

<http://introcs.cs.princeton.edu>

## 8. Abstract Data Types

## 8. Abstract Data Types

- **Overview**
- Color
- Image processing
- String processing

# Abstract data types

A **data type** is a set of values and a set of operations on those values.

## Primitive types

- *values* immediately map to machine representations
- *operations* immediately map to machine instructions.

We want to write programs that process other types of data.

- Colors, pictures, strings,
- Complex numbers, vectors, matrices,
- ...

An **abstract data type** is a data type whose representation is hidden from the client.

## Built-in data types

A **data type** is a set of values and a set of operations on those values.

<i>type</i>	<i>set of values</i>	<i>examples of values</i>	<i>examples of operations</i>
char	characters	'A' '@'	compare
String	sequences of characters	"Hello World" "CS is fun"	concatenate
int	integers	17 12345	add, subtract, multiply, divide
double	floating-point numbers	3.1415 6.022e23	add, subtract, multiply, divide
boolean	truth values	true false	and, or, not

Java's built-in data types

# Object-oriented programming (OOP)

## Object-oriented programming (OOP).

- Create your own data types.
- Use them in your programs (manipulate *objects*).

An **object** holds a data type value.  
Variable names refer to objects.



## Examples (stay tuned for details)

<i>data type</i>	<i>set of values</i>	<i>examples of operations</i>
Color	three 8-bit integers	get red component, brighten
Picture	2D array of colors	get/set color of pixel (i, j)
String	sequence of characters	length, substring, compare



Best practice: Use *abstract* data types (representation is *hidden from the client*).

## Impact: Clients can use ADTs without knowing implementation details.

- This lecture: how to write client programs for several useful ADTs
- Next lecture: how to implement your own ADTs

# Strings

We have *already* been using ADTs!

A **String** is a sequence of Unicode characters. ← defined in terms of its ADT values (typical)

Java's **String ADT** allows us to write Java programs that manipulate strings.  
The exact representation is hidden (it could change and our programs would still work).

stay tuned for more complete API later in this lecture

## Operations (API)

public class String	
String(String s)	<i>create a string with the same value</i>
int length()	<i>string length</i>
char charAt(int i)	<i>ith character</i>
String substring(int i, int j)	<i>ith through (j-1)st characters</i>
boolean contains(String sub)	<i>does string contain sub?</i>

## Using a data type: constructors and methods

To **use** a data type, you need to know:

- Its name (capitalized, in Java).
- How to *construct* new objects.
- How to *apply operations* to a given object.

To **construct a new object**

- Use the keyword **new** to invoke a *constructor*.
- Use **data type name** to specify type of object.

To **apply an operation (invoke a method)**

- Use **object name** to specify which object.
- Use the **dot operator** to indicate that an operation is to be applied.
- Use a **method name** to specify which operation.



new Building()

```
String s;  
s = new String ("Hello, World");  
StdOut.println( s.substring(0, 5) );
```

## Pop quiz on ADTs

---

Q. What is a data type?

A. A set of values and a set of operations on those values.

Q. What is an abstract data type?

## Pop quiz on ADTs

---

Q. What is a data type?

A. A set of values and a set of operations on those values.

Q. What is an abstract data type?

A. A data type whose representation is hidden from the client.





# COMPUTER SCIENCE

SEDEGWICK / WAYNE

PART I: PROGRAMMING IN JAVA

## *Image sources*

[http://upload.wikimedia.org/wikipedia/commons/6/6a/  
Construction\\_Site\\_for\\_The\\_Oaks\\_High\\_School\\_Retford\\_-\\_geograph.org.uk\\_-\\_89555.jpg](http://upload.wikimedia.org/wikipedia/commons/6/6a/Construction_Site_for_The_Oaks_High_School_Retford_-_geograph.org.uk_-_89555.jpg)

## 9. Abstract Data Types

- Overview
- **Color**
- Image processing
- String processing









# Color ADT

Color is a sensation in the eye from electromagnetic radiation.



An ADT allows us to write Java programs that manipulate color.

Values

		examples							
R (8 bits)	red intensity	255	0	0	0	255	0	119	105
G (8 bits)	green intensity	0	255	0	0	255	64	33	105
B (8 bits)	blue intensity	0	0	255	0	255	128	27	105
color									

