Object-Oriented Programming

- Control or PROCESS abstraction is a very old idea (subroutines!), though few languages provide it in a truly general form (Scheme comes close)
- Data abstraction is somewhat newer, though its roots can be found in Simula67
  - An Abstract Data Type is one that is defined in terms of the operations that it supports (i.e., that can be performed upon it) rather than in terms of its structure or implementation

Object-Oriented Programming

- Why abstractions?
  - easier to think about - hide what doesn't matter
  - protection - prevent access to things you shouldn't see
  - plug compatibility
    - replacement of pieces, often without recompilation, definitely without rewriting libraries
    - division of labor in software projects

Object-Oriented Programming

- We talked about data abstraction some back in the unit on naming and scoping
- Recall that we traced the historical development of abstraction mechanisms
  - Static set of var Basic
  - Locals Fortran
  - Statics Fortran, Algol 60, C
  - Modules Modula-2, Ada 83
  - Module types Euclid
  - Objects Smalltalk, C++, Eiffel, Java, Oberon, Modula-3, Ada 95

Object-Oriented Programming

- By deriving new classes from old ones, the programmer can create arbitrarily deep class hierarchies, with additional functionality at every level of the tree.
- The Smalltalk class hierarchy for Smalltalk has as many as seven levels of derivation (see attached Figure 9.2)

Object-Oriented Programming

- Statics allow a subroutine to retain values from one invocation to the next, while hiding the name in-between
- Modules allow a collection of subroutines to share some statics, still with hiding
  - If you want to build an abstract data type, though, you have to make the module a manager
Object-Oriented Programming

- Module types allow the module to be the abstract data type - you can declare a bunch of them
  - This is generally more intuitive
  - It avoids explicit object parameters to many operations
  - One minor drawback: If you have an operation that needs to look at the innards of two different types, you'd define both types in the same manager module in Modula-2
  - In C++ you need to make one of the classes (or some of its members) "friends" of the other class

Object-Oriented Programming

- Objects add inheritance and dynamic method binding
- Simula 67 introduced these, but didn't have data hiding
- The 3 key factors in OO programming
  - Encapsulation (data hiding)
  - Inheritance
  - Dynamic method binding

Encapsulation and Inheritance

- Visibility rules
  - Public and Private parts of an object declaration/definition
  - 2 reasons to put things in the declaration
    - so programmers can get at them
    - so the compiler can understand them
  - At the very least the compiler needs to know the size of an object, even though the programmer isn't allowed to get at many or most of the fields (members) that contribute to that size
    - That's why private fields have to be in declaration

Encapsulation and Inheritance

- C++ distinguishes among
  - public class members
    - accessible to anybody
  - protected class members
    - accessible to members of this or derived classes
    - private
      - accessible just to members of this class
  - A C++ structure (struct) is simply a class whose members are public by default
  - C++ base classes can also be public, private, or protected

Encapsulation and Inheritance

- C++ access specifiers
  - Example:
    ```cpp
    class circle : public shape {...
      anybody can convert (assign) a circle* into a shape*
    class circle : protected shape {...
      only members and friends of circle or its derived classes can convert (assign) a circle* into a shape*
    class circle : private shape {...
      only members and friends of circle can convert (assign) a circle* into a shape*
    ```
Encapsulation and Inheritance

**Classes (C++)**

- inheritance example
  - derived classes contain
    width, height, set_values
  - output

```
20
34
```

- inheritance
  - access types and inheritance

<table>
<thead>
<tr>
<th>Access</th>
<th>public</th>
<th>protected</th>
<th>private</th>
</tr>
</thead>
<tbody>
<tr>
<td>members of the same class</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>members of derived class</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
</tbody>
</table>

-inherited members have same access permissions as
in base class

```cpp
class Rectangle: public Polygon {
    int width, height;

    Rectangle(int width, int height)
        : width(width), height(height) {}

    int area() const
        { return width * height; }

    // Derived class methods
    void set_values(int w, int h)
        { width = w; height = h; }

    int width() const
        { return width; }

    int height() const
        { return height; }
};
```

**Disadvantage of the module-as-manager approach:**
include explicit create/initialize & destroy/finalize
routines for every abstraction
- Even w/o dynamic allocation inside module, users don't
have necessary knowledge to do initialization
- Ada 83 is a little better here: you can provide initializers
for pieces of private types, but this is NOT a general
approach
- Object-oriented languages often give you constructors
and maybe destructors
  - Destructors are important primarily in the absence of
garbage collection

**A few C++ features you may not have learned:**
- classes as members
  ```cpp
  foo::foo (args0) : member1 (args1), member2 (args2) { ... }
  ```
  - args1 and args2 need to be specified in terms
of args0
  - The reason these things end up in the header of foo is
that they get executed before foo's constructor does, and
the designers consider it good style to make that clear in
the header of foo::foo

- A few C++ features (2):
  - initialization v. assignment
    ```cpp
    foo::operator=(&foo) v. foo::foo(&foo)
    ```
    foo f = b;
    // calls constructor
    foo f, f;
    // calls no-argument constructor
    f = b;
    // calls operator=

```

