

Functions with Variants

```
; An animal is either
; - snake
; - dillo
; - ant

; animal-is-lighter? : animal num -> bool
(define (animal-is-lighter? a n)
  (cond
    [(snake? a) (snake-is-lighter? s n)]
    [(dillo? a) (dillo-is-ligheter? s n)]
    [(ant? a) (ant-is-lighter? s n)]))

; snake-is-lighter? : snake num -> bool
(define (snake-is-lighter? s n) ...)

; dillo-is-lighter? : dillo num -> bool
(define (dillo-is-lighter? d n) ...)

; ant-is-lighter? : ant num -> bool
(define (ant-is-lighter? a n) ...)
```

Methods with Variants

```
abstract class Animal {  
    abstract boolean isLighter(double n);  
}
```

```
class Snake extends Animal {  
    ...  
    boolean isLighter(double n) { ... }  
}
```

```
class Dillo extends Animal {  
    ...  
    boolean isLighter(double n) { ... }  
}
```

```
class Ant extends Animal {  
    ...  
    boolean isLighter(double n) { ... }  
}
```

Translating Functions to Methods

```
; An animal is either
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; - ant

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; snake-is-lighter? : snake num -> bool
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(define (dillo-is-lighter? d n) ...)

; ant-is-lighter? : ant num -> bool
(define (ant-is-lighter? a n) ...)
```

```
abstract class Animal {
  abstract boolean isLighter(double n);
}

class Snake extends Animal {
  ...
  boolean isLighter(double n) { ... }
}

class Dillo extends Animal {
  ...
  boolean isLighter(double n) { ... }
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class Ant extends Animal {
  ...
  boolean isLighter(double n) { ... }
}
```

Translating Functions to Methods

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; An animal is either  
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; animal-is-lighter? : animal num -> bool  
(define (animal-is-lighter? a n)  
  (cond  
    [(snake? a) (snake-is-lighter? s n)]  
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```

```
; snake-is-lighter? : snake num -> bool  
(define (snake-is-lighter? s n) ...)
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```
; dillo-is-lighter? : dillo num -> bool  
(define (dillo-is-lighter? d n) ...)
```

```
; ant-is-lighter? : ant num -> bool  
(define (ant-is-lighter? a n) ...)
```

Data definition turns into class declarations

```
abstract class Animal {  
  abstract boolean isLighter(double n);  
}
```

```
class Snake extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}
```

```
class Dillo extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}
```

```
class Ant extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}
```

Translating Functions to Methods

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; An animal is either
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    [(snake? a) (snake-is-lighter? s n)]
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    [(ant? a) (ant-is-lighter? s n)]))
```

```
; snake-is-lighter? : snake num -> bool
(define (snake-is-lighter? s n) ...)
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```
; dillo-is-lighter? : dillo num -> bool
(define (dillo-is-lighter? d n) ...)
```

```
; ant-is-lighter? : ant num -> bool
(define (ant-is-lighter? a n) ...)
```

Variant functions turn into variant methods — all with the same contract after the implicit argument

```
abstract class Animal {
  abstract boolean isLighter(double n);
}

class Snake extends Animal {
  ...
  boolean isLighter(double n) { ... }
}

class Dillo extends Animal {
  ...
  boolean isLighter(double n) { ... }
}

class Ant extends Animal {
  ...
  boolean isLighter(double n) { ... }
}
```

Translating Functions to Methods

```
; An animal is either  
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```

```
; animal-is-lighter? : animal num -> bool  
(define (animal-is-lighter? a n)  
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    [(snake? a) (snake-is-lighter? s n)]  
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```
; snake-is-lighter? : snake num -> bool  
(define (snake-is-lighter? s n) ...)
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; dillo-is-lighter? : dillo num -> bool  
(define (dillo-is-lighter? d n) ...)
```

```
; ant-is-lighter? : ant num -> bool  
(define (ant-is-lighter? a n) ...)
```

Function with variant-based `cond` turns into just an **abstract** method declaration

```
abstract class Animal {  
  abstract boolean isLighter(double n);  
}  
  
class Snake extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}  
  
class Dillo extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}  
  
class Ant extends Animal {  
  ...  
  boolean isLighter(double n) { ... }  
}
```

Lists of Things

```
abstract class ListOfThing {  
    abstract int length();  
}
```

```
class EmptyListOfThing extends ListOfThing {  
    EmptyListOfThing() { }  
    int length() { return 0; }  
}
```

```
class ConsListOfThing extends ListOfThing {  
    Thing first;  
    ListOfThing rest;  
    ConsListOfThing(Thing first, ListOfThing rest) {  
        this.first = first;  
        this.rest = rest;  
    }  
    int length() { return 1 + this.rest.length(); }  
}
```

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Trees of Things

```
abstract class TreeOfThing {
    abstract int count();
}

class EmptyTreeOfThing extends TreeOfThing {
    EmptyTreeOfThing() { }
    int count() { return 0; }
}

class ConsTreeOfThing extends TreeOfThing {
    Thing v;
    TreeOfThing left;
    TreeOfThing right;
    ConsTreeOfThing(Thing v, TreeOfThing left, TreeOfThing right) {
        this.v = v;
        this.left = left;
        this.right = right;
    }
    int count() { return 1 + this.left.count()
                    + this.right.count(); }
}
```

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Implementing Methods Directly

Some Scheme methods on `animal` can be implemented with other `animal` functions:

```
; animal-light? : animal -> bool  
; Determines whether a is less than 10 lbs  
(define (animal-light? a)  
  (animal-lighter? a 10))
```

Implementing Methods Directly

Some Scheme methods on `animal` can be implemented with other `animal` functions:

```
; animal-light? : animal -> bool
; Determines whether a is less than 10 lbs
(define (animal-light? a)
  (animal-lighter? a 10))
```

