

# Concurrent Object-Oriented Programming

## Java (VRH 7.7,8.6)

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Partly adapted with permission from:  
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1

## Overview

- Crash Course in Java
- Types and Classes
- Method Overloading; Multimethods
- Concurrency support

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2

## What is Java?

- A programming language.
  - As defined by Gosling, Joy, and Steele in the Java Language Specification
- A platform
  - A virtual machine (JVM) definition.
  - Runtime environments in diverse hardware.
- A class library
  - Standard APIs for GUI, data storage, processing, I/O, and networking.

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3

## Why Java?

- Java has substantial differences with C++
  - error handling (compiler support for exception handling checks)
  - no pointers (garbage collection)
  - threads are part of the language
  - dynamic class loading and secure sandbox execution for remote code
  - source code and bytecode-level portability

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4

## Java notes for C++ programmers

- (Almost) everything is an object.
  - Every object inherits from `java.lang.Object`
  - Primitive data types are similar: `boolean` is not an `int`.
- No code outside of class definitions
  - No global variables
- Single class inheritance
  - an additional kind of inheritance: multiple interface inheritance
- All classes are defined in `.java` files
  - one top level public class per file

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5

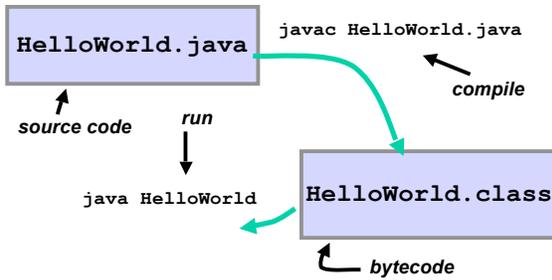
## First Program

```
public class HelloWorld {  
    public static void main(String args[]) {  
        System.out.println("Hello World");  
    }  
}
```

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## Compiling and Running



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## Java bytecode and interpreter

- Java bytecode is an intermediate representation of the program (stored in .class file)
- The Java interpreter starts up a new “Virtual Machine”.
- The VM starts executing the user’s class by running its `main()` method.

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8

## PATH and CLASSPATH

- PATH and CLASSPATH are environment variables that tell your operating system where to find programs.
- The `java_home/bin` directory should be in your \$PATH
- If you are using any classes outside the java or javax packages, their locations must be included in your \$CLASSPATH

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9

## The Language

- Data types
- Operators
- Control Structures
- Classes and Objects
- Packages

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10

## Java Primitive Data Types

- Primitive Data Types:
  - **boolean** `true` or `false`
  - **char** unicode (16 bits)
  - **byte** signed 8 bit integer
  - **short** signed 16 bit integer
  - **int** signed 32 bit integer
  - **long** signed 64 bit integer
  - **float, double** IEEE 754 floating point

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11

## Other Data Types

- Reference types (composite)
  - objects
  - arrays
- strings are supported by a built-in class named `String` (`java.lang.String`)
- string literals are supported by the language (as a special case).

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12

## Type Conversions

- Conversion between integer types and floating point types.
  - this includes `char`
- No automatic conversion from or to the type `boolean`.
- You can force conversions with a cast – same syntax as C/C++.

```
int i = (int) 1.345;
```

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13

## Operators

- Assignment: `=, +=, -=, *=, ...`
- Numeric: `+, -, *, /, %, ++, --, ...`
- Relational: `==, !=, <, >, <=, >=, ...`
- Boolean: `&&, ||, !`
- Bitwise: `&, |, ^, ~, <<, >>, ...`

Just like C/C++!

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14

## Control Structures

Conditional statements:

if, if else, switch

Loop statements:

while, for, do

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## Exceptions

- Terminology:
  - *throw an exception*: signal that some condition (possibly an error) has occurred.
  - *catch an exception*: deal with the error.
- In Java, exception handling is necessary (forced by the compiler)!

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## Try/Catch/Finally

```
try {  
    // code that can throw an exception  
} catch (ExceptionType1 e1) {  
    // code to handle the exception  
} catch (ExceptionType2 e2) {  
    // code to handle the exception  
} catch (Exception e) {  
    // code to handle other exceptions  
} finally {  
    // code to run after try or any catch  
}
```

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17

## Exception Handling

- Exceptions take care of handling errors
  - instead of returning an error, some method calls will throw an exception.
- Can be dealt with at any point in the method invocation stack.
- Forces the programmer to be aware of what errors can occur and to deal with them.

