Principles of Software Construction: Objects, Design, and Concurrency

Part 1: Design for reuse

Design patterns for reuse, part 2

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Administrivia

- HW 3 deadline Tue, Feb 12 instead of Thu, Feb 7

- Optional: UML and Patterns, Ch. 17 (Design principles)
- Optional: Effective Java,
  - Item 49 (Check parameters for validity)
  - Item 54 (Return empty collections or arrays, not nulls)
  - Item 69 (Use exceptions only for exceptional conditions)

- Midterm 1 on Thu, Feb 14
  - Review meeting: Wed, Feb 13, 6-8pm, Scaife Hall 125

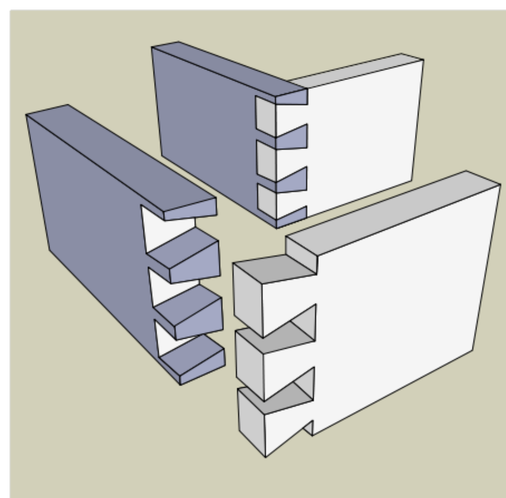
Key concepts from last Tuesday

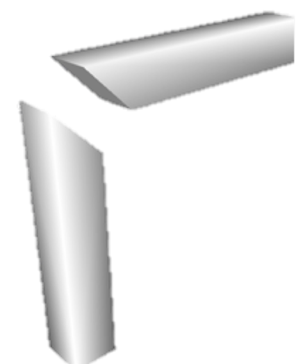
UML you should know

- Interfaces vs. classes
- Fields vs. methods
- Relationships:
  - "extends" (inheritance)
  - "implements" (realization)
  - "has a" (aggregation)
  - non-specific association
- Visibility: + (public) - (private) # (protected)
- Basic best practices…

Design patterns

- Carpentry:
  - "Is a dovetail joint or a miter joint better here?"
- Software Engineering:
  - "Is a strategy pattern or a template method better here?"





Elements of a design pattern

- Name
- Abstract description of problem
- Abstract description of solution
- Analysis of consequences

Strategy pattern

- Problem: Clients need different variants of an algorithm
- Solution: Create an interface for the algorithm, with an implementing class for each variant of the algorithm
- Consequences:
  - Easily extensible for new algorithm implementations
  - Separates algorithm from client context
  - Introduces an extra interface and many classes:
    - Code can be harder to understand
    - Lots of overhead if the strategies are simple

Template method pattern

- Problem: An algorithm consists of customizable parts and invariant parts
- Solution: Implement the invariant parts of the algorithm in an abstract class, with abstract (unimplemented) primitive operations representing the customizable parts of the algorithm. Subclasses customize the primitive operations
- Consequences
  - Code reuse for the invariant parts of algorithm
  - Customization is restricted to the primitive operations
  - Inverted (Hollywood-style) control for customization

Today

- More design patterns for reuse
  - Iterator pattern
  - Decorator pattern
- Design goals and design principles

Traversing a collection

- Old-school Java for loop for ordered types

```
List<String> arguments = …;
for (int i = 0; i < arguments.size(); i++) {
  System.out.println(arguments.get(i));
}
```

- Modern standard Java for-each loop

```
List<String> arguments = …;
for (String s : arguments) {
  System.out.println(s);
}
```

Works for every implementation of `Iterable`:

```
public interface Iterable<E> {
   public Iterator<E> iterator();
}
```

The `Iterator` interface

```
public interface java.util.Iterator<E> {
  boolean hasNext();
  E next();
  void remove();  // removes previous returned item
}               // from the underlying collection
```

- To use explicitly, e.g.:

```
List<String> arguments = …;
for (Iterator<String> it = arguments.iterator();
     it.hasNext();  ) {
  String s = it.next();
  System.out.println(s);
}
```

Getting an Iterator

```
public interface Collection<E> extends Iterable<E> {
  boolean      add(E e);
  boolean      addAll(Collection<? extends E> c);
  boolean      remove(Object e);
  boolean      removeAll(Collection<?> c);
  boolean      retainAll(Collection<?> c);
  boolean      contains(Object e);
  boolean      containsAll(Collection<?> c);
  void         clear();
  int          size();
  boolean      isEmpty();
  Iterator<E>  iterator();
  Object[]     toArray()
  <T> T[]      toArray(T[] a);
  …
}
```

Defines an interface for creating an Iterator, but allows Collection implementation to decide which Iterator to create.

