Objectives

- Parameter passing
- Enforcing encapsulation: Cloning

Review

- What does `static` mean?
- What does a static method have access to?
- How do you call a static method?
- When should we make a method static?
  - What are static methods similar to in Python?
- When should we make a field static?
- How do you create pretty, formatted output?
  - What is the syntax? What are the components?

PARAMETER PASSING

Method Parameters in Java

- Java always passes parameters into methods ***by value***
  - Meaning: the formal parameter becomes a copy of the argument/actual parameter's value
    - caller and callee have two independent variables with the *same* value
  - Consequence: Methods can**not** change the ***variables*** used as input parameters
  - A subtle point, so we will go through several examples
- Python is something that's not quite pass-by-value—it depends on if the object is mutable or immutable
  - *Pass-by-alias* is one term used

Method Parameters in Java

```
public static void main(String[] args) {
    int x = 10;
    int squared = square(x);
    System.out.println("The square of " + x + " is " +
                           squared);
}

public static int square(int num) {
    return num*=num;
}
```

Draw the stack as it changes
(similar to Python):

Method Parameters in Java

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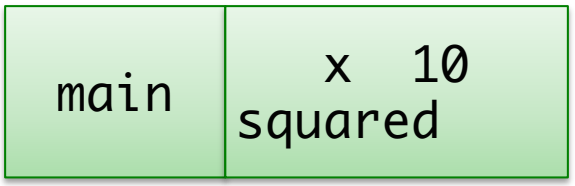
Stack:



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}

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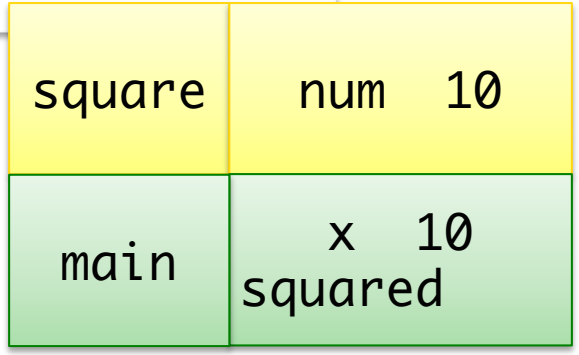
    return num*=num;
}
```

num copies the value of x



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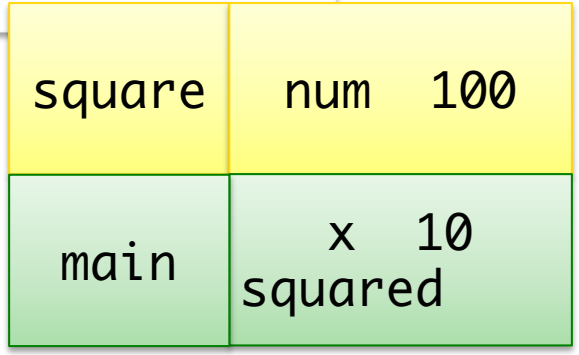

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    System.out.println("The square of " + x + " is " +
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}

public static int square(int num) {
    return num*=num;
}
```
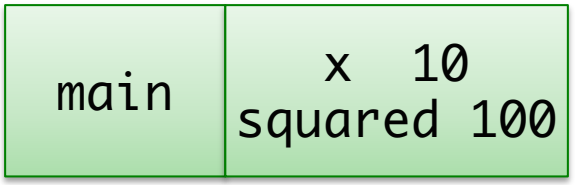

Output:

```
The square of 10 is 100
```



What's the Output?

```
public static void main(String[] args) {
        int x = 27;
        System.out.println(x);
        doubleValue(x);
        System.out.println(x);
}
public static void doubleValue(int p) {
        p = p * 2;
}
```

1. Think (independently) for 1 minute
2. Share with your neighbor.
3. Discuss as class

What's the Output?

