

# COMP 333 Lecture 2

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# Object-Oriented Programming (OOP)

# OOP (Minimal Definition)

- *Objects* contain *fields* holding data
- *Objects* can pass *messages* to each other

# OOP (Explicit Methods)

- *Objects* contain *fields* holding data and *methods* holding executable procedures
- ~~Objects can pass messages to each other~~
- Objects can call methods on other objects/  
have their methods called on

# OOP (As Commonly Understood)

- *Objects* contain *fields* holding data and *methods* holding executable procedures
- Objects can call methods on other objects/have their methods called on
- Objects *encapsulate* their state using *access modifiers*
- On a call, the correct method may be chosen at runtime, which is a form of *polymorphism*
- Methods can be *overridden*, allowing for more specific behavior
- *Abstraction* allows for *interfaces* to contain only immediately relevant information
- *Classes* define a template to make objects from
- Classes may *inherit* fields and methods from other classes
- *All ideas that were ever good* are object-oriented

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Not specific to OOP

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Specific to  
class-based  
OOP

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Many OOP languages  
do not support this

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Often considered  
a bad idea

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OOP was originally heralded as a silver bullet

# Core Concept: Virtual Dispatch

# Virtual Dispatch

- AKA dynamic dispatch, polymorphism
- The method/code actually called is determined at runtime

# Virtual Dispatch Use

- Allows for abstracting over computation
- The computation itself becomes a parameter

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---

```
void foo(SortRoutine s) { ... }
```

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---

```
void foo (SortRoutine s) { ... }
```

```
foo (new InsertionSort ());  
foo (new MergeSort ());
```

# Virtual Dispatch vs. `if`

- Both conditionally execute code
  - `if`: based on if condition is true/false
  - Virtual dispatch: based on the specific runtime method passed
- `if`'s that are used to select between different code behaviors are undesirable
- Smalltalk has `ifTrue:ifFalse:` method on its boolean type

# Virtual Dispatch

## Example in Java