

Chapter 8

Aggregation

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8.1 What is Aggregation?

If one of the attributes of a class *C* is an object reference of type *T*^{*}, then *C* is an **aggregate** and *T* is the **aggregated part**.

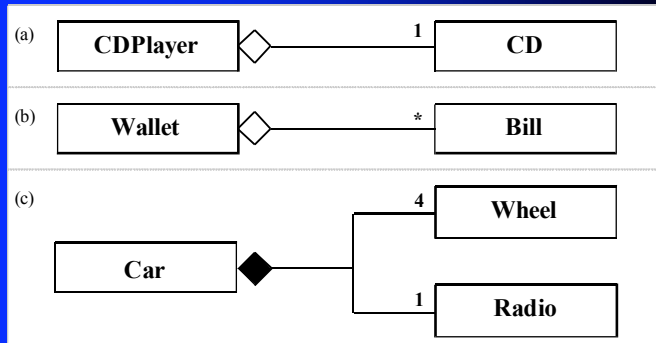
Every instance of *C* must **have an** instance of *T* (or else the attribute would be null).

Aggregation = has-a

^{*} *T* != String

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Examples



```

classDiagram
    class CDPlayer
    class CD
    class Wallet
    class Bill
    class Car
    class Wheel
    class Radio

    CDPlayer o-- "1" CD
    Wallet o-- "*" Bill
    Car o-- "4" Wheel
    Car o-- "1" Radio
    
```

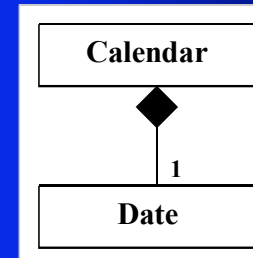
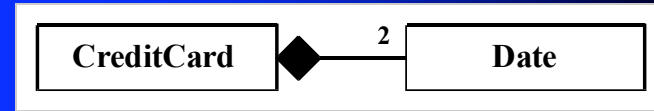
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8.1.1 Definition and Terminology

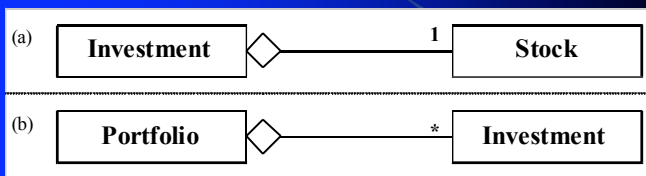
- Multiplicity
- Variable Multiplicity
- Collections (part=element)
- Composition (shared lifetime)

The Camera - Film Relation

Examples



Examples



8.1.2 The Aggregate's Constructor

- When a client instantiates *C*, who instantiates *T*?
- Create an Investment
- Create a CreditCard
- What signature (for the Investment constructor) makes Investment a composition?

8.1.3 Accessors and Mutators

- Aggregates must provide an accessor through which the part can be accessed
- In a **composition**, the accessor returns a clone of the part
- An aggregate may provide a mutator so the client can mutate the part
- In a non-composition, such a mutator is not needed (why?)

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8.1.4 The Client's Perspective

- Aggregation = Layered Abstraction
- Sounds like an implementer's concern
- Why don't implementers hide it?
If they did:
 - Investment would have to handle symbol, name, and price
 - CreditCard would have to accept day, month, and year.

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Example-1: Copying an Aggregate

Given a reference x to an aggregate, make a copy of it and call it y .

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Example-1: Copying an Aggregate

Given a reference x to an aggregate, make a copy of it and call it y .

Three different copies:

- An **Alias**
- A **Shallow Copy**
- A **Deep Copy**

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8.1.5 Case Study: I/O Streams

```

classDiagram
    class InputStream {
        read(): int
        reads one byte
    }
    class InputStreamReader {
        read(): int
        reads one character
    }
    class BufferedReader {
        readLine(): String
        reads one line
    }
    InputStream o-- InputStreamReader
    InputStreamReader o-- BufferedReader
    
```

```

BufferedReader buffer =
    new BufferedReader(
        new InputStreamReader(System.in));
    
```

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File Input:

```

classDiagram
    class InputStream {
        read(): int
        reads one byte
    }
    class FileInputStream {
        read(): int
        reads one byte
    }
    class InputStreamReader {
        read(): int
        reads one character
    }
    class BufferedReader {
        readLine(): String
        reads one line
    }
    InputStreamReader o-- InputStream
    InputStreamReader o-- FileInputStream
    BufferedReader o-- InputStreamReader
    
```

```

BufferedReader filer =
    new BufferedReader(
        new InputStreamReader(
            new FileInputStream(filename)));
    
```

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8.1.6 Case Study: Graphics

```

classDiagram
    class JFrame
    class Container
    class UniPanel
    class Graphics2D
    Container --> JFrame
    UniPanel --> Container
    Graphics2D --> UniPanel
    
```

