

# Lecture 19: Object Oriented Programming

## **Data Abstraction**

**Comp 102**

Forman Christian University

# Object Oriented Programming

- **OOP** is a method of software design and programming
  - revolve around the concept of **objects**

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  - Linux Kernel
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# Object Oriented Programming

- **OOP** is a method of software design and programming
  - revolve around the concept of **objects**
- **OOP** but using pure C:
  - Linux Kernel
  - GTK+
  - Doom
- Set of programming practices (*language, syntax independent*)

# Recap

# Abstraction

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- **Expressions:**

```
1 pi = 355/113
2 area = pi * (R**2)
3 circ = 2 * pi * R
```

# Abstraction

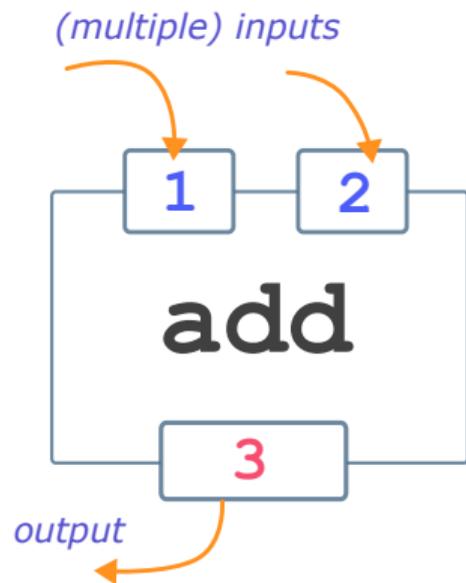
- Hiding the details, showing only the necessary

- **Expressions:**

```
1 pi = 355/113
2 area = pi * (R**2)
3 circ = 2 * pi * R
```

- **Functions:**

```
1 def add(x,y):
2     return x+y
3 add(1,2)
4 add(4,5)
```



# Compound Data

- Many things in reality are made of compound data (*non-scalar*)
- Try to Identify components of each:
  - Vector →
  - Student →
  - Rational →
  - Book →

# Compound Data

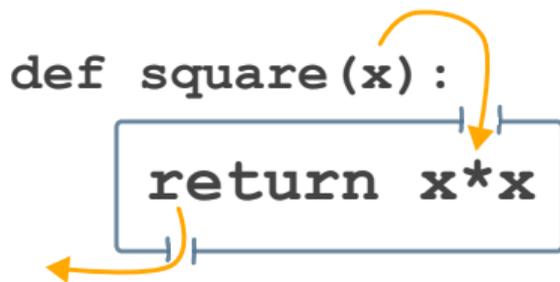
- Many things in reality are made of compound data (*non-scalar*)
- Try to Identify components of each:
  - Vector → `x, y, z`
  - Student → `name, rollno, gpa`
  - Rational → `num, denom`
  - Book → `title, author, price`

# Data Abstraction

- We want to do the same with **data** that we did with **code**
- Put **individual components** (*data*) in a **black box**

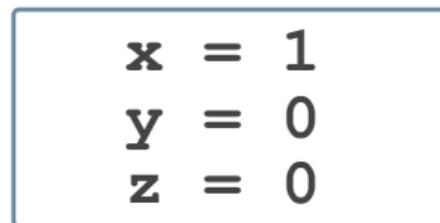
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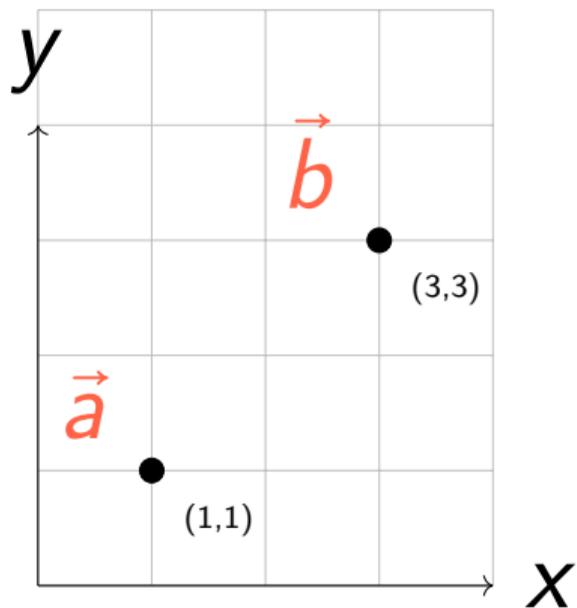
*Code Abstraction*