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        int x = 27;
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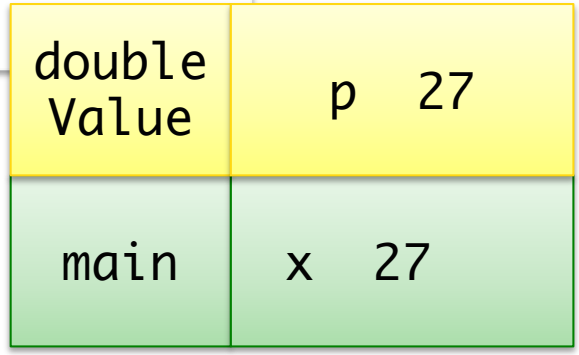
}
```

Output (so far):
27



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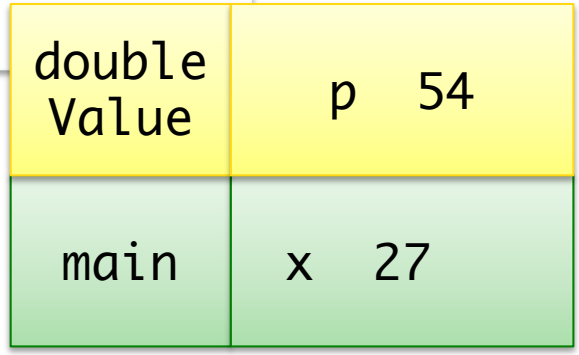

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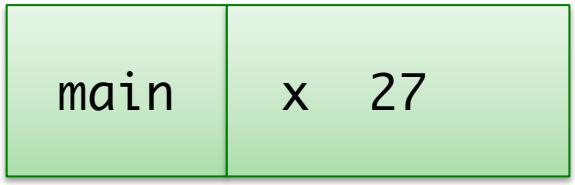
Output:

```
27
27
```



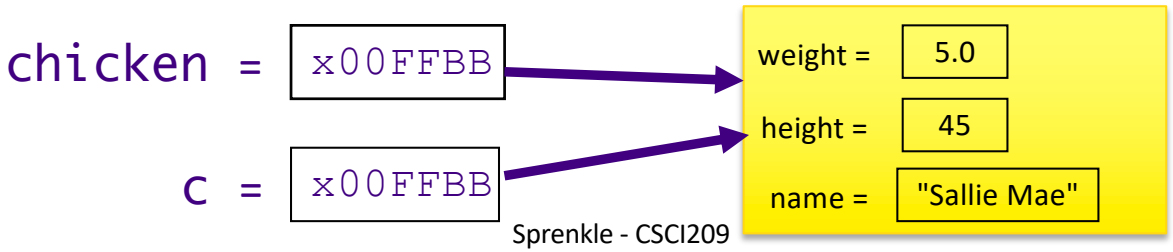
Pass by Value: Objects

- Primitive types are a little more obvious
  - Can't change original variable
- For objects, passing a copy of the parameter looks like:

```
public void methodName(Chicken c)
```

  - Pass Chicken object variable to methodName when calling method:

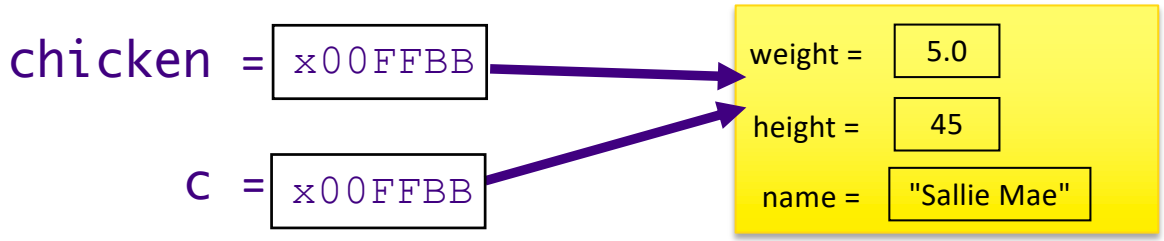
```
methodName(chicken);
```



Pass by Value: Objects

- What happens in this case?

```
methodName(chicken);
```




```
public void methodName(Chicken c) {
    if( c.getWeight() < MIN ) {
        c.feed();
    }
}
```

Can the Chicken object be changed in the called method?

Pass by Value: Objects

- What happens in this case?