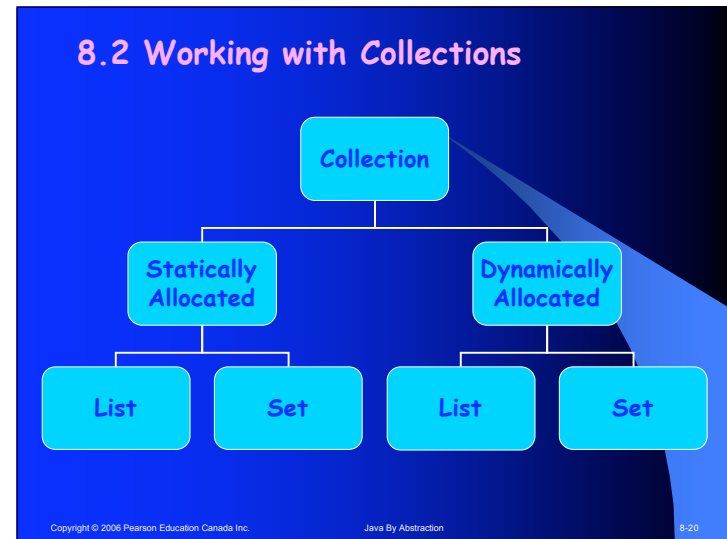
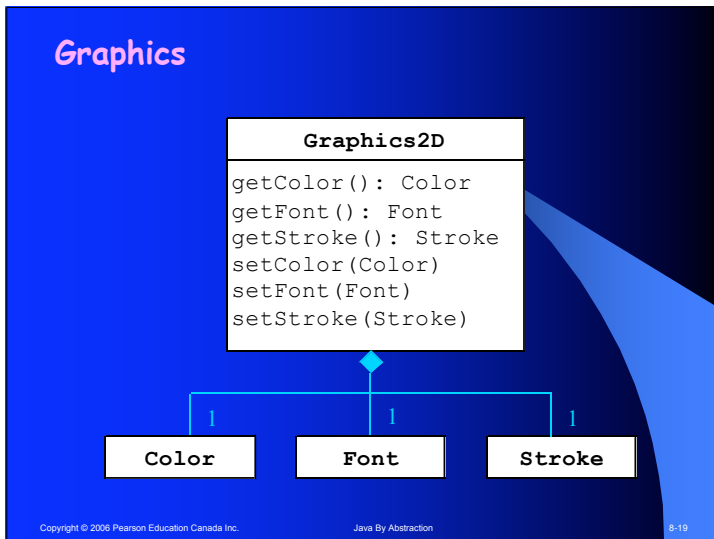
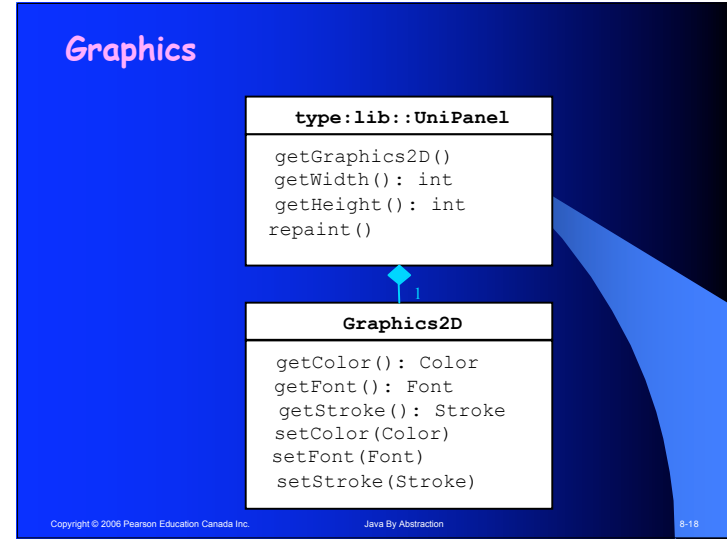
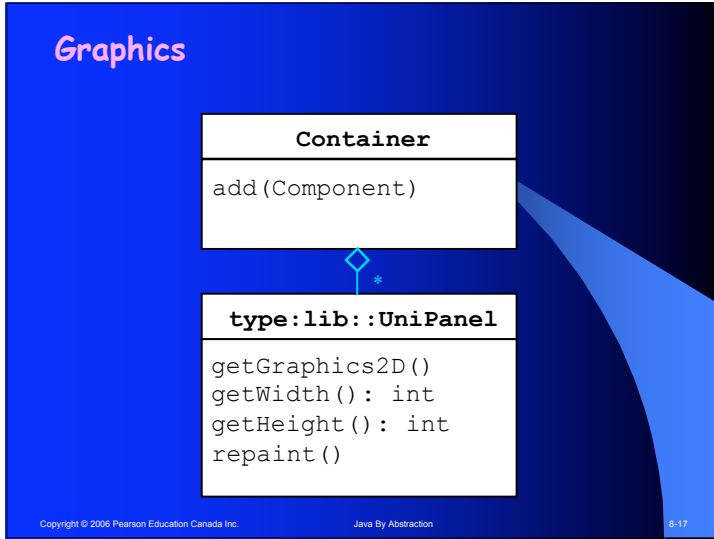
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Graphics

```

classDiagram
    class JFrame {
        getContentPane(): Container
        setContentPane(Container)
    }
    class Container {
        add(Component)
    }
    JFrame o-- Container
    
```