An Iterator implementation for Pairs

```
public class Pair<E> {
  private final E first, second;
  public Pair(E f, E s) { first = f; second = s; }









}
```

```
Pair<String> pair = new Pair<String>("foo", "bar");
for (String s : pair) { … }
```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An Iterator implementation for Pairs

```
public class Pair<E> implements Iterable<E> {
  private final E first, second;
  public Pair(E f, E s) { first = f; second = s; }
  public Iterator<E> iterator() {
    return new PairIterator();
  }









}
```

```
Pair<String> pair = new Pair<String>("foo", "bar");
for (String s : pair) { … }
```


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  public Iterator<E> iterator() {
    return new PairIterator();
  }
  private class PairIterator implements Iterator<E> {

    public  boolean hasNext() {                  }
    public  E next() {



    }
    public void remove() {

    }
  }
}
```

```
Pair<String> pair = new Pair<String>("foo", "bar");
for (String s : pair) { … }
```

An Iterator implementation for Pairs

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public class Pair<E> implements Iterable<E> {
  private final E first, second;
  public Pair(E f, E s) { first = f; second = s; }
  public Iterator<E> iterator() {
    return new PairIterator();
  }
  private class PairIterator implements Iterator<E> {
    private boolean seenFirst = false, seenSecond = false;
    public  boolean hasNext() { return !seenSecond; }
    public  E next() {
      if (!seenFirst)  { seenFirst  = true; return first;  }
      if (!seenSecond) { seenSecond = true; return second; }
      throw new NoSuchElementException();
    }
    public void remove() {
      throw new UnsupportedOperationException();
    }
  }
}
```

```
Pair<String> pair = new Pair<String>("foo", "bar");
for (String s : pair) { … }
```

Iterator design pattern

- Problem: Clients need uniform strategy to access all elements in a container, independent of the container type
  - Order is unspecified, but access every element once
- Solution: A strategy pattern for iteration
- Consequences:
  - Hides internal implementation of underlying container
  - Easy to change container type
  - Facilitates communication between parts of the program

Using a `java.util.Iterator<E>`: A warning

- The default Collections implementations are mutable…
- …but their `Iterator` implementations assume the collection does not change while the `Iterator` is being used
  - You will get a `ConcurrentModificationException`

Using a `java.util.Iterator<E>`: A warning

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- …but their `Iterator` implementations assume the collection does not change while the `Iterator` is being used
  – You will get a `ConcurrentModificationException`
  – If you simply want to remove an item:

```
List<String> arguments = …;
for (Iterator<String> it = arguments.iterator();
     it.hasNext();  ) {
  String s = it.next();
  if (s.equals(”Bogdan"))
    arguments.remove(”Bogdan"); // runtime error
}
```