Vector



*Data Abstraction*

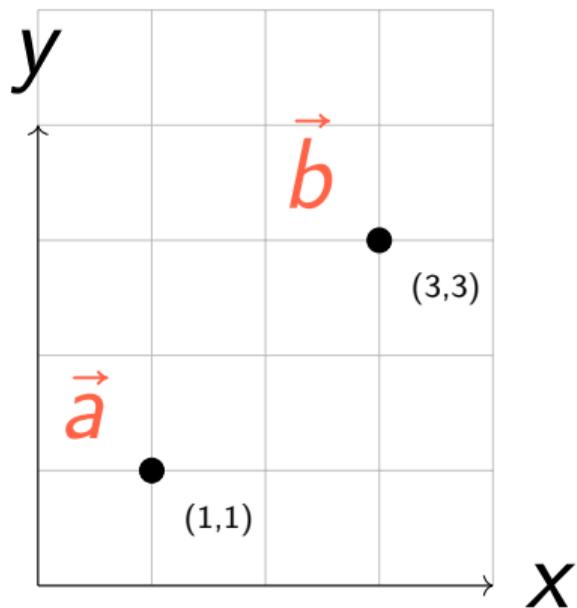
# Example:



From high school math:

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- $\vec{d} = \vec{a} - \vec{b}$

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From high school math:

- $\vec{c} = \vec{a} + \vec{b}$
- $\vec{d} = \vec{a} - \vec{b}$

We're treating  $\vec{a}$  and  $\vec{b}$  as  
**black boxes**

Not concerned with their  
**internal details**

# Big Idea

## Data Abstraction:

Separating how data is **represented** from how it is  
**manipulated**

# Example: Rational Numbers

- Have the form:  $\frac{\textit{numerator}}{\textit{denominator}}$

# Example: Rational Numbers

- Have the form:  $\frac{\textit{numerator}}{\textit{denominator}}$
- A rational  $1/3$  **can't be represented exactly** on a computer:

```
>>> 1/3
0.3333333333333333
>>> 1/3 == 0.333333333333333300000
True
```

# Rational Numbers

- But can represent exactly as compound data (*non-scalar*)
- Imagine the following functions (*again, black boxes*):

```
rational(n,d) # constructor, returns rational  
numer(x) # accessor function  
denom(x) # accessor function
```

# Rational Numbers

So far we have three functions:

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`numer(x)`

`denom(x)`

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# Rational Numbers

So far we have three functions:

`rational(n, d)`

`numer(x)`

`denom(x)`

- No idea how these functions are implemented
- No idea how a rational number stores numerator and denominator
- But we can still use these as black boxes to build more complex functions

# Rational Numbers

Adding two rational numbers:

$$\frac{1}{2} + \frac{2}{3} = \frac{3 \times 1 + 2 \times 2}{2 \times 3} = \frac{7}{6}$$

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Adding two rational numbers:

$$\frac{1}{2} + \frac{2}{3} = \frac{3 \times 1 + 2 \times 2}{2 \times 3} = \frac{7}{6}$$

Complete the following function:

```
def add_rationals(x, y):  
    ''' Adds two rational numbers x,y  
    Returns: A rational number '''
```

# Rational Numbers

Solution:

```
def add_rationals(x, y):  
    ''' Adds two rational numbers x,y  
    Returns: A rational number '''  
  
    nx, dx = numer(x), denom(x)  
    ny, dy = numer(y), denom(y)  
    return rational(nx * dy + ny * dx, dx*dy)
```

# Rational Numbers: You Try!

```
def mul_rationals(x, y):  
    ''' Multiplies two rational numbers x,y  
    Returns: A rational number '''  
  
def print_rational(x):  
    ''' Prints a rational number as n/d '''  
  
def rationals_are_equal(x, y):  
    ''' Checks if two rational numbers are  
    equal '''
```

