7. Inheritance and Refactoring

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Inheritance and Refactoring

Source

Roadmap

- Uses of inheritance
  —conceptual hierarchy, polymorphism and code reuse
- TicTacToe and Gomoku
  —interfaces and abstract classes
- Iterative development
  —Quiet testing
- Refactoring
  —iterative strategies for improving design
- Top-down decomposition
  —decomposing algorithms to reduce complexity
Roadmap

> **Uses of inheritance**
  — conceptual hierarchy, polymorphism and code reuse

> **TicTacToe and Gomoku**
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What is Inheritance?

*Inheritance* in object-oriented programming languages is a mechanism to:

— *derive new subclasses* from existing classes
— where subclasses *inherit all the features* from their parent(s)
— and may *selectively override* the implementation of some features.
## Inheritance mechanisms

**OO languages realize inheritance in different ways:**

<table>
<thead>
<tr>
<th>Self</th>
<th>Dynamically access subclass methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Super</td>
<td>Statically access overridden, inherited methods</td>
</tr>
<tr>
<td>Multiple inheritance</td>
<td>Inherit features from multiple superclasses</td>
</tr>
<tr>
<td>Abstract classes</td>
<td>Partially defined classes (to inherit from only)</td>
</tr>
<tr>
<td>Mixins</td>
<td>Build classes from partial sets of features</td>
</tr>
<tr>
<td>Interfaces</td>
<td>Specify method argument and return types</td>
</tr>
<tr>
<td>Subtyping</td>
<td>Guarantees that subclass instances can be substituted for their parents</td>
</tr>
</tbody>
</table>
The Board Game

Tic Tac Toe is a pretty dull game, but there are many other interesting games that can be played by two players with a board and two colours of markers.

Example: Go-moku

“A Japanese game played on a go board with players alternating and attempting to be first to place five counters in a row.”
— Random House

We would like to implement a program that can be used to play several different kinds of games using the same game-playing abstractions (starting with TicTacToe and Go-moku).
Inheritance is used for three orthogonal, but related purposes

**Conceptual hierarchy (domain modeling):**
> Go-moku *is-a kind of* Board Game; Tic Tac Toe is-a kind of Board Game

**Polymorphism (design):**
> Instances of Gomoku and TicTacToe can be *uniformly manipulated* as instances of BoardGame by a client program

**Software reuse (implementation):**
> Gomoku and TicTacToe reuse the BoardGame *interface*
> Gomoku and TicTacToe reuse and extend the BoardGame *representation* and the *implementations* of its operations
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The TicTacToe class currently looks like this:

<table>
<thead>
<tr>
<th>Key</th>
<th>Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>private feature</td>
</tr>
<tr>
<td>#</td>
<td>protected feature</td>
</tr>
<tr>
<td>+</td>
<td>public feature</td>
</tr>
<tr>
<td>create( )</td>
<td>static feature</td>
</tr>
<tr>
<td>checkWinner( )</td>
<td>abstract feature</td>
</tr>
<tr>
<td>+create(Player, Player)</td>
<td></td>
</tr>
<tr>
<td>+update( )</td>
<td></td>
</tr>
<tr>
<td>+move(char, char, char)</td>
<td></td>
</tr>
<tr>
<td>+winner( ) : Player</td>
<td></td>
</tr>
<tr>
<td>+notOver( ) : boolean</td>
<td></td>
</tr>
<tr>
<td>+squaresLeft( ) : int</td>
<td></td>
</tr>
<tr>
<td>-set(char, char, char)</td>
<td></td>
</tr>
<tr>
<td>-get(char, char) : char</td>
<td></td>
</tr>
<tr>
<td>-swapTurn( )</td>
<td></td>
</tr>
<tr>
<td>-checkWinner( )</td>
<td></td>
</tr>
<tr>
<td>-inRange(char col, char row) : boolean</td>
<td></td>
</tr>
</tbody>
</table>

Key Diagram:

```
<table>
<thead>
<tr>
<th>Feature</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>gameState : char [3][3]</td>
<td>private</td>
</tr>
<tr>
<td>winner: Player</td>
<td>protected</td>
</tr>
<tr>
<td>turn : Player</td>
<td>public</td>
</tr>
<tr>
<td>player : Player[2]</td>
<td>static</td>
</tr>
<tr>
<td>squaresLeft : int</td>
<td>abstract</td>
</tr>
</tbody>
</table>
```
A bad idea ...