Using a `java.util.Iterator<E>`: A warning

- The default Collections implementations are mutable…
- …but their `Iterator` implementations assume the collection does not change while the `Iterator` is being used
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```
List<String> arguments = …;
for (Iterator<String> it = arguments.iterator();
     it.hasNext();  ) {
  String s = it.next();
  if (s.equals(”Bogdan"))
    it.remove();
}
```

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Limitations of inheritance

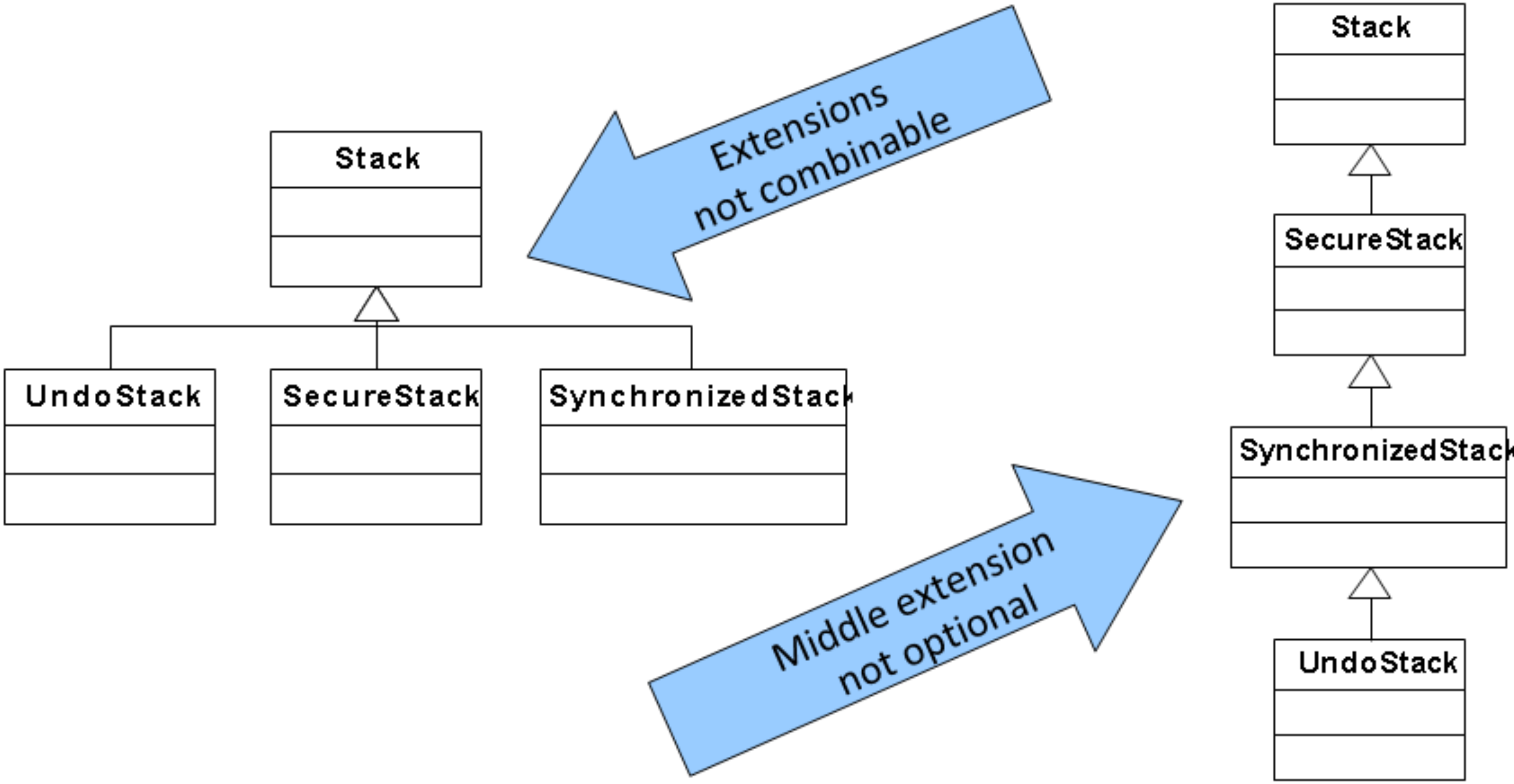
- Suppose you want various extensions of a `Stack` data structure…
  - `UndoStack`: A stack that lets you undo previous push or pop operations
  - `SecureStack`: A stack that requires a password
