

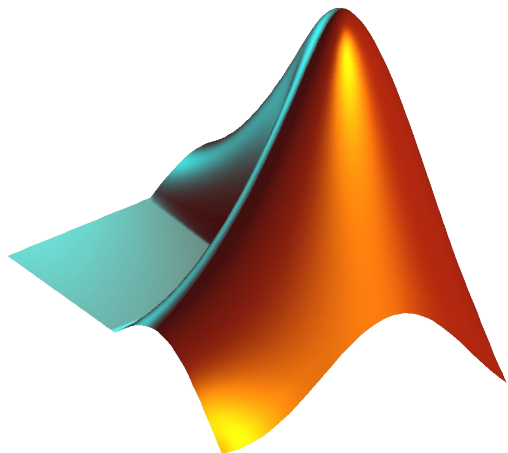
CS 1112 Introduction to Computing Using MATLAB

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Website:

<https://www.cs.cornell.edu/courses/cs1112/2022fa/>

Today: object-oriented programming



Agenda and announcements

- Last time
 - Object-oriented programming
- Today
 - Object-oriented programming
 - More practice with objects and classes
- Announcements
 - Ex 12 due Tuesday Nov 15th (should be relatively easy)
 - Project 5 due Monday 11/14
 - Prelim 2 TONIGHT!

Constructor should be able to handle call with no inputs

```
A = Interval(3,7);
```

```
A(2) = Interval(4,6);
```

```
A(3) = Interval(1,9);
```

```
A(5) = Interval(2,5);
```

Error!

Why is there an error? The Interval constructor requires two input parameters

The user specified 2 inputs for A(5), but...

MATLAB will implicitly call

```
A(4) = Interval() → Error!
```

```
properties
```

```
    left
```

```
    right
```

```
end
```

```
methods
```

```
function Inter = Interval(lt, rt)
```

```
% constructor: construct an Interval
```

```
% object
```

```
    Inter.left = lt;
```

```
    Inter.right = rt;
```

```
end
```

```
function scale(self,f)
```

```
% scale the interval by factor f
```

```
    w = self.right - self.left;
```

```
    self.right = self.left + w*f;
```

```
end
```

```
end
```

```
end
```

Constructor that handles variable number of input args

- When used inside a function, `nargin` returns the number of input arguments that were passed
- If `nargin == 2`, constructor ends without executing the assignment statements. Then `Inter.left` and `Inter.right` get any default values (`[]` (type `double`)).

This is called function overloading

```
classdef Interval < handle
% An interval has a left end and a right end

    properties
        left
        right
    end

    methods
        function Inter = Interval(lt, rt)
% constructor: construct an Interval
% object
            if nargin == 2
                Inter.left = lt;
                Inter.right = rt;
            end
        end

        ...
    end
end
```

What is nargin doing?

```
function Inter = Interval(lt, rt)
    % constructor: construct an Interval
    % object
        if nargin == 2
            Inter.left = lt;
            Inter.right = rt;
        end
    end
end
```

```
Intervals(1) = Interval(3,5); % creates array of intervals, with the first one
                          % being in interval from 3 to 5
Intervals(3) = Interval(8, 10); % implicitly calls Intervals(2) = Interval()
                          % since nargin == 0, sets Intervals(2).left and
                          % Intervals(2).right to default values []
                          % Creates interval from 8 to 10 at third position in
                          % in Intervals array
```

Without the if statement, during the implicit call `Intervals(2) = Interval()`, the code tries to access `lt` and `rt`, which don't exist.

A function to create an array of Intervals

```
function inters = intervalArray(n)
% Generate n random Intervals. The left and
% right ends of each interval is in (0,1)
for k = 1:n
    randVals = rand(1,2);

end
```

A function to create an array of Intervals

```
function inters = intervalArray(n)
% Generate n random Intervals. The left and
% right ends of each interval is in (0,1)
for k = 1:n
    randVals = rand(1,2);
    if randVals(1) > randVals(2)
        tmp = randVals(1);
        randVals(1) = randVals(2);
        randVals(2) = tmp;
    end
    inters(k) = Interval(randVals(1),randVals(2));
end
```

How do we call intervalArray?

```
inters = n.intervalArray();
```

```
inters = intervalArray(n);
```

An independent function, not an instance method.

