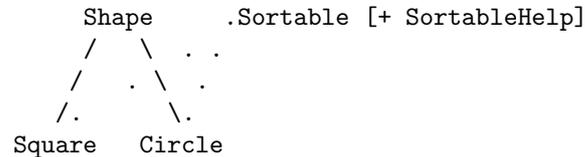


MODULE 9q - Class Shape Concluded

A THIRD VARIATION - INTRODUCTION

The inheritance diagram associated with the most recent version of the ShapeB program was given as:

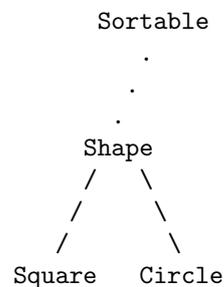


The helper class `SortableHelp` is shown associated with but independent of and separate from the interface `Sortable`.

The interface `Sortable` specified an abstract `greaterThan()` method which had to be duplicated in `Square` and `Circle`. The duplicated method couldn't be in `Sortable` itself since an interface is not allowed to incorporate a non-abstract method.

The saving grace for the duplicated `greaterThan()` method was that it had a body of just one line. It invoked the more serious once-off `greaterThan()` method in the helper class `SortableHelp`. If a new release required extra code this would go in the once-off method rather than in the duplicated ones.

An obvious variation on the theme is to revise the inheritance diagram so that interface `Sortable` is at a higher level than class `Shape`:



This reflects a common-sense view that 'being `Sortable`' is more generic than 'having `Shape`'. Many classes of object may be sorted (given an appropriate criterion for sorting) but rather fewer objects merit the attribute `Shape`.

Much more is gained by using this extra level than merely satisfying common sense. In particular, the undesired duplication can be avoided AND the helper class can be eliminated...

Although `Shape` is an abstract class it couldn't previously accommodate an appropriate non-abstract `greaterThan()` method because such a method would have an argument of type `Sortable`, and class `Shape` could have no knowledge of `Sortable`. It is now proposed that `Shape` should inherit from `Sortable` so class `Shape` will know about `Sortable` and can incorporate an appropriate non-abstract `greaterThan()` method.

This `greaterThan()` method is once-off and can be seriously ambitious if required. It is inherited by any child class so there is no need to refer to it in `Square` or `Circle`.

The strategy just suggested is followed in the third variation of the `ShapeB` program, shown overleaf. All changes to the previous version are indicated by comments.

Notice that the abstract method `greaterThan()` is still specified in the interface `Sortable` but that a non-abstract implementation of `greaterThan()` now appears in class `Shape`. There are no longer `greaterThan()` methods in class `Square` or class `Circle`.

An obvious comment is that, since there is now no attempt at multiple inheritance, there is no need for `Sortable` to be an interface. It could perfectly well be an abstract class, at least in this case. Observe that inheritance from a grandparent through a parent does not count as multiple inheritance.

Although `Sortable` could indeed be an abstract class it has been left as an interface to allow for possible generalisation later. If `Sortable` were an abstract class no new class could inherit both from it AND some other yet-to-be-designed class. Leaving `Sortable` as an interface permits any new class to implement `Sortable` AND inherit from some other class.

In summary, just because class `Shape` does not wish to inherit from anywhere except `Sortable`, there is no reason to impose this restriction on other classes.

A THIRD VARIATION - PROGRAM

Set up this version now.

```
public class ShapeB
{ public static void main(String[] args)
  { Sortable[] sa = {new Square(2d),
                    new Square(3d),
                    new Circle(1.5d)};

    printOut(sa);
    sort(sa);
    printOut(sa);
  }

  private static void printOut(Sortable[] s)
  { for (int i=0; i<s.length; i++)
    System.out.printf("sa[%d]: %s\n", i, s[i]);
  }

  private static void sort(Sortable[] s)
  { for (int k=1; k<s.length; k++)
    { int i=k;
      while (i>0 && s[i-1].greaterThan(s[i]))
```

```

        { Sortable t = s[i-1];
          s[i-1] = s[i];
          s[i] = t;
          i--;
        }
    }
}

interface Sortable // unchanged interface Sortable
{ public abstract double rank(); // placed before abstract class
  public abstract boolean greaterThan(Sortable that); // Shape to indicate that it is
} // higher in the inheritance
// diagram

abstract class Shape implements Sortable // Shape implements Sortable
{ public abstract double perimeter();

  public abstract double area();

  public boolean greaterThan(Sortable that) // Once-off non-abstract
  { return this.rank() > that.rank(); // greaterThan() incorporated
  }
}

// helper class removed

class Square extends Shape // no longer implements Sortable
{ private double side;

  public Square(double side)
  { this.side = side;
  }

  public double perimeter()
  { return 4d*this.side;
  }

  public double area()
  { return this.side*this.side;
  }

  public double rank()
  { return this.side;
  }

  public String toString() // greaterThan() removed
  { return String.format(" Square -%n" +
    " Side is %.2f%n" +
    " Perimeter is %.2f%n" +
    " Area is %.2f%n",
    this.side, this.perimeter(), this.area());
  }
}

class Circle extends Shape // no longer implements Sortable

