Principles of Software Construction: Objects, Design, and Concurrency

Exceptional control flow. Parametric polymorphism.

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Charlie Garrod Christian Kästner

School of Computer Science
institute for SOFTWARE RESEARCH

Administrivia

- Homework 1 due tonight!
- Homework 2 coming soon

Key concepts from Thursday

Key concepts from Thursday

- Inheritance, continued
  - vs. delegation
  - Many Java-specific details
- Type checking and its limitations
  - Behavioral contracts

Recall the `.equals(Object obj)` contract

- An equivalence relation
  - Reflexive: ∀`x` `x.equals(x)`
  - Symmetric: ∀`x,y` `x.equals(y)` if and only if `y.equals(x)`
  - Transitive: ∀`x,y,z` `x.equals(y)` and `y.equals(z)` implies `x.equals(z)`
- Consistent
  - Invoking `x.equals(y)` repeatedly returns the same value unless `x` or `y` is modified
- `x.equals(null)` is always false
- `.equals()` always terminates and is side-effect free

A lesson in equality

```
public class Point {
  private final int x;
  private final int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }
}
```

Recall: The `java.lang.Object`

- All Java objects inherit from `java.lang.Object`
- Commonly-used/overridden public methods:
  - `String  toString()`
  - `boolean  equals(Object obj)`
  - `int  hashCode()`
  - `Object  clone()`

Complete to support equality-checking for the `Point` class.

A tempting but incorrect solution

```
public class Point {
  private final int x;
  private final int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }
}
```

```
public boolean equals(Point p) {
  return x == p.x && y == p.y;
}
```

Types must match

Recall: The `java.lang.Object`

- All Java objects inherit from `java.lang.Object`
- Commonly-used/overridden public methods:
  - `String toString()`
  - `boolean equals(Object obj)`
  - `int hashCode()`
  - `Object clone()`

`boolean equals(Point p)` does not override `boolean equals(Object obj)`

A correct solution

```
public class Point {
  private final int x;
  private final int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }

  public boolean equals(Object obj) {
    if (!(obj instanceof Point)
      return false;
    Point p = (Point) obj;
    return x == p.x && y == p.y;
  }

  public int hashCode() {
    return 31*x + y;
  }
}
```

The `.equals(Object obj)` contract

- An equivalence relation
  - Reflexive: ∀x `x.equals(x)`
  - Symmetric: ∀x,y `x.equals(y)` if and only if `y.equals(x)`
  - Transitive: ∀x,y,z `x.equals(y)` and `y.equals(z)` implies `x.equals(z)`
- Consistent
  - Invoking `x.equals(y)` repeatedly returns the same value unless `x` or `y` is modified
- `x.equals(null)` is always false

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A new challenge

```
public class Point {
  private final int x;
  private final int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }

  public boolean equals(Object obj) {
    if (!(obj instanceof Point)
      return false;
    Point p = (Point) obj;
    return x == p.x && y == p.y;
}
```

```
public class ColorPoint
      extends Point {
  private final Color color;

  public ColorPoint(int x,
                    int y,
                    Color color) {
    super(x, y);
    this.color = color;
  }
}
```

Implement `.equals` for the `ColorPoint` class.
You may assume `Color` correctly implements `.equals`

A tempting solution

```
public class Point {
  private final int x;
  private final int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }

  public boolean equals(Object obj
    if (!(obj instanceof Point)
      return false;
    Point p = (Point) obj;
    return x == p.x && y == p.y;
}
```

```
public class ColorPoint
      extends Point {
  private final Color color;

  public ColorPoint(int x,
                    int y,
                    Color color) {
    super(x, y);
    this.color = color;
  }

  public boolean equals(Object obj) {
    if (!(obj instanceof ColorPoint))
       return false;
    ColorPoint cp = (ColorPoint) obj;
    return super.equals(cp) &&
           color.equals(cp.color);
}
```

A tempting solution

```
public class Point {
  private final int x;
  private final int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }

  public boolean equals(Object obj
    if (!(obj instanceof Point)
      return false;
    Point p = (Point) obj;
    return x == p.x && y == p.y;
}
```

```
public class ColorPoint
      extends Point {
  private final Color color;

  public ColorPoint(int x,
                    int y,
                    Color color) {
    super(x, y);
    this.color = color;
  }

  public boolean equals(Object obj) {
    if (!(obj instanceof ColorPoint))
       return false;
    ColorPoint cp = (ColorPoint) obj;
    return super.equals(cp) &&
           color.equals(cp.color);
}
```