Function to find the widest Interval in an array

```
function inter = widestInterval(A)
% inter is the widest Interval (by width) in
% A, an array of Intervals
```


Function to find the widest Interval in an array

```
function inter = widestInterval(A)
% inter is the widest Interval (by width) in
% A, an array of Intervals
inter= A(1); % widest Interval so far
for k = 2:length(A)
    if A(k).getWidth() > inter.getWidth()
        inter = A(k);
    end
end
end
```

If this is an independent function, how do we call this function?

```
inter = widestInterval(intervals);
```

If this is a class method (written in the classdef), how do we call this function?

```
inter = intervals.widestInterval();
```

A weather object can make use of Intervals

- Define a class LocalWeather to store the weather data of a city, including monthly high and low temperatures and precipitation
 - Temperature: low and high → an Interval
 - For a year → length 12 array of Intervals
 - Precipitation: a scalar value
 - For a year → length 12 numeric vector
 - City name: 1D char array

```
classdef LocalWeather < handle
    properties
        city
        temps
        precip
    end

    methods
        function lw = LocalWeather(fname)
            ...
        end

        ...
    end
end
```

Default property vals

In general, you should set a default value for each of the properties that are not the default MATLAB type (double or array of doubles).

- city will be an array of chars → set default value to empty char array
- temps will be an array of Intervals → set default value to empty array of Intervals
- precip will be an array of doubles → default value will be set correctly

```
classdef LocalWeather < handle
    properties
        city = '';
        temps = Interval.empty();
        precip
    end

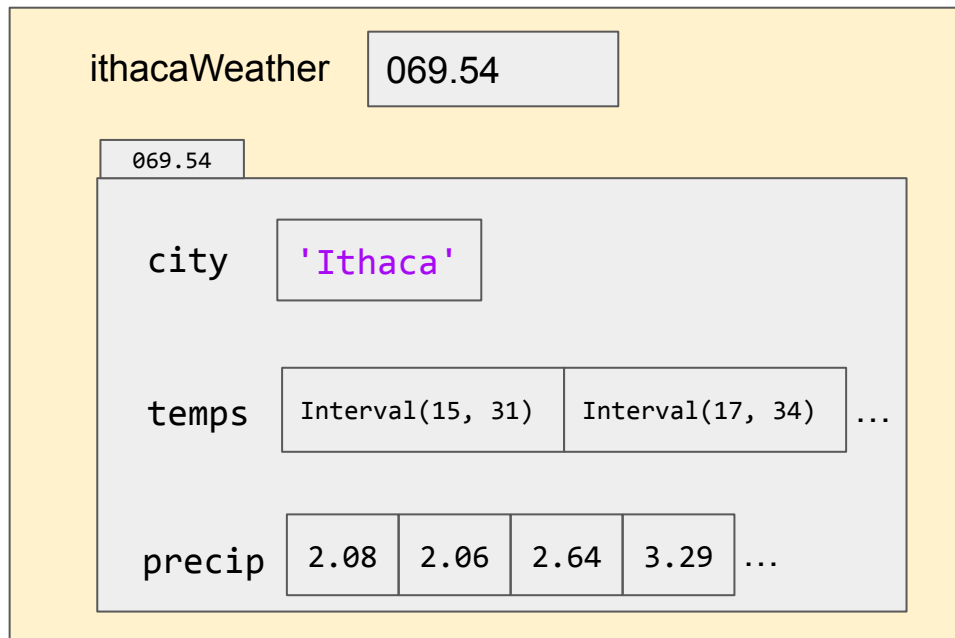
    methods
        function lw = LocalWeather(fname)
            ...
        end
        ...
    end
end
```

Weather data file

```
// file ithWeather.txt
// Ithaca
// Monthly temperature and precipitation
// Lows (cols 4-8), Highs (cols 12-16), precip (20-24)
```

15	31	2.08
17	34	2.06
23	42	2.64
34	56	3.29
44	67	3.19
53	76	3.99
58	80	3.83
56	79	3.63
49	71	3.69
NaN	59	NaN
32	48	3.16
22	36	2.40

```
ithacaWeather = LocalWeather('ithWeather.txt');
```



Fill in the blank

```
classdef LocalWeather < handle
    properties
        city = '';
        temps = Interval.empty();
        precip
    end

    methods
        function lw = LocalWeather(fname)
            ...
        end

        function showCityName(self)
            _____
        end
    end
end
```