```

```

{ private double radius;

    public Circle(double radius)
    { this.radius = radius;
    }

    public double perimeter()
    { return 2d*Math.PI*this.radius;
    }

    public double area()
    { return Math.PI*this.radius*this.radius;
    }

    public double rank()
    { return this.radius;
    }

    public String toString()
    { return String.format(" Circle -%n" +
        " Radius is %.2f%n" +
        " Circumference is %.2f%n" +
        " Area is %.2f%n",
        this.radius, this.perimeter(), this.area());
    }
}

```

// greaterThan() removed

TRY IT OUT

Compile and run the program. The output should be as before:

```

sa[0]: Square -
    Side is 2.00
    Perimeter is 8.00
    Area is 4.00

sa[1]: Square -
    Side is 3.00
    Perimeter is 12.00
    Area is 9.00

sa[2]: Circle -
    Radius is 1.50
    Circumference is 9.42
    Area is 7.07

sa[0]: Circle -
    Radius is 1.50
    Circumference is 9.42
    Area is 7.07

sa[1]: Square -
    Side is 2.00
    Perimeter is 8.00
    Area is 4.00

```

```
sa[2]: Square -  
Side is 3.00  
Perimeter is 12.00  
Area is 9.00
```

A FOURTH VARIATION - INTRODUCTION

The next level of interest centres on entities which are sortable (once a suitable criterion is defined) but cannot be described by a rank consisting of a single number (of type double).

For example, one may want to have something described by a String or a complex number or a vector or something else altogether.

The interface Sortable used above is not sufficiently general because a String (say) cannot readily be converted to type double, though it clearly ought to be sortable.

This shows that specifying the type of rank in interface Sortable is too restrictive. It is better to specify only greaterThan() and leave the rank (or equivalent) out. This still leaves the crucial question of how to avoid writing a truly sinful statement involving instanceof (or some other equivalent contrivance) in the implementation of greaterThan().

The point is that the criterion for comparing Strings is different from the criterion from comparing Shapes, and both are different from the criterion for comparing complex numbers.

Happily, and significantly, one can sensibly compare only Strings with Strings and Shapes with Shapes and so on, but not MIXED pairs of (say) a String and a complex number.

For a given 'family' of Sortable things (that is a set of types that one can happily mix in a polymorphic array AND can expect to be sorted), there ought to be ONE specific greaterThan() algorithm, which can operate regardless of the specific type of the underlying object.

All this can be achieved by having four levels of inheritance:

1. At the top is interface Sortable which specifies the single abstract method greaterThan(), just to make the point that something is Sortable if a binary ordering relation is defined on its members.
2. Next come generic interfaces which group together families of items which may be sorted by the same criterion. Each such interface would specify the method or methods needed for sorting. For example any items which can be sorted once a value of type double is determined (like Shapes) could be required to supply a rank() method.