A problem: `p.equals(cp)` but `!cp.equals(p)`:

```
Point p = new Point(2, 42);
ColorPoint cp = new ColorPoint(2, 42, Color.BLUE);
```

More problems

```
public class Point {
  private final int x;
  private final int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }

  public boolean equals(Object obj
    if (!(obj instanceof Point)
      return false;
    Point p = (Point) obj;
    return x == p.x && y == p.y;
}
```

```
public class ColorPoint
      extends Point {
  private final Color color;

  public ColorPoint(int x,
                    int y,
                    Color color) {
    super(x, y);
    this.color = color;
  }

  public boolean equals(Object obj) {
    if (!(obj instanceof Point))
       return false;
    if (!(obj instanceof ColorPoint))
       return super.equals(obj);
    ColorPoint cp = (ColorPoint) obj;
    return super.equals(cp) &&
           color.equals(cp.color);
}
```

Consider:

```
Point p = new Point(2, 42);
ColorPoint cp1 = new ColorPoint(2, 42, Color.BLUE);
ColorPoint cp2 = new ColorPoint(2, 42, Color.MAUVE);
```

An abstract solution

```
public abstract class Point {
  private final int x;
  private final int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }

  public boolean equals(Object obj
    if (!(obj instanceof Point)
      return false;
    Point p = (Point) obj;
    return x == p.x && y == p.y;
}
```

```
public class ColorPoint
      extends Point {
  private final Color color;

  public ColorPoint(int x,
                    int y,
                    Color color) {
    super(x, y);
    this.color = color;
  }

  public boolean equals(Object obj) {
    if (!(obj instanceof ColorPoint))
       return false;
    ColorPoint cp = (ColorPoint) obj;
    return super.equals(cp) &&
           color.equals(cp.color);
}
```

```
public class PointImpl extends Point {
  public PointImpl(int x, int y) { super(x,y); }
  public boolean equals(Object obj) {
    if (!(obj instanceof PointImpl))
      return false;
    return super.equals(obj);
  }
```

The lesson

- Conforming to behavioral contracts can be difficult
- Advice:
  - Don't allow equality between distinct types
  - Be careful when inheriting from a concrete class

"Overriding the `equals` *method seems simple, but there are many ways to get it wrong and the consequences can be dire."* -- Josh Bloch

The lesson

- Conforming to behavioral contracts can be difficult
- Advice:
  - Don't allow equality between distinct types
  - Be careful when inheriting from a concrete class
- Symmetry kills:

```
public class EvilButTrue {
  public boolean equals(Object obj) {
      return obj != null;
  }
  public int hashCode() {
      return 0;
  }
}
```

"Overriding the `equals` *method seems simple, but there are many ways to get it wrong and the consequences can be dire."* -- Josh Bloch

Today (really!):

- Exceptional control-flow
- Type polymorphism (a.k.a. parametric polymorphism)

What does this code do?

```
FileInputStream fIn = new FileInputStream(filename);
if (fIN == null) {
  switch (errno) {
  case _ENOFILE:
     System.err.println("File not found: " + …);
     return -1;
  default:
     System.err.println("Something else bad happened: " + …);
     return -1;
  }
}
DataInput dataInput = new DataInputStream(fIn);
if (dataInput == null) {
  System.err.println("Unknown internal error.");
  return -1;  // errno > 0 set by new DataInputStream
}
int i = dataInput.readInt();
if (errno > 0) {
  System.err.println("Error reading binary data from file");
  return -1;
}  // The slide lacks space to close the file.  Oh well.
return i;
```

Compare to:

```
try {
    FileInputStream fileInput = new FileInputStream(filename);
    DataInput dataInput = new DataInputStream(fileInput);
    int i = dataInput.readInt();
    fileInput.close();
    return i;
} catch (FileNotFoundException e) {
    System.out.println("Could not open file " + filename);
    return -1;
} catch (IOException e) {
    System.out.println("Error reading binary data from file "
                       + filename);
    return -1;
}
```

