

Java

Angelo Gargantini

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Outline

- Language Overview
 - History and design goals
- Classes and Inheritance
 - Object features
 - Encapsulation
 - Inheritance
- Types and Subtyping
 - Primitive and ref types
 - Interfaces; arrays
 - Exception hierarchy
 - Subtype polymorphism and generic programming
- Saltiamo il resto

Origins of the language

- James Gosling and others at Sun, 1990 - 95
- Oak language for “set-top box”
 - small networked device with television display
 - graphics
 - execution of simple programs
 - communication between local program and remote site
 - no “expert programmer” to deal with crash, etc.
- Internet application
 - simple language for writing programs that can be transmitted over network

Design Goals

- Portability
 - Internet-wide distribution: PC, Unix, Mac
- Reliability
 - Avoid program crashes and error messages
- Safety
 - Programmer may be malicious
- Simplicity and familiarity
 - Appeal to average programmer; less complex than C++
- Efficiency
 - Important but secondary

General design decisions

- **Simplicity**
 - Almost everything is an object
 - All objects on heap, accessed through pointers
 - No functions, no multiple inheritance, no go to, no operator overloading, few automatic coercions
- **Portability and network transfer**
 - Bytecode interpreter on many platforms
- **Reliability and Safety**
 - Typed source and typed bytecode language
 - Run-time type and bounds checks
 - Garbage collection

Java System

- The Java programming language
- Compiler and run-time system
 - Programmer compiles code
 - Compiled code transmitted on network
 - Receiver executes on interpreter (JVM)
 - Safety checks made before/during execution
- Library, including graphics, security, etc.
 - Large library made it easier for projects to adopt Java
 - Interoperability
 - Provision for “native” methods

Java Release History

- 1995 (1.0) – First public release
- 1997 (1.1) – Nested classes
 - Support for function objects
- 2001 (1.4) – Assertions
 - Verify programmers understanding of code
- 2004 (1.5) – Tiger
 - Generics, foreach, Autoboxing/Unboxing,
 - Typesafe Enums, Varargs, Static Import,
 - Annotations, concurrency utility library
- 2006 (1.6) – Mustang

Improvements through Java Community Process

Enhancements in JDK 5 (= Java 1.5)

- Generics
 - polymorphism and compile-time type safety
- Enhanced for Loop
 - for iterating over collections and arrays
- Autoboxing/Unboxing
 - automatic conversion between primitive, wrapper types
- Typesafe Enums
 - enumerated types with arbitrary methods and fields
- Varargs
 - puts argument lists into an array; variable-length argument lists
- Static Import
 - avoid qualifying static members with class names
- Annotations (Metadata)
 - enables tools to generate code from annotations (JSR 175)
- Concurrency utility library,

varargs

- Varargs sono usati per dichiarare un metodo che possa prendere in ingresso un oggetto, n- oggetti o un array di oggetti.
- Esempio
- `print(String ... s)`
- Permette le seguenti chiamate:
- `print("pippo")`
- `print("pippo", "pluto")`
- `print(new String[]{"a", "b", "c"})`
- Il tipo del parametro formale di un varargs è un array

Outline



Objects in Java

- Classes, encapsulation, inheritance

◆ Type system

- Primitive types, interfaces, arrays, exceptions

◆ Generics (added in Java 1.5)

- Basics, wildcards, ...

Language Terminology

- Class, object -
- Field -
- Method -
- Static members -
- this -
- Package - set of classes in shared namespace
- Native method -

Java Classes and Objects

- Syntax similar to C++
- Object
 - has fields and methods
 - is allocated on heap, not run-time stack
 - accessible through reference (only ptr assignment)
 - garbage collected
- Dynamic lookup
 - Similar in behavior to other languages
 - Static typing => more efficient than Smalltalk
 - Dynamic linking, interfaces => slower than C++

Point Class

```
class Point {  
    static public Point O = new Point(0);  
    private int x;  
    protected void setX (int y) {x = y;}  
    public int  getX()    {return x;}  
    Point(int xval) {x = xval;}    // constructor  
}
```

- Visibility similar to C++, but not exactly (later slide)

Object initialization

- Java guarantees constructor call for each object
 - Memory allocated
 - Constructor called to initialize memory
 - Some interesting issues related to inheritance
 - We'll discuss later ...
- Cannot do this (would be bad C++ style anyway):
 - `Obj* obj = (Obj*)malloc(sizeof(Obj));`
- Static fields of class initialized at class load time
 - Talk about class loading later

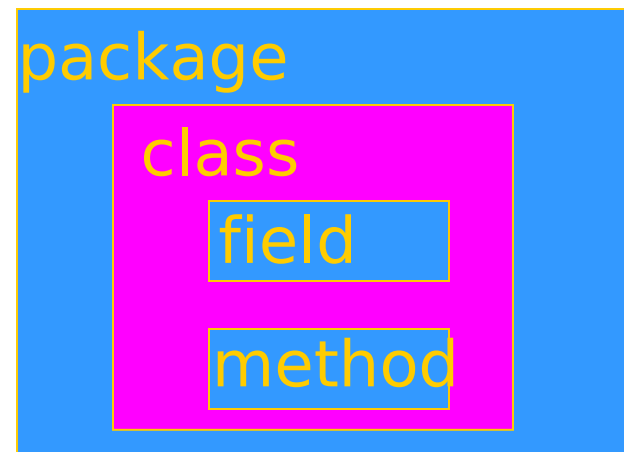
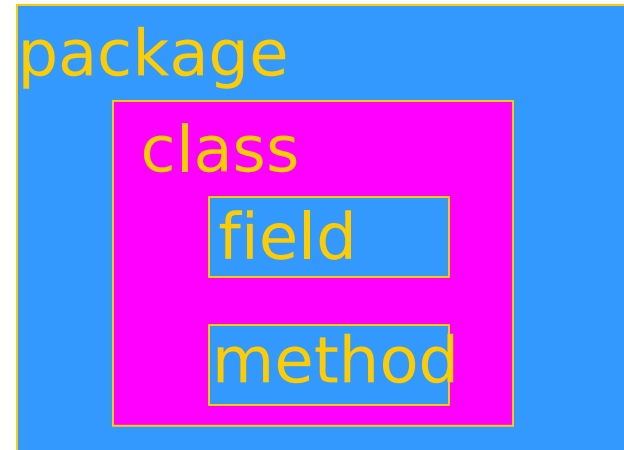
Garbage Collection and Finalize

- Objects are garbage collected
 - No explicit *free*
 - Avoids dangling pointers and resulting type errors
- Problem
 - What if object has opened file or holds lock?
- Solution
 - *finalize* method, called by the garbage collector
 - Before space is reclaimed, or when virtual machine exits
 - Space overflow is not really the right condition to trigger finalization when an object holds a lock...)
 - Important convention: call `super.finalize`

Packages and visibility

Encapsulation and packages

- Every field, method belongs to a class
- Every class is part of some package
 - Can be unnamed default package
 - File declares which package code belongs to



Visibility and access

- Four visibility distinctions
 - public, private, protected, package
- Method can refer to
 - private members of class it belongs to
 - non-private members of all classes in same package
 - protected members of superclasses (in diff package)
 - public members of classes in visible packages

Visibility determined by files system, etc. (outside language)
- Qualified names (or use import)
 - `java.lang.String.substring()`


package class method

Inheritance

- Similar to Smalltalk, C++
- Subclass inherits from superclass
 - Single inheritance only (but Java has interfaces)
- Some additional features
 - Conventions regarding *super* in constructor and *finalize* methods
 - Final classes and methods

Example subclass

```
class ColorPoint extends Point {  
    // Additional fields and methods  
    private Color c;  
    protected void setC (Color d) {c = d;}  
    public Color  getC()   {return c;}  
    // Define constructor  
    ColorPoint(int xval, Color cval) {  
        super(xval);    // call Point constructor  
        c = cval; }    // initialize ColorPoint field  
}
```

Class *Object*

- Every class extends another class
 - Superclass is *Object* if no other class named
- Methods of class *Object*
 - `getClass` - return the Class object representing class of the object
 - `toString` - returns string representation of object
 - `equals` - default object equality (not ptr equality)
 - `hashCode`
 - `clone` - makes a duplicate of an object
 - `wait`, `notify`, `notifyAll` - used with concurrency
 - `finalize`

Constructors and Super

- Java guarantees constructor call for each object
- This must be preserved by inheritance
 - Subclass constructor must call super constructor
 - If first statement is not call to super, then call super() inserted automatically by compiler
 - If superclass does not have a constructor with no args, then this causes compiler error (yuck)
 - Exception to rule: if one constructor invokes another, then it is responsibility of second constructor to call super, e.g.,

```
ColorPoint() { ColorPoint(0, blue); }
```


is compiled without inserting call to super
- Different conventions for finalize and super
 - Compiler does not force call to super finalize

Final classes and methods

- Restrict inheritance
 - Final classes and methods cannot be redefined
- Example
 - `java.lang.String`
- Reasons for this feature
 - Important for security
 - Programmer controls behavior of all subclasses
 - Critical because subclasses produce subtypes
 - Compare to C++ virtual/non-virtual
 - Method is “virtual” until it becomes final