# Rational Numbers

```
1 def add_rationals(x, y):
2     ...
3
4 def mul_rationals(x, y):
5     return rational(numer(x)*numer(y), denom(x)*denom(y))
6
7 def print_rational(x):
8     print(numer(x), '/', denom(x))
9
10 def rationals_are_equal(x, y):
11     return numer(x) * denom(y) == numer(y) * denom(x)
```

# Rational Numbers

**Data Abstraction:** separation of

- 1 how data is manipulated ✓
  - rational, numer, denom
  - add\_rationals, mul\_rationals, print\_rational, rationals\_are\_equal

# Rational Numbers

**Data Abstraction:** separation of

- ① how data is manipulated ✓
  - `rational`, `numer`, `denom`
  - `add_rationals`, `mul_rationals`, `print_rational`,  
`rationals_are_equal`
- ② how data is represented ←

# Representing Rational Numbers

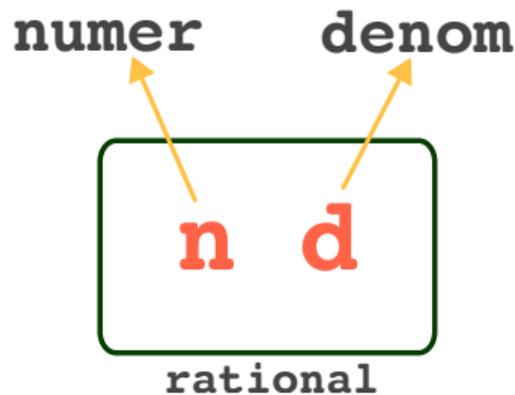
You can use a tuple or a list to store  $n,d$ :

```
def rational(n, d):  
    return [n, d]  
  
def numer(x):  
    return x[0]  
  
def denom(x):  
    return x[1]
```

# Representing Rational Numbers

You can use a tuple or a list to store  $n, d$ :

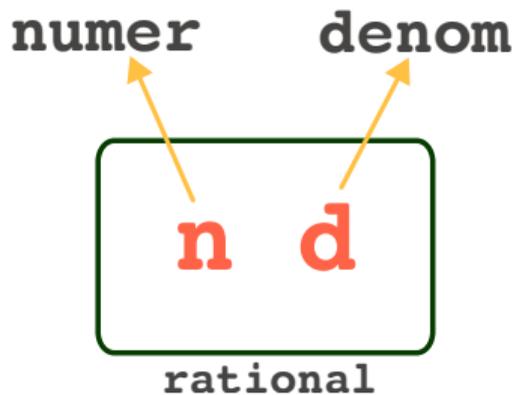
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# Representing Rational Numbers

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def rational(n, d):  
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def numer(x):  
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def denom(x):  
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**Only way to access the data is through accessors**

# Rational Numbers

```
>>> half = rational(1, 2)
>>> print_rational(half)
1 / 2
```

# Rational Numbers

```
>>> half = rational(1, 2)
```

```
>>> print_rational(half)
```

```
1 / 2
```

```
>>> third = rational(1, 3)
```

```
>>> print_rational(mul_rationals(half, third))
```

```
1 / 6
```

# Rational Numbers

```
>>> half = rational(1, 2)
>>> print_rational(half)
1 / 2
```

```
>>> third = rational(1, 3)
>>> print_rational(mul_rationals(half, third))
1 / 6
```

```
>>> print_rational(add_rationals(third, third))
6 / 9
```

# Rational Numbers

```
>>> half = rational(1, 2)
>>> print_rational(half)
1 / 2
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```
>>> third = rational(1, 3)
>>> print_rational(mul_rationals(half, third))
1 / 6
```

```
>>> print_rational(add_rationals(third, third))
6 / 9
```

Some rationals are not in **simplest form**

# Rational Numbers

Converting to simplest form:

```
from fractions import gcd
def rational(n, d):
    g = gcd(n, d)
    return (n//g, d//g)
```