Exceptions

- Exceptions notify the caller of an exceptional circumstance (usually operation failure)
- Semantics
  - An exception propagates *up the function-call stack* until `main()` is reached or until the exception is caught
- Sources of exceptions:
  - Programmatically throwing an exception
  - Exceptions thrown by the Java Virtual Machine

Exceptional control-flow

```
try {
    System.out.println("Top");
    int[] a = new int[10];
    a[42] = 42;
    System.out.println("Bottom");
} catch (IndexOutOfBoundsException e) {
    System.out.println("Caught index out of bounds");
}
```

- Prints:

  Top
  Caught index out of bounds

Exceptional control-flow, part 2

```
public static void test() {
    try {
        System.out.println("Top");
        int[] a = new int[10];
        a[42] = 42;
        System.out.println("Bottom");
    } catch (NegativeArraySizeException e) {
        System.out.println("Caught negative array size");
    }
}

public static void main(String[] args) {
    try {
        test();
    } catch (IndexOutOfBoundsException e) {
        System.out.println"("Caught index out of bounds");
    }
}
```

- Prints:

  Top

  Caught index out of bounds

Exceptional examples

- `ReadFromFileV*.java`

The `finally` keyword

- The finally block always runs after try/catch:

```
try {
    System.out.println("Top");
    int[] a = new int[10];
    a[42] = 42;
    System.out.println("Bottom");
} catch (IndexOutOfBoundsException e) {
    System.out.println("Caught index out of bounds");
} finally {
    System.out.println("Finally got here");
}
```

- Prints:

  Top
  Caught index out of bounds
  Finally got here

The `finally` keyword, part 2

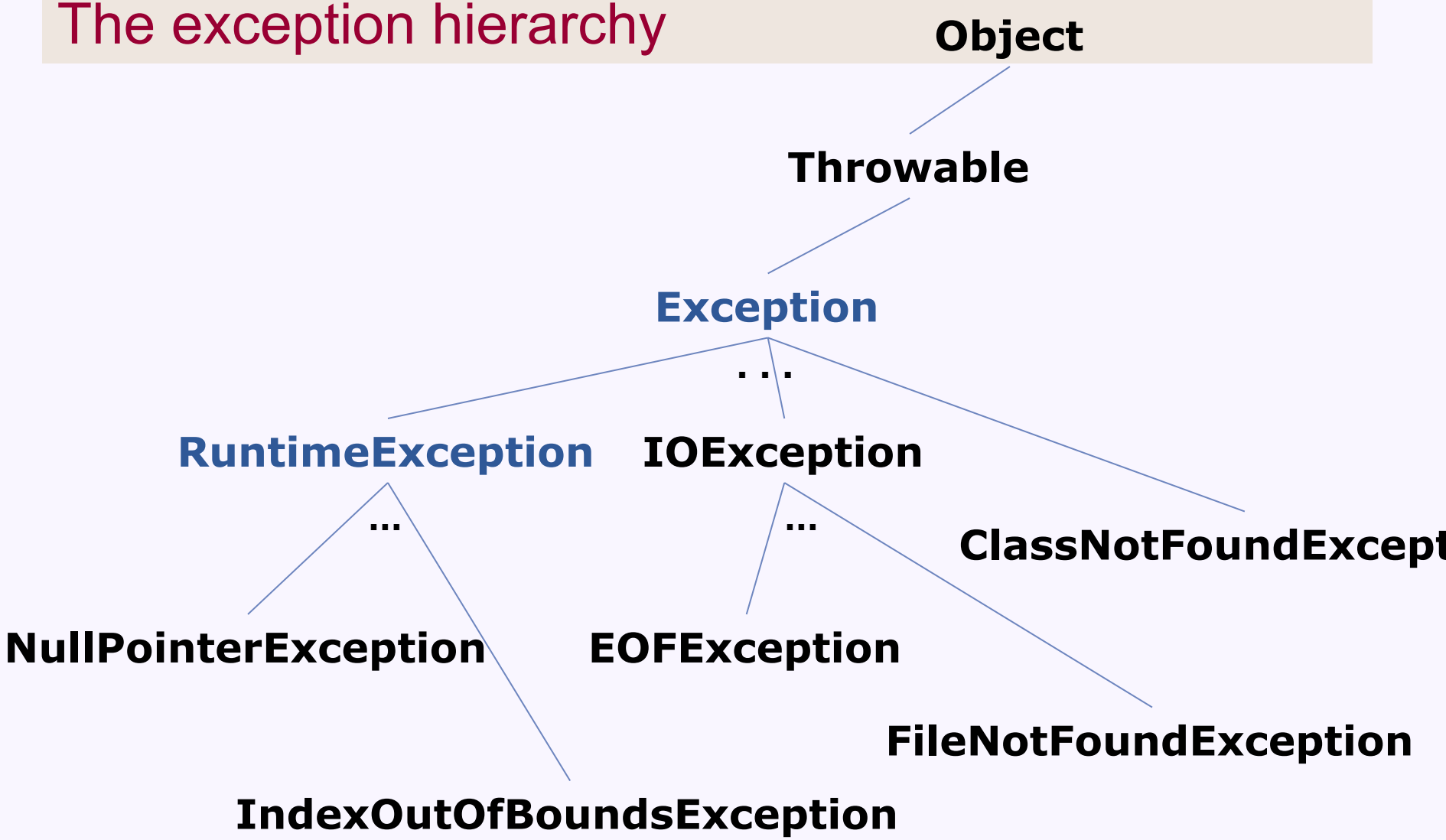
- The finally block always runs after try/catch:

```
try {
    System.out.println("Top");
    int[] a = new int[10];
    a[2] = 2;
    System.out.println("Bottom");
} catch (IndexOutOfBoundsException e) {
    System.out.println("Caught index out of bounds");
} finally {
    System.out.println("Finally got here");
}
```