Outline

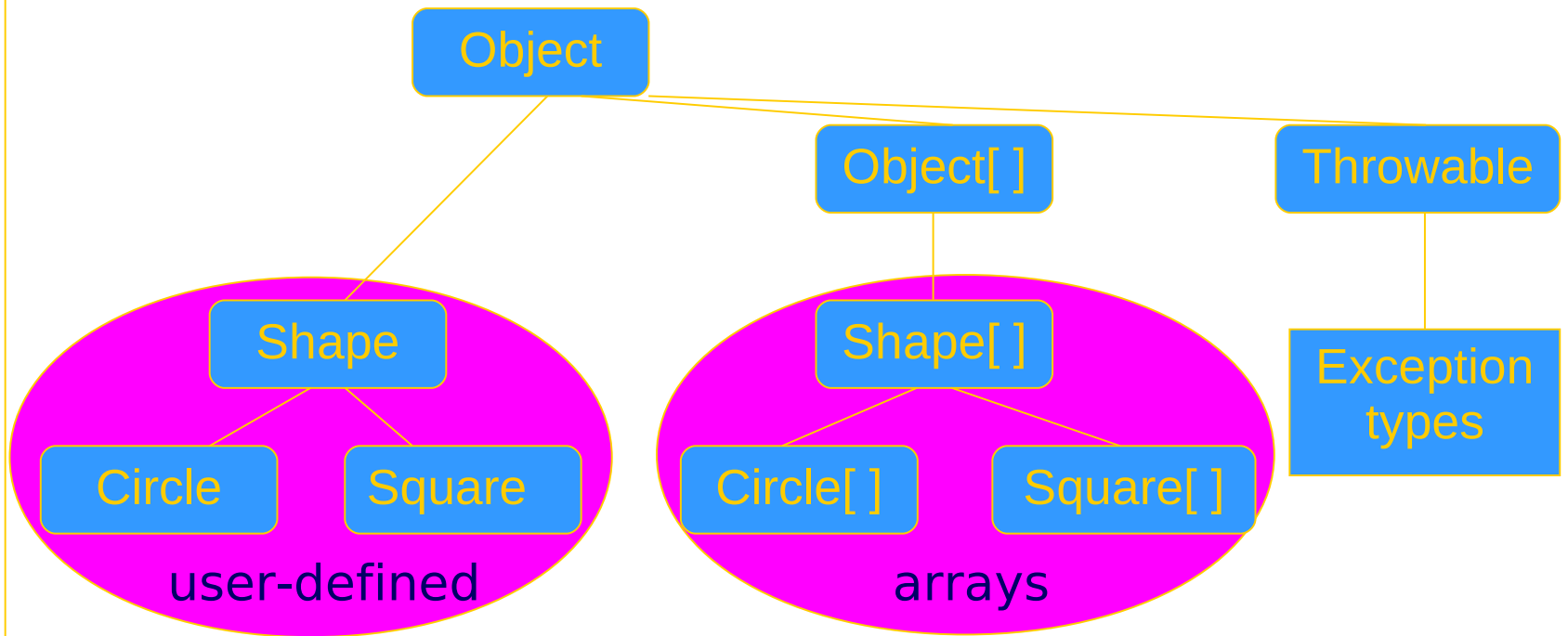
- 1. Java overview
- 2. Objects in Java
-  - Classes, encapsulation, inheritance
- 3. Type system
 - Primitive types, interfaces, arrays, exceptions
- ◆ Generics (added in Java 1.5)
 - Basics, wildcards, ...

Java Types

- Two general kinds of types
 - Primitive types – *not* objects
 - Integers, Booleans, etc
 - Reference types
 - Classes, interfaces, arrays
 - No syntax distinguishing `Object *` from `Object`
- Static type checking
 - Every expression has type, determined from its parts
 - Some auto conversions, many casts are checked at run time
 - Example, assuming `A <: B` (A sottotipo di B)
 - Can use `A x` and type
 - If `B x`, then can try to cast `x` to `A`
 - Downcast checked at run-time, may raise exception

Classification of Java types

Reference Types



Primitive Types



Subtyping

- Primitive types
 - Conversions: int -> long, double -> long, ...
- Class subtyping similar to C++
 - Subclass produces subtype
 - Single inheritance => subclasses form tree
- Interfaces
 - Completely abstract classes
 - no implementation
 - Multiple subtyping
 - Interface can have multiple subtypes (extends, implements)
- Arrays
 - Covariant subtyping - not consistent with semantic principles

Java class subtyping

- Signature Conformance
 - Subclass method signatures must conform to those of superclass
- Three ways signature could vary
 - Argument types
 - Return type
 - Exceptions

How much conformance is needed in principle?
- Java rule
 - Java 1.1: Arguments and returns must have identical types, may remove exceptions
 - Java 1.5: covariant return type specialization

Covariance

- **Covariance** Definizione
- T si dice covariante (rispetto alla sottotipazione di Java) se ogni volta che A è sottotipo di B allora anche T di A è sottotipo di T B
 - T potrebbe essere il valore ritornato
 - ...
 -

Covariance

- **Covariance** in Java 5
- I valori ritornati da un metodo ridefinito possono essere covarianti
- parameter types have to be exactly the same (invariant) for method overriding, otherwise the method is overloaded with a parallel definition instead.

```
class A {  
    public A whoAreYou() {...}  
}  
class B extends A {  
    // override A.whoAreYou *and* narrow the return  
    // type.  
    public B whoAreYou() {...}  
}
```

Interface subtyping: example

```
interface Shape {
    public float center();
    public void rotate(float degrees);
}
interface Drawable {
    public void setColor(Color c);
    public void draw();
}
class Circle implements Shape, Drawable {
    // does not inherit any implementation
    // but must define Shape, Drawable methods
}
```

Properties of interfaces

- Flexibility
 - Allows subtype graph instead of tree
 - Avoids problems with multiple inheritance of implementations (remember C++ “diamond”)
- Cost
 - Offset in method lookup table not known at compile
 - Different bytecodes for method lookup
 - one when class is known
 - one when only interface is known
 - search for location of method
 - cache for use next time this call is made (from this line)

Overload vs Override

- Overload = più metodi o costruttori con lo stesso nome ma diversa segnatura
 - Segnatura: nome del metodo e lista dei tipi dei suoi argomenti
- L'overloading viene risolto in fase di compilazione

```
public static double valoreAssoluto(double x) {  
    if (x > 0) return x;  
    else return -x;  
}
```

```
public static int valoreAssoluto(int x) {  
    return (int) valoreAssoluto((double) x);  
}
```


Compilazione: scelta segnatura

- In compilazione viene scelta la segnatura del metodo da eseguire in base:
 - (1) al tipo del riferimento utilizzato per invocare il metodo
 - (2) al tipo degli argomenti indicati nella chiamata

Esempio

- A r;...
- r.m(2)
- Il compilatore cerca fra tutte le segnature di metodi di nome m disponibili per il tipo A quella “più adatta” per gli argomenti specificati

Esempio

A r;

...

r.m(2)

- Se le signature disponibili per il tipo **A** sono:

int m(byte b)

int m(long l)

int m(double d)

- il compilatore sceglie la seconda

Overriding

- Quando si riscrive in una sottoclasse un metodo della superclasse con la **stessa segnatura**.
- L'overriding viene risolto **in fase di esecuzione**
- **Compilazione:**
- scelta della segnatura: il compilatore stabilisce **la segnatura** del metodo da eseguire (early binding)
- **Esecuzione:**
- scelta del metodo: Il metodo da eseguire, tra quelli con la segnatura selezionata, viene scelto al momento dell'esecuzione, sulla base del **tipo dell'oggetto** (late binding)

Fase di compilazione

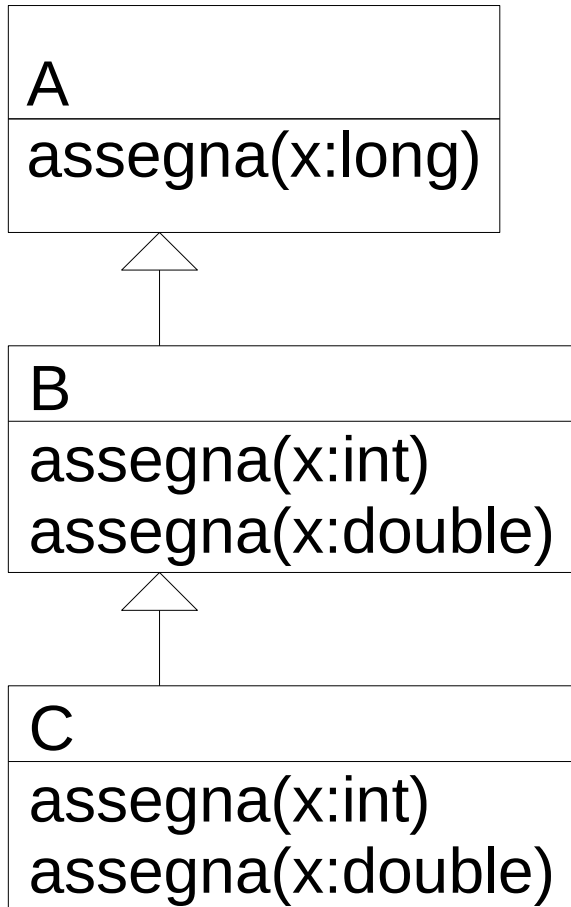
(1) Scelta delle signature “candidate”

- Il compilatore individua le signature che possono **soddisfare la chiamata**
 - (a) **compatibile con gli argomenti utilizzati nella chiamata**
il numero dei parametri nella signature `e uguale al numero degli argomenti utilizzati ogni argomento `e di un tipo assegnabile al corrispondente parametro
 - (b) **accessibile al codice chiamante**
- Se non esistono signature candidate, il compilatore segnala un errore.