```
methodName(chicken);
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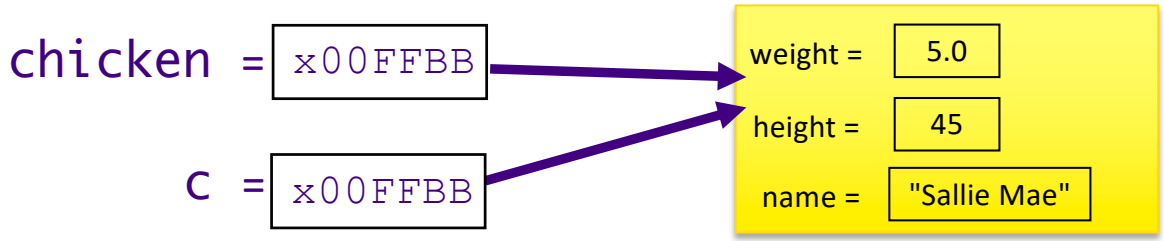


```
public void methodName(Chicken c) {
    if( c.getWeight() < MIN ) {
        c.feed();
    }
}
```

Can the Chicken object be changed in the called method?

YES! Both `chicken` and `c` are pointing to the *same* Chicken object

Example 1: What's the Output?

```
// From Farm class
public static void main(String[] args) {
    Farm farm = new Farm("OldMac");
    Chicken sal = new Chicken("Sallie Mae", 5.0, 45);
    System.out.println(sal.getWeight());
    farm.feedChicken(sal);
    System.out.println(sal.getWeight());
}

public void feedChicken(Chicken c) {
    c.setWeight( c.getWeight() + .5);
}
```

(setWeight was not a method defined in our Chicken class; just for this example)

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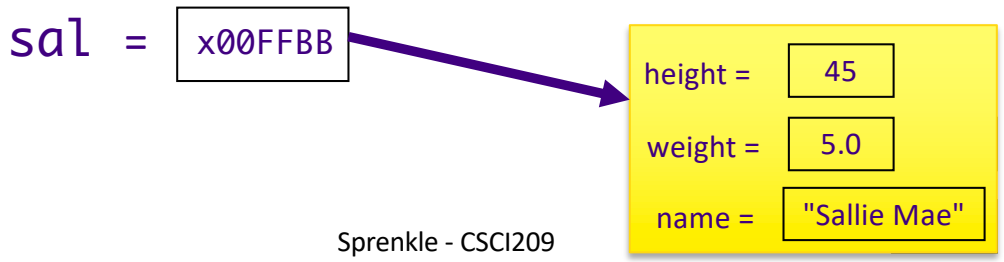

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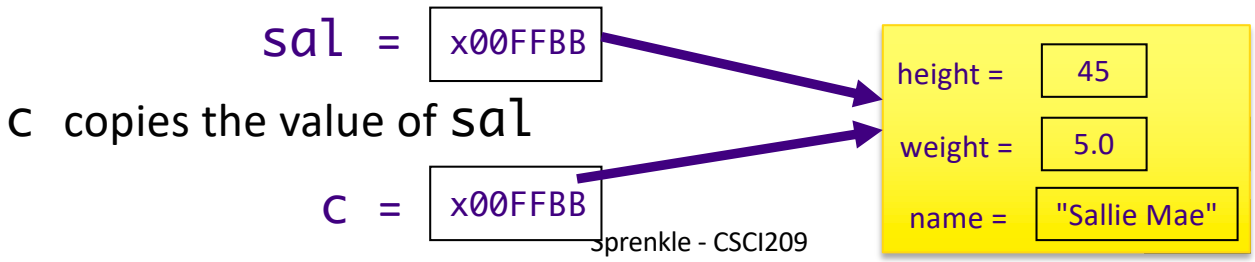

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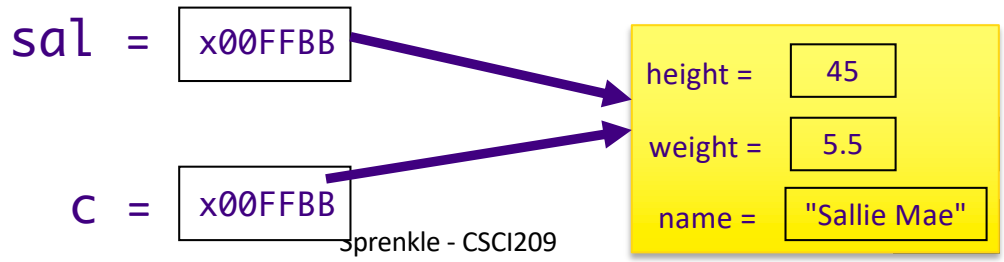