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```
from fractions import gcd
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```

```
>>> print_rational(add_rationals(third, third))
2 / 3
```

# Rational Numbers

Converting to simplest form:

```
from fractions import gcd
def rational(n, d):
    g = gcd(n, d)
    return (n//g, d//g)
```

```
>>> print_rational(add_rationals(third, third))
```

```
2 / 3
```

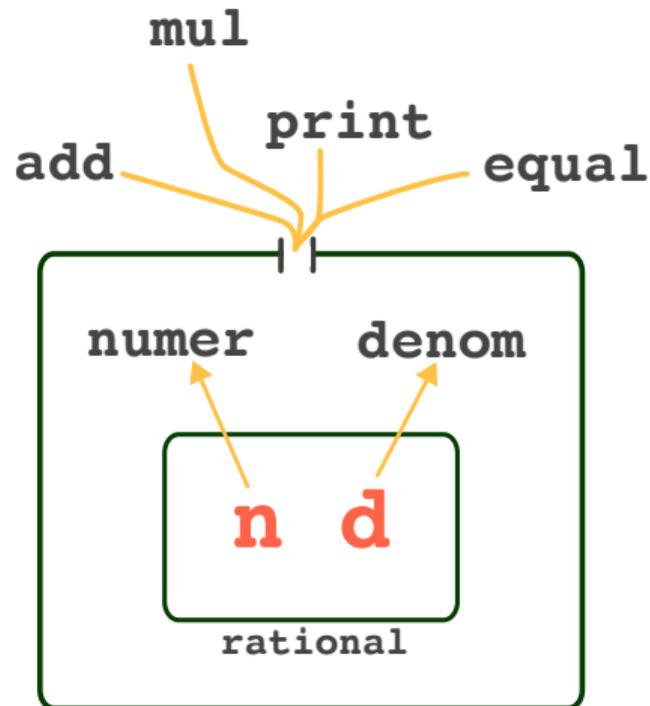
**ZERO change required elsewhere**

# Abstraction Barriers

Parts of the program that...	Treat rationals as...	Using only...
Use rational numbers to perform computation	whole data values	<code>add_rational</code> , <code>mul_rational</code> , <code>rationals_are_equal</code> , <code>print_rational</code>
Create rationals or implement rational operations	numerators and denominators	<code>rational</code> , <code>numer</code> , <code>denom</code>
Implement selectors and constructor for rationals	two-element lists	list literals and element selection

Each function in last column enforce an **abstraction barrier**

# Abstraction Barriers



## Big Idea

**Abstraction Barrier Violation** happens when a higher-level function is **bypassed** to use lower-level implementation details.

# Abstraction Barrier Violation:

```
def square_rational(x):  
    return mul_rational(x, x)
```

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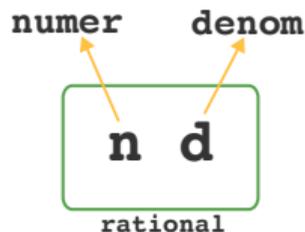
```
def square_rational(x):  
    return mul_rational(x, x)  
  
def square_rational_violating_once(x):  
    return rational(numer(x)*numer(x), denom(x)*denom(x))
```

# Abstraction Barrier Violation:

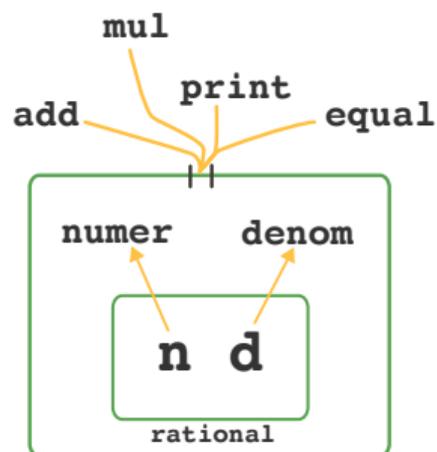
```
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    return mul_rational(x, x)  
  
def square_rational_violating_once(x):  
    return rational(numer(x)*numer(x), denom(x)*denom(x))  
  
def square_rational_violating_twice(x):  
    return [x[0] * x[0], x[1] * x[1]]
```

