

CS 635 Advanced Object-Oriented Design & Programming  
Spring Semester, 2009  
Assignment 1 Comments  
Feb 5, 2009

# Formatting

```
//One can also improperly indent comments to make it hard to see code
    if (foo > bar + 12) { //This is a very tricky piece of code so I will
add a long comment which will wrap around
        foo += sin(bar) / tan(cat) - 13;//this is tricky too so here we
go again with a comment
            while (bar < 10) {//Of course comments are good but
when you do this it is very hard to see the code.
```

# Duh

```
Node newNode = new Node(value); //create new node
```

```
//main function
```

```
public static void main(String[ ] args) {
```

# Extract Method to replace comment

```
if (this.head == null && this.tail == null ) { //case 1 - empty list
    this.head = newNode;
    this.tail = newNode;
} else {
    etc.
```



```
if (isEmpty() ) {
    this.head = newNode;
    this.tail = newNode;
} else {
    etc.
```

```
public boolean isEmpty() {
    return (this.head == null && this.tail == null);
}
```

# Fowler - Extract Method

"I look at a method that is too long or look at code that needs a comment to understand its purpose.

I then turn that fragment of code into its own method."

# Comment?

```
public class CustomLinkedList extends DoubleLinkedList {  
  
    /**  
     * constructor  
     */  
    CustomLinkedList() {  
        super();  
    }  
}
```

# Names - Structure

```
class node { etc }
```

```
class dbll { etc }
```

```
public void AddNode(String value) {
```

Java has a naming convention  
Follow it

Why is it important?

# Names

```
public void addToList(String value) { etc }
```

```
public String getKthElement(int k) { etc }
```



# Java Names

What is the name of the method in Java to  
Add an element to a collection?  
Retrieve an element from a collection?

Why is it important to use those names?

# Java Interfaces

What is the point of Java Interfaces?

# What is Wrong with this?

```
public class LinkedList {  
    etc  
}
```

# Exceptions

What exception is thrown in get() method in Java's

Vector

ArrayList

LinkedList

etc.

Why is it important to do the same?

# Long Names

```
public void insertStringInLexicographicalOrderInList(String value) {  
    etc.  
}
```

```
public void itTurnsOutThatNamesCanBeTooLongUseAShorterNameWhenItExists()
```

```
public class OrderedLinkedList extends LinkedList {  
  
    public boolean add(String value) {  
        etc.  
    }  
}
```

# Why return a boolean?

```
public class OrderedLinkedList extends LinkedList {  
  
    public boolean add(String value) {  
        etc.  
    }  
}
```

# Operations?

```
public class Node {  
    private String value;  
    private Node next, previous;  
  
    public Node() {  
        value = next = previous = null;  
    }  
  
    public String getValue() { etc }  
    public Node getNext() { etc }  
    public Node getPrevious() { etc }  
    public setValue(String aValue) {etc }  
    public setNext(Node aNode) {etc }  
    public setPrevious(Node aNode) {etc }
```

# Issues?

```
public class A {  
    public int x;  
    public int y;  
    public int z;  
}
```

From First lecture



# A verses B

```
public class A {  
    public int x;  
    public int y;  
    public int z;  
}
```

```
public class B {  
    private int x;  
    private int y;  
    private int z;  
  
    public int getX() { return x;}  
    public int getY() { return y;}  
    public int getZ() { return z;}  
    public void setX(int value) {x = value;}  
    public void setY(int value) {y = value;}  
    public void setZ(int value) {z = value;}  
}
```

From First lecture

# Heuristics

Keep related data and behavior in one place

A class should capture one and only one key abstraction

From First lecture

# Heuristics

Beware of classes that have many accessor methods defined in their public interface

Do not create god classes/objects in your system

Beware of classes that have too much noncommunicating behavior

From First lecture

# What is the Abstraction?

```
public class LinkedList {  
    private Node head;  
    private Node tail;  
  
    public void printStringsWithVowels {  
        current = head;  
        while (current != tail) {  
            System.out.println(current.value);  
            etc.  
        }  
  
    public void printOddLengthStringsReverseOrder {  
        etc  
    }  
    etc.  
}
```

# Information Hiding

```
public class LinkedList {  
    private Node head;  
    private Node tail;  
  
    public Node get(int index) {  
        etc.  
    }  
}
```

# Temporary Field

```
public class LinkedList {  
    private Node head;  
    private Node tail;  
    private Node current; //when inserting a node  
  
    public Node add(String value) {  
        current = head;  
        while (current != tail) {  
            etc.  
        }  
    }  
}
```

# Helper Methods

```
public class LinkedList {
    private Node head, tail;
    private boolean flag;

    public void checkValue(String value, LinkedList list) {
        Node temp = new Node(value);
        int k = 1;
        flag = false;
        while (flag == false) {
            Node tempList = list.getElement(k);
            String cpmstr = tempList.value();
            String invokingstr =temp.value();
            if ((invokingstr).compareTo((cpmstr) > 0 ) {
                add(k, temp.value());
                flag = true;
            }
            else { k++;}
        }
    }
}
```

# Helper Method

```
public class LinkedList {  
    private Node head, tail;  
  
    private boolean startWithVowel(String value) {  
        look at first character to see if it is a vowel  
    }  
}
```



# System.out.println()

```
//In linked list class
public void getKthElement(int k ) throws DoubleLinkedListException {
    some code to find the k'th element

    System.out.println(theKthElement);
}
```

```
//In node class
public void setValue() {
    System.out.println("Please enter a string:");
    code to read the response
}
```

# Without System.out.println

```
public class LinkedList {  
    private Node head;  
    private Node tail;
```

```
    public ArrayList<String> stringsWithVowels {  
        Add the strings to the array list  
        Once the caller has the array list they can do many things  
        with the strings, including print them out  
    }
```

```
    public ArrayList<String> oddLengthReverseOrder {  
        Same here  
    }
```

```
    public Object[] toArray() {  
        Even better. This method is standard part of the Java collection  
        classes. Dump the two methods above and use this one.  
    }
```

# System.out

Good for debugging

When you don't have a good debugger

Good for Unix/Linux commands

Java is too big to use In this case

# Why waste time with Menu systems?

```
public void Menu() {  
    while(true) {  
        System.out.println( "Please select your choice.");  
        System.out.println( "1. display all node in the list");  
        System.out.println( "2. Display strings starting with vowels");  
        System.out.println( "3. Display odd length strings back to front");  
        etc  
    }  
}
```