values for the name attribute

• In general, each object shares the implementation of a class’s methods and thus behave similarly

  • When a class is defined, its developer provides an implementation for each of its methods

  • Thus, object A and B of type Person each share the same implementation of the sleep() method
Classes (III)

- Classes can define “class wide” (aka static) attributes and methods
  - A static attribute is shared among a class’s objects
    - That is, all objects of that class can read/write the static attribute
  - A static method does not have to be accessed via an object; you invoke static methods directly on a class
    - Static methods are often used to implement the notion of “library” in OO languages; it doesn’t make sense to have multiple instances of a Math class, each with their own sin() method
  - We will see uses for static attributes and methods throughout the semester
Classes by Analogy

• Address Book

  • Each card in an address book is an “instance” or “object” of the AddressBookCard class
    • Each card has the same blank fields (attributes)
    • You can do similar things to each card
      • each card has the same set of methods
  • The number of cards in the book is an example of a static attribute;
  • Sorting the cards alphabetically is an example of a static method
Classes (IV)

- UML Notation
  - Classes appear as rectangles with multiple parts
    - The first part contains its name (defines a type)
    - The second part contains the class’s attributes
    - The third part contains the class’s methods

<table>
<thead>
<tr>
<th>Song</th>
</tr>
</thead>
<tbody>
<tr>
<td>artist</td>
</tr>
<tr>
<td>title</td>
</tr>
<tr>
<td>play()</td>
</tr>
</tbody>
</table>

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Relationships: Inheritance

• Classes can be related in various ways
  
  • One class can extend another (aka inheritance)
    
    • notation: an open triangle points to the superclass
  
  • As we learned last time, the subclass can add behaviors or override existing ones
Relationships: Association

• One class can reference another (aka association)
  • notation: straight line

• This notation is a **graphical shorthand** that each class contains an attribute **whose type is the other class**

```
Zoo
  addAnimal()  
  
Hippo
  makeNoise()  
  eat()        

short cut for

Zoo
  Hippo ourHippo
  addAnimal()  

Zoo
  Hippo myZoo  
  makeNoise()  
  eat()        
```
Multiplicities

• Associations can indicate the number of instances involved in the relationship
  • this is known as multiplicity

• An association with no markings is “one to one”

• An association can also indicate directionality
Multiplicty Examples

- One B with each A; one A with each B

- Same as above

- Zero or more Bs with each A; one A with each B

- Zero or more Bs with each A; ditto As with each B

- Two to Five Bs with each A; one A with each B

- Zero or more Bs with each A; B knows nothing about A
Multiplicity Example

A \quad 1 \quad 2..5 \quad B

A

B

B

B

B

B

B

Relationships: whole-part

• Associations can also convey **semantic information** about themselves

• In particular, **aggregations** indicate that one object contains a set of other objects

  • think of it as a **whole-part relationship** between

    • a class representing a **group** of components

    • a class representing the **components**

• Notation: aggregation is indicated with a **white diamond** attached to the class playing the **container** role
Example: Aggregation

Aggregation

- Crate
- Bottle

Composition

- Book
- Section
- Chapter

Composition will be defined on the next slide.

Note: aggregation and composition relationships change the default multiplicity of associations;

instead of “one to one”, you should assume “one to many”
Semantics of Aggregation

• Aggregation relationships are **transitive**
  • if A contains B and B contains C, then A contains C

• Aggregation relationships are **asymmetric**
  • If A contains B, then B does not contain A

• A variant of aggregation is **composition** which adds the property of **existence dependency**
  • if A composes B, then if A is deleted, B is deleted

• Composition relationships are shown with a **black diamond** attached to the composing class
An association can be qualified with information that indicates how objects on the other end of the association are found.

This allows a designer to indicate that the association requires a query mechanism of some sort.

e.g., an association between a phonebook and its entries might be qualified with a name, indicating that the name is required to locate a particular entry.