  - `SynchronizedStack`: A stack that serializes concurrent accesses

Limitations of inheritance

- Suppose you want various extensions of a `Stack` data structure…
  - `UndoStack`: A stack that lets you undo previous push or pop operations
  - `SecureStack`: A stack that requires a password
  - `SynchronizedStack`: A stack that serializes concurrent accesses
  - `SecureUndoStack`: A stack that requires a password, and also lets you undo previous operations
  - `SynchronizedUndoStack`: A stack that serializes concurrent accesses, and also lets you undo previous operations
  - `SecureSynchronizedStack`: …
  - `SecureSynchronizedUndoStack`: …

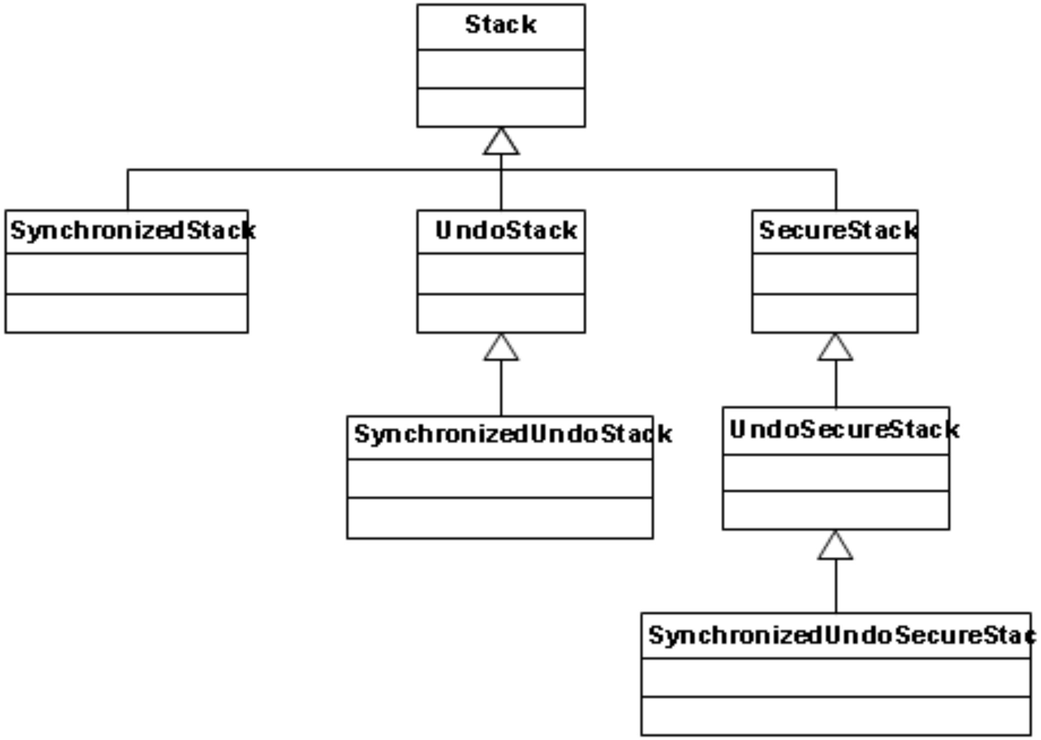
Goal: arbitrarily composable extensions