# Abstraction Barrier Violation

- **Only** accessors and constructors should access **n,d** directly

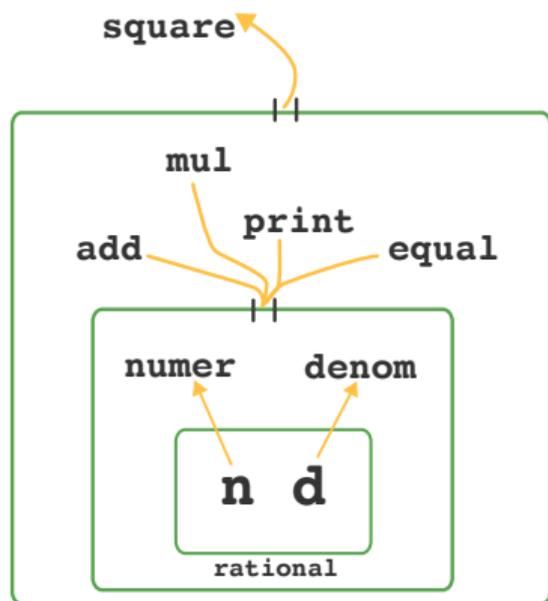


# Abstraction Barrier Violation



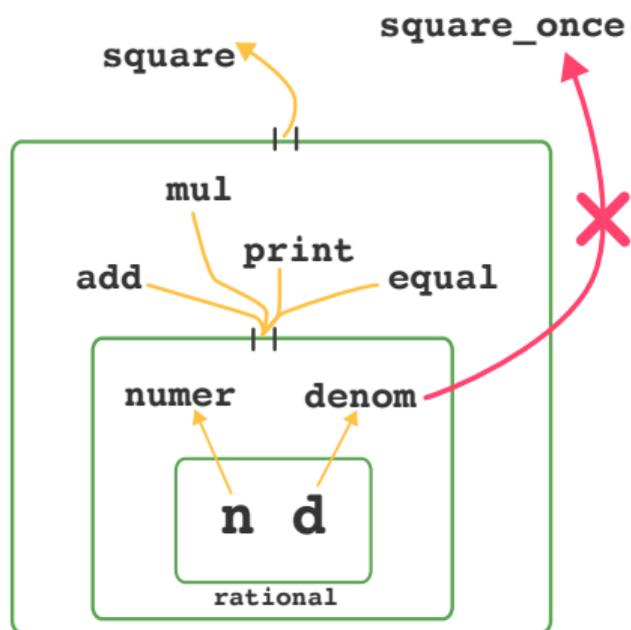
- **Only** accessors and constructors should access `n,d` directly
- These operations **should not** access `n,d` directly

# Abstraction Barrier Violation



- **Only** accessors and constructors should access `n,d` directly
- These operations **should not** access `n,d` directly
- **square** should only access rational numbers through `add`, `mul`, `equal`, `print`