(2) Scelta della signature “pi`u specifica”

- Tra le signature candidate, il compilatore seleziona quella che richiede il minor numero di promozioni

Esempio 1



A alfa;

- `alfa.assegna(2)`

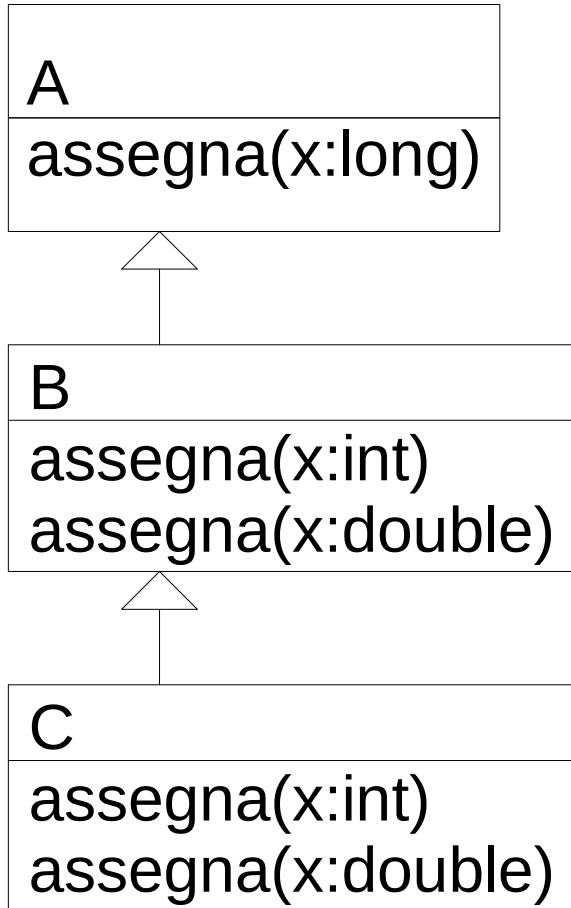
Una segnatura candidata:

`assegna(long x)`

- `alfa.assegna(2.0)`

Nessuna segnatura
candidata (**errore**)

Esempio 2



B beta;

`beta.assegna(2)`

Tre segnature candidate:

- `assegna(int x)`
- `assegna(double x)`
- `assegna(long x)`
- La pi`u specifica `e `assegna(int x)`

Ambiguità

- Se per l'invocazione:
- `z(1, 2)`
- le signature candidate sono:
- `z(double x, int y)`
- `z(int x, double y)`
- Il compilatore non è in grado di individuare la signature più specifica e segnala un messaggio di errore

Esecuzione: scelta del metodo

- La JVM sceglie il metodo da eseguire **sulla base del tipo dell'oggetto** usato nell'invocazione
 - cerca un metodo con la segnatura selezionata in fase di compilazione
 - risalendo la gerarchia delle classi a partire dalla classe dell'oggetto che deve eseguire il metodo

Esempio 1

A alfa = new C()

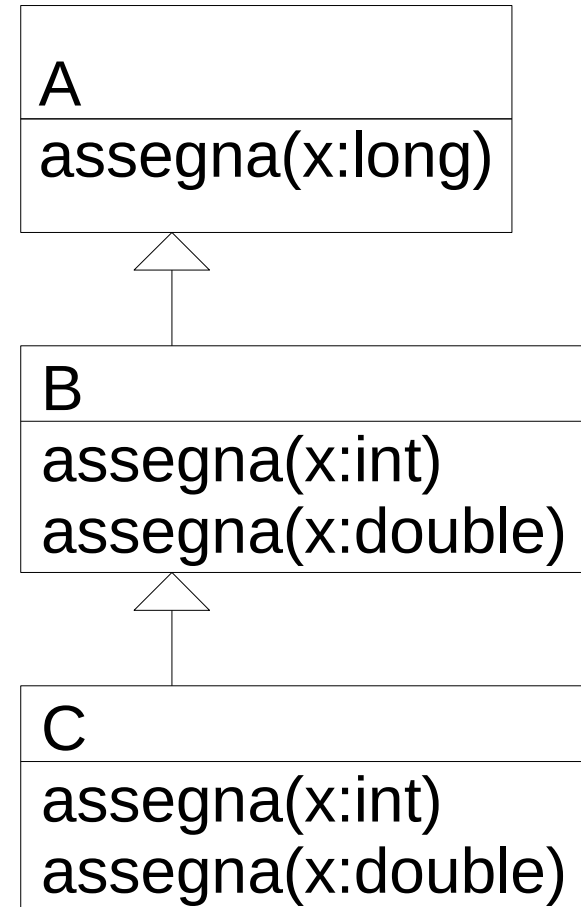
alfa.assegna(2)

Una segnatura candidata:

assegna(long x)

Ricerca a partire da C un
metodo assegna(long)

Esegue il metodo di A
anche se 2 è int !!!



Esempio 2

B beta = new C()

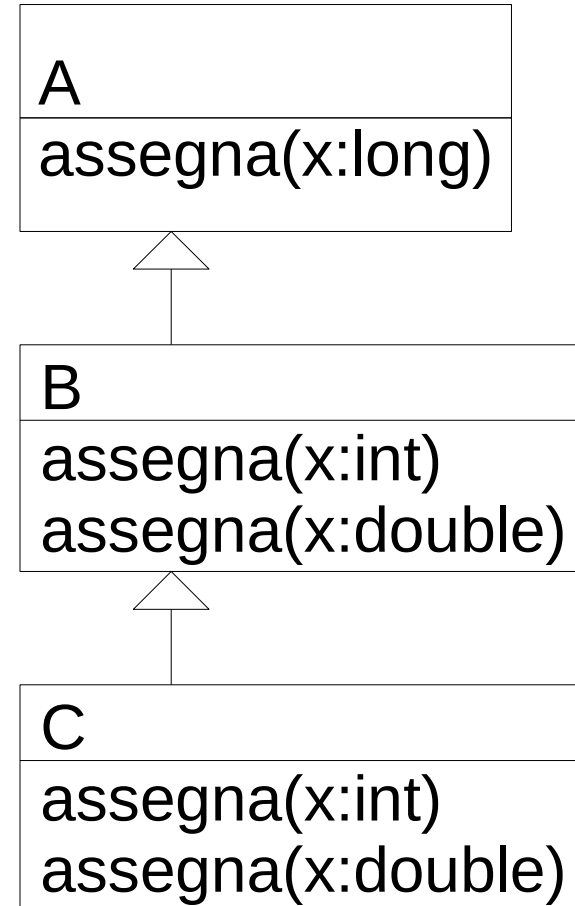
beta.assegna(2)

segnatura selezionata:

assegna(int x)

Ricerca a partire da C un
metodo assegna(int)

Esegue il metodo di C



Attenzione

- Quando si ridefiniscono i metodi in java bisogna usare la stessa segnatura !!
- Vedi il problema con equals
-

```
class A { int x; A(int y){x = y;}  
    public equals(A a){ return (x == a.x);} }
```

```
Object a1 = new A(3);
```

```
A a2 = new A(3);
```

```
a1.equals(a2);
```

Array types

- Automatically defined
 - Array type `T[]` exists for each class, interface type `T`
 - Cannot extended array types (array types are final)
 - Multi-dimensional arrays as arrays of arrays: `T[][]`
- Treated as reference type
 - An array variable is a pointer to an array, can be null
 - Example: `Circle[] x = new Circle[array_size]`
 - Anonymous array expression: `new int[] {1,2,3, ... 10}`
- Every array type is a subtype of `Object[]`, `Object`
 - Length of array is not part of its static type

Array subtyping - covariance

- Covariance

- if $S \leq T$ then $S[] \leq T[]$

- $S \leq T$ means “S is subtype of T”

- Standard type error

```
class A {...}
```

```
class B extends A {...}
```

```
B[] bArray = new B[10]
```

```
A[] aArray = bArray // considered OK since B[] <: A[]
```

```
aArray[0] = new A() // compiles, but run-time error
```

```
// raises ArrayStoreException
```

```
// b/c aArray actually refers to an array of B objects
```

```
// so that assignment, aArray[0] = new A(); would violate  
the type of bArray
```

Covariance problem again ...

- Remember Simula problem
 - If $A <: B$, then $A \text{ ref} <: B \text{ ref}$
 - Needed run-time test to prevent bad assignment
 - Covariance for assignable cells is not right in principle
- Explanation
 - interface of “T reference cell” is
 - put : $T \rightarrow T \text{ ref}$
 - get : $T \text{ ref} \rightarrow T$
 - Remember covariance/contravariance of functions

Afterthought on Java arrays

Date: Fri, 09 Oct 1998 09:41:05 -0600

From: bill joy

Subject: ...[discussion about java genericity]

actually, java array covariance was done for less noble reasons ...: it made some generic "bcopy" (memory copy) and like operations much easier to write...

I proposed to take this out in 95, but it was too late (...).

i think it is unfortunate that it wasn't taken out...

it would have made adding genericity later much cleaner, and [array covariance] doesn't pay for its complexity today.

wnj

But compare this to C++!!