API (operations)

```
public class Color
```

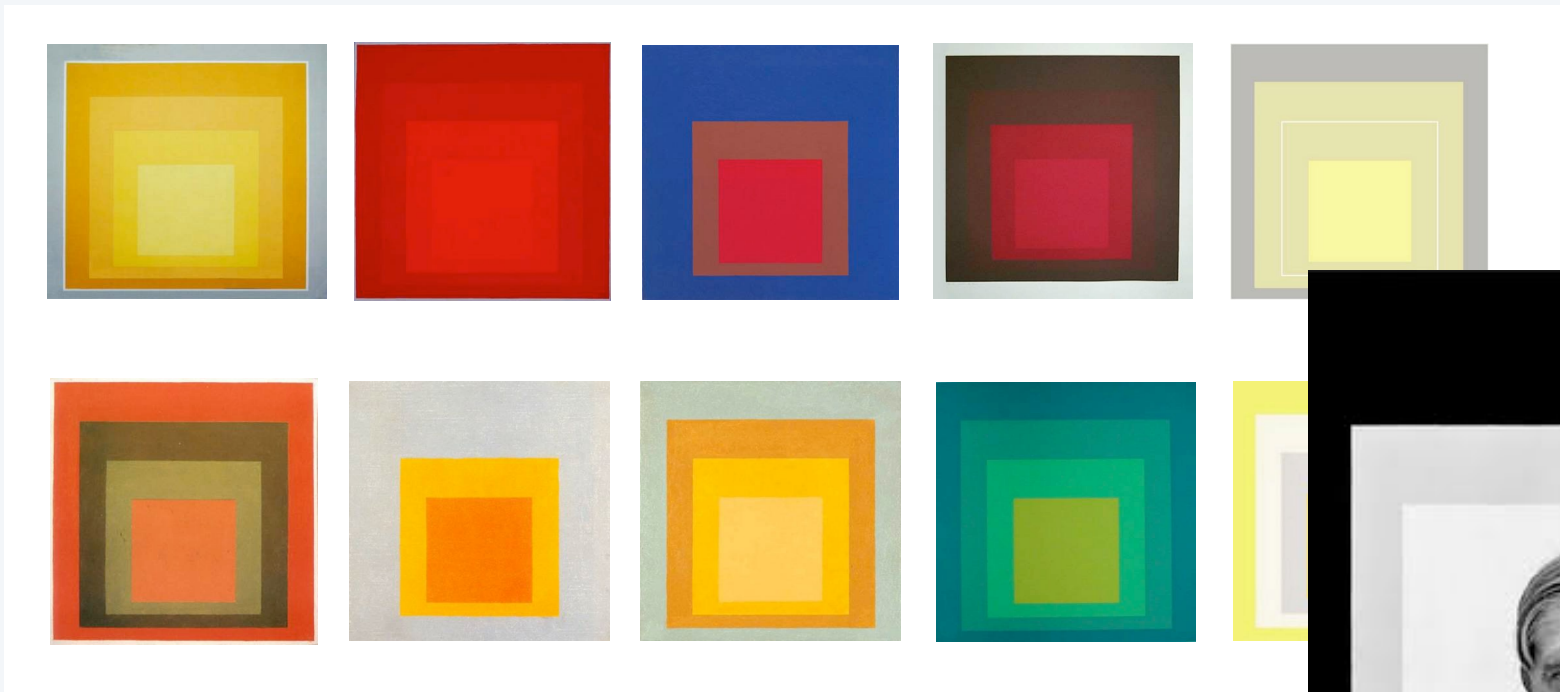
---

Color(int r, int g, int b)	
int getRed()	<i>red intensity</i>
int getGreen()	<i>green intensity</i>
int getBlue()	<i>blue intensity</i>
Color brighter()	<i>brighter version of this color</i>
Color darker()	<i>darker version of this color</i>
String toString()	<i>string representation of this color</i>
boolean equals(Color c)	<i>is this color the same as c's?</i>

## Albers squares

---

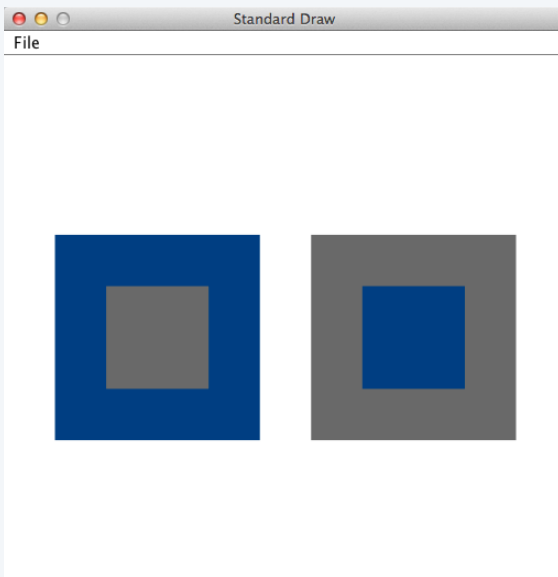
Josef Albers. A 20th century artist who revolutionized the way people think about color.



