

Solution 4: Object creation and logic

ETH Zurich

1 Creating objects in Traffic

Listing 1: Class *OBJECT_CREATION*

```
note
  description: "Creating new objects for Zurich."

class
  OBJECT_CREATION

inherit
  ZURICH_OBJECTS

feature -- Explore Zurich

  explore
    -- Create new objects for Zurich.
  do
    add_buildings
    add_route
    -- check out add_route_2 as an alternative
  end

  add_buildings
    -- Add ETH main building and Opera house to Zurich.
  local
    corner_a, corner_b: VECTOR
    eth, opera: BUILDING
  do
    create corner_a.make (250, -20)
    create corner_b.make (300, -100)
    create eth.make ("Raemistrasse 101", corner_a, corner_b)
    eth.set_name ("ETH")
    Zurich.add_building (eth)
    create corner_a.make (200, -1400)
    create corner_b.make (260, -1480)
    create opera.make ("Schillerstrasse 1", corner_a, corner_b)
    opera.set_name ("Opera")
    Zurich.add_building (opera)
  end

  add_route
    -- Add a route from Polyterrasse to Opernhaus through Paradeplatz to Zurich.
```

```
local
  leg1, leg2, leg3: LEG
  opera_route: ROUTE
do
  create leg1.make (Zurich.station ("Polyterrasse"), Zurich.station ("Central"),
    Zurich.line (24))
  create leg2.make (Zurich.station ("Central"), Zurich.station ("Paradeplatz"),
    Zurich.line (7))
  create leg3.make (Zurich.station ("Paradeplatz"), Zurich.station ("Opernhaus"),
    Zurich.line (2))
  leg1.link (leg2)
  leg2.link (leg3)
  create opera_route.make (leg1)
  Zurich.add_route (opera_route)
end
end
```

2 Temperature application

Listing 2: Class *TEMPERATURE*

```
note
  description: "Temperature."

class
  TEMPERATURE

create
  make_celsius, make_kelvin

feature -- Initialization

  make_celsius (v: INTEGER)
    -- Create with Celsius value 'v'.
    require
      above_absolute_zero: v >= - Celsius_zero
    do
      celsius := v
    ensure
      celsius_value_set: celsius = v
    end

  make_kelvin (v: INTEGER)
    -- Create with Kelvin value 'v'.
    require
      above_absolute_zero: v >= 0
    do
      celsius := v - Celsius_zero
    ensure
      kelvin_value_set: kelvin = v
    end
```

```
feature -- Access

  celsius: INTEGER
    -- Value on Celsius scale.

  kelvin: INTEGER
    -- Value on Kelvin scale.
  do
    Result := celsius + Celsius_zero
  end

  Celsius_zero: INTEGER = 273
    -- The zero of the Celsius scale on Kelvin scale.

feature -- Measurement

  average (other: TEMPERATURE): TEMPERATURE
    -- Average temperature between 'Current' and 'other'.
  require
    other_exists: other /= Void
  do
    create Result.make_celsius ((celsius + other.celsius) // 2)
  ensure
    between: (celsius <= Result.celsius and Result.celsius <= other.celsius) or
      (other.celsius <= Result.celsius and Result.celsius <= celsius)
  end

invariant
  above_absolute_zero: kelvin >= 0
end
```

Listing 3: Class *APPLICATION*

```
note
  description : "Temperature application root class"

class
  APPLICATION

create
  make

feature {NONE} -- Initialization

  make
    -- Run application.
  local
    t1, t2, t3: TEMPERATURE
  do
    Io.put_string ("Enter the first temperature in Celsius: ")
    Io.read_integer
    create t1.make_celsius (Io.last_integer)
```

```
Io.put_string ("The first temperature in Kelvin is: ")
Io.put_integer (t1.kelvin)
Io.new_line

Io.put_string ("Enter the second temperature in Kelvin: ")
Io.read_integer
create t2.make_kelvin (Io.last_integer)
Io.put_string ("The second temperature in Celsius is: ")
Io.put_integer (t2.celsius)
Io.new_line

t3 := t1.average (t2)
Io.put_string ("The average in Celsius is: ")
Io.put_integer (t3.celsius)
Io.new_line
Io.put_string ("The average in Kelvin is: ")
Io.put_integer (t3.kelvin)
Io.new_line
end
end
```