- Access by pointer: you can't do array subtyping.

```
B* barr[15];
```

```
A* aarr[] = barr; // not allowed
```

- Direct naming: allowed, but you get garbage !!

```
B barr[15];
```

```
A aarr[] = barr;
```

aarr[k] translates to $*(aarr + \text{sizeof}(A) * k)$

barr[k] translates to $*(barr + \text{sizeof}(B) * k)$

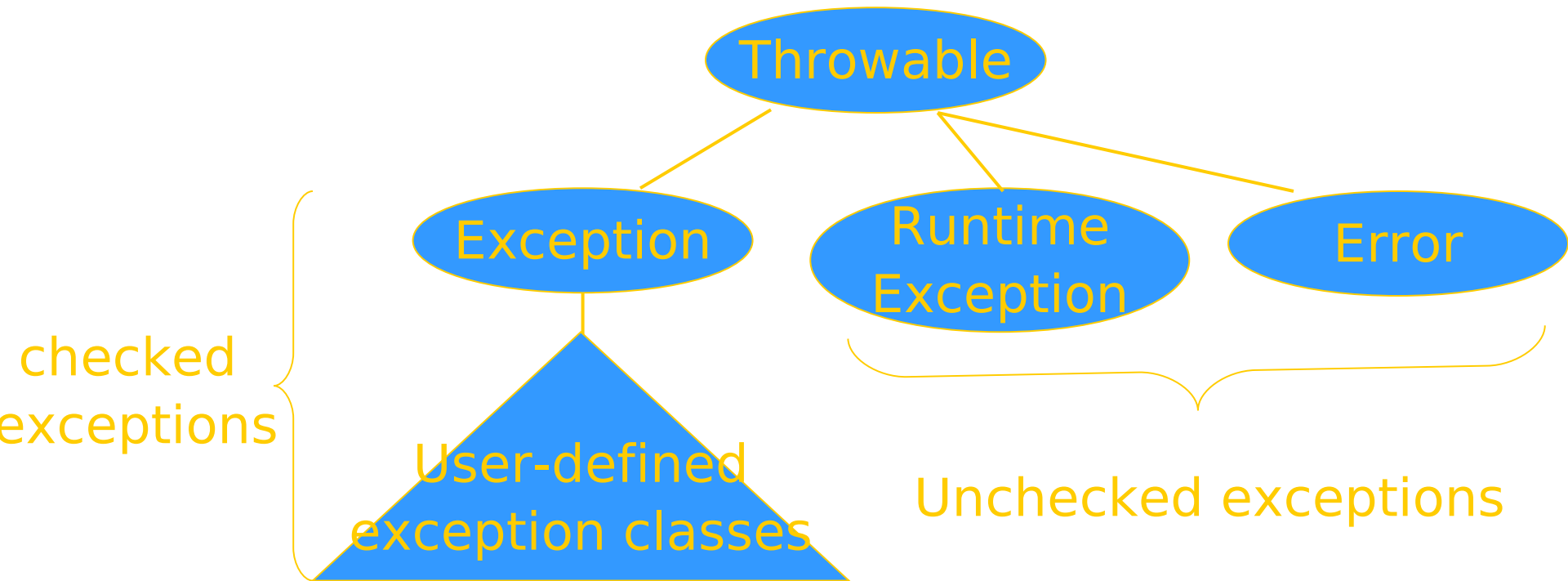
If $\text{sizeof}(B) \neq \text{sizeof}(A)$, you just grab random bits.

Is there any sense to this?

Java Exceptions

- Similar basic functionality to ML, C++
 - Constructs to *throw* and *catch* exceptions
 - Dynamic scoping of handler
- Some differences
 - An exception is an object from an exception class
 - Subtyping between exception classes
 - Use subtyping to match type of exception or pass it on ...
 - Similar functionality to ML pattern matching in handler
 - Type of method includes exceptions it can throw
 - Actually, only subclasses of Exception (see next slide)

Exception Classes



- If a method may throw a checked exception, then this must be in the type of the method

Try/finally blocks

- Exceptions are caught in try blocks

```
try {  
    statements  
} catch (ex-type1 identifier1) {  
    statements  
} catch (ex-type2 identifier2) {  
    statements  
} finally {  
    statements  
}
```

- Implementation: finally compiled to jsr

Why define new exception types?

- Exception may contain data
 - Class Throwable includes a string field so that cause of exception can be described
 - Pass other data by declaring additional fields or methods
- Subtype hierarchy used to catch exceptions

```
catch <exception-type> <identifier> { ... }
```

will catch any exception from any subtype of exception-type and bind object to identifier

Outline

- Objects in Java
 - Classes, encapsulation, inheritance
- Type system
 - Primitive types, interfaces, arrays, exceptions
- Generics (added in Java 1.5)
 - Basics, wildcards, ...



◆ Virtual machine



- Loader, verifier, linker, interpreter
- Bytecodes for method lookup

◆ Security issues

Java Generic Programming

- Java has class Object
 - Supertype of all object types
 - This allows “subtype polymorphism”
 - Can apply operation on class T to any subclass $S \leq T$
- Java 1.0 – 1.4 do not have templates
 - No parametric polymorphism
 - Many consider this the biggest deficiency of Java
- Java type system does not let you cheat
 - Can cast from supertype to subtype
 - Cast is checked at run time

Example generic construct: Stack

- Stacks possible for any type of object
 - For any type t , can have type $\text{stack_of_}t$
 - Operations push , pop work for any type
- In C++, would write generic stack class

```
template <type t> class Stack {  
    private: t data; Stack<t> * next;  
    public: void push (t* x) { ... }  
           t* pop ( ) { ... }  
};
```

- What can we do in Java?

Java 1.0

vs Generics

```
class Stack {  
    void push(Object o) {...}  
    Object pop() { ... }  
    ...}
```

```
String s = "Hello";  
Stack st = new Stack();  
...  
st.push(s);  
...  
s = (String) st.pop();
```

```
class Stack<A> {  
    void push(A a) { ... }  
    A pop() { ... }  
    ...}
```

```
String s = "Hello";  
Stack<String> st =  
    new Stack<String>();  
st.push(s);  
...  
s = st.pop();
```


Why no generics in early Java ?

- Many proposals
- Basic language goals seem clear
- Details take some effort to work out
 - Exact typing constraints
 - Implementation
 - Existing virtual machine?
 - Additional bytecodes?
 - Duplicate code for each instance?
 - Use same code (with casts) for all instances

Java Community proposal (JSR 14) incorporated into Java 1.5

Java Generics (Java 1.5, “Tiger”)

- Adopts syntax on previous slide
- Adds auto boxing/unboxing

User conversion

```
Stack<Integer> st =  
    new Stack<Integer>();  
st.push(new Integer(12));  
...  
int i =  
    (st.pop()).intValue();
```

Automatic conversion

```
Stack<Integer> st =  
    new  
    Stack<Integer>();  
st.push(12);  
...  
int i = st.pop();
```

Declaring Generic classes

- For example a Coppia of two objects one of type E and the other of type F

```
class Coppia<E,F>{  
    E sinistro;  
    F destro;  
  
    Coppia(E a, F b){ ... }  
  
    E getSinistro(){ return sinistro;}  
  
}
```

Java generics are type checked

- A generic class may use operations on objects of a parameter type
 - Example: `PriorityQueue<T> ... if x.less(y) then ...`
- Two possible solutions
 - C++: Link and see if all operations can be resolved
 - Java: Type check and compile generics w/o linking
 - This requires programmer to give information about type parameter
 - Example: `PriorityQueue<T extends ...>`

Constraints on generic types

- One can introduce constraints over a type used as parameter in a generic class

< E extends T > : E must be a subtype of T

< E super T > : E must be a supertype of T

Example: Hash Table

```
interface Hashable {
    int    GetHashCode ();
};
class HashTable < Key extends Hashable, Value >
{
    void    Insert (Key k, Value v) {
        int bucket = k.GetHashCode();
        InsertAt (bucket, k, v);
    }
    ...
};
```

This expression must typecheck
Use "Key extends Hashable"

Interface Comparable<T>

- imposes a total ordering on the objects of each class that implements it (natural ordering)
- **int compareTo(T o):** comparison method
 - compares **this** object with o and returns a negative integer, zero, or a positive integer as this object is less than, equal to, or greater than the specified object.
- Lists (and arrays) of objects that implement this interface can be sorted automatically by Collections.sort (and Arrays.sort).
- Objects that implement this interface can be used as keys in a sorted map or elements in a sorted set, without the need to specify a comparator.

compareTo

- The natural ordering for a class C is said to be **consistent** with equals if and only if $(e1.compareTo((Object)e2) == 0)$ has the same boolean value as $e1.equals((Object)e2)$ for every $e1$ and $e2$ of class C.
- Altri vincoli:
 - $\text{sgn}(x.compareTo(y)) == -\text{sgn}(y.compareTo(x))$
 - the relation must be transitive:
 - $(x.compareTo(y) > 0 \ \&\& \ y.compareTo(z) > 0)$ implies $x.compareTo(z) > 0$.
 - Finally, the implementer must ensure that $x.compareTo(y) == 0$ implies that $\text{sgn}(x.compareTo(z)) == \text{sgn}(y.compareTo(z))$, for all z .

Example

Class MyClass implements

```
Comparable<MyClass>{
```

```
private int a;
```

```
...
```

```
public int compareTo(MyClass other){
```


```
    return (this.a - other.a);
```

```
}
```

Priority Queue Example

Generic types often requests the implementation of Comparable:

```
class PriorityQueue<T> extends Comparable<T> {  
    T queue[ ]; ...  
    void insert(T t) {  
        ... if ( t.compareTo(queue[i]) ) ...  
    }  
    T remove() { ... }  
    ...  
}
```



Another example ...

```
interface LessAndEqual<I> {
    boolean lessThan(I);
    boolean equal(I);
}
class Relations<C extends LessAndEqual<C>> extends C {
    boolean greaterThan(Relations<C> a) {
        return a.lessThan(this);
    }
    boolean greaterEqual(Relations<C> a) {
        return greaterThan(a) || equal(a);
    }
    boolean notEqual(Relations<C> a) { ... }
    boolean lessEqual(Relations<C> a) { ... }
    ...
}
```

Metodi generici

- Analogamente a classi e interfacce generiche, in Java 5.0 è possibile definire metodi generici, ovvero parametrici rispetto ad uno o più tipi.

```
public class MaxGenerico {  
    public static <T extends Comparable<T>>  
        T max (Vector<T> elenco){  
        ...  
    }  
}
```

- Nell'esempio:
 - la classe non ha parametri di tipo;
 - la dichiarazione di tipo è `<T extends Comparable<T>>`, immediatamente successiva ai modificatori;
 - il tipo del metodo è `T`;
 - la segnatura del metodo è `max(Vector<T>)`.