Set up this version now.

```
public class ShapeB
{ public static void main(String[] args)
  { Sortable[] sa = {new Square(2d),
                    new Square(3d),
                    new Circle(1.5d)};

    printOut(sa);
    sort(sa);
    printOut(sa);
  }

  private static void printOut(Sortable[] s)
  { for (int i=0; i<s.length; i++)
    System.out.printf("sa[%d]: %s%n", i, s[i]);
  }

  private static void sort(Sortable[] s)
  { for (int k=1; k<s.length; k++)
    { int i=k;
      while (i>0 && s[i-1].greaterThan(s[i]))
        { Sortable t = s[i-1];
          s[i-1] = s[i];
          s[i] = t;
          i--;
        }
    }
  }

  interface Sortable // top-level interface Sortable
  { public abstract boolean greaterThan(Sortable that); // now specifies greaterThan()
  } // and nothing else

  interface SortableForLengths extends Sortable // intermediate interface
  { public abstract double rank(); // extends Sortable and
  } // specifies rank()

  abstract class Shape implements SortableForLengths // implements SortableForLengths
  { public abstract double perimeter();

    public abstract double area();

    public boolean greaterThan(Sortable that)
```

```

        { return this.rank() > ((SortableForLengths)that).rank();
          // cast here ~~~~~
        }
    }

class Square extends Shape
{ private double side;

    public Square(double side)
    { this.side = side;
    }

    public double perimeter()
    { return 4d*this.side;
    }

    public double area()
    { return this.side*this.side;
    }

    public double rank()
    { return this.side;
    }

    public String toString()
    { return String.format(" Square -%n" +
                           " Side is %.2f%n" +
                           " Perimeter is %.2f%n" +
                           " Area is %.2f%n",
                           this.side, this.perimeter(), this.area());
    }
}

class Circle extends Shape
{ private double radius;

    public Circle(double radius)
    { this.radius = radius;
    }

    public double perimeter()
    { return 2d*Math.PI*this.radius;
    }

    public double area()
    { return Math.PI*this.radius*this.radius;
    }

    public double rank()
    { return this.radius;
    }

    public String toString()
    { return String.format(" Circle -%n" +
                           " Radius is %.2f%n" +
                           " Circumference is %.2f%n" +

```

```

        " Area is %.2f%n",
        this.radius, this.perimeter(), this.area());
    }
}

```

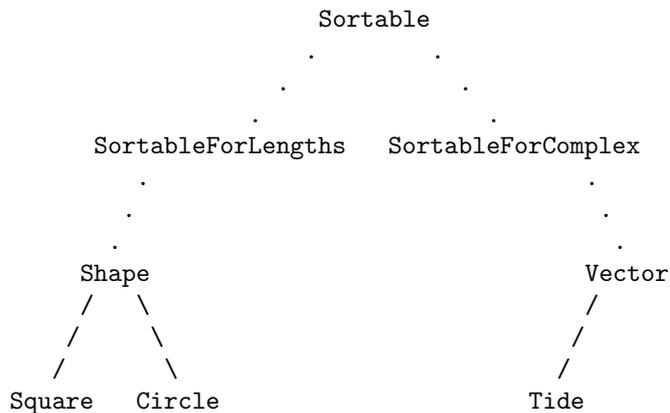
TRY IT OUT

Compile and run the program. The output should be as before.

A FIFTH VARIATION - INTRODUCTION

To illustrate the right-hand side of the inheritance diagram one needs to provide an interface `SortableForComplex`. A possible interpretation of a complex number is as a `Vector` and one use of a `Vector` is to describe the components of tidal flow at a particular place.

Here is an augmentation of the inheritance diagram that applies to the final variation of the current program:



A FIFTH VARIATION - PROGRAM

The fifth variation of the `ShapeB` program, shown on the facing page, incorporates an interface `SortableForComplex` and an interface `Vector` as well as a representative child class `Tide`.

Note that three casts to type `SortableForComplex` are employed in the `greaterThan()` methods in class `Vector`.

No changes have been made to any aspect of class `Shape` or its child classes except that in method `main()` the array name has been changed to `sal` (sortable array dealing with lengths).

The `printOut()` method refers generically to elements of array `sa` rather than specifically to `sal` or `sac`.

A new array `sac` (sortable array dealing with complex) has been set up too with three elements each of type `Tide`. The `Tide` is specified as pair of values of type `double`, one showing the northing component of the tide (in knots) and the other showing the easting component of

the tide (in knots).

All changes to the previous version are indicated by comments.