Why not simply use inheritance for incremental modification?

Exploiting inheritance for code reuse without refactoring tends to lead to:

> duplicated code (similar, but not reusable methods)
> conceptually unclear design (arbitrary relationships between classes)

Gomoku is not a kind of TicTacToe
Both Go-moku and Tic Tac Toe are \textit{kinds of Board games} (IS-A). We would like to define a \textit{common interface}, and factor the common functionality into a \textit{shared parent class}.

Behaviour that is not shared will be implemented by the subclasses.
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  —interfaces and abstract classes

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  —Quiet testing

> Refactoring  
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> Top-down decomposition  
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Iterative development strategy

We need to find out which TicTacToe functionality will:
- already work for both TicTacToe and Gomoku
- need to be adapted for Gomoku
- can be generalized to work for both

**Example:** set() and get() will not work for a 19×19 board!

Rather than attempting a “big bang” redesign, we will iteratively redesign our game:
- introduce a BoardGame interface that TicTacToe implements
- move all TicTacToe implementation to an AbstractBoardGame parent
- fix, refactor or make abstract the non-generic features
- introduce Gomoku as a concrete subclass of AbstractBoardGame

*After each iteration we run our regression tests to make sure nothing is broken!*

 обучение в итеративном режиме

Мы должны выяснить, какая функциональность TicTacToe будет:
- работать для TicTacToe и Gomoku
- требовать адаптации для Gomoku
- являться общепринятой и работать для обоих

**Пример:** set() и get() не будут работать на панели 19×19!

Вместо попытки “большого банг” редизайна, мы будем итеративно редизайнить нашу игру:
- ввести интерфейс BoardGame, который реализует TicTacToe
- переместить все реализацию TicTacToe в родительский класс AbstractBoardGame
- исправить, переписать или сделать абстрактными непереносимые особенности
- ввести Gomoku как конкретное подкласс AbstractBoardGame

*После каждой итерации мы выполняем наши регрессионные тесты, чтобы убедиться, что ничего не сломалось!*

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Если бы вы занимались практикой тестирования:

- **Когда нужно выполнять (ретест) тесты?**
- **Когда нужно выполнять тесты после каждой сегментации системы.**
We specify the interface both subclasses should implement:

```java
public interface BoardGame {
    public void update() throws IOException;
    public void move(char col, char row, char mark);
    public Player currentPlayer(); // NB: new method
    public Player winner();
    public boolean notOver();
    public int squaresLeft();
}
```

Initially we focus only on *abstracting* from the current TicTacToe implementation
Clients of TicTacToe and Gomoku should only depend on the BoardGame interface:

```java
public class GameDriver {
    public static void main(String args[]) {
        Player X = new Player('X');
        Player O = new Player('O');
        playGame(new TicTacToe(X, O));
    }

    public static void playGame(BoardGame game) {
        ...
    }
}
```

*Speak to an interface, not an implementation.*
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  — **Quiet testing**

- **Refactoring**
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Quiet Testing

Our current TestDriver prints the state of the game after each move, making it hard to tell when a test has failed.

*Tests should be silent unless an error has occurred!*  

```java
public static void playGame(BoardGame game, boolean verbose) {
    ...
    if (verbose) {
        System.out.println();
        System.out.println(game);
    }
    ...
}
```

*NB: we must shift all responsibility for printing to playGame().*
Quiet Testing (2)

A more flexible approach is to let the *client* supply the PrintStream:

```java
public static void playGame(BoardGame game, PrintStream out) {
    try {
        do { // all printing must move here …
            out.println();
            out.println(game);
            out.print("Player 
                + game.currentPlayer().mark() + " moves: ");
        ...
```

*The TestDriver can simply send the output to a Null stream:*

```java
playGame(game, System.out);
playGame(game, new PrintStream(new NullOutputStream()));
```
A Null Object implements an interface with null methods:

```java
public class NullOutputStream extends OutputStream {
    public NullOutputStream() { super(); }

    // Null implementation of inherited abstract method
    public void write(int b) throws IOException { }
}
```

Null Objects are useful for eliminating flags and switches.
TicTacToe adaptations

In order to pass responsibility for printing to the GameDriver, a BoardGame must provide a method to export the current Player:

```
public class TicTacToe implements BoardGame {
    ...
    public Player currentPlayer() {
        return player[turn];
    }
}
```

Now we run our regression tests and (after fixing any bugs) continue.
AbstractBoardGame will provide common variables and methods for TicTacToe and Gomoku.

```java
public abstract class AbstractBoardGame implements BoardGame {
    static final int X = 0;
    static final int O = 1;
    ...
}
```

In a first step we include the entire TicTacToe implementation ...

