Abstract Data Types & Object-Oriented Programming

COS 301 - Programming Languages

- Chapters 11 & 12 in the book
- Slides are heavily based on Sebesta's slides for the chapters, with much left out!

Abstract data types &

- The Concept of Abstraction
- Introduction to Data Abstraction
- Design Issues for Abstract Data Types
- Language Examples
- Parameterized Abstract Data Types
- Encapsulation Constructs
- Naming Encapsulations

Abstraction

- View/representation of entity that includes only most significant attributes
- Abstraction fundamental for CS
- Process abstraction:
  - functions & subroutines, e.g.
  - nearly all languages
- From the 80s — most languages support data abstraction as well

Abstract data type (ADT)

No, not **that** ADT…

Abstract data type (ADT)

- **Abstract data type:** class of data types defined by a set of values and behavior/operations
  - E.g., lists, queues, stacks…
  - Sometimes: includes time complexity in definition
- With respect to a programming language: user-defined data type that:
  - hides the representation of “objects” — only operations possible are provided by the type
  - single syntactic unit contains the declarations of the type and of any operations on it

Advantages

- Advantages of hiding data:
  - reliability: user code can’t access internals, thus compromising other users’ use of object
  - flexibility: since user code can’t access internals, internals can be changed to improve performance w/o affecting users
  - reduced name conflicts
- Advantages having single syntactic unit for type:
  - Provides way to organize program
  - Enhances modifiability: everything needed for data structure is together in one place
  - Separate compilation, debugging

ADT language requirements

- Syntactic unit for encapsulating definition
- Way to make type names, method/subprogram headers available while hiding definitions
- Primitive operations on types must be part of the compiler/interpreter

Design issues

- What does the container for the interface to the type look like?
- Can abstract types be parameterized?
- What access controls are provided?
- Is specification of the type separate from its implementation?

Language example: Ada

- Encapsulation construct: **package**
  - Interface: **specification package**
  - Implementation: **body package**
- Information hiding — public and private parts of specification package
  - Public part: name, maybe representation of any unhidden types
  - Private part:
    - representation of the abstract type
    - private types have built-in operations for assignment, comparison
    - limited private types have no built-in operations

Ada specification

```
package Stack_Pack is
  type stack_type is limited private;
  max_size: constant := 100;
  function empty(stk: in stack_type) return Boolean;
  procedure push(stk: in out stack_type; elem: in Integer);
  procedure pop(stk: in out stack_type);
  function top(stk: in stack_type) return Integer;

  //  private  -- hidden from clients
  type list_type is array (1..max_size) of Integer;
  type stack_type is record
      list: list_type;
      topsub: Integer range 0..max_size) := 0;
  end record;
end Stack_Pack
```


Ada body

```
with Ada.Text_IO; use Ada.Text_IO;
package body Stack_Pack is
  function Empty(Stk : in Stack_Type) return Boolean is
    begin
      return Stk.Topsub = 0;
    end Empty;
  procedure Push(Stk: in out Stack_Type;
    Element : in Integer) is
    begin
      if Stk.Topsub >= Max_Size then
        Put_Line("ERROR – Stack overflow");
      else
        Stk.Topsub := Stk.Topsub + 1;
        Stk.List(Topsub) := Element;
      end if;
  end Push;
  …
end Stack_Pack;
```

C++ example

- Encapsulation is via **classes**
- ADT based on C struct, Simula 67 class
- Classes are types
- All instances of a class share copy of member functions (methods)
- Each instance has its own copy of class data members (instance variables)
- Instances can be static, stack dynamic, or heap dynamic

C++ example

- Information hiding:
  - Private clause for hidden entities
  - Public clause for interface entities
  - Protected clause for inheritance (later)
- **Constructors:**
  - Functions to initialize the data members — they don't create objects
  - May also allocate storage if part of the object is heap-dynamic
  - Can include parameters to provide parameterization of the objects
  - Implicitly called when an instance is created — but can be called explicitly, too
  - Name is the same as the class name
- **Destructors:**
  - Clean up after an instance is destroyed — usually just to reclaim heap storage
  - Implicitly called when the object's lifetime ends, or explicitly called
  - Name is the class name, preceded by a tilde (~)

C++ example: Header file

```
// Stack.h - the header file for the Stack class
#include <iostream.h>
class Stack {
private: //** These members are visible only to other
             //** members and "friends" (see textbook)
  int *stackPtr;
  int maxLen;
  int topPtr;
public:        //** These members are visible to clients
  Stack();     //** A constructor
  ~Stack();    //** A destructor
  void push(int);
  void pop();
  int top();
  int empty();
}
```


C++ example: Code file

```
class Stack {
private:
      int *stackPtr, maxLen, topPtr;
public:
      Stack() { // a constructor
              stackPtr = new int [100];
              maxLen = 99;
              topPtr = -1;
      };
      ~Stack () {delete [] stackPtr;};
      void push (int number) {
              if (topSub == maxLen)
                  cerr << "Error in push - stack is full\n";
                      else stackPtr[++topSub] = number;
          };
      void pop () {…};
      int top () {…};
      int empty () {…};
}
```