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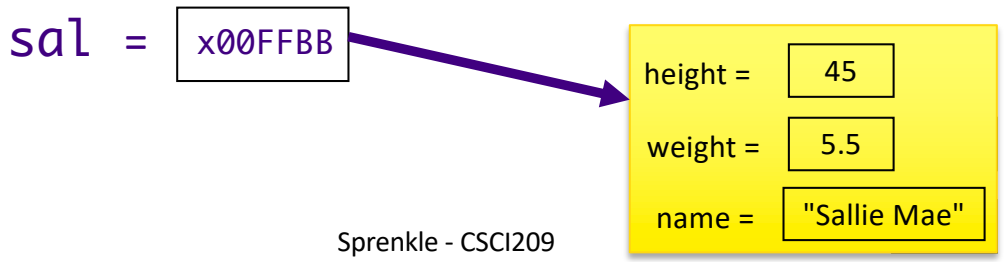
}
```

```
5.0
5.5
```



Example 2: What's the Output?

```
public static void main(String[] args) {
    Farm farm = new Farm("OldMac");
    Chicken sal = new Chicken("Sallie Mae", 5.0, 45);
    System.out.println(sal.getWeight());
    farm.feedChicken(sal);
    System.out.println(sal.getWeight());
}

public void feedChicken(Chicken c) {
    c = new Chicken(c.getName(), c.getWeight(),  c.getHeight() );
    c.setWeight( c.getWeight() + .5);
}
```

Example 2: Tracing through Execution

```
public static void main(String[] args) {
    Farm farm = new Farm("OldMac");
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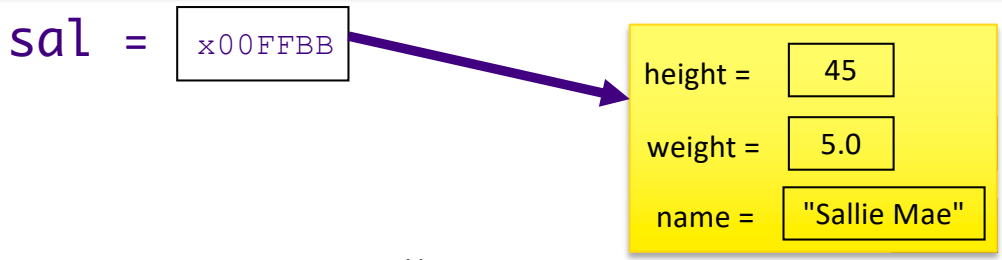

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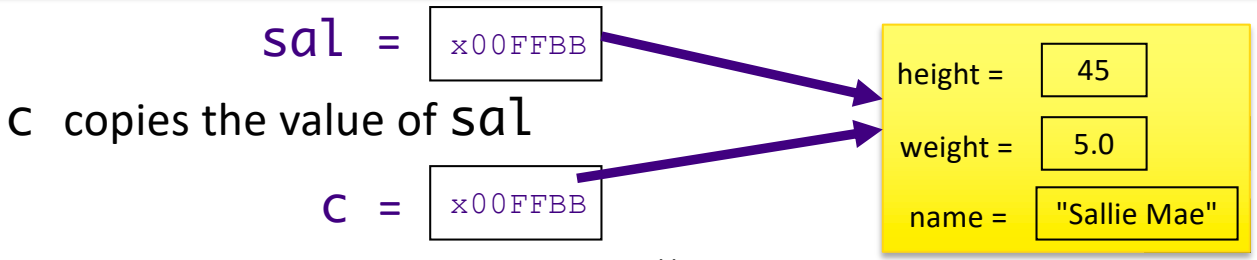