プリンセス When should a class be declared abstract?

✔ Declare a class abstract if it is intended to be subclassed, but not instantiated.
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Refactoring is a process of moving methods and instance variables from one class to another to improve the design, specifically to:
— reassign responsibilities
— eliminate duplicated code
— reduce coupling: interaction between classes
— increase cohesion: interaction within classes
Refactoring strategies

We have adopted one possible refactoring strategy, first moving everything except the constructor from TicTacToe to AbstractBoardGame, and changing all private features to protected. TicTacToe inherits everything:

```java
public class TicTacToe extends AbstractBoardGame {
    public TicTacToe(Player playerX, Player playerO) {
        super(playerX, playerO);
    }
}
```

We could equally have started with an empty AbstractBoardGame and gradually moved shared code there.
Refactoring support in Eclipse

```
protected void checkWinner()
{
    char player;
    for (char row = '3'; row >= '1'; row--)
    {
        player = this.get(a', row);
        if (player == this.get('b', row)
            && player == this.get('c', row))
            
            this.setWinner(player);
            
            return;

    }
    player = this.get('b', '2');
    if (player == this.get('a', '1')
        && player == this.get('c', '3'))
        
        this.setWinner(player);
        
        return;

    if (player == this.get('a', '3')
        && player == this.get('c', '1'))
        
        this.setWinner(player);
        
        return;

    }/**
* Look up which player is the winner, and set winner accordingly. Hmm. Maybe we should store Players
* instead of chars in our array!
*/
protected void setWinner(char aPlayer)
{
    if (aPlayer == ' ')
        
        return;
    if (aPlayer == player[X].mark())
        
        winner = player[X];
    else
        
        winner = player[0];
}
```
Version 5 — refactoring

Now we must check which parts of AbstractBoardGame are generic, which must be repaired, and which must be deferred to its subclasses:

> the number of rows and columns and the winning score may vary
  — introduce instance variables and an `init()` method
  — rewrite `toString()`, `invariant()`, and `inRange()`

> `set()` and `get()` are inappropriate for a 19×19 board
  — index directly by integers
  — fix `move()` to take `String` argument (e.g., “f17”)
  — add methods to parse string into integer coordinates

> `getWinner()` and `toString()` must be generalized
We introduce an abstract init() method for arbitrary sized boards:

```java
public abstract class AbstractBoardGame ... {
    protected abstract void init();
}
```

And call it from the constructors of our subclasses:

```java
public class TicTacToe extends AbstractBoardGame {
    ...
    protected void init() {
        rows = 3;
        cols = 3;
        winningScore = 3;
    }
    ...
}
```

Or: introduce a constructor for AbstractBoardGame!
BoardGame

Most of the changes in AbstractBoardGame are to protected methods. The only public (interface) method to change is `move()`:

```java
public interface BoardGame {
    ...
    public void move(String coord, char mark);
    ...
}
```
The Player’s move() method can now be radically simplified:

```java
public void move(BoardGame game) throws IOException {
    String line;
    line = in.readLine();
    if (line == null) {
        throw new IOException("end of input");
    }
    game.move(line, this.mark());
}
```

How can we make the Player responsible for checking if the move is valid?
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Version 6 — Gomoku

The final steps are:
> rewrite checkWinner()
> introduce Gomoku
  — modify TestDriver to run tests for both TicTacToe and Gomoku
  — print game state whenever a test fails
> modify GameDriver to query user for either TicTacToe or Gomoku
The Go board is *too large to search exhaustively* for a winning Go-moku score.

We know that *a winning sequence must include the last square marked*. So, it suffices to search in all four directions *starting from that square* to see if we find 5 in a row.

