Topic 29
classes and objects, part 3

"And so, from Europe, we get things such as ... object-oriented analysis and design (a clever way of breaking up software programming instructions and data into small, reusable objects, based on certain abstraction principles and design hierarchies.)"

-*Michael A. Cusumano,*
The Business Of Software

Based on slides by Marty Stepp and Stuart Reges
from http://www.buildingjavaprograms.com/

```
public static void cp(Point p) {
     p.translate(2, 3); // add to x, y
     p = new Point(4, 7);
}
// client code of cp
Point c1 = new Point(1, 2); // x, y
cp(c1);
System.out.println(c1);
```

A. (3, 5)

B. (1, 5)

C. (4, 7)

D. (6, 10)

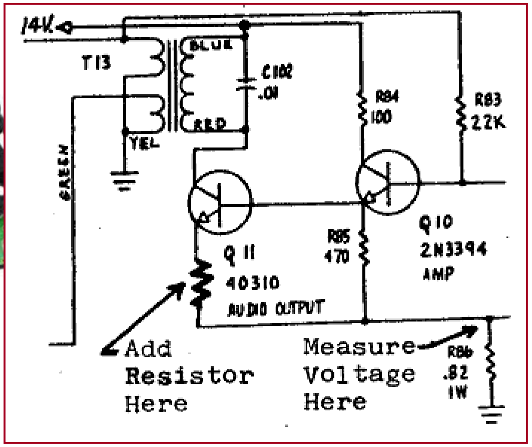
E. error (syntax error or runtime error)

Encapsulation

- **encapsulation:** Hiding implementation details from clients.

  – Encapsulation forces *abstraction*.

    - separates external view (behavior) from internal view (state)
    - protects the integrity of an object's data



Private fields

A field that cannot be accessed from outside the class

```
private type name;
```

– Examples:

```
private int id;
private String name;
```

- Client code won't compile if it accesses private fields:

```
PointMain.java:11: x has private access in Point
System.out.println(p1.x);
                      ^
```

Accessing private state

```
// A "read-only" access to the x field ("accessor")
public int getX() {
    return x;
}

// Allows clients to change the x field ("mutator")
public void setX(int newX) {
    x = newX;
}
```

- Client code will look more like this:

```
System.out.println(p1.getX());
p1.setX(14);
```

Point class, version 4

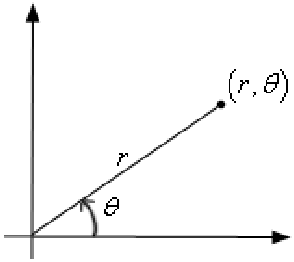
```
// A Point object represents an (x, y) location.
public class Point {
    private int x;
    private int y;

    public Point(int initialX, int initialY) {
        x = initialX;
        y = initialY;
    }

    public int getX() {
        return x;
    }

    public int getY() {
        return y;
    }

    public double distanceFromOrigin() {
        return Math.sqrt(x * x + y * y);
    }

    public void setLocation(int newX, int newY) {
        x = newX;
        y = newY;
    }

    public void translate(int dx, int dy) {
        setLocation(x + dx, y + dy);
    }
}
```

Benefits of encapsulation

- Abstraction between object and clients

- Protects object from unwanted access
  - Example: Can't fraudulently increase an `Account`'s balance.

- Can change the class implementation later
  - Example: `Point` could be rewritten in polar coordinates (*r*, *θ*) with the same methods.



- Can constrain objects' state (**invariants**)
  - Example: Only allow `Account`s with non-negative balance.
  - Example: Only allow `Date`s with a month from 1-12.

The keyword `this`

reading: 8.3

The `this` keyword

- **`this`** : Refers to the implicit parameter inside your class.

  (a variable that stores the object on which a method is called)

  - Refer to a field: `this.`**field**
  - Call a method: `this.`**method**`(`**parameters**`);`
  - One constructor can call another: `this(`**parameters**`);`

Variable shadowing

- **shadowing**: 2 variables with same name in same scope.
  - Normally illegal, except when one variable is a field.

```
public class Point {
    private int x;
    private int y;
    ...
    // this is legal
    public void setLocation(int x, int y) {
        ...
    }
```

  - In most of the class, `x` and `y` refer to the fields.
  - In `setLocation`, `x` and `y` refer to the method's parameters.

Fixing shadowing

```
public class Point {
    private int x;
    private int y;

    ...

    public void setLocation(int x, int y)
{
        this.x = x;
        this.y = y;
    }
}
```

- Inside `setLocation`,
  - To refer to the data field `x`, say `this.x`
  - To refer to the parameter `x`, say `x`

Calling another constructor

```
public class Point {
    private int x;
    private int y;

    public Point() {
        this(0, 0);// calls (x, y) constructor
    }


    public Point(int x, int y) {
        this.x = x;
        this.y = y;
    }

    ...
}
```

- Avoids redundancy between constructors
- Only a constructor (not a method) can call another constructor