3 Ein Ticket für alles

Listing 4: Class *APPLICATION*

```
note
  description : "ZVV information system."

class
  APPLICATION

create
  execute

feature {NONE} -- Initialization

  execute
    -- Run application.
  do
    read_data
    if not read_error then
      Io.new_line
      print ("Eligible for discount: ")
      print (gets_discount)
    end
  end

feature -- Access

  birth_date: DATE
  -- Birth date.
```

```
home: STRING
  -- Home postal code.

work: STRING
  -- Work postal code.

age: INTEGER
  -- Age (difference in years between today's date and 'birth_date').
  require
    birth_date_exists: birth_date /= Void
  local
    today: DATE
  do
    create today.make_now
    Result := today.relative_duration (birth_date).year
  end

feature -- Status report

is_valid_postal_code (pc: STRING): BOOLEAN
  -- Is 'pc' a valid postal code in Switzerland?
  do
    Result := pc /= Void and then (pc.count = 4 and pc.is_natural)
  end

is_in_zurich_canton (pc: STRING): BOOLEAN
  -- Is postal code 'pc' inside the canton of Zurich?
  require
    valid_code: is_valid_postal_code (pc)
  do
    Result := pc [1] = '8'
  end

is_in_zurich_city (pc: STRING): BOOLEAN
  -- Is postal code 'pc' inside the city of Zurich?
  require
    valid_code: is_valid_postal_code (pc)
  do
    Result := pc [1] = '8' and pc [2] = '0'
  end

gets_discount: BOOLEAN
  -- Is a customer with the current 'birth_date', 'home' and 'work' eligible for a
  -- discounted seasonal ticket?
  require
    birth_date_exists: birth_date /= Void
    valid_home_code: is_valid_postal_code (home)
    valid_work_code: is_valid_postal_code (work)
  do
    Result := age < 25 or (is_in_zurich_canton (home) and is_in_zurich_city (home) /=
      is_in_zurich_city (work))
```

```
end

feature {NONE} --- Implementation

read_error: BOOLEAN
  -- Did an error occur while reading user data?

read_data
  -- Read user input.
  local
    date_format: STRING
  do
    date_format := "[0]dd/[0]mm/yyyy"
    print ("Enter birth date as dd/mm/yyyy: ")
    Io.read_line
    if not (create {DATE_VALIDITY_CHECKER}).date_valid (Io.last_string, date_format)
      then
        print ("Invalid date")
        read_error := True
      else
        create birth_date.make_from_string (Io.last_string, date_format)
      end
    end

    if not read_error then
      print ("Enter home postal code: ")
      Io.read_line
      home := Io.last_string.twin
      if not is_valid_postal_code (home) then
        print ("Invalid postal code")
        read_error := True
      end
    end

    if not read_error then
      print ("Enter work postal code: ")
      Io.read_line
      work := Io.last_string.twin
      if not is_valid_postal_code (work) then
        print ("Invalid postal code")
        read_error := True
      end
    end
  end
end
end
```

4 MOOC: Object creation and logic

The order in which the questions and the answers appear here in the solution may vary because they are randomly shuffled at each attempt.

Object creation Quiz:

- In class POINT you have the following creation routines:

set_coordinates (x, y: INTEGER)

set_color (col: STRING)

default_create

Assuming that you have defined an entity of type POINT as

p: POINT,

match the instruction fragments on the left with those on the right to form correct creation instructions.

create {POINT} p.set_color ("green"), create p.default_create, create {POINT}.set_color ("black"), create p.set_coordinates (5, 4)

- In class POINT you have the following creation routines:

set_coordinates (x, y: INTEGER)

set_color (col: STRING)

Assuming that you have defined an entity of type POINT as

p: POINT,

which of the following are correct creation instructions?

create p.set_coordinates (-4,7), create p.set_color ("Red")

- In class POINT you have no creation routines, and the following routines:

set_coordinates (x, y: INTEGER)

set_color (col: STRING)

Assuming that you have defined an entity of type POINT as

p: POINT,

which of the following are correct creation instructions?

create p, create p.default_create, create {POINT} p, create {POINT}

- True or False? Suppose to have a reference p to class POINT with creation feature

set_coordinates (x,y: INTEGER)

Then the effect of the following two instructions, executed in the given order, is to have an object attached to p initialized in a way that its coordinates are both 7.

create p.set_coordinates (7,7)

create p.set_coordinates (9,9)

Correct answer: false

- Suppose to have a class PERSON with an attribute current_job: JOB, where JOB is a class modeling a job. This should be an attribute for which Void is an acceptable value.

Correct answer: true

- The first element of a class modeling a list data structure can never be Void.

Correct answer: false

A bit of Logic quizzes

We don't give solutions for this one.