Wildcard e generics

- Alcune volte non si vuole specificare esattamente il tipo ma si vuole essere più permissivi
- `Persona extends Comparable<Persona>`
- `Studiante extends Persona`
- `Studiante` non può essere sostituito a `T` in un generico che chiede `<T extends Comparable<T>`
 - Non potrei fare liste ordinate di studente
 - Però potrei utilizzare il `compareTo` di `Persona`, senza necessità di introdurre un altro `compareTo` nella sottoclasse
- Introduco: `<T extends Comparable<? super T>`

No covarianza dei generics

- Nota che se $S <: T$ una classe $P < S >$ non è sottotipo di $P < T >$
 - In questo modo non ho i problemi degli array
 - Esempio: `Studiante <: Persona`, non ho che `List < Studiante > <: List < Persona >`
- Se un metodo chiede $P < T >$ non posso passare $P < T >$
 - Esempio:
 - `stampaAnagrafica(List < Persona > p)`
 - `List < Studiante > ls;`
 - `stampaAnagrafica(ls)` non compila
 - Posso usare i wildcards per rendere il metodo più tollerante
 - `stampaAnagrafica(List < ? extends Persona > p)`

Implementing Generics

- Type erasure
 - Compile-time type checking uses generics
 - Compiler eliminates generics by erasing them
 - Compile List<T> to List, T to Object, insert casts
- “Generics are not templates”
 - Generic declarations are typechecked
 - Generics are compiled once and for all
 - No instantiation
 - No “code bloat”

More later when we talk about virtual machine ...

Esercizio

- Dichiarare una classe A che ha come membro un intero
- Dichiarare una classe B extends A che ha un metodo equals(B a)
- Dichiarare una classe C extends A che ha un metodo equals(Object)
- Implementare i metodi toString in modo che stampino "A", "B" e "C" e il valore dell'intero
- Dichiarare una Lista di A usando i generici
- Inserisci qualche B e qualche C
- Stampa il contenuto della lista con un ciclo for each
- Domanda un intero x
 - Scanner sc = new Scanner(System.in);
 - int x = sc.nextInt();
- e cerca nella lista un elemento che sia equals a new A(x)
 - usa for each e equals
 - usa contains **QUALI PROBLEMI HAI???**

Enumeration

- In prior releases, the standard way to represent an enumerated type was the int Enum pattern

```
// int Enum Pattern - has severe problems!  
public static final int SEASON_WINTER = 0;  
public static final int SEASON_SPRING = 1;  
public static final int SEASON_SUMMER = 2;  
public static final int SEASON_FALL   = 3;
```

- Not typesafe
- No namespace - You must prefix constants of an int enum with a string (in this case SEASON_)
- Printed values are uninformative

In Java5

```
public enum Season {  
    WINTER, SPRING, SUMMER, FALL }
```

- Comparable
- toString which prints the name of the symbol
- static values method that returns an array containing all of the values of the enum type in the order they are declared
 - for (Season s : Season.values()) ...

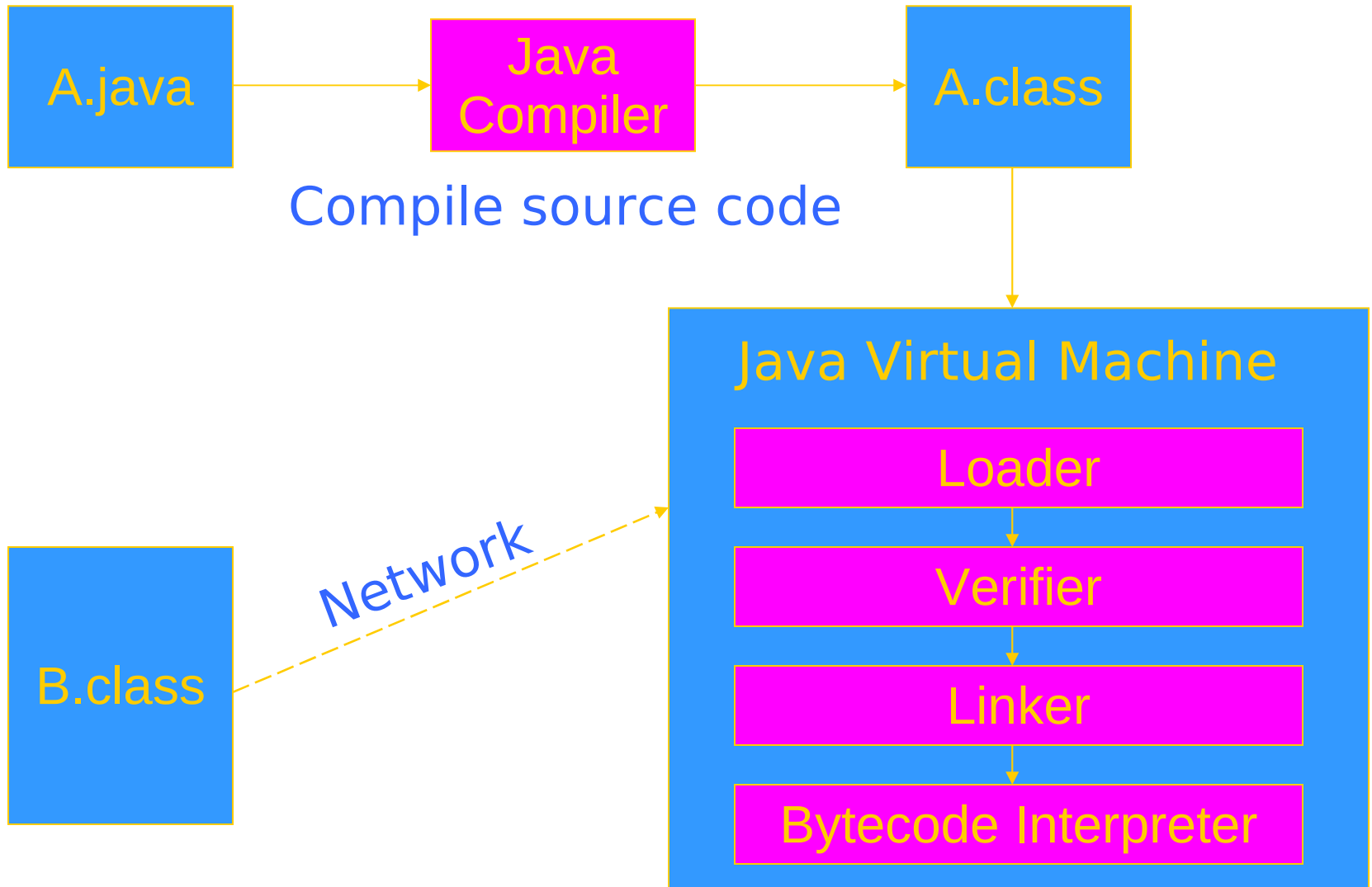
Outline

- Objects in Java
 - Classes, encapsulation, inheritance
- Type system
 - Primitive types, interfaces, arrays, exceptions
- Generics (added in Java 1.5)
 - Basics, wildcards, ...
- ➔ Virtual machine
 - Loader, verifier, linker, interpreter
 - Bytecodes for method lookup
 - Bytecode verifier (example: initialize before use)
 - Implementation of generics
- ◆ Security issues

Java Implementation

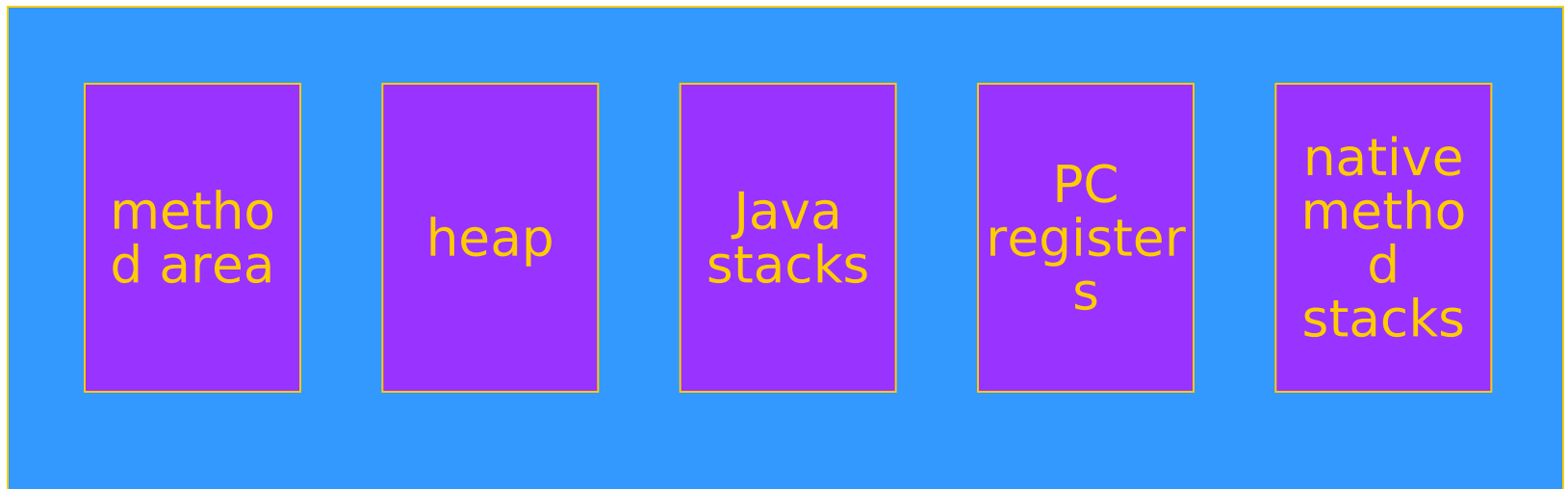
- Compiler and Virtual Machine
 - Compiler produces bytecode
 - Virtual machine loads classes on demand, verifies bytecode properties, interprets bytecode
- Why this design?
 - Bytecode interpreter/compiler used before
 - Pascal “pcode”; Smalltalk compilers use bytecode
 - Minimize machine-dependent part of implementation
 - Do optimization on bytecode when possible
 - Keep bytecode interpreter simple
 - For Java, this gives portability
 - Transmit bytecode across network