Notation: a qualification is indicated with a rectangle attached to the end of an association indicating the attributes used in the query.
Qualification Example

PhoneBook → name → Entry
Relationships: Interfaces

- A class can indicate that it implements an interface
  - An interface is a type of class definition in which only **method signatures** are defined
- A class **implementing** an interface provides method bodies for each defined method signature in that interface
  - This allows a class to play different roles, each role providing a different set of services
    - These roles are then independent of the class’s inheritance relationships
- Other classes can then access a class via its interface
  - This is indicated via a “ball and socket” notation
Example: Interfaces

Dog

- food type
- location
- makeNoise()
- eat()
- roam()

Pet

Dog

- food type
- location
- makeNoise()
- eat()
- roam()

Pet

Person

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Class Summary

• Classes are blue prints used to create objects

• Classes can participate in multiple relationship types
  • inheritance
  • association
    • associations have multiplicity
  • aggregation/composition
  • qualification

• Interfaces
Ken’s Corner

• Multiple Inheritance
  • Some material for this section taken from
    • Object-Oriented Design Heuristics by Arthur J. Riel
      • Copyright © 1999 by Addison Wesley
    • ISBN: 0-201-63385-X
Multiple Inheritance

• Riel does not advocate the use of multiple inheritance (its too easy to misuse it). As such, his first heuristic is

  • *If you have an example of multiple inheritance in your design, assume you have made a mistake and prove otherwise!*

• Most common mistake

  • Using multiple inheritance in place of containment

    • That is, you need the services of a List to complete a task

      • Rather than creating an instance of a List internally, you instead use multiple inheritance to inherit from your semantic superclass as well as from List to gain direct access to List’s methods

        • You can then invoke List’s methods directly and complete the task
Inheriting from List in this way is bad, because “Hippo IS-A List” is FALSE

A Hippo is NOT a special type of List

Instead…
Do This

<table>
<thead>
<tr>
<th>Animal</th>
<th>What's the Difference?</th>
</tr>
</thead>
<tbody>
<tr>
<td>food type</td>
<td></td>
</tr>
<tr>
<td>location</td>
<td></td>
</tr>
<tr>
<td>makeNoise()</td>
<td></td>
</tr>
<tr>
<td>eat()</td>
<td></td>
</tr>
<tr>
<td>roam()</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Hippo</th>
<th>List</th>
</tr>
</thead>
<tbody>
<tr>
<td>makeNoise()</td>
<td>elements</td>
</tr>
<tr>
<td>eat()</td>
<td>head</td>
</tr>
<tr>
<td>submerge()</td>
<td>addElement()</td>
</tr>
</tbody>
</table>

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Another Problem

What’s wrong with this?

Hint: think about what might happen when you create an instance of D

Fortunately: Python gets it right! See example code.
Multiple Inheritance

• A Second Heuristic
  
  • *Whenever there is inheritance in an OO design, ask two questions:*
    
    1) *Am I a special type of the thing from which I’m inheriting?*
    
    2) *Is the thing from which I’m inheriting part of me?*
  
• A yes to 1) and no to 2) implies the need for inheritance

• A no to 1) and a yes to 2) implies the need for composition
  
  • Recall Hippo/List example

• Example
  
  • Is an airplane a special type of fuselage? No
  
  • Is a fuselage part of an airplane? Yes
Multiple Inheritance

• A third heuristic
  • *Whenever you have found a multiple inheritance relationship in an object-oriented design, be sure that no base class is actually a derived class of another base class*
  • Otherwise you have what Riel calls **accidental multiple inheritance**
  • Consider the classes “Citrus”, “Food”, and “Orange”; you can have Orange multiply inherit from both Citrus and Food…but Citrus IS-A Food, and so the proper hierarchy can be achieved with single inheritance
Multiple Inheritance

- So, is there a valid use of multiple inheritance?
  - Yes, sub-typing for combination
    - It is used to define a new class that is a special type of two other classes where those two base classes are from different domains
  - In such cases, the derived class can then legally combine data and behavior from the two different base classes in a way that makes semantic sense
Multiple Inheritance Example

Is a wooden door a special type of door? Yes
Is a door part of a wooden door? No
Is a wooden door a special type of wooden object? Yes
Is a wooden object part of a door? No
Is a wooden object a special type of door? No
Is a door a special type of wooden object? No

All Heuristics Pass!
Coming Up Next

- Lecture 4: Object Fundamentals, Part 3
- Lecture 5: Great Software
  - Read Chapter 1 of the OO A&D book