

Konzepte objektorientierter Programmierung

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Software Component Technology

Exercises 3: Some More OO Languages

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ETH

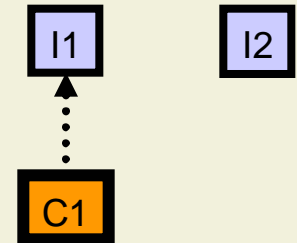
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Agenda for Today

- Homework
- Finish Java Overview
- Quick look at C++ and C#

Homework – Exercise 1

```
interface I1 {}  
interface I2 {}  
final class C1 implements I1 {}  
  
public class Ex1 {  
    public static void main( String[] args ) {  
        C1 c1 = new C1();  
        I2 i2 = (I2) c1;  
    }  
}
```

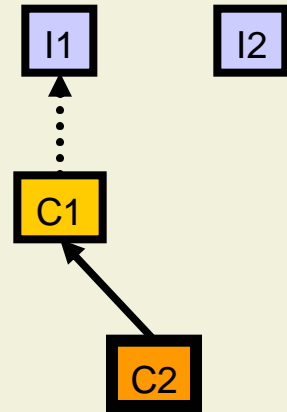


- **Compilation Error: inconvertible types**

Homework – Exercise 2

```
interface I1 {}
interface I2 {}
class C1 implements I1 {}
final class C2 extends C1 {}

public class Ex2 {
    public static void main( String[] args ) {
        C1 c1 = new C2();
        I2 i2 = (I2) c1;
    }
}
```



- Runtime Error: `java.lang.ClassCastException`

Homework – Exercise 3

```
class C1 {  
    int age = 99;  
    int getAge() {  
        return age; }  
}  
  
class C2 extends C1 {  
    int age = 22;  
    int getAge() {  
        return age; }  
}
```

■ Output:

```
c1.age:           99  
c1.getAge():      99  
c2.age:           22  
c2.getAge():      22  
c1=c2.age:         99  
c1=c2.getAge():   22
```

CAT calls in Eiffel

- Changed Availability or Type
- Removing a feature from the interface
- Using a subtype for a parameter in an overriding feature
- Behavior not specified
- Depends on the Eiffel compiler used

```
class SUPER

feature
  f is
  do
    print( "Hello World!%N" )
  end

  g(p: SUPER) is
  do
    print( "g in SUPER%N" )
  end
end -- class SUPER
```

```
class SUB
```

```
inherit SUPER undefine f redefine g end
```

```
feature {NONE}
```

```
  f is do
```

```
    print("My private message%N")
```

```
  end
```

```
feature
```

```
  g( p: SUB ) is do
```

```
    print("g in SUB%N")
```

```
    p.subm
```

```
  end
```

```
  subm is do
```

```
    print("New feature of SUB called!%N")
```

```
  end
```


Using the classes

local

```
    sup:    SUPER  
    sup2:   SUPER  
    sub:    SUB
```

do

```
    create sub  
    sup := sub  
    sup.f  
    sup.g( sup )  
    create sup2  
    sup.g( sup2 )
```

end

Overriding Example – Setup

```
class Upper {}
class Middle extends Upper {}
class Lower extends Middle {}

class Super {
    void foo( Middle a1 ) {
        System.out.println(
            "Super.foo( "+a1+" )" );
    }
}

class Sub extends Super {
    void foo( Upper a1 ) {
        System.out.println(
            "Sub.foo( "+a1+" )" );
    }
}
```

```
Super super1;
Sub    sub1;
Lower lower1 =
        new Lower();
Upper upper1 =
        new Upper();
```

Overriding Example – Main

Super: foo(Middle a1)
Sub: foo(Upper a1)

```
System.out.println("Calls on Super object:");
```

```
    super1 = new Super();  
1  super1.foo( lower1 );  
2  super1.foo( upper1 );
```

Compilation Error!

```
System.out.println("\nCalls on Sub object in  
Super reference:");
```

```
    super1 = new Sub();  
3  super1.foo( lower1 );  
4  super1.foo( upper1 );
```