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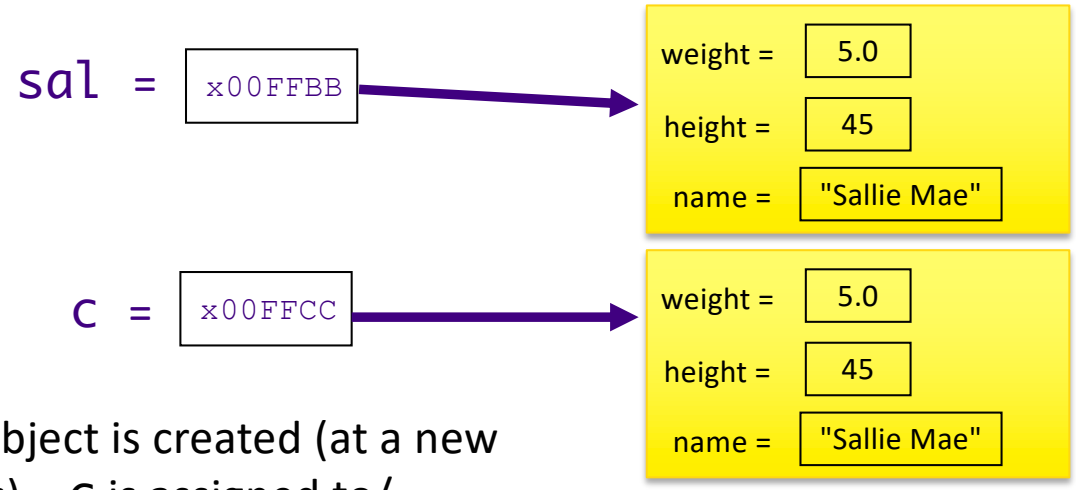
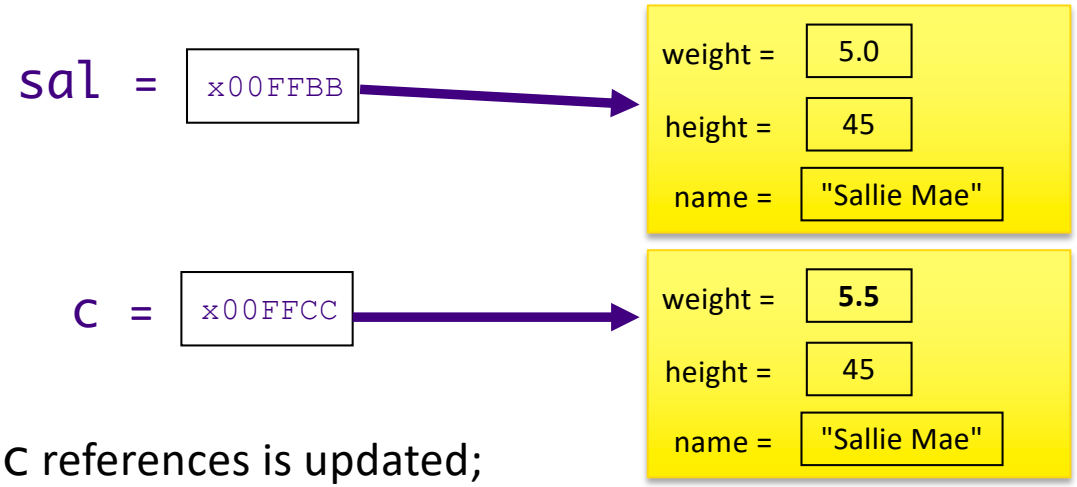
```



A new Chicken object is created (at a new memory address). c is assigned to/ references the new object. The *variable* c has changed→no longer has the same value as sal.

Example 2: Tracing through Execution

```
public void feedChicken(Chicken c) {
    c = new Chicken(c.getName(), c.getWeight(), c.getHeight() );
    c.setWeight( c.getWeight() + .5);
}
```



The object that c references is updated;
the object that sal references is unaffected

Example 2: Tracing through Execution

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public void feedChicken(Chicken c) {
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}
```
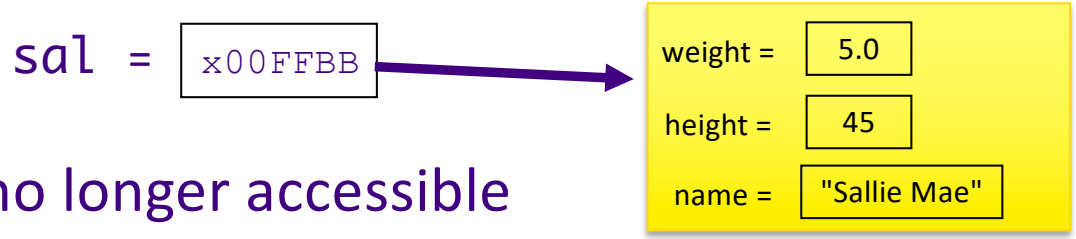