C++ example: Friends

- **Friend functions** or classes
  - Allow access to private members from unrelated units
  - Necessary in C++

Objective-C

- Based on C, Smalltalk
- Classes, which are types
- **Interfaces** (C-like .h file):

  @interface class-name: parent-class {

  instance variable declarations

  }

  method prototypes

  @end
- **Implementations** (.m file):

  @implementation class-name

  method definitions

  @end

Objective-C example

- Method prototypes

  (+ | -) (return-type) method-name [: (formal-parameters)];
- +/- for class/instance methods (resp.)
- Colon, parentheses — not included when no parameters
- Odd nomenclature:
  - One parameter:
    - Ex: (int) foo: (int) x;
    - Name of method is foo:
    - **Message**: (call): [objectName foo: 3] → x = 3
  - Two parameters:
    - Ex: (int) foo: (int) x bar: (float) y;
    - Name of method is foo:bar:
    - Message: [objectName foo: 3 bar: 4.5] → x = 3, y = 4.5

Objective-C example

- **Initializers:** constructors
  - Only initialize variables
  - Can have any name, and are only explicitly called
  - Initializers return the instance itself
- Create object → call alloc + initializer

```
Adder *myAdder = [[Adder alloc] init];
```

- All class instances are heap dynamic

Objective-C example

- Standard prototypes (e.g., for I/O):

```
#import <Foundation/Foundation.h>
```

- Program must initialize a **pool** for its storage:

```
NSAutoreleasePool *pool = [[NSAutoreleasePool alloc] init];
```

- NSxxx — from NextStep
- At program end, release storage:

```
[pool drain];
```


Objective-C — information

- @public, @private, @protected — specify instance variable access
  - **@public:** accessible anywhere
  - **@private:** accessible only in class where defined
  - **@protected:** accessible in that class and any subclasses
  - Default access is @protected
- However: no really good way to restrict access to methods
- **Getter** and **setter** methods for instance variables
  - Name of getter is always name of instance variable
  - Name of setter is always the word set with the capitalized variable name attached (e.g., setFoo)
  - Can be implicitly generated if no additional constraints to be defined — called "properties" in this case

Objective-C — another

```
// stack.m – interface and implementation for a
   simple stack
#import <Foundation/Foundation.h>
@interface Stack: NSObject {
 int stackArray[100], stackPtr,maxLen, topSub;
}
 -(void) push: (int) number;
 -(void) pop;
 -(int) top;
 -(int) empty;
@end
```

```
@implementation Stack
  -(Stack *) initWith {
    maxLen = 100;
    topSub = -1;
    stackPtr = stackArray;
    return self;
}
-(void) push: (int) number {
    if (topSub == maxLen)
      NSLog(@"Stack is full");
    else
      stackPtr[++topSub] = number;
  ...
}
@end
```


Using the stack ADT

```
int main (int argc, char *argv[]) {
  int temp;
  NSAutoreleasePool *pool = [[NSAutoreleasePool alloc] init];
  Stack *myStack = [[Stack alloc] initWith];
  [myStack push: 5];
  [myStack push: 3];
  temp = [myStack top];
  NSLog(@"Top element is: %i", temp);
  [myStack pop];
  temp = [myStack top];
  NSLog(@"Top element is: %i", temp);
  temp = [myStack top];
  myStack pop];
  [myStack release];
  [pool drain];
  return 0;
}
```

Java

- Similar to C++, except:
  - All user-defined types are classes
  - All objects are heap-dynamic
  - All objects accessed via reference variables
  - Access control modifiers for class entities
  - **Package scope:**
    - All entities in all classes in package that are not restricted by access control modifiers → visible throughout package
    - Eliminates need for C++'s friend functions & classes

Java example

```
class StackClass {
      private int [] stackRef;
      private int [] maxLen, topIndex;
      public StackClass() { // a constructor
              stackRef = new int [100];
              maxLen = 99;
              topPtr = -1;
      };
      public void push (int num) {…};
      public void pop () {…};
      public int top () {…};
      public boolean empty () {…};
}   // also have “protected”, with same meaning as Objective-C
```


C#

- Based on C++, Java
- Adds two access modifiers, **internal** (within project) and **protected internal** (= protected *or* internal)
- All class instances: heap dynamic
- Default constructors — available for all classes
- Garbage collection is used for most heap objects, so destructors are rarely used
- structs are lightweight classes that do not support inheritance

C#

- Getter and setter methods to access data members (instance variables)
- **Properties:**
  - allows implementation of getters/setters without explicit method calls
  - ex:
    - assume foo is reference to the instance, bar is an instance variable
    - property used to access bar in foo:

```
a = foo.bar;     // getter
foo.bar = 3.5;  // setter
```