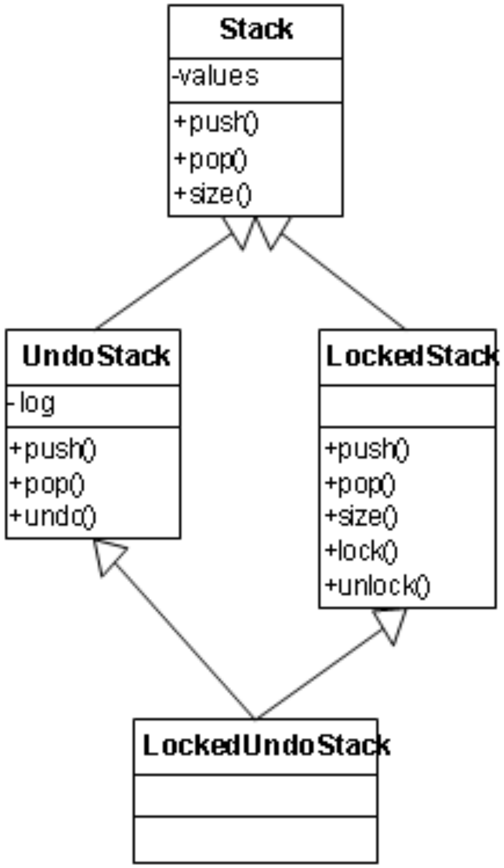
Limitations of inheritance



Workarounds?

- Combining inheritance hierarchies
  - Combinatorical explosion
  - Massive code replication



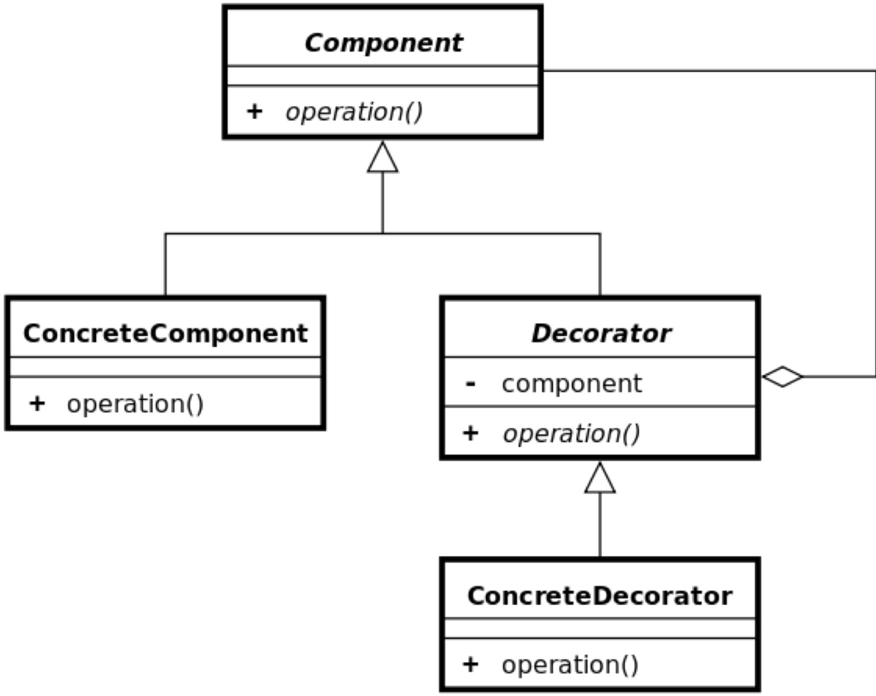


Multiple inheritance

– Diamond problem

The decorator design pattern

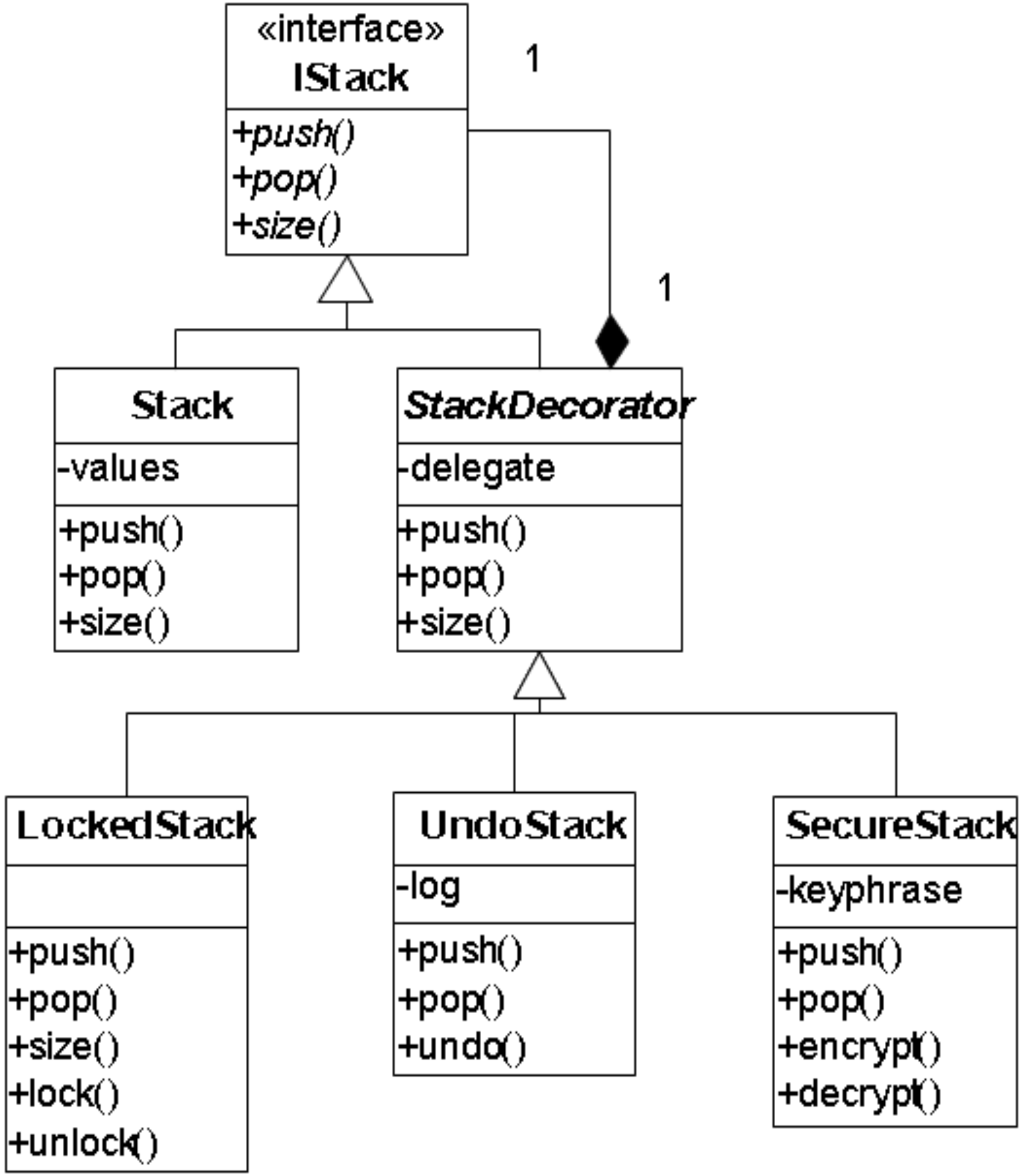
- Problem: You need arbitrary or dynamically composable extensions to individual objects.
- Solution: Implement a common interface as the object you are extending, add functionality, but delegate primary responsibility to an underlying object.
- Consequences:
  - More flexible than static inheritance
  - Customizable, cohesive extensions
  - Breaks object identity, self-references



Decorators use both subtyping and delegation