```
result: area = 12
```
Encapsulation and Inheritance Classes (C++)

- A few C++ features (3):
  - virtual functions (see the next dynamic method binding section for details):
    Key question: if child is derived from parent and I have a parent* p (or a parent& p) that points (refers) to an object that's actually a child, what member function do I get when I call p->f (p.f)?
    • Normally I get p's f, because p's type is parent*.
    • But if f is a virtual function, I get c's f.

Encapsulation and Inheritance Classes (C++)

- A few C++ features (4):
  - virtual functions (continued)
    • If a virtual function has a "0" body in the parent class, then the function is said to be a pure virtual function and the parent class is said to be abstract
    • You can't declare objects of an abstract class; you have to declare them to be of derived classes
    • Moreover any derived class must provide a body for the pure virtual function(s)
    • multiple inheritance in Standard C++ (see next)
      - friends
      - functions
      - classes

Initialization and Finalization

- In Section 3.2, we defined the lifetime of an object to be the interval during which it occupies space and can hold data
  - Most object-oriented languages provide some sort of special mechanism to initialize an object automatically at the beginning of its lifetime
    • When written in the form of a subroutine, this mechanism is known as a constructor
    • A constructor does not allocate space
  - A few languages provide a similar destructor mechanism to finalize an object automatically at the end of its lifetime

Initialization and Finalization

- Issues
  - choosing a constructor
  - references and values
    • If variables are references, then every object must be created explicitly - appropriate constructor is called
    • If variables are values, then object creation can happen implicitly as a result of elaboration
  - execution order
    • When an object of a derived class is created in C++, the constructors for any base classes will be executed before the constructor for the derived class
  - garbage collection

Dynamic Method Binding

- Virtual functions in C++ are an example of dynamic method binding
  - you don't know at compile time what type the object referred to by a variable will be at run time
  - Simula also had virtual functions (all of which are abstract)
  - In Smalltalk, Eiffel, Modula-3, and Java all member functions are virtual

Dynamic Method Binding

- Note that inheritance does not obviate the need for generics
  - You might think: hey, I can define an abstract list class and then derive int_list, person_list, etc. from it, but the problem is you won't be able to talk about the elements because you won't know their types
  - That's what generics are for: abstracting over types
  - Java doesn't have generics, but it does have (checked) dynamic casts
Dynamic Method Binding

• Data members of classes are implemented just like structures (records)
  – With (single) inheritance, derived classes have extra fields at the end
  – A pointer to the parent and a pointer to the child contain the same address - the child just knows that the struct goes farther than the parent does

• Non-virtual functions require no space at run time; the compiler just calls the appropriate version, based on type of variable
  – Member functions are passed an extra, hidden, initial parameter: this (called current in Eiffel and self in Smalltalk)
  – C++ philosophy is to avoid run-time overhead whenever possible (Sort of the legacy from C)
    – Languages like Smalltalk have (much) more run-time support

Dynamic Method Binding

• Virtual functions are the only thing that requires any trickiness (Figure 9.4)
  – They are implemented by creating a dispatch table (vtable) for the class and putting a pointer to that table in the data of the object
  – Objects of a derived class have a different dispatch table (Figure 10.5)
    • In the dispatch table, functions defined in the parent come first, though some of the pointers point to overridden versions
    • You could put the whole dispatch table in the object itself
      – That would save a little time, but potentially waste a LOT of space

• Note that if you can query the type of an object, then you need to be able to get from the object to run-time type info
  – The standard implementation technique is to put a pointer to the type info at the beginning of the vtable
  – Of course you only have a vtable in C++ if your class has virtual functions
    • That's why you can't do a dynamic_cast on a pointer whose static type doesn't have virtual functions
Multiple Inheritance

- In C++, you can say
  class professor : public teacher, public researcher {
  ...
  }
Here you get all the members of teacher and all the members of researcher
- If there's anything that's in both (same name and argument types), then calls to the member are ambiguous; the compiler disallows them

- You can of course create your own member in the merged class
  professor::print () {
  teacher::print ();
  researcher::print (); ...
  }
Or you could get both:
  professor::tprint () {
  teacher::print ();
}
  professor::rprint () {
  researcher::print ();
}

Virtual base classes: In the usual case if you inherit from two classes that are both derived from some other class B, your implementation includes two copies of B's data members
- That's often fine, but other times you want a single copy of B
  - For that you make B a virtual base class

Anthropomorphism is central to the OO paradigm - you think in terms of real-world objects that interact to get things done
- Many OO languages are strictly sequential, but the model adapts well to parallelism as well
- Strict interpretation of the term
  - uniform data abstraction - everything is an object
  - inheritance
  - dynamic method binding

SMALLTALK is the canonical object-oriented language
- It has all three of the characteristics listed above
- It's based on the thesis work of Alan Kay at Utah in the late 1960's
- It went through 5 generations at Xerox PARC, where Kay worked after graduating
- Smalltalk-80 is the current standard
• Other languages are described in what follows:
  • Modula-3
    – single inheritance
    – all methods virtual
    – no constructors or destructors

• Ada 95
  – tagged types
  – single inheritance
  – no constructors or destructors
  – class-wide parameters:
    • methods static by default
    • can define a parameter or pointer that grabs the object-specific version of all methods
      – base class doesn't have to decide what will be virtual
  – notion of child packages as an alternative to friends

• Java
  – interfaces, mix-in inheritance
  – alternative to multiple inheritance
    • basically you inherit from one real parent and one or more interfaces, each of which contains only virtual functions and no data
    • this avoids the contiguity issues in multiple inheritance above, allowing a very simple implementation
      – all methods virtual

• Is C++ object-oriented?
  – Uses all the right buzzwords
  – Has (multiple) inheritance and generics (templates)
  – Allows creation of user-defined classes that look just like built-in ones
  – Has all the low-level C stuff to escape the paradigm
  – Has friends
  – Has static type checking

• In the same category of questions:
  – Is Prolog a logic language?
  – Is Common Lisp functional?
• However, to be more precise:
  – Smalltalk is really pretty purely object-oriented
  – Prolog is primarily logic-based
  – Common Lisp is largely functional
  – C++ can be used in an object-oriented style