Cheatography

OOD Cheat Sheet

by Edgar (edgarjoel21) via cheatography.com/44289/cs/14900/

Design Principles

1. Javadoc all public classes and methods. Class comment should be at least two sentences, and provide information not already clear from its definition.
2. Use interface types over concrete classes wherever possible. Exception: immutable "value" objects. Classes with no interface.
3. Fields must always be private. Exception: constants. Methods, classes should be as private as possible.
4. Class should never have public methods not in the interface (aside from constructor).
5. Composition over inheritance.
6. Catch and handle/report errors as early as possible. Use Java compiler checks, enums, final first, runtime checks second.
7. Use class types over strings.
8. Check inputs.

Design Principles (cont)

9. Use exceptions only for exceptional situations -- not for flow control.
10. Checked vs unchecked: checked: reasonable expectation that the program can recover. Unchecked: programmer error (may still be recoverable).
11. Don't leave things in an inconsistent state for any substantive length of time.
12. Beware of references, copies, and mutation. Make defensive copies.
13. Separate responsibilities: one class, one responsibility.
14. Use class hierarchies and dynamic dispatch over tagged classes, complex if/switch statements.
15. Don't duplicate code.
16. Open for extension, closed for modification: make changes without modifying existing code; write code to support later changes without modification.
17. Extensibility: design to make likely later changes easier.

Design Principles (cont)

18. Write tests first, cover the range of situations, edge cases. Write code to be testable (avoid System.out); do not expose fields or add public methods just to allow for testing.
19. Loose coupling over tight coupling (avoid System.out). Write reusable components when possible.
20. You can't change an interface once it's published.
21. If you override equals(), override hashCode(), and vice-versa.
22. Reuse existing exceptions, classes, libraries, and designs.

Scanner Methods

```
public boolean hasNext()
Returns true if the scanner has another token in its input
public String next()
Finds and returns the next complete token from the sc
(throws NoSuchElement if no tokens and IllegalState if scanner is closed
```

Scanner Methods (cont)

```
Scanner(Readable source)
Constructs a new Scanner that produces values scanned from the specified source.
Readable r = new StringReader(String);
Appendable a = new StringBuilder(); THROWS EXCEPTION
```

CLASS INVARIANTS

NOT INVARIANTS	INVARIANT
value is small	A logical statement is a claim that is true or false
value never decreases	The instantanous state of an object is the combination of values of all its fields at some point in time
value is an int	The invariant is ensured by constructors in the sense that whenever a public constructor returns, the logical statement holds

CLASS INVARIANTS (cont)

Preserving the logical statement means that the method doesn't introduce nonsense - instead, we know that if given a object in a good state then it will leave the object in a good state as well

Enables a form of reasoning called rely-guarantee.
- If the constructor ensures some property
- and every method preserves the property
- then every public method, on entry, can rely on the property

Composition over inheritance

```
- Composition over inheritance
- delegate design pattern: take the previous code we want to use and make it a field instead of extending it
- has-a instead of is-a
- always get copies of every private field instead of passing in the real thing
public boolean remove(int i) {
    return deletgate.remove(i);
}
```

Composition over inheritance (cont)

```
public boolean contains(int i) {
   return delegate.contains(i);
}
```

Map methods

```
clear()
containsKey(Object key)
containsValue(Object value)
entrySet() returns a set view of the mappings (Set<Map.Entry<K, V>>)
equals(Object o)
get(Object key)
hashCode()
isEmpty()
keySet() returns a set of the keys Set<K>
put(k key, V value) Associates the value with the key
putAll(Map<? extends K, ? extends V> m) Copies into new map
remove(Object key)
size()
values() Returns a Collection view of the values (Collection<V>)
```

Equals

```
@Override
public boolean equals(Object that) {
   if (this == that) {
      return true;
   }
   if (!(that instanceof Duration)) {
      return false;
   {
   return ((Duration) that).inSeconds() == this.inSeconds();
  }
```

Stack Methods

```
empty() Tests if this stack is empty (boolean)|
peek() Looks at top object of stack without removing it (E) |
pop() Removes the object at the top of this stack and returns that object (E)|
push(E item) Pushes an item onto the top of this stack (E) |
search(Object o) Returns the 1-based position where an object is on this stack (int) |
```

Stack Methods (cont)

```
add, add, addAll, addAll, addElement, capacity, clear, clone, contains, containsAll, copyInto, elementAt, elements, ensureCapacity, equals, firstElement, get, hashCode, indexOf, indexOf, insertElementAt, isEmpty, iterator, lastElement, lastIndexOf, lastIndexOf, listIterator, listIterator, remove, remove, removeAll, removeAllElements, removeElement, removeElementAt, removeRange, retainAll, set, setElementAt, setSize, size, subList, toArray, toArray, toString, trimToSize
```

```
Deque<E> is an interface (double ended queue)
Deque<Integer> stack = new ArrayDeque<Integer>();
```

Tips

```
- check for overflow
- canonicalize means converting data with multiple representations into a standard or normal form
- bug may be that a method used a non-copy of something
- interfaces can be extended to add methods to something
```

Static

Static: Java's version of global variables
Static Methods: Called on the class rather than an instance and thus dont have a this to work on. Ex: Long.hashCode()
Static classes: behave like normal classes just nested in its enclosing classes namespace. Outer.nested is how you refer to it. Outer.nested can see outers private members and vise versa
- constants should be public static final and in all caps

Hashcode

```
@Override
public int hashCode() {
   return Object.hash(field, field, field);
   }
```

Must use fields that equals uses

ABSTRACT TEST

```
protected abstract FreecellOperations<Card> freecellModel();
  public static class SingleMove extends AbstractFreecellModelTests2 {
    @Override
```

ABSTRACT TEST (cont)

```
    protected FreecellOperations<Card> freecellModel() {
      return FreecellModelCreator.create(GameType.SINGLEMOVE);
    }
  }
  public static class MultiMove extends AbstractFreecellModelTests2 {
    @Override
    protected FreecellOperations<Card> freecellModel() {
      return FreecellModelCreator.create(GameType.MULTIMOVE);
    }
```

Array

- an array is a mutable, fixed-length, constant-time-indexed sequence of values of type t
- new int[]{2, 4, 6, 8} gives you fixed size array
- new int[9]{} gives you a empty array of 9 spaces with null or 0
- uses length function
- mutability (intArray[3] = 17;) means int at index 3 is now 17
- assertArrayEquals