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8.2.1 Creating the Collection

- Cannot specify elements as parameters
- Create an empty one then populate

Constructor Summary - Portfolio

Portfolio(java.lang.String title, int capacity)
 Construct an empty portfolio having the passed name and capable of holding the specified number of investments.

Constructor Summary - GlobalCredit

GlobalCredit()
 Construct a GC processing centre having the name "NoName".

8.2.2 Adding / Removing Elements

- All collections provide a void or a boolean add to enable clients to populate.
- These methods are boolean for diff reasons:

Method Summary - Portfolio

boolean **add**(Investment inv)
 Attempt to add the passed investment to this portfolio.

Method Summary - GlobalCredit

boolean **add**(CreditCard card)
 Attempt to add the passed credit card to this GCC.

8.2.3 Indexed Traversals

- Traversal in lieu of accessors
- Traverse = Visit each element once. Don't miss and don't over-visit.
- Indexed = Pretend the elements are numbered (0 offset).
- Two methods: **get(int)** and **size()**

Example of an indexed traversal

Given a reference *x* to a Portfolio, list all its investments in a tabular fashion:

<u>Inv.</u>	<u>Market</u>	<u>Book</u>	<u>Net</u>
001	3450.00	2870.00	580.00
002	450.00	500.00	-50.00
.	.	.	.
.	.	.	.

Total			

8.2.4 Chained Traversals

- The chain metaphor
- Often used in big and/or distributed databases
- Two methods: `getFirst()` and `getNext()`
- Both can return null but for different reasons
- Must invoke `getFirst` before `getNext`
- Could it be done with just one method?

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Example of a chained traversal

Given a reference `x` to a `GlobalCredit`, list all its credit cards in a tabular fashion:

<u>Card No</u>	<u>Balance</u>	<u>Exp 36m?</u>
907321-5	76.85	
671282-1	81.64	
464184-0	134.49	<
755917-2	232.43	
⋮	⋮	⋮

The last column indicates if the card will expire within 36 months

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Pitfall: On-the-fly Invocation

Given a reference `x` to a collection that, as a precondition, has at least one element and at most two. List its elements using chained traversal without writing a loop

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Pitfall: On-the-fly Invocation

Given a reference `x` to a collection that, as a precondition, has at least one element and at most two. List its elements using chained traversal without writing a loop

```
output.println(x.getFirst());
if (x.getNext() != null)
{
    output.println(x.getNext());
}
```

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8.2.5 Searching

Searching can be done via a traversal:

- Set up a **traversal** loop
- In each iteration, **compare** the element we are searching for with an element of the collection. **Set** a boolean flag accordingly
- The result (found or not found) must be somehow **remembered** after the loop is exited.

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A search example:

Given a reference **gc** to a random *GlobalCredit*, determine whether a given card **c** is in it.

Attempt #1 (incorrect):

```
boolean found = false;
for (Card card=gc.getFirst(); card != null; card=gc.getNext())
{
    found = card.equals(c);
}
```

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A search example, cont.

Correct it by adding the **loop invariant**:

c is equal to one of the elements seen so far

Attempt #2 (correct):

```
boolean found = false;
for (Card card=gc.getFirst(); card != null; card=gc.getNext())
{
    found = found || card.equals(c);
}
```

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A search example, cont.

Speed it up by exiting once **c** is found:

Attempt #3 (correct and efficient):

```
boolean found = false;
for (Card card = gc.getFirst(); card != null && !found;
     card=gc.getNext())
{
    found = found || card.equals(c);
}
```

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8.2.6 Search Complexity

- Traversal-based search is **Exhaustive**
- N comparisons in the worst case. It is thus a linear search

A bag contains N numbered balls and you can pick one ball one at a time. Can you determine if ball number 55 is in the bag by picking less than N times? In the worst case?

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Search Complexity

- Traversal-Based search: $O(N)$.
- Complexity of an algorithm can be: $O(1)$, $O(\lg N)$, $O(N)$, $O(N^2)$... $O(2^N)$, $O(N!)$
- Can break the $O(N)$ barrier by pre-arranging the elements in some manner
- Sorting, Hashing, Tree structures can lead to sub-linear search complexity.
- GlobalCredit offers a non-exhaustive search. It is sub-linear

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