

Exercise 4

Behavioral Subtyping and Inheritance

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Task 1

Investigate the behavior of the following Java code:

```
interface I {};  
  
class C {};  
  
public class E2_1  
{  
    public static void main(String [] argv)  
    {  
        C c = new C();  
        I i = (I) c;  
    }  
}
```

Try to compile it. If it compiles, try to execute it. What happens? Why?

— solution —

The compiler allows the code to go through although it can't prove that `c` implements `I`. The reason is that there might be a subclass `D` of `C` such that `D` implements `I` and `c` might be an object of `D`. Here Java opts for the flexibility of dynamic type checking.

When the code executes a runtime exception is thrown, because `c` does not implement `I` and this is caught by the runtime check.

Task 2

Consider the example in Slide 58 of the Lecture 2:

```
class Number {  
    int n;  
  
    /// requires true  
    /// ensures n == p  
    void set(int p) { n = p; }  
}  
  
class UndoNaturalNumber extends Number {  
    int undo;  
  
    /// requires 0 < p  
    /// ensures n == p && undo == old(n)  
    void set(int p) { undo = n; n = p; }
```

```

    /// requires true
    /// ensures n == undo && undo == old(undo)
    void reset() { n = undo; }
}

```

The invariants have been removed. Class `UndoNaturalNumber` is not a behavioral subtype of `Number`. One solution is to use specification inheritance. What are the effective pre/post-conditions of method `UndoNaturalNumber.set` according to the rules of Slides 67 and 71?

— solution —

The effective precondition is equal to `true`. The effective postcondition is given by

$$(\text{old}(\text{true}) \Rightarrow n == p) \ \&\& \ (\text{old}(0 < p) \Rightarrow n == p \ \&\& \ \text{undo} == \text{old}(n))$$

which, since we know that for parameters we always have `old(p) == p`, is equivalent to

$$n == p \ \&\& \ (0 < p \Rightarrow \text{undo} == \text{old}(n)).$$

Task 3 Behavioral Subtyping

Assume the following types in Java:

```

enum Shift {DayShift, NightShift, SpecialShift}

interface PostalWorker {
    boolean sick();

    ///ensures sick()
    void catchDisease();

    ///requires when == SpecialShift || when == DayShift
    ///requires !sick()
    int work(Shift when);
}

interface Bartender {
    boolean sick();

    ///ensures sick()
    void catchDisease();

    ///requires when == SpecialShift || when == NightShift
    ///requires !sick()
    int work(Shift when);
}

```

The `work()` method can be called in order to request that the corresponding person work the requested shift. The value returned by `work()` is the average hourly wage that was earned during the working shift including tips.

A) Now we introduce another interface:

```

interface HardWorker extends PostalWorker, Bartender {
    ///requires true
    int work(Shift when);
}

```

Assuming the improved rule for specification inheritance discussed in the course, what is the effective precondition of the `work()` method of the `HardWorker` interface?

— solution —

```
///requires
  (!sick() && (when == SpecialShift || when == DayShift))
|| (!sick() && (when == SpecialShift || when == NightShift))
|| true
```

which is equivalent to

```
///requires true
```

B) Now we add postconditions to all `work()` methods. Everything else remains as before.

```
interface PostalWorker {
    ...
    ///ensures result ≥ 15 && result ≤ 25
    int work(Shift when);
}

interface Bartender {
    ...
    ///ensures result ≥ 20 && result ≤ 30
    int work(Shift when);
}

interface HardWorker extends PostalWorker, Bartender {
    ...
    ///ensures result ≥ 25 && result ≤ 50
    int work(Shift when);
}
```

Assuming the improved rules for specification inheritance, what is the effective postcondition of the `work()` method of `HardWorker`?

— solution —

```
///ensures
  ( old(!sick() && (when == SpecialShift || when == DayShift))
    ⇒ (result ≥ 15 && result ≤ 25) )
&& ( old(!sick() && (when == SpecialShift || when == NightShift))
    ⇒ (result ≥ 20 && result ≤ 30) )
&& ( old(true)
    ⇒ (result ≥ 25 && result ≤ 50) )
```

which is equivalent to

```
///ensures
  ( old(!sick() && when != NightShift)
    ⇒ result == 25 )
&& ( old(!sick() && when == NightShift)
    ⇒ (result ≥ 25 && result ≤ 30) )
&& ( old(sick())
    ⇒ (result ≥ 25 && result ≤ 50) )
```

C) Consider the following code:

```
///requires worker != null
///requires !worker.sick()
int foo(HardWorker worker) {
    return worker.work(Shift.SpecialShift);
}
```

What is the range of possible return values of the `foo()` method?

— solution —

Only 25 is a possible return value.

D) Change the body of method `foo()` such that it calls the `work()` method of `worker` in a way that makes it possible for this call to return 50.

— solution —

```
int foo(HardWorker worker) {  
    worker.catchDisease();  
    return worker.work(Shift.SpecialShift);  
}
```

Task 4

From previous midterm.