Fill in the blank

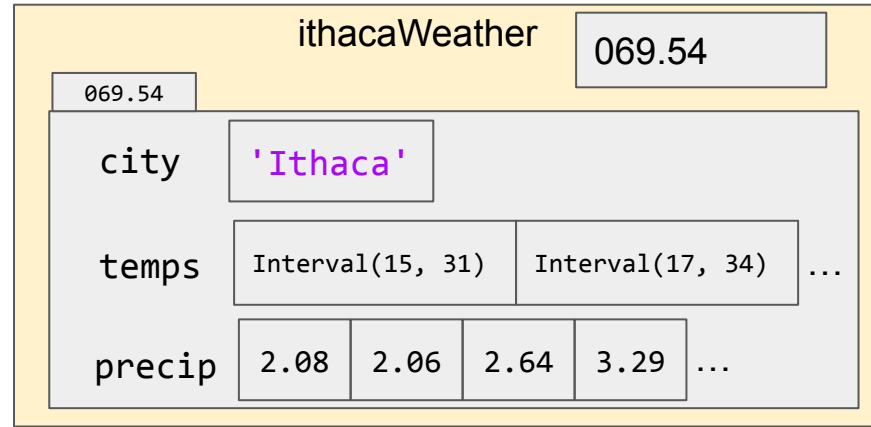
```
classdef LocalWeather < handle
    properties
        city = '';
        temps = Interval.empty();
        precip
    end

    methods
        function lw = LocalWeather(fname)
            ...
        end

        function showCityName(self)

            disp(self.city)
        end
    end
end
```

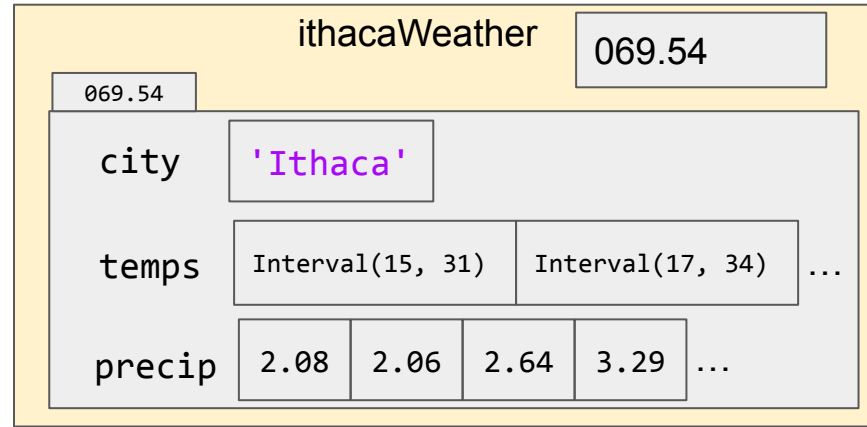
Function to show data of a month of LocalWeather



```
function showMonthData(self, m)
% Show data for month m, 1<=m<=12.
mo= { 'Jan', 'Feb', 'Mar', 'Apr', 'May', 'June', ...
      'July', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec' };

fprintf('%s Data\n', _____) % display [month] data
fprintf('Temperature range: ')
disp(_____) % display the temp interval
fprintf('Average precipitation: %.2f\n', _____)
end
```

Function to show data of a month of LocalWeather



```
function showMonthData(self, m)
% Show data for month m, 1<=m<=12.
mo= { 'Jan', 'Feb', 'Mar', 'Apr', 'May', 'June', ...
      'July', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec' };

fprintf('%s Data\n', mo{m})
fprintf('Temperature range: ')
disp(self.temps(m))
fprintf('Average precipitation: %.2f\n', self.precip(m))
end
```


Definitions you should know

- _____: The template that specified a custom MATLAB type.
 - Defines _____ and _____ for that class.
- _____: Specific instance of a class.
- _____: A type of programming that focuses on creating objects and writing methods that act on those objects
- _____: special method that returns the handle to a newly allocated object
- _____: unique identifier of an object generated by MATLAB
- _____: change the behavior of a built-in function for an object of a class
- _____: writing functions that take variable number of input arguments
 - _____: returns the number of function input arguments given in the call to the currently executing function

Definitions you should know

- **class**: The template that specified a custom MATLAB type.
 - Defines **properties** and **methods** for that class.
- **object**: Specific instance of a class.
- **OOP**: A type of programming that focuses on creating objects and writing methods that act on those objects
- **constructor**: special method that returns the handle to a newly allocated object
- **handle**: unique identifier of an object generated by MATLAB
- **Overriding functions**: change the behavior of a built-in function for an object of a class
- **Overloading functions**: writing functions that take variable number of input arguments
 - **nargin**: returns the number of function input arguments given in the call to the currently executing function