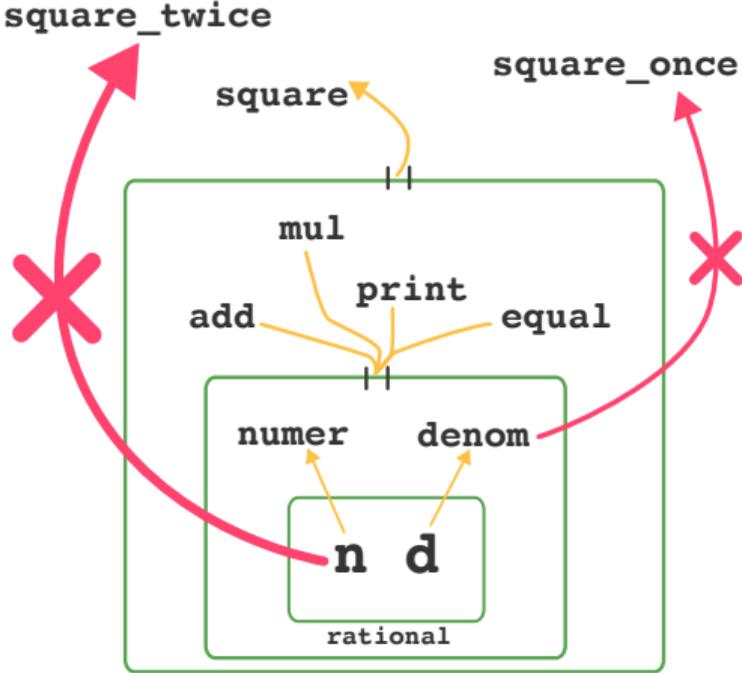
# Abstraction Barrier Violation



- **Abstraction barrier** violated **Once** (Higher-level functions bypassed)

```
def sq_violate_once(x):  
    return rational(  
        numer(x)*numer(x),  
        denom(x)*denom(x) )
```

# Abstraction Barrier Violation



- **Abstraction barrier** violated **Once** (Higher-level functions bypassed)

```
def sq_violate_once(x):  
    return rational(  
        numer(x)*numer(x),  
        denom(x)*denom(x) )
```

- **Abstraction barrier** violated **Twice**

```
def sq_violate_twice(x):  
    return [x[0]*x[0],  
           x[1]*x[1]]
```

# You Try!

Right now our rational numbers are internally represented as lists.

- 1 Change the internal representation to a dictionary.
- 2 What portion of the entire program really needed to change?

# The Power of Abstraction

Changing the representation of rational numbers **requires no changes** to any other parts of code:

```
def rational(n, d):  
    return {"numerator":n, "denominator":d}  
def numer(x):  
    return x["numerator"]  
def denom(x):  
    return x["denominator"]
```

# You Try!

Suppose we need to use **Point** in our game. Spot **Abstraction Barrier Violations**, **How many Barriers Violated**. Suggest how to fix them:

- 1  $p = [1, 2]$

# You Try!

Suppose we need to use **Point** in our game. Spot **Abstraction Barrier Violations**, **How many Barriers Violated**. Suggest how to fix them:

- `p = [1,2]` **# use a Constructor!** `make_point(x,y)`

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Suppose we need to use **Point** in our game. Spot **Abstraction Barrier Violations**, **How many Barriers Violated**. Suggest how to fix them:

- 1 `p = [1,2]` **# use a Constructor!** `make_point(x,y)`
- 2 `p = make_point(3,4)`  
`y = p[1]`

# You Try!

Suppose we need to use **Point** in our game. Spot **Abstraction Barrier Violations**, **How many Barriers Violated**. Suggest how to fix them:

① `p = [1,2]` **# use a Constructor!** `make_point(x,y)`

② `p = make_point(3,4)`

`y = p[1]` **# 1<sup>st</sup> level violated. Use accessors**

`y = get_y(p)`

# You Try!

Suppose we need to use **Point** in our game. Spot **Abstraction Barrier Violations**, **How many Barriers Violated**. Suggest how to fix them:

```
def distance(p1, p2):  
    return ((p1[0] - p2[0])**2 +  
            (p1[1] - p2[1])**2)**0.5
```

# You Try! *(solution)*

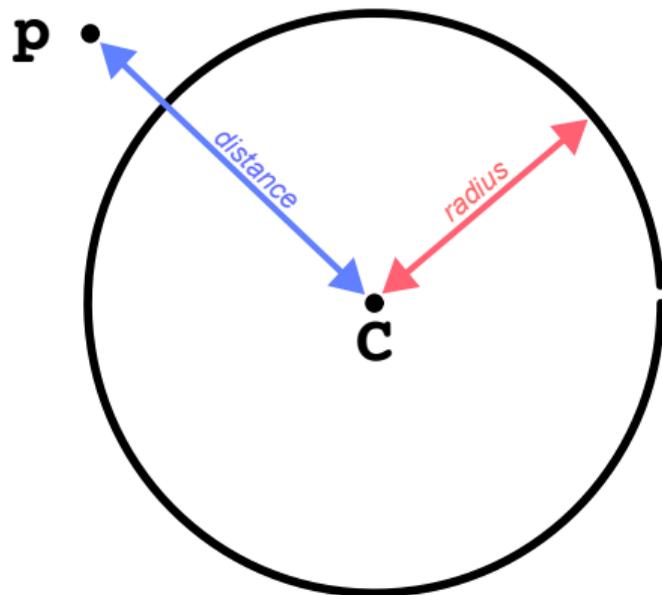
## ① One level violated

- Bypassing the higher-level functions (*accessors*)
- Directly accessing internal data (*very bad*)

```
def distance(p1, p2):  
    return ((get_x(p1) - get_x(p2))**2 +  
            (get_y(p1) - get_y(p2))**2)**0.5
```

