

CS 51 Code Review 7

Object-Oriented Programming

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Class Types and Signatures

Module Type Example

```
(* a signature for a stack module *)
module type STACK =
  sig
    exception Empty
    type element
    type stack
    val pop : stack -> (element option * stack)
    val push : element -> stack -> stack
    val top : stack -> element option
  end ;;
```

Class Type Example

```
(* class type for a stack *)  
class type ['a] stack_i =  
  object  
    val mutable internal : 'a list  
    method push : 'a -> unit  
    method top : unit -> 'a option  
    method pop : unit -> 'a option  
  end ;;
```

Classes and Modules

Stack: Module / Functor Example

```
module MakeStack (Element: SERIALIZE)
  : (STACK with type element = Element.t) =
  struct
    exception Empty
    type element = Element.t
    type stack = element list
    let empty () : stack = []
    let push (el: element) (s: stack) : stack = el :: s
    let top (s: stack) : element = ...
    let pop (s: stack) : stack = ...
  end ;;
```

Stack: Class Example

```
class ['a] stack init =
  object(this)
    val mutable internal : 'a list = [init]
    method push e =
      internal <- e :: internal;
      ()
    method top () =
      match internal with
      | [] -> None
      | h :: _t -> Some h
    method pop () =
      match internal with
      | [] -> None
      | h :: t ->
        internal <- t;
        Some h
  end ;;
```

Stack Creation

Functional version:

```
let s = MakeStack(IntSerialize).empty ;;
```

Object-oriented version:

```
let s = new stack 5 ;;
```


Inheritance

Inheritance

```
# class student name huid = object (this)
  val mutable name: string = name
  val mutable huid: int = huid

  method print_info () =
    Printf.printf "\"%s\" HUID: %d " name huid
end

class upperclassman name huid house = object
  inherit student name huid as super
  val mutable house: string = house

  method !print_info () =
    super#print_info ();
    Printf.printf "House: %s " house
end ;;
```

Inheritance Instantiation Example

Before subclassing:

```
# let sam = new student "sam" 1 ;;  
val sam : student = <obj>  
# samprint_info () ;;  
"sam" HUDID: 1 - : unit = ()
```

After subclassing:

```
# let gabbi = new upperclassman "Gabbi" 12345678 "Kirkland" ;;  
val gabbi : upperclassman = <obj>  
# gabbiprint_info () ;;  
"Gabbi" HUDID: 12345678 House: Kirkland - : unit = ()
```

Subtyping

Supertype example

```
# class type shape =  
object  
  method area : float  
  method bounding_box : point * point  
  method center : point  
  method translate : point -> unit  
  method scale : float -> unit  
end ;;
```

Subtype example

```
# class type quad =  
object  
  (* get all of the functionality from shape *)  
  inherit shape  
  (* add a new method *)  
  method sides : float * float * float * float  
end ;;  
  
#  
let sq : quad = new square_quad (3., 4.) 5. ;;  
  
#  
  (* coerce our square to be a shape *)  
  (* Also known as an 'upcast' *)  
let a = area (sq :> shape) ;;
```