



CSE 143



Programming as Modeling



Reading: Ch. 1-6

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Building Virtual Worlds

- Much of programming can be viewed as building a *model* of a real or imaginary world in the computer
 - a banking program models real banks
 - a checkers program models a real game
 - a fantasy game program models an imaginary world
 - a word processor models an intelligent typewriter and documents
- Running the program (the model) simulates what would happen in the modeled world
- Often it's a lot easier or safer to build models than the real thing
 - Example: a tornado simulator

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Java Tools for Modeling

- *Objects* in Java can model *things* in the (real or imaginary) world
 - The bank: Customers, employees, accounts, transactions...
 - Checkers: The Checkerboard, pieces, players, game history
 - Video game: Characters, landscapes, obstacles, weapons, treasure, scores
 - Documents: paragraphs, words, symbols, spelling dictionaries, fonts, smart paper-clip
- Objects have
 - Responsibilities – what you can ask them to do
 - Properties – what they know

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Basic Java Mechanisms for Modeling

- A *class* describes a *template* or *pattern* for things; an *object* or *instance* of a class is a *particular* thing
- *Constructors* model ways to create new instances
- *Methods* model *actions* that these things can perform (i.e., to carry out their responsibilities)
- *Messages* (method calls) model requests from one thing to another
- *Instance variables* model the state or properties of things
- **public vs. private**
 - Instance variables should normally be private

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What Makes a Good Model?

- Often, the closer the model matches the (real or imaginary) world, the better
 - More likely it's an accurate model
 - Easier for human readers of the program to understand what's going on in the program
- Sometimes, a too detailed model of reality is not a good thing
 - Why?

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What Else Makes a Good Model?

- The easier the model is to extend & evolve, the better
 - May want to extend the model...
 - May need to change the model...
- Sad law of life: "A Program is Never Finished"
 - Or at least a *useful* program is never finished
- Why??

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Coupling and Cohesion

- A qualitative way to evaluate the organization of classes or modules
- **Coupling** – the degree to which a class interacts with or depends on another class
- **Cohesion** – how well a class encapsulates a single notion
- A system is more robust and easier to maintain if
 - **Coupling** between classes/modules is **minimized**
 - **Cohesion** within classes/modules is **maximized**

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A Review Example

```
/** Representation of an employee in a personnel system
 * @author Hal Perkins
 * @version CSE143 Sp03 lecture example */
public abstract class Employee {
    // instance variables
    private String name;    // employee name
    private int id;        // employee id number
    private double pay;    // employee weekly pay
    /** Construct a new employee with the give name, id number, and weekly pay
     * @param name Employee's name
     * @param id Employee's id number
     */
    public Employee(String name, int id, double pay) {
        this.name = name;
        this.id = id;
        this.pay = pay;
    }
    ...
}
```

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Employee Example (2)

```
/**
 * Return the name of this employee
 * @return Employee name
 */
public String getName() {
    return name;
}

/**
 * Return the id number of this employee
 * @return Employee id number
 */
public int getId() {
    return id;
}

...
```

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Employee Example (3)

```
...

/**
 * Return the pay earned by this employee
 * @return Employee's pay for the current pay period
 */
public double getPay() {
    return pay;
}

/** Set this employee's pay
 * @param newPayRate new pay rate for this employee
 */
public void setPay(double newPayRate) {
    pay = newPayRate;
}
}
```

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toString: Recommended for All Classes

- A method with this exact signature:

```
public String toString();
```

```
/** Return a string representation of this employee */
public String toString() {
    return "Employee(name = " + name + ", id = " + id +
        ", pay = " + pay + ")";
}
```

- Java treats toString in a special way
 - In many cases, will automatically call toString when a String value is needed:
System.out.println("The bank account: " + account);

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toString

- Good while debugging
System.out.println(anObject); // calls anObject.toString()
- Secret Java lore:
 - *All* Objects in Java have a built-in, default toString method
 - So why define your own??

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JavaDoc

- Java provides a clean way of including documentation as part of the source code – JavaDoc comments
 - Begin with `/**` and end with `*/`
- Can be automatically formatted to produce web documentation
 - Built-in support in current DrJava, Eclipse; command-line tool available
- Special tags to control formatting
 - `@author` – specify author
 - `@version` – version number, date, etc.
 - `@param` – description of a method parameter
 - `@return` – description of a non-void method result
 - Others (links, see also, ...), plus can use arbitrary html
- Used to produce all online Java API documentation

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Another Common Practice

- Place a static main method in each class to test or demonstrate

```
/** Create and test some of the Employee operations */
public static void main (String[] args) {
    Employee bob = new Employee("Joe Bob", 314, 1000.00);
    bob.setPay(1200);
    System.out.println(bob.getName());
    System.out.println(bob); // automatically calls bob.toString()
}

} // end of Employee
```

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Required vs. Recommended

- Writing `toString` is "recommended"
- Creating main methods is "recommended"
- You've probably been given other recommendations:
 - comments, variable naming, indentation, etc.
 - Use this library, don't use that library
- Why bother, when the only thing that matters is whether your program runs or not?
 - Answer: Whether your program runs or not is *not* the only thing that matters!
Yes, it needs to work, but people need to be able to read and understand it

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Software Engineering and Practice

- Building good software is not just about getting it to produce the right output
- Many other goals may exist
- "Software engineering" refers to practices which promote the creation of good software, in all its aspects
 - Some of this is directly code-related: class and method design
 - Some of it is more external: documentation, style
 - Some of it is higher-level: system architecture
- Attention to software quality is important in CSE143
 - as it is in the profession

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