```
public class LoggingList<E> implements List<E> {
  private final List<E> list;
  public LoggingList<E>(List<E> list) { this.list = list; }
  public boolean add(E e) {
      System.out.println("Adding " + e);
      return list.add(e);
  }
  public E remove(int index) {
      System.out.println("Removing at " + index);
      return list.remove(index);
  }
  …
```

A Decorator for our Stack example



The `AbstractStackDecorator` forwarding class

```
public abstract class StackDecorator
           implements IStack {
  private final IStack stack;
  public StackDecorator(IStack stack) {
      this.stack = stack;
  }
  public void push(Item e) {
      stack.push(e);
  }
  public Item pop() {
      return stack.pop();
  }
  …
}
```

The concrete decorator classes

```
public class UndoStack extends StackDecorator
      implements IStack {
  private final UndoLog log = new UndoLog();
  public UndoStack(IStack stack) { super(stack); }
  public void push(Item e) {
      log.append(UndoLog.PUSH, e);
      super.push(e);
  }
  …
}
```

Using the decorator classes

- To construct a plain stack:

```
Stack s = new Stack();
```

- To construct an undo stack:

Using the decorator classes

- To construct a plain stack:

```
Stack s = new Stack();
```

- To construct an undo stack:

```
UndoStack s = new UndoStack(new Stack());
```

Using the decorator classes

- To construct a plain stack:

```
Stack s = new Stack();
```

- To construct an undo stack:

```
UndoStack s = new UndoStack(new Stack());
```

- To construct a secure synchronized undo stack:

Using the decorator classes

- To construct a plain stack:

```
Stack s = new Stack();
```

- To construct an undo stack:

```
UndoStack s = new UndoStack(new Stack());
```

- To construct a secure synchronized undo stack:

```
SecureStack s = new SecureStack(new SynchronizedStack(
                       new UndoStack(new Stack())));
```

Decorators from `java.util.Collections`

- Turn a mutable list into an immutable list:

```
static List<T>  unmodifiableList(List<T>  lst);
static Set<T>   unmodifiableSet( Set<T>   set);
static Map<K,V> unmodifiableMap( Map<K,V> map);
```

- Similar for synchronization:

```
static List<T>  synchronizedList(List<T>  lst);
static Set<T>   synchronizedSet( Set<T>   set);
static Map<K,V> synchronizedMap( Map<K,V> map);
```

The UnmodifiableCollection (simplified excerpt)