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18

## Classes and Objects

- All Java statements appear within methods, and all methods are defined within classes.
- Instead of a “standard library”, Java provides a set of packages with classes supported in all Java implementations.

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19

## Defining a Class

- One top level public class per .java file.
  - typically end up with many .java files for a single program.
  - One (at least) has a static public main() method.
- Class name must match the file name!
  - compiler/interpreter use class names to figure out what file name is.
- Package hierarchy should match directory structure.

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## Sample Class

(from Java in a Nutshell)

```
public class Point {
    public double x,y;
    public Point(double x, double y) {
        this.x = x; this.y=y;
    }
    public double distanceFromOrigin(){
        return Math.sqrt(x*x+y*y);
    }
}
```

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## Objects and new

You can declare a variable that can hold an object:

```
Point p;
```

but this doesn't create the object!

You have to use new:

```
Point p = new Point(3.1,2.4);
```

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## Using objects

- Just like C++:
  - `object.method()`
  - `object.field`
- BUT, never like this (no pointers!)
  - `object->method()`
  - `object->field`

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## Strings are special

- You can initialize Strings like this:

```
String blah = "I am a literal ";
```

- Or this (+ String operator):

```
String foo = "I love " + "RPI";
```

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## Arrays

- Arrays are supported as a second kind of reference type (objects are the other reference type).
- Although the way the language supports arrays is different than with C++, much of the syntax is compatible.
  - however, creating an array requires **new**

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## Array Examples

```
int x[] = new int[1000];  
  
byte[] buff = new byte[256];  
  
float[][] vals = new float[10][10];
```

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## Notes on Arrays

- index starts at 0.
- arrays can't shrink or grow.
  - e.g., use Vector instead.
- each element is initialized.
- array bounds checking (no overflow!)
  - `ArrayIndexOutOfBoundsException`
- Arrays have a `.length`

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27

## Array Example Code

```
int[] values;  
  
int total=0;  
  
for (int i=0;i<values.length;i++) {  
    total += values[i];  
}
```

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28

## Array Literals

- You can use array literals like C/C++:

```
int[] foo = {1,2,3,4,5};  
  
String[] names = {"Joe", "Sam"};
```

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## Reference Types

- Objects and Arrays are *reference types*
- Primitive types are stored as values.
- Reference type variables are stored as references (pointers that are not first-class).
- There are significant differences!

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## Primitive vs. Reference Types

```
int x=3;
int y=x;
```

There are two copies of the value 3 in memory

```
Point p = new Point(2.3,4.2);
Point t = p;
```

There is only one Point object in memory!

```
Point p = new Point(2.3,4.2);
Point t = new Point(2.3,4.2);
```

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31

## Passing arguments to methods

- Primitive types are passed by value: the method gets a copy of the value. Changes won't show up in the caller.
- Reference types: the method gets a copy of the reference, so the method accesses the same object
  - However, the object reference is passed by value. Changing the reference does not change the outside object!

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## Example

```
int sum(int x, int y) {
    x=x+y;
    return x;
}

void increment(int[] a) {
    for (int i=0;i<a.length;i++) {
        a[i]++;
    }
}
```

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## Comparing Reference Types

- Comparison using `==` means:
  - “are the references the same?”
  - (do they refer to the same object?)
- Sometimes you just want to know if two objects/arrays are identical copies.
  - use the `.equals()` method
    - you need to write this for your own classes!

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34

## Packages

- You can organize a bunch of classes and interfaces into a *package*.
  - defines a namespace that contains all the classes.
- You need to use some java packages in your programs, e.g.
  - `java.lang` `java.io`, `java.util`

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## Importing classes and packages

- Instead of `#include`, you use `import`
- You don't have to import anything, but then you need to know the complete name (not just the class, the package).
  - if you `import java.io.File` you can use `File` objects.
  - If not – you need to use `java.io.File` inside the program.
- You need not import `java.lang` (imported by default).

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## Compiling

- **Multiple Public classes:**
  - need a file for each class.
  - Telling the compiler to compile the class with main().
    - automatically finds and compiles needed classes.

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## Access Control

- **Public** – everyone has access
- **Private** – no one outside this class has access
- **Protected** – subclasses have access
- **Default** – package-access

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## Final Modifier

- **final class** – cannot be subclassed
- **final method** – cannot be overridden
- **final field** – cannot have its value changed. Static final fields are compile time constants.
- **final variable** – cannot have its value changed

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## Static Modifier

- **static method** – a class method that can only be accessed through the class name, and does not have an implicit *this* reference.
- **static field** – A field that can only be accessed through the class name. There is only 1 field no matter how many instances of the class there are.

