Assignment 4: Object creation

ETH Zurich

Hand-out: 15 November 2005
Due: 22 November 2005

1 Summary

Today you are going to write your first stand-alone program. Please create the solution to this assignment alone...
How to create objects

To create an object, if you declare:

\[ z : T \]

- If class T has no creation clause (i.e., uses default_create), use the basic form: create \( z \)
- If class T has a creation clause listing one or more procedures, use: create \( z\).make (...)\), where make is one of the creation procedures, and (...) stands for arguments, if any.

2 My first application

Goal

- Write your first application from scratch.
- Create and use a new class.
- Learn about basic input/output in Eiffel.

Description

In this exercise you will write your first application from scratch. You will probably find it not that fancy and it cannot do a lot, but Hey!, it might be your first complete program... You have to write an application that can convert temperatures between Celsius, Fahrenheit and Kelvin. The application should consist of two classes, one called TEMPERATURE and the other called TEMPERATURE_APPLICATION (the root class).

Things you need to know

- To print something to the console window, use \( \text{io.put\ldots} \).
- Tip: Use \( <\text{CTRL}> + <\text{SPACE}> \) to see the different possibilities.
- To get user input, use \( \text{io.read\ldots} \) to read input into a buffer.
- ... followed by \( \text{io.last\ldots} \) to access the last read element.
- and most important, the magic formulas:

\[
\begin{align*}
\text{Fahrenheit} &= \left(\frac{9}{5}\right) \times \text{Celsius} + 32 \\
\text{Kelvin} &= \text{Celsius} + 273.15
\end{align*}
\]

Input/Output example

If you wanted to read an \( \text{INTEGER} \) from the console, and then to print it again on the screen, you might do something like Listing 1.
An Input/Output example.

```eiffel
f is
  -- An Input/Output example..
local
  i: INTEGER
do
  io.read_integer
  i := io.last_integer
  io.put_integer(i)
end
```

Figure 1: Input/output example

![New project dialog](image)

Figure 2: New project

To do

- Open EiffelStudio. For Linux users, start EiffelStudio using `estudio`, not `estudio&` (i.e. no `&`)
- In the opening dialog, create a new project of type Basic application (no graphics library included).
- ... (if this dialog does not appear, select File → New project).
- Enter the values from Figure 2
- Important: make sure that you enable all the default assertions: Project Settings → General
For windows users: enable the Console Application option in Project Settings → Advanced

Create a new class using one of the buttons highlighted in Figure 3.

Call the new class TEMPERATURE, see Figure 4.

Implement the class TEMPERATURE to supply the class interface in Listing 5 (ie. provide bodies for the routines and creation procedures to all class elements where they apply).

Do not forget to add contracts to the interface of your classes. There are a lot of obvious preconditions, postconditions and invariants that have to hold for the class TEMPERATURE.
Finally the feature make of the root class `TEMPERATURE_APPLICATION` should use the `TEMPERATURE` class as a client to do the following:

- Ask user to enter a temperature in Celsius.
- Create temperature object with input value.
- Convert the temperature to Fahrenheit and display it.
- Convert the temperature to Kelvin and display it.
- Do the same thing for a temperature in Kelvin and a Temperature in Fahrenheit.

**Example**

Executing your application should look like Figure 6.
class interface
TEMPERATURE
create
make_with_celsius,
make_with_fahrenheit,
make_with_kelvin
feature -- Initialization
make_with_celsius [a_value: DOUBLE]
    -- Create with 'a_value' of unit Celsius.
make_with_fahrenheit [a_value: DOUBLE]
    -- Create with 'a_value' of unit Fahrenheit.
make_with_kelvin [a_value: DOUBLE]
    -- Create with 'a_value' of unit Kelvin.
feature -- Access
value: DOUBLE
    -- Temperature value
unit: STRING
    -- Unit of the temperature value
feature -- Status report
is_celsius : BOOLEAN
    -- Is temperature value in Celsius?
is_fahrenheit : BOOLEAN
    -- Is temperature value in Fahrenheit?
is_kelvin : BOOLEAN
    -- Is temperature value in Kelvin?
feature -- Conversion
celsius_to_fahrenheit : TEMPERATURE
    -- Converted temperature in Fahrenheit from Celsius
celsius_to_kelvin : TEMPERATURE
    -- Converted temperature in Kelvin from Celsius
fahrenheit_to_celsius : TEMPERATURE
    -- Converted temperature in Celsius from Fahrenheit
fahrenheit_to_kelvin : TEMPERATURE
    -- Converted temperature in Kelvin from Fahrenheit
kelvin_to_celsius : TEMPERATURE
    -- Converted temperature in Celsius from Kelvin
kelvin_to_fahrenheit : TEMPERATURE
    -- Converted temperature in Fahrenheit from Kelvin
feature -- Output
display
    -- Display the temperature value followed by the unit
    -- into the console, terminated by a new line.
end -- class TEMPERATURE

Figure 5: Class interface to implement
Remarks

- Temperatures have a lot of properties that almost shout for preconditions and even invariants ...
- Try to build your classes according to the EIFFEL style rules.
- A short overview of these rules:
  

To hand in

Hand in your two classes `temperature.e` and `temperature_application.e`. Don’t forget to upload your learning logs.

Solution

Download the source code for the two classes:

- [http://se.inf.ethz.ch/teaching/ws2005/0001/exercises/temperature_application.e](http://se.inf.ethz.ch/teaching/ws2005/0001/exercises/temperature_application.e)
3 It’s Logic!

Goal
- Understand non-strict vs. strict boolean operators.

To do
1. Describe the difference between non-strict and strict boolean operators.
2. Explain when you would prefer non-strict operators over strict operators and give an example for:
   - and
   - and then
   - or
   - or else

To hand in
Hand in your solution to the two questions above.

Solution
1. Non-strict boolean operators are non-commutative. In the case of Eiffel, boolean expressions using the non-strict operators are evaluated from left to right. Strict boolean operators are commutative. In Eiffel it is not specified which side of such an expression is evaluated first.
2. Non-strict boolean operators should be used if the evaluation of the right-hand side is depending on the evaluation of the left-hand side.

Examples:
- if \( z \geq 0 \) and \( z \leq 10 \) then ... end
- if \( z \geq 0 \) and then \( z.\text{square\_root} \geq 5 \) then ... end
- if \( z < 0 \) or \( z > 10 \) then ... end
- if \( z < 0 \) or else \( z.\text{square\_root} < 5 \) then ... end