Ruby

- Encapsulation construct: **class**
- Variable names:
  - Local: regular identifiers
  - Instance variables: begin with @
  - Class variables: begin with @@
- **Methods:** defined with function definition syntax (def…end)
- **Constructors:**
  - Named `initialize`
  - Only one per class
  - Implicitly called when `new` is called
  - If additional constructors needed: different names, and they must call `new`
- Class members can be marked private or public (default)
- Classes are heap dynamic

Ruby example

```
class StackClass
   def initialize
    @stackRef = Array.new
    @maxLen = 100
    @topIndex = -1
   end

   def push(number)
     if @topIndex == @maxLen
       puts " Error in push – stack is full"
     else
       @topIndex = @topIndex + 1
       @stackRef[@topIndex] = number
     end
   end
   def pop … end
   def top … end
   def empty … end
end
```


Parameterized ADTs

- **Parameterized** ADTs
  - can design an ADT to store any element type (e.g.)
  - only issue for statically-typed languages
- Also known as **generic classes**
- Supported in C++, Ada, Java (5.0), C# (2005)

Parameterized ADTs in Ada

```
generic
  Max_Size: Positive;
  type Elem_Type is private;
package Generic_Stack is
  type Stack_Type is limited private;
  function Empty(Stk : in Stack_Type) return Boolean;
  function Top(Stk: in out StackType) return Elem_type;
    ...
private
  type List_Type is array (1..Max_Size) of Element_Type;
  type Stack_Type is
    record
    List : List_Type;
    Topsub : Integer range 0 .. Max_Size := 0;
    end record;
end Generic_Stack;
```

```
package Integer_Stack is new Generic_Stack(100,Integer);
package Float_Stack is new Generic_Stack(100,Float);
```

Parameterized ADTs in C++

- Can make classes somewhat generic with parameterized constructors:

```
Stack (int size) {
  stk_ptr = new int [size];
  max_len = size - 1;
  top = -1;
};

Stack stk(150);
```


Parameterized ADTs in C++ — templates

```
template <class Type>
class Stack {
  private:
    Type *stackPtr;
    const int maxLen;
    int topPtr;
  public:
    Stack() {  // Constructor for 100 elements
      stackPtr = new Type[100];
      maxLen = 99;
      topPtr = -1;
    }

   Stack(int size) {  // Constructor for a given number
     stackPtr = new Type[size];
     maxLen = size – 1;
     topSub = -1;
   }
     …
  }
```

```
Stack<int> myIntStack;
```


Encapsulation constructs

- Large programs — two special needs:
  - Some means of organization, other than simply division into subprograms
  - Some means of partial compilation — i.e., compilation units smaller than whole program
- ⟹ Group logically-related subprograms into units
- Allow units to be separately compiled (i.e., compilation units)
- Such units are **encapsulation constructs**

Nested subprograms as encapsulation

- One way to organize subprograms: nest them
- Inner subprograms are encapsulated within outer, but can share variables
- Supported in Ada, Fortran 95+, Python, JavaScript, Ruby, Lisp, …

Encapsulation in C

- Encapsulation in C — basically a compilation unit
- Interface is placed (by convention) in header (.h) file
- Implementation in .c file
- `#include` — used to include header files
- Problem: linker doesn't check types between header and implementation

Encapsulation in C++

- Header & code files, like C
- Also has classes
  - Class definition used as the interface
  - Member (instance variables, methods) defined in separate file
- Friend functions/classes — provide a way to grant access to private members of a class

Encapsulation in Ada

- **Packages** — encapsulation unit in Ada
- Specification packages — any number of data, subprogram definitions
- Specification, body parts of package can be compiled separately

Encapsulation in C#

- **Assembly**: collection of files that appears as a single
  - executable or…
  - …**dynamic link library** (DLL)
    - Microsoft's version of shared libraries
    - collection of classes, methods (in C#) that are individually linked to an executing program
- Each file contains module that can be separately compiled
- **Internal** access modifier: member is visible to all classes in the assembly

Naming encapsulations

- Large programs:
  - define many global names
  - need way to divide into logical groups
- **Naming encapsulation:** used to create a new scope for names
- C++ namespaces
  - Can place each library in its own namespace
  - Qualify names used outside with their namespace, e.g., `foo::bar, foo::baz`
  - C# also includes namespaces

Naming encapsulations

- Java — packages
  - Package contains one or more class definitions
  - Classes within package are partial friends
  - Clients of a package — use fully qualified name or use the **import** declaration
- Ada — packages
  - Packages are defined in hierarchies which correspond to file hierarchies
  - Visibility from a program unit is gained with the **with** clause

Naming encapsulations

- Ruby:
  - Classes, but also **modules**
  - Typically encapsulate collections of constants and methods
  - Modules cannot be instantiated or subclassed, and they cannot define variables
  - Methods defined in a module must include the module's name
  - Access to the contents of a module is requested with the **require** method