Compilation Error!

```
System.out.println("\nCalls on Sub object in  
Sub reference:");
```

```
    sub1 = new Sub();  
5  sub1.foo( lower1 );  
6  sub1.foo( upper1 );
```

Overriding Example - Output

Super: foo(Middle a1)
Sub: foo(Upper a1)

Calls on Super object:

1 Super.foo(Lower@765291)

Calls on Sub object in Super reference:

3 Super.foo(Lower@765291)

Calls on Sub object in Sub reference:

5 Super.foo(Lower@765291)

6 Sub.foo(Upper@26e431)

New in Java 1.5 – Generics

- Defining a generic class:

```
public interface List<E> {  
    void add(E x);  
    Iterator<E> iterator();  
}
```

- Use:

```
List<String> words =  
    new ArrayList<String>( );
```

C++

- ISO/IEC 14882 Standard from 1998
- Originally developed by Bjarne Stroustrup

“C++ is a general purpose programming language with a bias towards systems programming that

- is a better C
- supports data abstraction
- supports object-oriented programming
- supports generic programming.”

Bjarne Stroustrup

Hello World in C++

```
#include <iostream>
```

```
int main() {  
    std::cout << "Hello, world!\n";  
}
```

Some Features of C++

- Everything that C has
- Adds OO features
- Operator overloading
- Flexible template mechanism
- Large Standard Template Library STL
- Huge library support, though not uniform

Inheritance and Method Binding in C++

- Multiple Inheritance
- Change of visibility of inherited classes
- Static method binding by default
- Dynamic method binding with `virtual` keyword
- Abstract classes by using pure virtual functions
- Method overriding and overloading

Example for C++

```
class Super {  
    public:  
        virtual void m( ) = 0;  
}  
  
class Sub : public Super, private Impl,  
    public IFace {  
    public:  
        void m( ) ;  
}  
  
void Sub::m( ) { cout << "Sub::m\n" ; }
```

C++ References

`http://www.research.att.com/~bs/`

`http://www.open-std.org/jtc1/sc22/wg21/`

C#

“C# (pronounced "C Sharp") is a simple, modern, object oriented, and type-safe programming language.

It will immediately be familiar to C and C++ programmers.

C# combines the high productivity of Rapid Application Development (RAD) languages and the raw power of C++.”

ECMA-334 C# Language Specification

Hello World in C#

```
using System;
```

```
class Hello {  
    static void Main() {  
        Console.WriteLine("hello, world");  
    }  
}
```

Some Features of C#

Basically everything from Java, plus:

- Definable value types `struct` and `enum`
- Four kinds of parameters: value, reference (`ref` keyword), and output parameters (`out` keyword), and parameter arrays (`params` keyword)
- Properties
- Indexers
- Operator overloading
- Delegates & Events
- Unsafe code sections

Array types: Rectangular or Jagged

```
class Test {  
    static void Main() {  
        int[] a1;    // single-dim array of int  
        int[,] a2;    // 2-dimensional array of int  
        int[,,] a3;   // 3-dimensional array of int  
        int[][] j2;  // "jagged" array: array of  
                    // (array of int)  
        int[][][] j3; // array of (array of  
                    // (array of int))  
    }  
}
```

Inheritance and Method Binding in C#

- Single implementation inheritance
- Multiple interface subtyping
- Static method binding by default
- Dynamic method binding with `virtual` keyword
- Abstract classes and methods by using `abstract` keyword
- Keywords `override` and `new` distinguish between method overriding or hiding

Example for C#

```
using System;
```

```
public abstract class Super {  
    public abstract void m( );  
}
```

```
public class Sub : Super, IFace {  
    public [override | new] void m( ) {  
        Console.WriteLine( "Sub.m" );  
    }  
}
```

C# References

`http://msdn.microsoft.com/library/
default.asp?url=/library/en-us/cscon/
html/vcoricstartpage.asp`

`(base URL) + vclrfaquicksurveyof
(one word) csharpfeatures_pg.asp`

`http://genamics.com/developer/
csharp_comparative.htm`

`http://www.go-mono.com/`

Questions?