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## Classes vs Types

- Every object *o* has a class *c*.
- Is *c* the type of the object?
- Suppose  $d < c$  (*d* is a subclass of *c*) then an object *o2* of class *d* can be used anywhere an object of class *c* is used (called *subclass polymorphism*).
- Therefore, an object *o* is of type *c* if and only if *o*'s class *d* is either:
  1. = *c*, or
  2. < *c*

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## instanceof operator

- Dynamically checks for an object's type.  
*o instanceof t*
- tests whether the value of *o* has type *t* (whether the class of *o* is assignment compatible with reference type *t*).

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## Interfaces

- A Java interface lists a number of method signatures for methods that need to be implemented by any class that “implements” the interface.
- E.g.:

```
public interface Figure {  
    public double getArea() {}  
}
```

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## Interfaces

- A Java class that implements an interface must provide an implementation for all the methods in the interface.
- E.g.:

```
public class Point implements Figure {  
    ...  
    public double getArea() { return 0.0 }  
}
```

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## Multiple Interface Inheritance

- A Java class may implement more than one interface
- E.g.:

```
public class Circle implements Figure, Fillable {  
    ...  
    public double getArea() {  
        return Math.PI * radius * radius;  
    }  
    public void fill(Color c) {...}  
}
```

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## Using Interfaces as Types

- The Java language allows the usage of interfaces as types for polymorphism. E.g., it knows that any object of a class that implements the Figure interface will have a getArea() method:

```
public double totalArea(Figure[] figures) {  
    // sum everything up  
    double total=0.0;  
    for (int i=0;i<figures.length;i++) {  
        total += figures[i].getArea();  
    }  
    return total;  
}
```

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46

## Method Overloading

- In a statically typed language, a method can be overloaded by taking arguments of different types.
- E.g.:

```
public int m(Circle c){ return 1;}  
public int m(String s){ return 2;}
```

- The return type cannot be overloaded.
- The types can be related, e.g:

```
public int m(Object o){ return 1;}  
public int m(String s){ return 2;}
```

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47

## Method Dispatching and Multimethods

- Which method gets dispatched can be decided at compile-time based on declared argument types information (Java), or at run-time with multi-methods (Smalltalk, SALSA).

```
public int m(Object o){ return 1;}  
public int m(String s){ return 2;}
```

```
Object o = new Object();  
String s = new String("hi");  
Object os = new String("foo");  
m(o); // returns 1  
m(s); // returns 2  
m(os); // Static dispatch  
// returns 1; (Java)  
// Dynamic dispatch  
// returns 2. (SALSA)
```

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48

## Concurrent Programming in Java

- Java is multi-threaded.
- Two ways to create new threads:
  - Extend java.lang.Thread
    - Overwrite “run()” method.
  - Implement Runnable interface
    - Include a “run()” method in your class.
- Starting a thread
  - new MyThread().start();
  - new Thread(runnable).start();

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## The synchronized Statement

- To ensure only one thread can run a block of code, use synchronized:

```
synchronized ( object ) {  
    // critical code here  
}
```

- Every object contains an internal lock for synchronization.

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## synchronized as a modifier

- You can also declare a method as synchronized:

```
synchronized int blah(String x) {  
    // blah blah blah  
}
```

equivalent to:

```
int blah(String x) {  
    synchronized (this) {  
        // blah blah blah  
    }  
}
```

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51

## Concurrency and state are tough when used together

- Execution consists of multiple threads, all executing independently and all using shared memory
- Because of interleaving semantics, execution happens as if there was one global order of operations
- Assume two threads and each thread does k operations. Then the total number of possible interleavings is  $\binom{2k}{k}$ . This is exponential in k.
- One can program by reasoning on all possible interleavings, but this is extremely hard. What do we do?

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52

## Exercises

56. Do Java and C++ object abstractions completely encapsulate internal state? If so, how? If not, why?
57. Do Java and C++ enable static access to methods defined in classes arbitrarily high in the inheritance hierarchy? If so, how? If not, why?
58. Do Java and C++ allow multiple inheritance? If so, how? If not, why?
59. \*Write, compile and execute a Java program in your laptop.

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53