```
public static <T> Collection<T> unmodifiableCollection(Collection<T> c)
       return new UnmodifiableCollection<>(c);
}
class UnmodifiableCollection<E> implements Collection<E>, Serializable
  final Collection<E> c;
  UnmodifiableCollection(Collection<> c) {this.c = c; }
  public int size() {return c.size();}
  public boolean isEmpty() {return c.isEmpty();}
  public boolean contains(Object o) {return c.contains(o);}
  public Object[] toArray() {return c.toArray();}
  public <T> T[] toArray(T[] a) {return c.toArray(a);}
  public String toString() {return c.toString();}
  public boolean add(E e) {throw new UnsupportedOperationException();
  public boolean remove(Object o) { throw new UnsupportedOperationExcep
  public boolean containsAll(Collection<?> coll) {  return c.containsAl
  public boolean addAll(Collection<? extends E> coll) { throw new Unsup
  public boolean removeAll(Collection<?> coll) { throw new UnsupportedO
  public boolean retainAll(Collection<?> coll) { throw new UnsupportedO
  public void clear() {  throw new UnsupportedOperationException();   }
}
```

The decorator pattern vs. inheritance

- Decorator composes features at run time
  - Inheritance composes features at compile time
- Decorator consists of multiple collaborating objects
  - Inheritance produces a single, clearly-typed object
- Can mix and match multiple decorations
  - Multiple inheritance is conceptually difficult

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Metrics of software quality, i.e., *design goals*

Functional correctness	Adherence of implementation to the specifications
Robustness	Ability to handle anomalous events
Flexibility	Ability to accommodate changes in specifications
Reusability	Ability to be reused in another application
Efficiency	Satisfaction of speed and storage requirements
Scalability	Ability to serve as the basis of a larger version of the application
