CSC 347 - Concepts of Programming Languages

Nested Classes

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Learning Objectives

❓ Functional features in an object-oriented language?

- Identify nested and anonymous classes
- Use object-oriented concepts to implement lambda expressions

"Higher-order functions" in Java 1.0

```java
public class MyArray {
  public int[] elems // ...

  public MyArray map(IntMapper m) {
    MyArray result = new MyArray();
    for (int i = 0; i < elems.length; i++) {
      result.elems[i] = m.apply(elems[i]);
    }
    return result;
  }
}
```

```java
interface IntMapper {
  public int apply(int v);
}

class IntIncrement implements IntMapper {
  public int apply(int v) {
    return v + 1;
  }
}
```

```java
public static void main(String[] args) {
  MyArray a = new MyArray();
  // fill a
  // passing in an instance of a named class
  MyArray b = a.map(new IntIncrement());
}
```

❓ Can we avoid explicit named class?

"Higher-order functions" in Java 1.1

```java
public class MyArray {
  public int[] elems // ...

  public MyArray map(IntMapper m) {
    MyArray result = new MyArray();
    for (int i = 0; i < elems.length; i++) {
      result.elems[i] = m.apply(elems[i]);
    }
    return result;
  }
}
```

```java
interface IntMapper {
  public int apply(int v);
}
```

```java
public static void main(String[] args) {
  MyArray a = new MyArray();
  // fill a
  // passing in an instance of an anonymous class
  MyArray b = a.map(new IntMapper() {
    public int apply(int v) { return v + 1; }
  });
}
```

Higher-order functions in Java 1.8

```java
public class MyArray {
  public int[] elems // ...

  public MyArray map(IntMapper m) {
    MyArray result = new MyArray();
    for (int i = 0; i < elems.length; i++) {
      result.elems[i] = m.apply(elems[i]);
    }
    return result;
  }
}
```

```java
@FunctionalInterface
interface IntMapper {
  public int apply(int v);
}
```

```java
public static void main(String[] args) {
  MyArray a = new MyArray();
  // fill a
  // passing in an instance of an anonymous class
  MyArray b = a.map(v -> v + 1);
}
```

Java Functional Interface

- `java.util.function` defines many functional interfaces
- Also `java.awt.event`, `Runnable`, `Callable`, etc

```
1 @FunctionalInterface
2 interface Function<T,R> {
3   public R apply (T x);
4 }
```

```
1 Function<Integer,Integer> intIncrement = new Function<> () {
2   public Integer apply (Integer x) { return x + 1; }
3 };
```

```
1 Function<Integer,Integer> intIncrement = x -> x + 1;
```

Nonfunctional Interfaces in Java

- Some event interfaces have multiple methods
- Cannot use lambda notation: not clear which method is meant

```
1 @FunctionalInterface
2 interface MouseListener { /* from java.awt.event */
3   void mouseClicked (MouseEvent e);
4   void mouseEntered (MouseEvent e);
5   // ...
6 }
```

```
1 MouseListener.java:1: error: Unexpected @FunctionalInterface annotation
2 @FunctionalInterface
3 ^
4   MouseListener is not a functional interface
5     multiple non-overriding abstract methods found in interface MouseListener
```

Implementing Nested Classes

- `javac` (the compiler) supports nested classes
- `java` (the JVM) does not
- Compiler creates new classes with `$` in name

Nested Classes

- Should we allow nested classes with free variables?
- What could it be useful for?
- What do we have to be careful about?

  - anonymous classes cannot have explicit constructors

Java Threads 1.8

💡 Closures: replace explicit constructors

```
1 public static void main (String[] args) {
2   for (int i = 0; i < 5; i++) {
3     int x = i;
4     new Thread (() -> {
5       while (true) System.out.print (x);
6     }).start ();
7   }
8 }
```

```
1 3331100000000000000000000000022222222222222244442222...
```

- Variable `x` is free in nested class (line 5)
- Gets bound to variable `x` in line 3
- Especially useful for GUI programming and listeners

❓ Which line seems useless in the code above?

Java Threads 1.8

```
1 public static void main (String[] args) {
2   for (int i = 0; i < 5; i++) {
3
4     new Thread (() -> {
5       while (true) System.out.print (i);
6     }).start ();
7   }
8 }
```

- Compile error

```
1 error: local variables referenced from an inner class must be final or effectively final
2         System.out.print (i);
3                          ^
```

Some Languages Allow Mutable Variables

- Python (and also Perl)

```python
import threading

for i in range(5):
  def worker():
    while True:
      print(i, end="")

  threading.Thread(target=worker).start()
```

```
444444444444444444444444444444444444444444444444...
```

Some Languages Allow Mutable Variables

- Python

```python
import threading

for i in range(5):
  def worker():
    x = i
    while True:
      print(x, end="")

  threading.Thread(target=worker).start()
```

```
33311000000000000000000000000222222222222224444222...
```

Some Languages Allow Mutable Variables

- Scala

```
1 for i <- (1 to 4) do
2   new Thread (() => {
3     while true do print (i)
4   }).start
```

```
1 3331100000000000000000000000022222222222222444422 2...
```

❗ Scala closure mechanism treats `i` as effectively final in the loop body

Summary

- Object-oriented languages support nested anonymous classes to implement functionality of restricted scope
- Syntax resembling lambda expressions of functional languages makes such classes convenient to use
- Classes with methods that have free variables: need closures

Java Graphics 1.8

```
1 public class MyGUI extends Frame {
2   private int count = 0;
3   public MyGUI() {
4     setSize(200, 100);
5     setLayout(new FlowLayout());
6     Button button = new Button ("Go"); add (button);
7     Label out = new Label ("000", Label.CENTER); add (out);
8     // functional interface: uses closure for count/this and out
9     button.addActionListener (e -> {
10      count += 1;
11      out.setText (String.format ("%03d", count));
12      out.repaint ();
13    });
14    setVisible(true);
15  }
16 }
```

Implementing Nested Classes

```
1 for (int i = 0; i < 5; i++) {
2   int x = i;
3   new Thread (new Runnable () {
4       public void run () {
5         while (true) System.out.print (x);
6       }
7     }).start ();
8 }
```

```
1 $ javac Run2.java
2 $ javap -private 'Run2$1'
3 Compiled from "Run2.java"
4 final class Run2$1 implements java.lang.Runnable {
5   final int val$x;
6   Run2$1(int);
7   public void run();
8 }
```