Programming Language Concepts: Lecture 1

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Data and datatypes

- Programs manipulate data
- Basic built in data types
  - `Int`, `Float`, `Char`, ...
- Built in collective datatypes
  - Arrays, lists, ...
  - Choice depends on underlying architecture
    - Random access arrays for traditional von Neumann machines
    - Lists for functional programming
- Many useful data structures
  - Stacks, queues, trees, ...
- Programming language cannot anticipate all requirements

User defined datatypes

- Stack in C

```
int s[100];
int tos = 0;  /* points to top of stack */
```

- Should not be able to access `s[5]` if `tos == 7`
- Abstract datatype
  - Data organization in terms of how the data in the data structure can be manipulated
  - Implementation should not allow user to circumvent this

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- Should not be able to access `s[5]` if `tos == 7`
- Abstract datatype
  - Data organization in terms of how the data in the data structure can be manipulated
  - Implementation should not allow user to circumvent this
- Can we enforce this rather than depend on programmer discipline?

Class

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Class definition has two parts

- How the data is stored in this type.
- What functions are available to manipulate this data.

Stack as a class

```
class stack {
  int values[100];        /* values stored in an array */
  int tos = 0;            /* top of stack, initially 0 */

  push (int i, ...){      /* push i onto stack */
    values[tos] = i;
    tos = tos+1;          /* Should check tos < 100!! */
  }

  int pop (...){          /* pop and return top of stack */
    tos = tos - 1;        /* Should check tos > 0!! */
    return values[tos];
  }

  bool is_empty (...){    /* is the stack empty? */
    return (tos == 0);    /* yes iff tos is 0    */
  }
}
```

Classes

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- Instead, instantiate classes as objects, each with a private copy of functions

```
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s = new stack;   /* Create one stack ... */
t = new stack;   /* ... and another      */
s.push(7);
```

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s = new stack;    /* Create one stack ... */
t = new stack;    /* ... and another      */
s.push(7);
```

- This creates only one object with two "names"

```
s = new stack;    /* Create one stack ... */
t = s;            /* ... assign another name */
```

Classes . . .

- In our class definition, the data to be passed to a function is implicit
- Each function is implicitly attached to an object, and works on that object

```
i = s.pop();
if (t.is_empty()) {...}
```

No . . . in arguments to functions

```
class stack {
  int values[100];        /* values stored in an array */
  int tos = 0;            /* top of stack, initially 0 */

  push(int i){     /* push i onto stack */
    values[tos] = i;
    tos = tos+1;          /* Should check tos < 100!! */
  }

  int pop(){          /* pop and return top of stack */
    tos = tos - 1;        /* Should check tos > 0!! */
    return values[tos];
  }

  bool is_empty(){  /* is the stack empty? */
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Classes and objects

- An object is an instance of a class
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- Here, functionality is implicitly tied to data representation

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- An object is an instance of a class
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- Here, functionality is implicitly tied to data representation
- OO terminology
  - Internal variables — instance variables, fields
  - Functions — methods

Public vs private

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```
class date {
    int day, month, year;
}
```

- How do we read and set values for `date` objects?
- Functions `getdate` and `setdate`
  - Accessor and mutator methods

Public vs private

- Implementation details should be private

```
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    int day, month, year;
}
```

- How do we read and set values for `date` objects?
- Functions `getdate` and `setdate`
  - Accessor and mutator methods
- Programmers are lazy!
- Allow access to internal variables of an object

```
if (s.tos == 0){ ... }
```

Public vs private

- To restore data integrity, classify internals as `public` or `private`

```
class stack{
  private int values[100];
  private int tos = 0;
  ...
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  ...
}
```

- Should private variables be visible to other objects of the same class?
- Does it make sense to have private methods?

Private methods?

```
class stack {
  ...
  push (int i){     /* push i onto stack */
    if (stack_full){
      extend_stack();
    }
    ...             /* Code to add i to stack * /
  }

  extend_stack(){
    ...  /* Code to get additional space for stack data *
  }
  ...
}
```

Static components

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  - `static` functions
- Also useful for library functions
  - `IO.read()`, `IO.write(...)`

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- Need functions that exist without instantiating a class
  - `static` functions
- Also useful for library functions
  - `IO.read()`, `IO.write(...)`
- Also static fields

```
class Math {
  public static double PI = 3.1415927;
  public static double E  = 2.7182818;
  public static double sin(double x) { ... }
  ...
}
```

Private static?

Does a combination of private and static make sense?

```
class interest-rate {
  private static double base_rate = 7.32;

  private double deposit-amount;

  public double sixmonth-yield(){ ... }
    /* uses base-rate and deposit-amount */

  public double oneyear-yield(){ ... }
    /* uses base-rate and deposit-amount */
  ...
}
```

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```
class stack {
  ...
  private static int num_push = 0;
     /* number of pushes across all  stacks */

  push (int i, ...){
    ...
    num_push++;      /* update static variable */
    ...
  }
  ...
}
```

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- Static methods should not refer to non-static fields

Constants

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User can modify `PI`!
Declare `PI` to be `final`

```
class Math {
  public static final double PI = 3.1415927;
  ...
}
```

What could it mean for a function to be `final`?

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  - `javac xyz.java` creates "class" file `xyz.class`
- `java xyz` interprets and runs bytecode in class file

Hello world

```
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  public static void main(String[] args){
    System.out.println("Hello world!");
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- `javac helloworld.java` to compile to bytecode
  - Creates `helloworld.class`
- `java helloworld` to execute
- Note:
  - `javac` requires extension `.java`
  - `java` should not be provided `.class`
  - `javac` automatically follows dependencies and compiles all classes required