Security	Level of consideration of application security

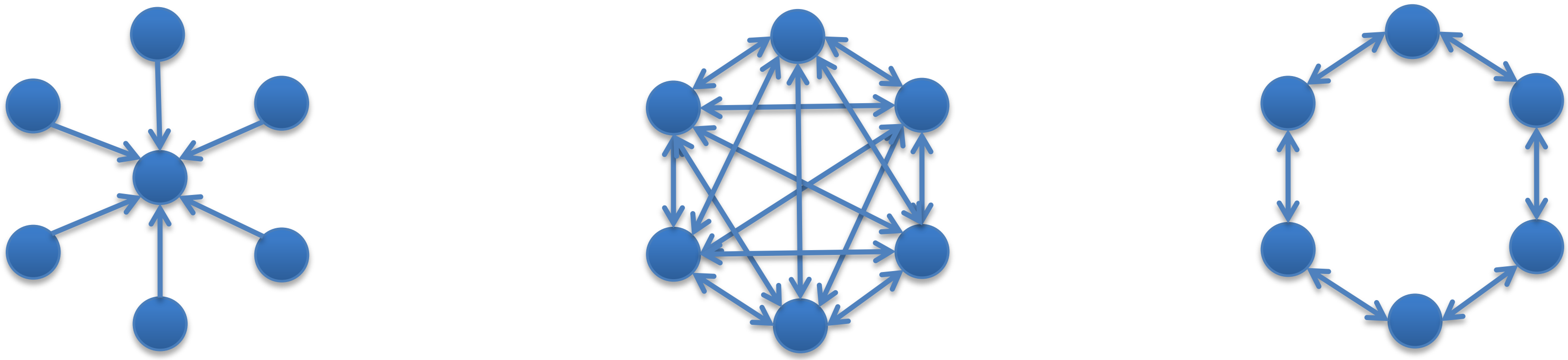
Source: Braude, Bernstein, Software Engineering. Wiley 2011

Design principles: heuristics to achieve design goals

- Low coupling
- Low representational gap
- High cohesion

A design principle for reuse: *low coupling*

- Each component should depend on as few other components as possible



- Benefits of low coupling:
  - Enhances understandability
  - Reduces cost of change
  - Eases reuse

Law of Demeter

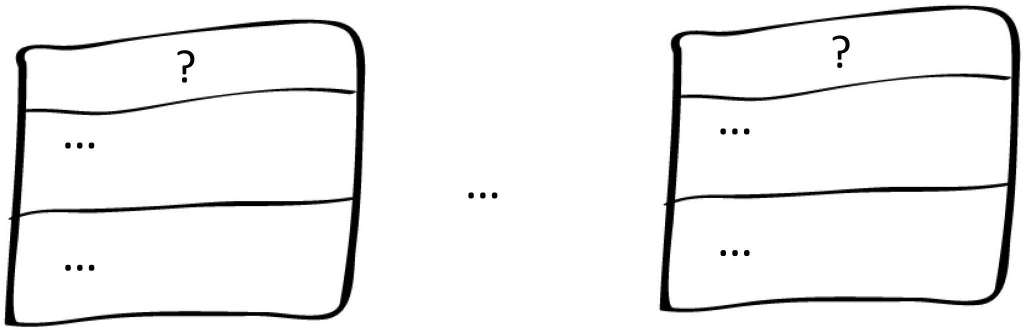
- "Only talk to your immediate friends"

~~foo.bar().baz().quz(42)~~

Representational gap

- Real-world concepts:

- Software concepts:



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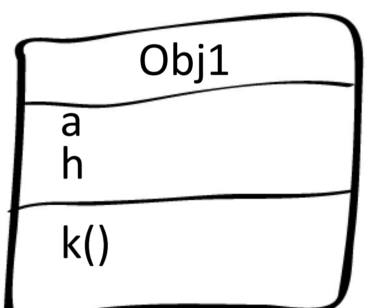

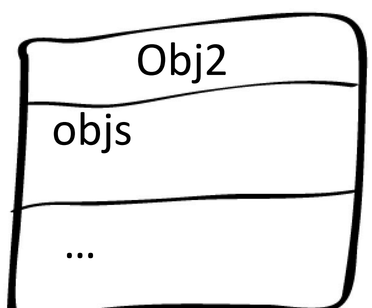

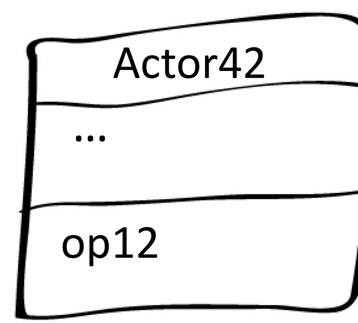

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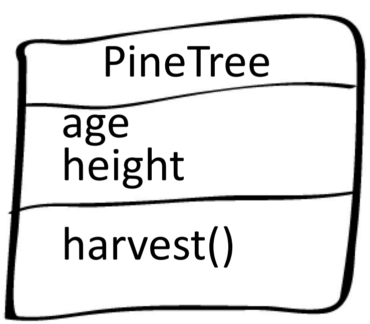
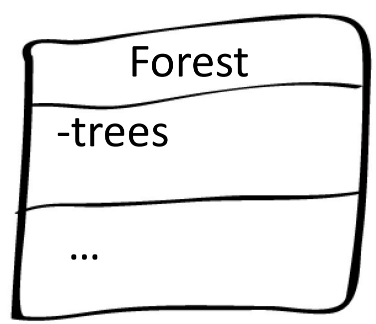
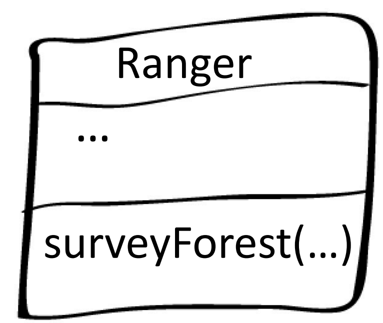




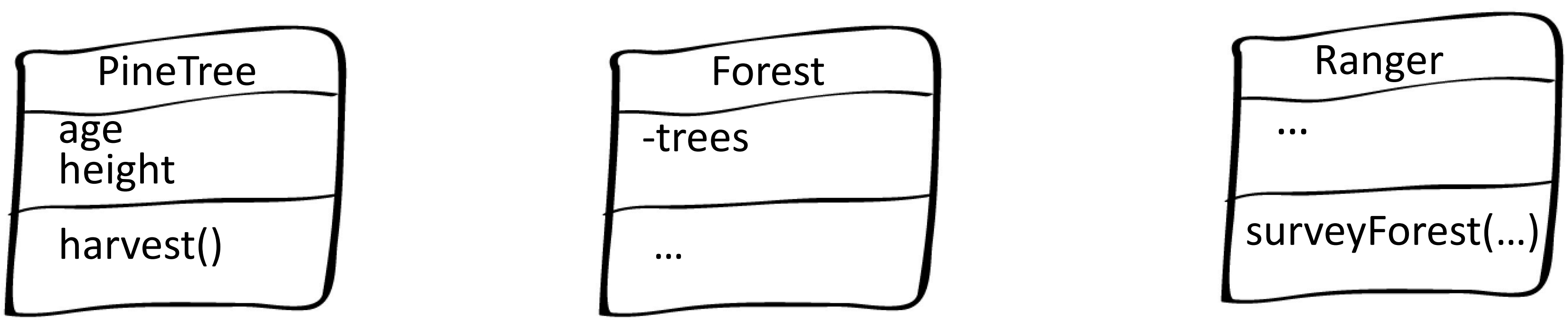


Benefits of low representational gap

- Facilitates understanding of design and implementation
- Facilitates traceability from problem to solution
- Facilitates evolution

A related design principle: high cohesion

- Each component should have a small set of closely-related responsibilities
- Benefits:
  - Facilitates understandability
  - Facilitates reuse
  - Eases maintenance



Coupling vs. cohesion

- All code in one component?
  - Low cohesion, low coupling
- Every statement / method in a separate component?
  - High cohesion, high coupling

Summary

- Four design patterns to facilitate reuse…
- Design principles are useful heuristics
  - Reduce coupling to increase understandability, reuse
  - Lower representational gap to increase understandability, maintainability
  - Increase cohesion to increase understandability