

Menu

- PS4
- Concurrency
- Object-Oriented Programming

PS5 Designs [Throughout the Day]

1. Blanton, James	Kalish, Michael	
2. Borja, Joseph	Oh, Uyn	Noh, Brian
3. Brown, Jeremy	Hearn, Charles	
4. Chen, Jiamin	Sparkman, Elisabeth	Sun, Yixin
5. Dewey-Vogt, Michael	Lopez, Erik	
6. Dilorenzo, Jonathan	Featherston, Joseph	
7. Dollhopf, Niklaus	Marion, John	
8. Herder, Samuel	Wallace, Alexander	

Substitution Principle

```
public class Tree {
  public Tree getChild (int n)
  // REQUIRES: 0 <= n < children.length
  // EFFECTS: Returns the Tree that is the nth leftmost child
  //           of this. NOTE: the rep is exposed!
```

```
public class BinaryTree extends Tree {
  // OVERVIEW: A BinaryTree is a mutable tree where the nodes are
  // int values and each node has zero, one or two children.
  @Override
  public BinaryTree getChild (int n)
  // REQUIRES: 0 <= n < 2
  // EFFECTS: If this has at least n children, returns a copy of the
  // BinaryTree that is the nth leftmost child of this. Otherwise,
  // returns null.
```

Does pre_{Tree} imply $\text{pre}_{\text{BinaryTree}}$?

Substitution Principle

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Does $0 \leq n < \text{children.length}$ imply
 $0 \leq n < 2$?

When $\text{children.length} \leq 2$, yes!

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Does $\text{post}_{\text{BinaryTree}}$ imply $\text{post}_{\text{Tree}}$?

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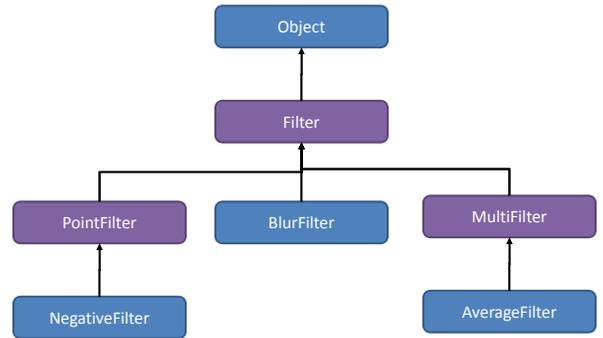
Code that “breaks” with subtype:

```
Tree b1 = t.getChild(0);
Tree b2 = t.getChild(0);
assert b1 == b2;
```

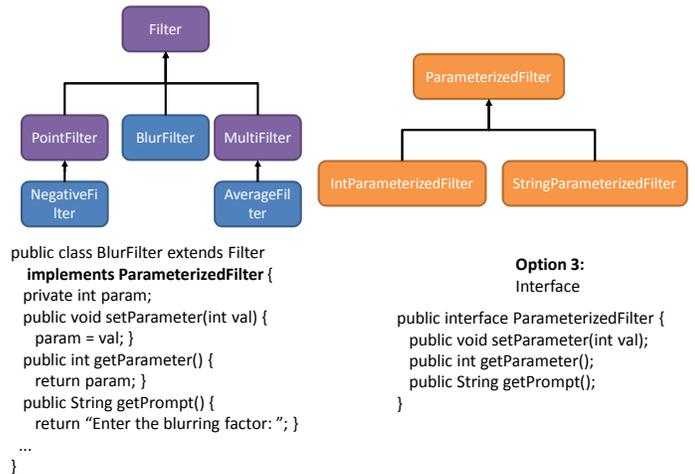
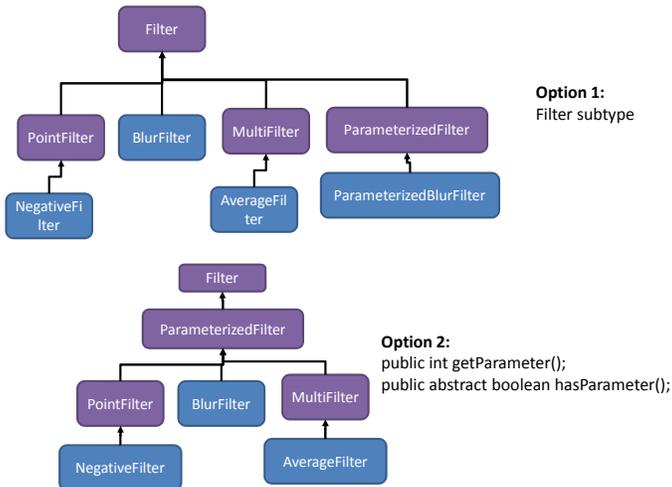
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Parameterized Filters



Purple: abstract classes



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