In Java, this corresponds to a non-abstract method in an abstract class:

```
abstract class Animal {
    ...
    boolean isLight() {
        return this.isLighter(10);
    }
}
```

Conditionals

Some uses of `cond` where not based on the data definition:

```
(define (posn-big-part p)
  (cond
    [(> (posn-x p) (posn-y p)) (posn-x p)]
    [else (posn-y p)]))
```

For these, we use `if` in Java:

```
class Posn { ...
  double bigPart() {
    if (this.x > this.y)
      return this.x;
    else
      return this.y;
  }
}
```

Conditionals

In general:

```
(cond
  [question1 answer1]
  [question2 answer2]
  ...
  [else answerN])
```

⇒

```
if question1
  return answer1;
else if question2
  return answer2;
...
else
  return answerN;
```

Primitive Operations on Numbers

```
1 + 2    "should be" 3
1 - 2    "should be" -1
1 * 2    "should be" 2
1 / 2    "should be" 0
1.0 / 2.0 "should be" 0.5

1 < 2    "should be" true
1 > 2    "should be" false
1 <= 2   "should be" true
1 >= 2   "should be" false
1 == 2   "should be" false
1 == 1   "should be" true
```

Primitive Operations on Booleans

```
!true "should be" false  
!false "should be" true
```

```
true && true "should be" true  
true && false "should be" false  
true || false "should be" true  
false || false "should be" false
```

Primitive Operations on Strings

```
"hello".equals("bye") "should be" false
```

```
"hello".equals("hello") "should be" true
```

```
"good".concat(" bye") "should be" "good bye"
```

```
"good bye".startsWith("good") "should be" true
```

```
"good bye".startsWith("bye") "should be" false
```

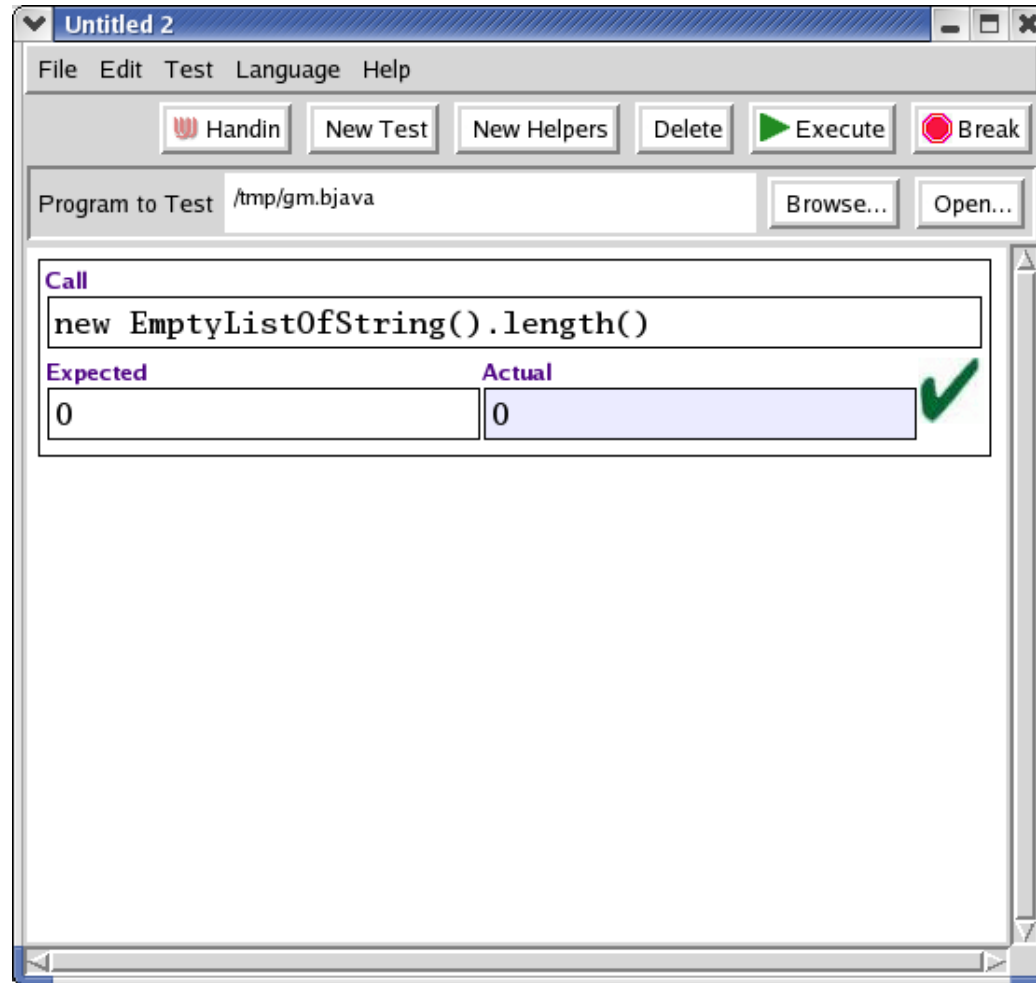
```
"good bye".endsWith("good") "should be" false
```

```
"good bye".endsWith("bye") "should be" true
```

These operations are really method calls, and that's why `String` is capitalized

Testing Java Code

Select **New Test Suite** from the **File** menu



Testing Tool Warnings

- The test tool is tied to the program via the file name
 - If you rename your file, you must fix the test window
 - You must save changes to your program before testing
- To open a saved test suite, use **Open Test Suite...**
- The test tool incorrectly reports failures when the result is not a number or boolean

For HW 12, you must handin your test suite as well as your implementation