# You Try!

Check if a point is within a circle:

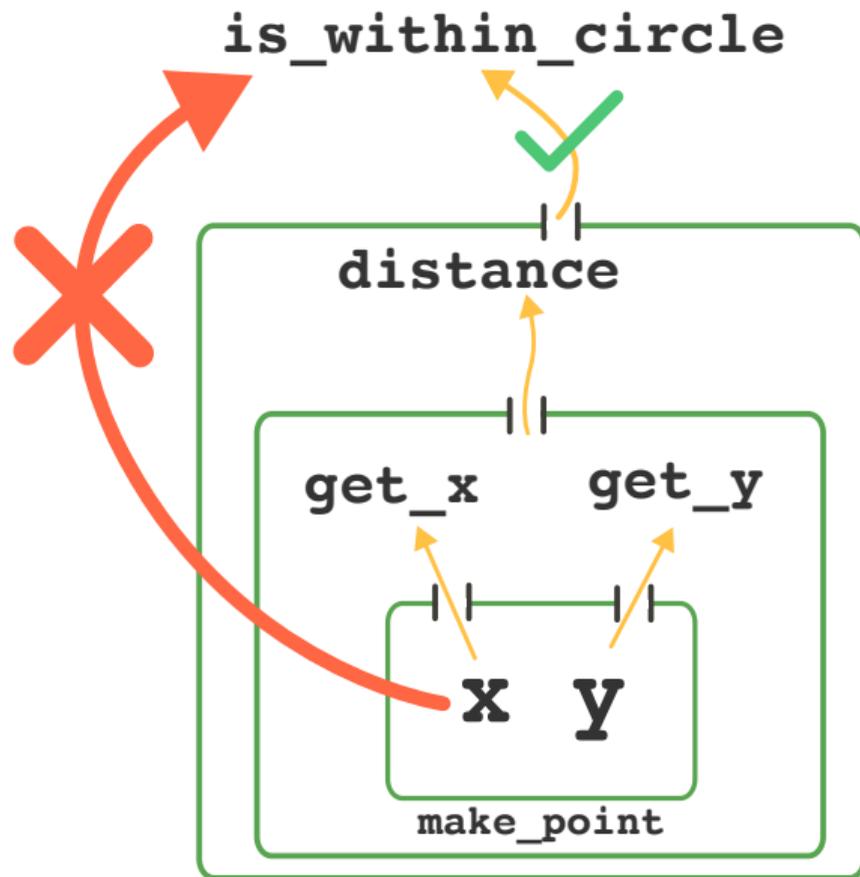


# You Try!

Check if a point is within a circle. Identify **Abstraction Barrier Violations**:

```
def is_within_circle(point, center, radius):  
    dist = ((center[0] - point[0])**2 +  
            (center[1] - point[1])**2)**0.5  
  
    return dist <= radius
```

# You Try!



# You Try!

## Solution:

```
def is_within_circle(point, center, radius):  
    return distance(point, center) <= radius
```

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Example: **Rational Numbers**

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- **How data is manipulated** **Operations:** rational, numer, denom, add\_rational, mul\_rational, ...

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Example: **Rational Numbers**
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Example: **Rational Numbers**
  - **How data is represented** **Data:** [1,2]
  - **How data is manipulated** **Operations:** rational, numer, denom, add\_rational, mul\_rational, ...
- **Abstraction Barrier Violation:** When a higher-level function is bypassed to use lower-level implementation details
- **The Power of Abstraction:** Makes code **modular, easy to maintain, less buggy, very flexible**

# Questions?