Set up this version now.

```
public class ShapeB
{ public static void main(String[] args)
  { Sortable[] sal = {new Square(2d),           // Array sal is of type
                    new Square(3d),           // sortable but all elements
                    new Circle(1.5d)};        // are SortableForLengths

    printOut(sal);                             // sal
    sort(sal);                                  // sal
    printOut(sal);                             // sal

    Sortable[] sac = {new Tide(4d,2d),        // Array sac is of type
                    new Tide(2d,4d),        // Sortable but all elements
                    new Tide(1.5d,1.5d)};    // are SortableForComplex

    printOut(sac);                             // sac
    sort(sac);                                  // sac
    printOut(sac);                             // sac
  }

  private static void printOut(Sortable[] s)
  { for (int i=0; i<s.length; i++)
    System.out.printf("sa[%d]: %s%n", i, s[i]);
  }

  private static void sort(Sortable[] s)
  { for (int k=1; k<s.length; k++)
    { int i=k;
      while (i>0 && s[i-1].greaterThan(s[i]))
      { Sortable t = s[i-1];
        s[i-1] = s[i];
        s[i] = t;
        i--;
      }
    }
  }
}

interface Sortable
{ public abstract boolean greaterThan(Sortable that);
}

interface SortableForLengths extends Sortable
{ public abstract double rank();
}

abstract class Shape implements SortableForLengths
{ public abstract double perimeter();

  public abstract double area();

  public boolean greaterThan(Sortable that)
```

```

        { return this.rank() > ((SortableForLengths)that).rank();
        }
    }

class Square extends Shape
{ private double side;

    public Square(double side)
    { this.side = side;
    }

    public double perimeter()
    { return 4*this.side;
    }

    public double area()
    { return this.side*this.side;
    }

    public double rank()
    { return this.side;
    }

    public String toString()
    { return String.format(" Square -%n" +
                           " Side is %.2f%n" +
                           " Perimeter is %.2f%n" +
                           " Area is %.2f%n",
                           this.side, this.perimeter(), this.area());
    }
}

class Circle extends Shape
{ private double radius;

    public Circle(double radius)
    { this.radius = radius;
    }

    public double perimeter()
    { return 2*Math.PI*this.radius;
    }

    public double area()
    { return Math.PI*this.radius*this.radius;
    }

    public double rank()
    { return this.radius;
    }

    public String toString()
    { return String.format(" Circle -%n" +
                           " Radius is %.2f%n" +
                           " Circumference is %.2f%n" +
                           " Area is %.2f%n",
                           this.radius, this.perimeter(), this.area());
    }
}

```

```

        this.radius, this.perimeter(), this.area());
    }
}

interface SortableForComplex extends Sortable           // new interface
{ public abstract double modulus();

    public abstract double argument();                  // two methods needed
                                                    // to determine criterion
                                                    // for sorting Complex
}

abstract class Vector implements SortableForComplex     // new abstract class
{ public boolean greaterThan(Sortable that)
    { if (this.modulus() > ((SortableForComplex)that).modulus())
        return true;
      else if (this.modulus() == ((SortableForComplex)that).modulus())
        return this.argument() > ((SortableForComplex)that).argument();
      else return false;
    }
}

class Tide extends Vector                               // new class
{ private double northing, easting;

    public Tide(double northing, double easting)
    { this.northing = northing;
      this.easting  = easting;
    }

    public double modulus()
    { return Math.sqrt(this.northing*this.northing + this.easting*this.easting);
    }

    public double argument()
    { return Math.atan2(this.northing, this.easting)*180d/Math.PI;
    }

    public String toString()
    { return String.format(" Tide -%n" +
        " Northing is %.2f%n" +
        " Easting is %.2f%n" +
        " Modulus is %.2f%n" +
        " Argument is %.2f%n",
        this.northing, this.easting, this.modulus(), this.argument());
    }
}

```

TRY IT OUT

Compile and run the program. The output should be:

```

sa[0]: Square -
      Side is 2.00
      Perimeter is 8.00
      Area is 4.00

```

```

sa[1]: Square -

```

```
Side is 3.00
Perimeter is 12.00
Area is 9.00

sa[2]: Circle -
Radius is 1.50
Circumference is 9.42
Area is 7.07

sa[0]: Circle -
Radius is 1.50
Circumference is 9.42
Area is 7.07

sa[1]: Square -
Side is 2.00
Perimeter is 8.00
Area is 4.00

sa[2]: Square -
Side is 3.00
Perimeter is 12.00
Area is 9.00

sa[0]: Tide -
Northing is 4.00
Easting is 2.00
Modulus is 4.47
Argument is 63.43

sa[1]: Tide -
Northing is 2.00
Easting is 4.00
Modulus is 4.47
Argument is 26.57

sa[2]: Tide -
Northing is 1.50
Easting is 1.50
Modulus is 2.12
Argument is 45.00

sa[0]: Tide -
Northing is 1.50
Easting is 1.50
Modulus is 2.12
Argument is 45.00

sa[1]: Tide -
Northing is 2.00
Easting is 4.00
Modulus is 4.47
Argument is 26.57

sa[2]: Tide -
Northing is 4.00
```

Easting is 2.00
Modulus is 4.47
Argument is 63.43

SUGGESTIONS FOR FURTHER EXPERIMENTS

Add another sub-class Wind (which can be much like Tide) and mix the types in the sac array.

Add other child classes of SortableForLengths. For example class Vehicles with sub-classes Bicycle and Car, both of which can rank on a data field length.

Invent similar child classes for SortableForComplex.