Java Virtual Machine Architecture



JVM memory areas

- Java program has one or more threads
- Each thread has its own stack
- All threads share same heap



Class loader

- Runtime system loads classes as needed
 - When class is referenced, loader searches for file of compiled bytecode instructions
- Default loading mechanism can be replaced
 - Define alternate ClassLoader object
 - Extend the abstract ClassLoader class and implementation
 - ClassLoader does not implement abstract method loadClass, but has methods that can be used to implement loadClass
 - Can obtain bytecodes from alternate source
 - VM restricts applet communication to site that supplied applet

Example issue in class loading and linking:

Static members and initialization

```
class ... {  
    /* static variable with initial value */  
    static int x = initial_value  
    /* ---- static initialization block      --- */  
    static { /* code executed once, when loaded */ }  
}
```

- Initialization is important
 - Cannot initialize class fields until loaded
- Static block cannot raise an exception
 - Handler may not be installed at class loading time

JVM Linker and Verifier

- Linker
 - Adds compiled class or interface to runtime system
 - Creates static fields and initializes them
 - Resolves names
 - Checks symbolic names and replaces with direct references
- Verifier
 - Check bytecode of a class or interface before loaded
 - Throw VerifyError exception if error occurs

Verifier

- Bytecode may not come from standard compiler
 - Evil hacker may write dangerous bytecode
- Verifier checks correctness of bytecode
 - Every instruction must have a valid operation code
 - Every branch instruction must branch to the start of some other instruction, not middle of instruction
 - Every method must have a structurally correct signature
 - Every instruction obeys the Java type discipline

Last condition is fairly complicated .

Bytecode interpreter

- Standard virtual machine interprets instructions
 - Perform run-time checks such as array bounds
 - Possible to compile bytecode class file to native code
- Java programs can call native methods
 - Typically functions written in C
- Multiple bytecodes for method lookup
 - `invokevirtual` - when class of object known
 - `invokeinterface` - when interface of object known
 - `invokestatic` - static methods
 - `invokespecial` - some special cases

Type Safety of JVM

- Run-time type checking
 - All casts are checked to make sure type safe
 - All array references are checked to make sure the array index is within the array bounds
 - References are tested to make sure they are not null before they are dereferenced.
- Additional features
 - Automatic garbage collection
 - No pointer arithmetic

If program accesses memory, that memory is allocated to the program and declared with correct type

JVM uses stack machine

- Java

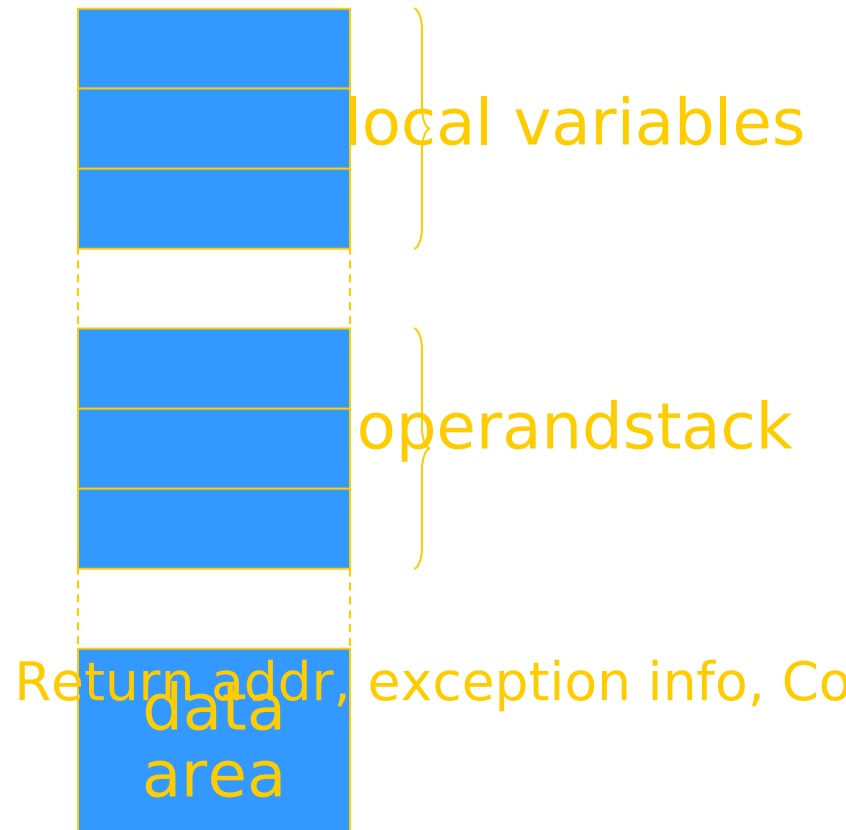
```
Class A extends Object {  
    int i  
    void f(int val) { i = val +  
1;}  
}
```

- Bytecode

```
Method void f(int)  
    aload 0    ; object ref this  
    iload 1    ; int val  
    iconst 1  
    iadd       ; add val +1  
    putfield #4 <Field int i>  
    return    ↑
```

refers to const pool

JVM Activation Record



Field and method access

- Instruction includes index into constant pool
 - Constant pool stores symbolic names
 - Store once, instead of each instruction, to save space
- First execution
 - Use symbolic name to find field or method
- Second execution
 - Use modified “quick” instruction to simplify search

invokeinterface <method-spec>

- Sample code

```
void add2(Incrementable x) { x.inc(); x.inc(); }
```

- Search for method

- find class of the object operand (operand on stack)

- must implement the interface named in <method-spec>

- search the method table for this class

- find method with the given name and signature

- Call the method

- Usual function call with new activation record, etc.

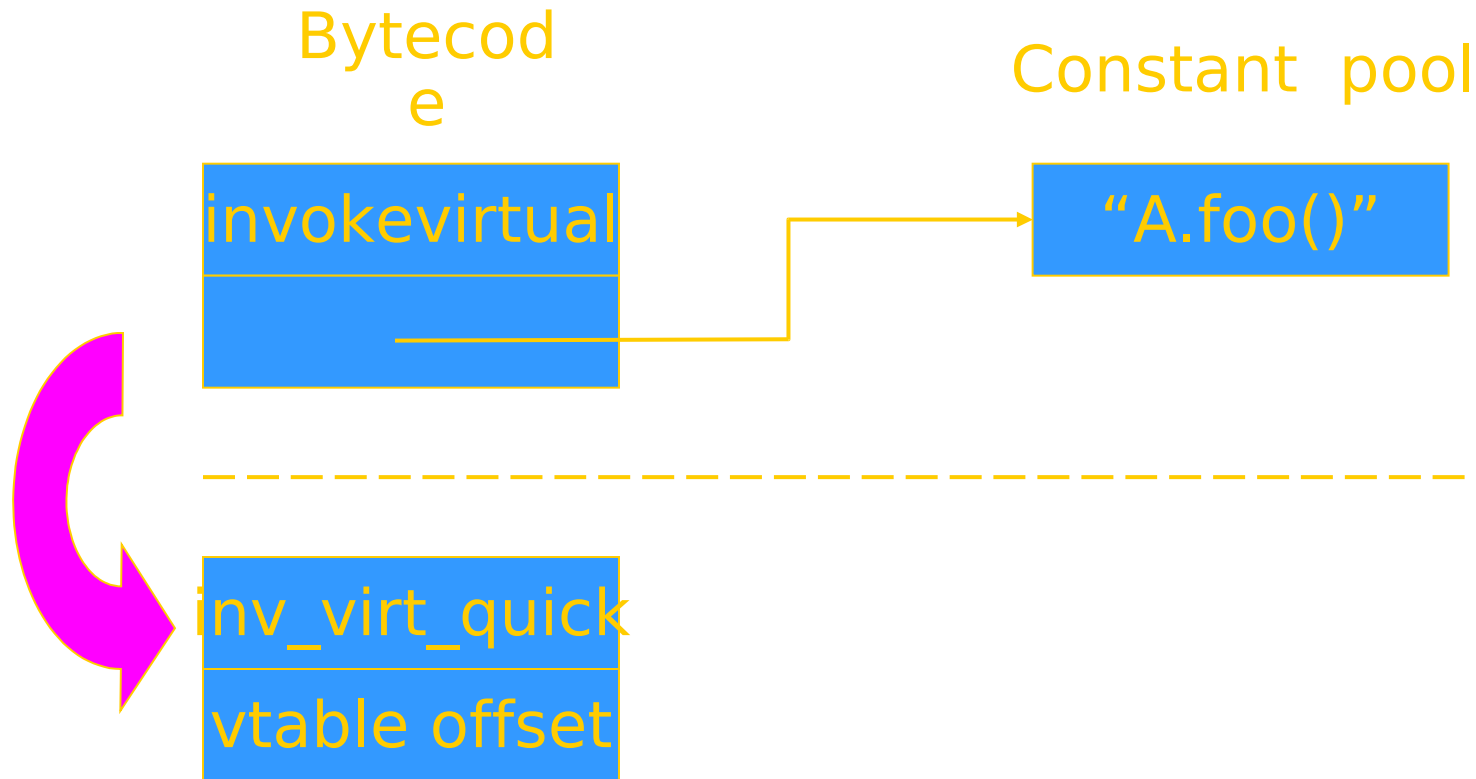
Why is search necessary?

```
interface Incrementable {
    public void inc();
}
class IntCounter implements Incrementable {
    public void add(int);
    public void inc();
    public int value();
}
class FloatCounter implements Incrementable {
    public void inc();
    public void add(float);
    public float value();
}
```