- Prints:

  Top
  Bottom
  Finally got here

The exception hierarchy



Checked and unchecked exceptions

- Unchecked exception: any subclass of `RuntimeException`
  - Indicates an error which is highly unlikely and/or typically unrecoverable

- Checked exception: any subclass of `Exception` that is not a subclass of `RuntimeException`
  - Indicates an error that every caller should be aware of and explicitly decide to handle or pass on

Creating and throwing your own exceptions

- Methods must declare any checked exceptions they might throw
- If your class extends `java.lang.Exception` you can throw it:

```
if (someErrorBlahBlahBlah) {
    throw new MyCustomException("Blah blah blah");
}
```

- See `ReadFromFile` examples and `IllegalBowlingScoreException` and `ReadBowlingScore` example

Benefits of exceptions

Benefits of exceptions

- Provide high-level summary of error and stack trace
  - Compare: core dumped in C
- Can't forget to handle common failure modes
  - Compare: using a flag or special return value
- Can optionally recover from failure
  - Compare: calling `System.exit()`
- Improve code structure
  - Separate routine operations from error-handling
- Allow consistent clean-up in both normal and exceptional operation

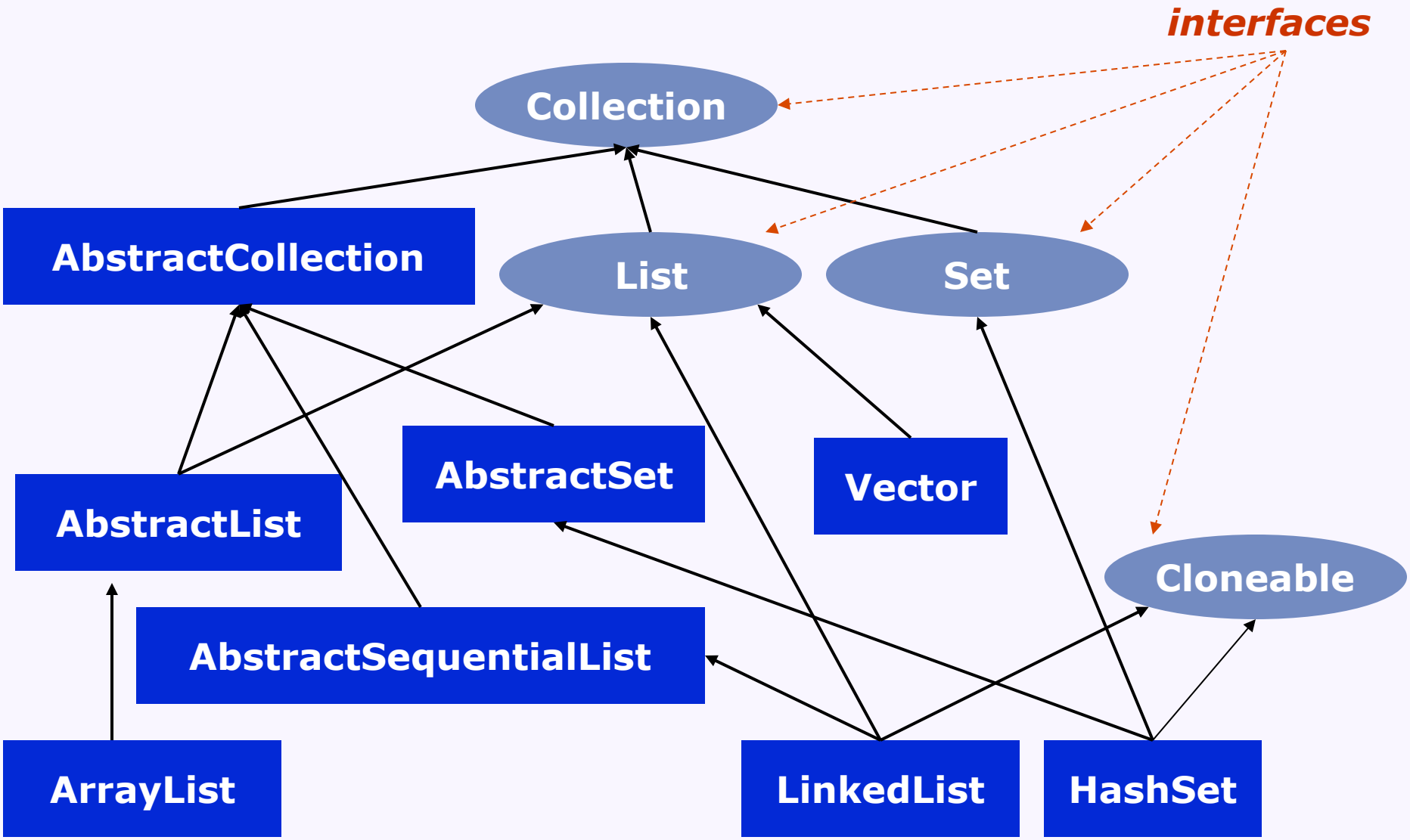
Guidelines for using exceptions

- Catch and handle all checked exceptions
  - Unless there is no good way to do so…
- Use runtime exceptions for programming errors
- Other good practices
  - Do not catch an exception without (at least somewhat) handling the error
  - When you throw an exception, describe the error
  - If you re-throw an exception, always include the original exception as the cause

Today (really!):

- Exceptional control-flow