Imagine extending the syntax of the Java language to support the following keywords:

- `subtypes`: used to declare that a class is a subtype of another class (without inheritance)
- `inherits`: used to declare that a class inherits from another class (without subtyping)

Now consider the following classes:

```
class A {  
    public int foo (int n) { return n - 1; }  
}  
  
class B {  
    public int foo (int n) { return n + 1; }  
    public int bar (int n) { return foo(n) - 1; }  
}  
  
class C inherits A subtypes B {  
    public int bar (int n) { return foo(n); }  
}  
  
class Main {  
    public static void main(String[] args) {  
        B b = new C();  
        System.out.println( b.bar(3) );  
    }  
}
```

What would happen if we tried to compile the code and execute method `main` in class `Main`?

- (a) The code will be rejected by the compiler
- (b) The code will compile but the execution will fail
- (c) **CORRECT:** The code will compile and print 2
- (d) The code will compile and print 4
- (e) None of the above

Task 5

Consider two classes `Stack` and `Queue`, implementing the standard LIFO/FIFO data structures, both of which have methods with the following signatures:

```
void push(Object o);
Object pop();
bool isEmpty();
int size();
void reverse();
```

A) Despite having identical signatures, these two classes cannot be behavioral subtypes of one another. Why not?

— solution —

The intended behavior is that a `Stack` is LIFO, while a `Queue` is FIFO. Therefore, the `pop` and `push` have different behavior and so neither can be considered a behavioral subtype of the other.

B) When implementing these two classes, is there any possibility of code reuse? If so, give details.

— solution —

Depending on the internal representation, either the `pop()` or the `push()` method (but not both) could be reused, from one implementation to the other. For example, if one implements a `Queue` by pushing to the end of a linked list, and popping from the beginning, then a `Stack` could be implemented either by pushing on the beginning of the list and reusing the `pop()` method, or by reusing the `push()` method and popping from the end of the list. Furthermore, it's likely that the `isEmpty()`, `size()` and `reverse()` methods could all be reused.

C) Describe at least one way of reusing the code in one class by the other - which programming language features are needed for this to work?

— solution —

Any mechanism which allows code reuse without subtyping, e.g., private inheritance in C++ or aggregation.

Another option would be to have a “common super class” used by both implementations. This super-class, however, would either be too wide (allowing insertion/removal at both ends) or rather thin (allowing only insertion on one side). In the wide case we could use a kind of linked list, for example, that can insert/remove at the beginning and end, and use private inheritance to expose only the relevant operations to the clients of each data structure.

Task 6

Suppose that we have a database, for which we want an “automated key generation” feature. This means that each time the user inserts a new tuple, a unique key is automatically generated for the tuple by the system. An obvious way to do that is to write a counter, which increments by 1 the value that it returns each time it is called. The method that generates a new key is called `generate`.

A) Write a Java class `IncCounter` and an accompanying specification for such a counter.

— solution —

```
class IncCounter
{
    /// constraint  $\text{old}(\text{key}) \leq \text{key}$ 
    int key;

    IncCounter () { key = 0; }

    /// ensures  $\text{key} = \text{old}(\text{key}) + 1 \wedge \text{result} = \text{old}(\text{key})$ 
    int generate () { return key++; }
}
```

B) Annotate the following Java class with specifications and show that it is not a behavioural subtype of `IncCounter`.

```
class DecCounter
{
    int key;
    DecCounter () { key = 0; }
    int generate () { return key--; }
}
```

— solution —

The postcondition for `generate` is $\text{key} = \text{old}(\text{key}) - 1 \wedge \text{result} = \text{old}(\text{key})$ and it is easy to see that it does not refine the postcondition of `IncCounter.generate`. The history constraint is $\text{old}(\text{key}) \geq \text{key}$ and also does not strengthen the one of `IncCounter`.

C) Write an abstract class `GenerateUniqueKey` together with a specification, such that both `IncCounter` and `DecCounter` are behavioural subtypes of `GenerateUniqueKey`. In the specification, you may use helper methods and fields.

— solution —

The abstract parent class can be declared using a helper pure method `boolean used(int)`. Informally, the helper method returns `true` if `x` has been used as a key before. Furthermore, the correctness of the class relies on the property that once a number is used, it never becomes unused again. This can be expressed with a two-state history constraint.

The definitions of the classes follow:

```
abstract class GenerateUniqueKey
{
    /// constraint  $\forall x:\text{int} \mid (\text{old}(\text{used}(x)) \Rightarrow \text{used}(x))$ 
    abstract boolean used(int);

    /// ensures  $\neg \text{old}(\text{used}(\text{result})) \wedge \text{used}(\text{result})$ 
    abstract int generate ();
}

class IncCounter // ... and similarly for DecCounter
{
    int key;
    IncCounter () { key = 0; }

    boolean used (int x)
```

```
{ return x < key; }

/// ensures key == old(key)+1 ∧ result == old(key)
int generate () { return key++; }
```