invokevirtual <method-spec>

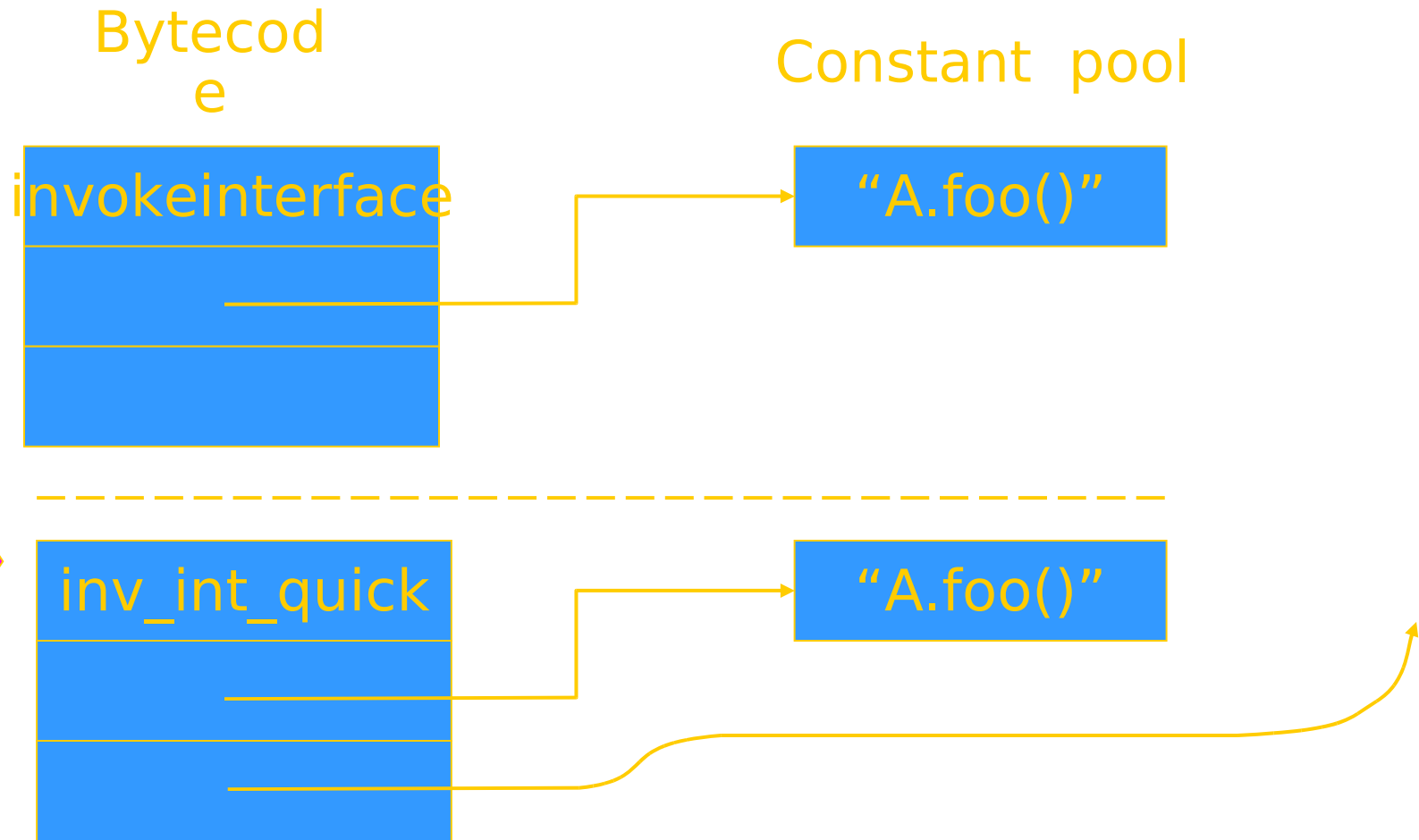
- Similar to invokeinterface, but class is known
- Search for method
 - search the method table of this class
 - find method with the given name and signature
- Can we use static type for efficiency?
 - Each execution of an instruction will be to object from subclass of statically-known class
 - Constant offset into vtable
 - like C++, but dynamic linking makes search useful first time
 - See next slide

Bytecode rewriting: invokevirtual



- After search, rewrite bytecode to use fixed offset into the vtable. No search on second execution.

Bytecode rewriting: invokeinterface



Cache address of method; check class on second use

Bytecode Verifier

- Let's look at one example to see how this works
- Correctness condition
 - No operations should be invoked on an object
 - until it has been initialized
- Bytecode instructions
 - new <class> allocate memory for object
 - init <class> initialize object on top of stack
 - use <class> use object on top of stack

Object creation

- Example:

Point p = new Point(3)

1: new Point

2: dup

3: iconst 3

4: init Point

Java source

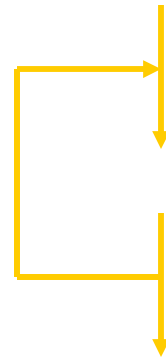
bytecode

- No easy pattern to match
- Multiple refs to same uninitialized object
 - Need some form of alias analysis

Alias Analysis

- Other situations:

or



- Equivalence classes based on line where object was created.

Tracking initialize-before-use

- Alias analysis uses line numbers
 - Two pointers to “uninitialized object created at line 47” are assumed to point to same object
 - All accessible objects must be initialized before jump backwards (possible loop)
- Oversight in treatment of local subroutines
 - Used in implementation of `try-finally`
 - Object created in `finally` not necessarily initialized
- No clear security consequence
 - Bug fixed

Have proved correctness of modified verifier for `init`

Bug in Sun's JDK 1.1.4

- Example:


```
1: jsr 10
2: store 1
3: jsr 10
4: store 2
5: load 2
6: init P
7: load 1
8: use P
9: halt
10: store 0
11: new P
12: ret 0
```

variables 1 and 2 contain references to two different objects which are both “uninitialized object created on line 11”

Implementing Generics

- Two possible implementations
 - Heterogeneous: instantiate generics
 - Homogeneous: translate generic class to standard class

```
lass Stack<A> {  
void push(A a) { ... }  
A pop() { ... }  
...}
```



Idea: replace class parameter <A> by Object, insert casts

Example generic construct: Lists

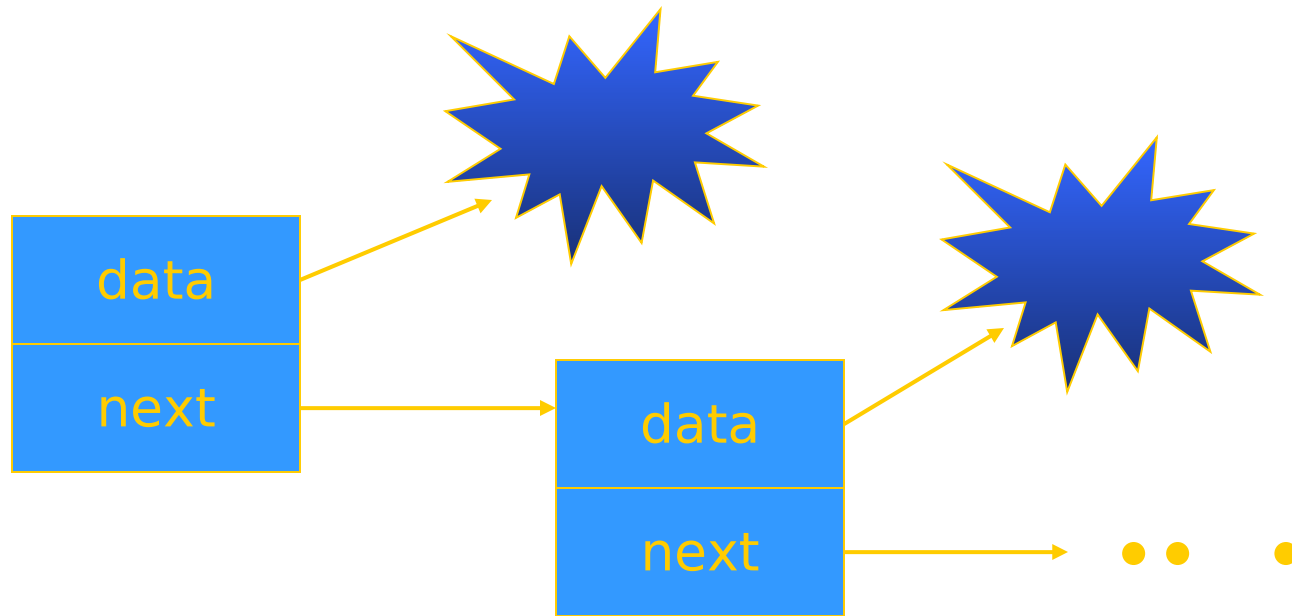
- Lists possible for any type of object
 - For any type t, can have type list_of_t
 - Operations cons, head, tail work for any type
- Define generic list class

```
template <type t> class List {  
    private: t* data; List<t> * next;  
    public: void    Cons (t* x) { ... }  
              t*    Head (    ) { ... }  
              List<t> Tail (    ) { ... }  
};
```