- Type polymorphism (a.k.a. parametric polymorphism)

Recall the Java Collection API (excerpt)



Consider the `java.util.Stack`

```
public class Stack {

     public void push(Object obj) { … }

     public Object pop() { …}

}
```

- Some possible client code?:

```
Stack stack = new Stack();
String s = “Hello!”;
stack.push(s);
String t = stack.pop();
```

Consider the `java.util.Stack`

```
public class Stack {
     public void push(Object obj) { … }
     public Object pop() { …}
}
```

- Some possible client code:

```
Stack stack = new Stack();
String s = “Hello!”;
stack.push(s);
String t = (String) stack.pop();
```

To fix the type error

Parametric polymorphism via Java Generics

- *Parametric polymorphism* is the ability to define a type generically to allow static type-checking without fully specifying types
- The `java.util.Stack` instead
  - A stack of some type *T*:

```
public class Stack<T> {
    public void push(T obj) { … }
    public T pop() { … }
}
```

- Improves typechecking, simplifies(?) client code:

```
Stack<String> stack = new Stack<String>();
String s = “Hello!”;
stack.push(s);
String t = stack.pop();
```

Many Java Generics details

- Can have multiple type parameters
  - e.g., `Map<Integer,String>`
- Wildcards
  - e.g., `ArrayList<?>` or `ArrayList<? extends Animal>`
- Subtyping
  - `ArrayList<String>` is a subtype of `List<String>`
  - `ArrayList<String>` is not a subtype of `ArrayList<Object>`
- Cannot create Generic arrays

```
List<String>[] foo = new List<String>[42];  // won't compile
```

- Type erasure
  - Generic type info is compile-time only
    - Cannot use `instanceof` to check generic type

Coming Thursday and beyond

- Specification, testing, and quality assurance