5.0
5.0



c is out of scope/no longer accessible

Summary of Passing Parameters to Methods

- Everything is passed ***by value*** in Java

- An **object *variable*** (not an object) is passed into a method
  - Called method does **not** get a copy of the original object
  - Changing the *state* of an object in a method changes the state of object outside the method

ENFORCING ENCAPSULATION

Encapsulation/Black-Box Programming Revisited

- Objects should hide their data and only allow other objects to access this data through **accessor** and **mutator** methods
- Common programmer mistake:
  - Creating an accessor method that returns a reference to a mutable (changeable) object

Example of Black-box Programming

```
private int height; // in cm
private double weight; // in lbs
…

public void feed() {
     weight += .3;
     height += 1;
}
```

- We don't want to allow direct changing of Chicken's state (height and weight)
  - Don't want them set to 0 or negative values
  - We want the height and weight to be proportional, so no separate setHeight and setWeight methods
- Only allowing access to the methods allows us to restrict the kinds of changes that can be made to the state of the object

Violating Black-Box Programming Principle

```
public class Farm {
        . . .
        private Chicken headRooster;

        public Chicken getHeadRooster() {
                return headRooster;
        }
        . . .
}
```

Violating Black-Box Programming Principle

```
public class Farm {
        . . .
        private Chicken headRooster;

        public Chicken getHeadRooster() {
            return this.headRooster;
        }
        . . .
}
```

Problem: Gives others access to Farm's headRooster through the *public* getHeadRooster method.
Others can then feed your rooster or change his name!!
(Silly example; understand consequences)

```
public class BadGuyCode {
        . . .
        Chicken stolen = farm.getHeadRooster();
        System.out.println("mwha hahaha");
        stolen.setName("Dinner");
        …
}
```

Fixing the Problem: Cloning

```
public class Farm {
        . . .
        private Chicken headRooster;

        public Chicken getHeadRooster() {
                return (Chicken) headRooster.clone();
        }
        . . .
}
```

Method is available to all objects (inherited from `Object`)

- In previous example, could modify returned object's state
- Here, another `Chicken` object, with the same data as `headRooster`, is created and returned to the user
- If the user modifies (e.g., feeds) that object, `Farm`'s `headRooster` is not affected

Cloning

- Cloning is a more complicated topic than it seems from the example
  - Out of scope for this class
- See *Effective Java* for more information

What about the Chicken's getter methods?

```
public class Chicken {
        . . .

        public String getName() {
            return this.name;
        }

        public int getHeight() {
            return this.height;
        }

        . . .
}
```

But, why was it okay to return the
name, height, or weight of a chicken in public methods?

What about the Chicken's getter methods?

```
public class Chicken {
        . . .

        public String getName() {
            return this.name;
        }

        public int getHeight() {
            return this.height;
        }

        . . .
}
```

Similar to Python, primitive types and Strings are *immutable*. Since those attributes have immutable data types (String, int, double, respectively), others can't change those attributes when retrieved using a getter method.

Looking Ahead: Assignment 2

- Due tonight at 11:59
- Lots of flexibility in design in `Birthday` and `BirthdayParadox`
- Lots of different correct designs
  - BUT many more incorrect or too-complicated designs
- Consider
  - If a variable should be a local variable, instance variable, or class variable
  - How can I break this into smaller problems? → Methods!
  - API for the methods: What is its input? What is its output (what is returned)?
- Test small parts!
- Use git well
  - When are good points to checkpoint (commit) or make a new branch?

Looking Ahead: Exam 1

- Exam 1 – Friday
  - Timed exam: 60 minutes
  - 1 letter-size page of notes for reference
  - Prep document online
  - 3 sections:
    - Very Short Answer, Short Answer, Coding