Implementation Issues

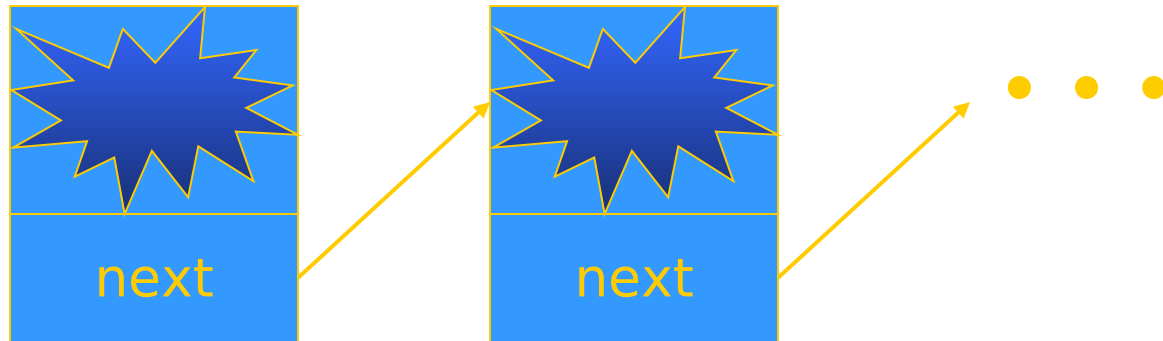
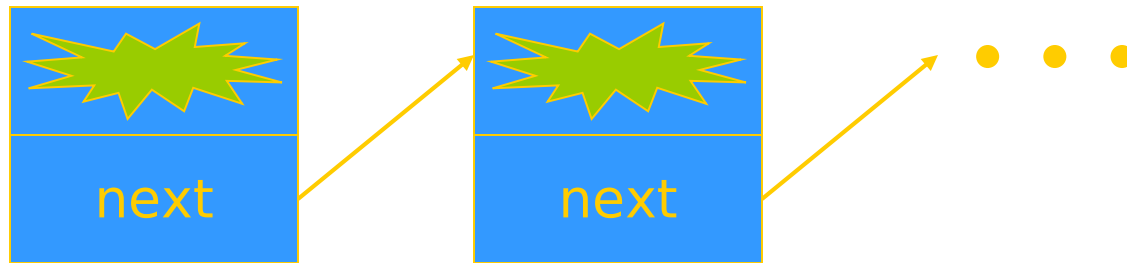
- Data on heap, manipulated by pointer
 - Every list cell has two pointers, data and next
 - All pointers are same size
 - Can use same representation, code for all types
- Data stored in local variables
 - List cell must have space for data
 - Different representation for different types
 - Different code if offset built into code

“Homogeneous Implementation”



Same representation and code for all types of data

“Heterogeneous Implementation”



Specialize representation, code according to type

Example: Hash Table

```
interface Hashable {  
    int    GetHashCode ();  
};
```

```
class HashTable < Key implements Hashable, Value> {  
    void    Insert (Key k, Value v) {  
                int bucket = k.GetHashCode();  
                InsertAt (bucket, k, v);  
    }  
    ...  
};
```

Heterogeneous Implementation

- Compile generic class `C<param>`
 - Check use of parameter type according to constraints
 - Produce extended form of bytecode class file
 - Store constraints, type parameter names in bytecode file
- Expand when class `C<actual>` is loaded
 - Replace parameter type by actual class
 - Result is ordinary class file
 - This is a preprocessor to the class loader:
 - No change to the virtual machine
 - No need for additional bytecodes

Generic bytecode with placeholders

```
void Insert (Key k, Value v) {  
    int bucket = k.GetHashCode();  
    InsertAt (bucket, k, v);  
}
```

```
Method void Insert($1, $2)  
    aload_1  
    invokevirtual #6 <Method $1.GetHashCode()I>  
    istore_3    aload_0    iload_3    aload_1    aload_2  
    invokevirtual #7 <Method HashTable<$1,$2>.  
                    InsertAt(IL$1;L$2;)V>  
    return
```


Instantiation of generic bytecode

```
void Insert (Key k, Value v) {  
    int bucket = k.GetHashCode();  
    InsertAt (bucket, k, v);  
}
```

```
Method void Insert(Name, Integer)
```

```
    aload_1
```

```
    invokevirtual #6 <Method Name.HashCode()I>
```

```
    istore_3    aload_0    iload_3    aload_1    aload_2
```

```
    invokevirtual #7 <Method HashTable<Name,Integer>
```

```
                InsertAt(ILName;LInteger;)V>
```

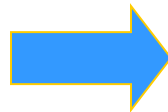
```
    return
```

Load parameterized class file

- Use of `ClassLoader` invokes
- Several preprocess steps
 - Locate bytecode for parameterized class, actual types
 - Check the parameter constraints against actual class
 - Substitute actual type name for parameter type
 - Proceed with verifier, linker as usual.
- Can be implemented with ~500 lines Java code
 - Portable, efficient, no need to change virtual machine

Java 1.5 Solution

- Homogeneous implementation



- Algorithm
 - replace class parameter `<A>` by `Object`, insert casts
 - if `<A extends B>`, replace `A` by `B`
- Why choose this implementation?
 - Backward compatibility of distributed bytecode
 - Surprise: faster because class loading is slow

Some details that matter

- Allocation of static variables
 - Heterogeneous: separate copy for each instance
 - Homogenous: one copy shared by all instances
- Constructor of actual class parameter
 - Heterogeneous: `class G<T> ... T x = new T;`
 - Homogenous: `new T` may just be `Object` !
- Resolve overloading
 - Heterogeneous: could try to resolve at instantiation time (C++)
 - Homogenous: no information about type parameter
- When is template instantiated?
 - Compile- or link-time (C++)
 - Java alternative: class load time

Outline

- Objects in Java
 - Classes, encapsulation, inheritance
- Type system
 - Primitive types, interfaces, arrays, exceptions
- Generics (added in Java 1.5)
 - Basics, wildcards, ...
- Virtual machine
 - Loader, verifier, linker, interpreter
 - Bytecodes for method lookup
 - Bytecode verifier (example: initialize before use)
 - Implementation of generics



Security issues

Java Security

- Security
 - Prevent unauthorized use of computational resources
- Java security
 - Java code can read input from careless user or malicious attacker
 - Java code can be transmitted over network - code may be *written* by careless friend or malicious attacker

Java is designed to reduce many security risks

Java Security Mechanisms

- Sandboxing
 - Run program in restricted environment
 - Analogy: child's sandbox with only safe toys
 - This term refers to
 - Features of loader, verifier, interpreter that restrict program
 - Java Security Manager, a special object that acts as access control "gatekeeper"
- Code signing
 - Use cryptography to establish origin of class file
 - This info can be used by security manager

Buffer Overflow Attack

- Most prevalent security problem today
 - Approximately 80% of CERT advisories are related to buffer overflow vulnerabilities in OS, other code
- General network-based attack
 - Attacker sends carefully designed network msgs
 - Input causes privileged program (e.g., Sendmail) to do something it was not designed to do
- Does not work in Java
 - Illustrates what Java was designed to prevent

Sample C code to illustrate attack

- **Function**
 -
 -
- **Calling program**
 -
 -
 -
- **Variations**
 -

See: *Smashing the stack for fun and profit*

Java Sandbox

- Four complementary mechanisms
 - Class loader
 - Separate namespaces for separate class loaders
 - Associates *protection domain* with each class
 - Verifier and JVM run-time tests
 - NO unchecked casts or other type errors, NO array overflow
 - Preserves private, protected visibility levels
 - Security Manager
 - Called by library functions to decide if request is allowed
 - Uses protection domain associated with code, user policy
 - Recall: stack inspection problem on midterm

Why is typing a security feature?

- Sandbox mechanisms all rely on type safety
- Example
 - Unchecked C cast lets code make any system call

```
int (*fp)()    /* variable "fp" is a function pointer
*/
...
fp = addr;    /* assign address stored in an integer var
*/
(*fp)(n);    /* call the function at this address
*/
```

Other examples involving type confusion in book

Security Manager

- Java library functions call security manager
- Security manager object answers at run time
 - Decide if calling code is allowed to do operation
 - Examine protection domain of calling class
 - Signer: organization that signed code before loading
 - Location: URL where the Java classes came from
 - Uses the system policy to decide access permission

Stack Inspection

- Permission depends on
 - Permission of calling method
 - Permission of all methods above it on stack
 - Up to method that is trusted and asserts this trust



Many details omitted here

Stories: Netscape font / passwd bug; Shockwave plug-in

Java Summary

- Objects
 - have fields and methods
 - alloc on heap, access by pointer, garbage collected
- Classes
 - Public, Private, Protected, Package (not exactly C++)
 - Can have static (class) members
 - Constructors and finalize methods
- Inheritance
 - Single inheritance
 - Final classes and methods

Java Summary (II)

- Subtyping
 - Determined from inheritance hierarchy
 - Class may implement multiple interfaces
- Virtual machine
 - Load bytecode for classes at run time
 - Verifier checks bytecode
 - Interpreter also makes run-time checks
 - type casts
 - array bounds
 - ...
 - Portability and security are main considerations

Some Highlights

- Dynamic lookup
 - Different bytecodes for by-class, by-interface
 - Search vtable + Bytecode rewriting or caching
- Subtyping
 - Interfaces instead of multiple inheritance
 - Awkward treatment of array subtyping (my opinion)
- Generics
 - Type checked, not instantiated, some limitations (<T>... new T)
- Bytecode-based JVM
 - Bytecode verifier
 - Security: security manager, stack inspection

Comparison with C++

- Almost everything is object + Simplicity - Efficiency
 - except for values from primitive types
- Type safe + Safety +/- Code complexity - Efficiency
 - Arrays are bounds checked
 - No pointer arithmetic, no unchecked type casts
 - Garbage collected
- Interpreted + Portability + Safety - Efficiency
 - Compiled to byte code: a generalized form of assembly language designed to interpret quickly.
 - Byte codes contain type information

Comparison

(cont'd)

- Objects accessed by ptr + Simplicity - Efficiency
 - No problems with direct manipulation of objects
- Garbage collection: + Safety + Simplicity - Efficiency
 - Needed to support type safety
- Built-in concurrency support + Portability
 - Used for concurrent garbage collection (avoid waiting?)
 - Concurrency control via synchronous methods
 - Part of network support: download data while executing
- Exceptions
 - As in C++, integral part of language design

Links

- **Enhancements in JDK 5**

- <http://java.sun.com/j2se/1.5.0/docs/guide/language/index.html>

- J2SE 5.0 in a Nutshell

- <http://java.sun.com/developer/technicalArticles/releases/j2se15/>

- Generics

- <http://www.langer.camelot.de/Resources/Links/JavaGenerics.htm>