Solution 3: Of objects and features

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1 Classes vs. objects

There is no unique solution. Sample answers:

1.1 A class can be viewed as a software module (a piece of source code that contains descriptions of related operations and data), and a type (a set of objects that support the same operations).

An object can be viewed as a collection of data (whose structure is defined in the object’s generating class) and a member of a type (an entity in a running program, to which the operations defined in the generating class are applicable).

1.2 A class can be viewed as the blueprint of a machine, while an object is the actual machine built according to the blueprint.

2 Query call chains

2.1 What is the name of the kind of public transportation that runs on line 5? Type: STRING.

2.2 What is the distance between station Hardplatz and the city center? Type: REAL_64.

2.3 What is the distance along line 2 between station Bellevue and the west terminal of the line? Type: REAL_64.

3.1 Zurich.line (13).color.brightness

3.2 Zurich.line (31).i_th (3).position.y

3.3 Zurich.line (31).next_station(Zurich.station ("Loewenplatz"), Zurich.line (31).west_terminal)

3.4 Zurich.station ("Paradeplatz").lines.count

3.5 Zurich.connecting_lines (Zurich.station ("Paradeplatz"), Zurich.station ("Rennweg")).has (Zurich.line (7))
3 In and out

Listing 1: Class BUSINESS_CARD

class BUSINESS_CARD
create
fill_in

feature {NONE} -- Initialization

fill_in
-- Fill in the card and print it.
do
Io.put_string ("Your name: ")
Io.read_line
set_name (Io.last_string)

Io.put_string ("Your job: ")
Io.read_line
set_job (Io.last_string)

Io.put_string ("Your age: ")
Io.read_integer
set_age (Io.last_integer)

print_card
end

feature -- Access

name: STRING
-- Owner's name.

job: STRING
-- Owner's job.

age: INTEGER
-- Owner's age.

feature -- Setting

set_name (a_name: STRING)
-- Set 'name' to 'a_name'.
require
name_exists: a_name /= Void
do
name := a_name.twin
end

set_job (a_job: STRING)
require  
job_exists: a_job /= Void

job := a_job.twin
end

set_age (a_age: INTEGER)

require
age_non_negative: a_age >= 0

age := a_age
end

feature -- Output
age_info: STRING

-- Text representation of age on the card.
do
Result := age.out + ” years old”
end

print_card

-- Output business card.
do
Io.put.string (name + ”%N” + job + ”%N” + age_info + ”%N”)  
Io.put.string (line (Width + 2) + ”%N”
    + ”” + name + spaces (Width - name.count) + ”%N”
    + ”” + job + spaces (Width - job.count) + ”%N”
    + ”” + age_info + spaces (Width - age_info.count) + ”%N”
    + line (Width + 2) + ”%N”)
end

Width: INTEGER = 50
-- Width of the card (in characters), excluding borders.

line (n: INTEGER): STRING

-- Horizontal line on length `n`.
do
Result := ”-”
Result.multiply (n)
end

spaces (n: INTEGER): STRING

-- String consisting of `n` whitespaces.
do
Result := ” ”
Result.multiply (n)
end
• The main benefit of using the constant attribute is that the width of the card is stored in a single place. Thus, when you want to change it you just have to edit a single constant attribute definition as opposed to searching the whole program text for usages of number 50 and trying to remember, which ones of them actually refer to the width and which ones mean something else and just happen to be equal to 50.

Another benefit is that using a meaningful name for the attribute improves code readability.

• The answer depends on the actual implementation; we give the answer for the master solution.

If the name is too long you will get a precondition violation when calling feature \textit{multiply} of class \textit{STRING} from within the function \textit{spaces}. It happens because we are trying to fill up the line with a negative (or zero) number of spaces.

A solution would be to go through all the lines in the card, calculate the maximum of their lengths and change the width to be larger than this maximum. Otherwise, if there is a good reason for the width to be equal to 50, the \textit{APPLICATION} class should check the user input to be sufficiently short, and if it isn’t, either truncate it or ask the user to input a shorter string.