**Whose responsibility is it to search?**
A new responsibility ...

Maintaining the state of the board and searching for a winning run seem to be _unrelated responsibilities_. So let’s introduce a new object (a Runner) to run and count a Player’s pieces.

```java
protected void checkWinner(int col, int row) ... {
    char player = this.get(col,row);
    Runner runner = new Runner(this, col, row);
    // check vertically
    if (runner.run(0,1) >= this.winningScore) {
        this.setWinner(player); return; }
    // check horizontally
    if (runner.run(1,0) >= this.winningScore) {
        this.setWinner(player); return; }
    ... }
```
The Runner must know its game, its home (start) position, and its current position:

```java
public class Runner {
    BoardGame game;
    int homeCol, homeRow;  // Home col and row
    int col=0, row=0;      // Current col & row

    public Runner(BoardGame myGame, int myCol, int myRow) {
        game = myGame;
        homeCol = myCol;
        homeRow = myRow;
    }

    ...
}
Top-down decomposition

Implement algorithms abstractly, introducing helper methods for each abstract step, as you decompose:

```java
public int run(int dcol, int drow)
    throws AssertionException {
    int score = 1;
    this.goHome();
    score += this.forwardRun(dcol, drow);
    this.goHome();
    score += this.reverseRun(dcol, drow);
    return score;
}
```

Well-chosen names eliminate the need for most comments!
Recursion

Many algorithms are more naturally expressed with recursion than iteration.

*Recursively move forward as long as we are in a run. Return the length of the run:*

```java
private int forwardRun(int dcol, int drow) {
    this.move(dcol, drow);
    if (this.samePlayer())
        return 1 + this.forwardRun(dcol, drow);
    else
        return 0;
}
```
More helper methods

Helper methods keep the main algorithm *clear and uncluttered*, and are mostly *trivial to implement*.

```java
private int reverseRun(int dcol, int drow) ... {
    return this.forwardRun(-dcol, -drow);
}

private void goHome() {
    col = homeCol;
    row = homeRow;
}

✎ How would you implement `move()` and `samePlayer()`?
The Runner now needs access to the get() and inRange() methods so we make them public:

```java
public interface BoardGame {
    ...
    public char get(int col, int row);
    public boolean inRange(int col, int row);
    ...
}
```

⚠️ Which methods should be public?

✔️ Only publicize methods that clients will really need, and will not break encapsulation.
Gomoku is similar to TicTacToe, except it is played on a 19x19 Go board, and the winner must get 5 in a row.

```java
public class Gomoku extends AbstractBoardGame {
    public Gomoku(Player playerX, Player playerO) {
        super(playerX, playerO);
    }
    protected void init() {
        rows = 19;
        cols = 19;
        winningScore = 5;
    }
}
```

In the end, Gomoku and TicTacToe could inherit *everything* (except their constructor) from AbstractGameBoard!
public abstract class AbstractBoardGameTest extends TestCase {
    protected BoardGame game;

    public AbstractBoardGameTest (String name) { super(name); }

    public void checkGame(String Xmoves, String Omoves,
                            String winner, int squaresLeft) {
        Player X = new Player('X', Xmoves);
        Player O = new Player('O', Omoves);
        game = makeGame(X, O);
        GameDriver.playGame(game, new PrintStream(new NullOutputStream()));
        assertEquals(game.winner().name(), winner);

        assertEquals(game.squaresLeft(), squaresLeft);
    }

    abstract protected BoardGame makeGame(Player X, Player O);
    ...
}
Gomoku tests ...

Subclasses specialize the factory method for instantiating the game

```java
public class GomokuTest extends AbstractBoardGameTest {
    ...

    public void testXWinsDiagonal() {
        checkGame("\naa\n" + "f6\ng5\ne7\nnd8\nc9\n", "b2\nh4\nc3\nd4\n", "X", (19*19-9));
    }

    protected BoardGame makeGame(Player X, Player O) {
        return new Gomoku(X, O);
    }
}
```
What you should know!

✎ How does polymorphism help in writing generic code?
✎ When should features be declared protected rather than public or private?
✎ How do abstract classes help to achieve code reuse?
✎ What is refactoring? Why should you do it in small steps?
✎ How do interfaces support polymorphism?
✎ Why should tests be silent?
Can you answer these questions?

- What would change if we didn’t declare `AbstractBoardGame` to be abstract?
- How does an interface (in Java) differ from a class whose methods are all abstract?
- Can you write generic `toString()` and `invariant()` methods for `AbstractBoardGame`?
- Is TicTacToe a special case of Gomoku, or the other way around?
- How would you reorganize the class hierarchy so that you could run Gomoku with boards of different sizes?
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