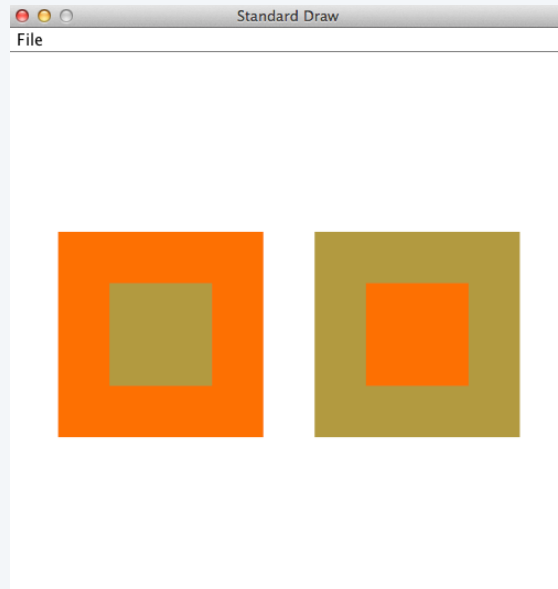
Josef Albers 1888–1976

## Color client example: Albers squares

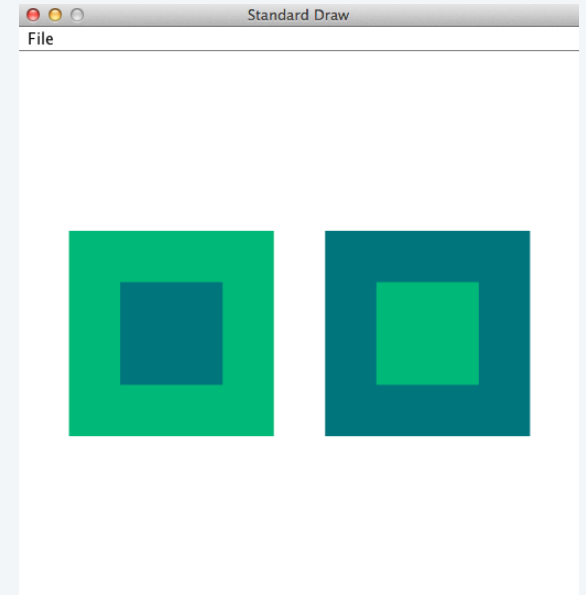
Goal. Write a Java program to generate Albers



```
% java AlbersSquares 0 64 128 105 105 105
```



```
% java AlbersSquares 251 112 34 177 153 71
```



```
% java AlbersSquares 28 183 122 15 117 123
```

## Color client example: Albers squares

```
public class AlbersSquares
{
    public static void main(String[] args)
    {
        int r1 = Integer.parseInt(args[0]);
        int g1 = Integer.parseInt(args[1]);
        int b1 = Integer.parseInt(args[2]);
        Color c1 = new Color(r1, g1, b1);

        int r2 = Integer.parseInt(args[3]);
        int g2 = Integer.parseInt(args[4]);
        int b2 = Integer.parseInt(args[5]);
        Color c2 = new Color(r2, g2, b2);

        StdDraw.setPenColor(c1);
        StdDraw.filledSquare(.25, .5, .2);
        StdDraw.setPenColor(c2);
        StdDraw.filledSquare(.25, .5, .1);

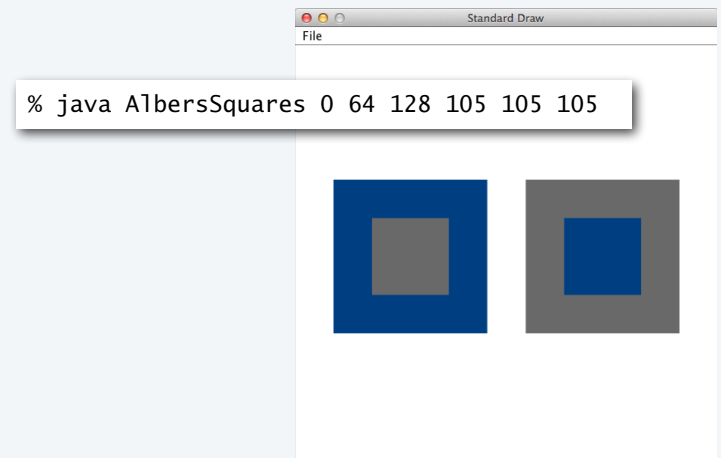
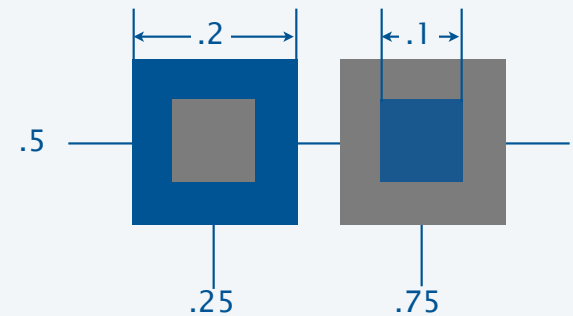
        StdDraw.setPenColor(c2);
        StdDraw.filledSquare(.75, .5, .2);
        StdDraw.setPenColor(c1);
        StdDraw.filledSquare(.75, .5, .1);
    }
}
```

← create first color

← create second color

← draw first square

← draw second square











## Computing with color: monochrome luminance

Def. The *monochrome luminance* of a color quantifies its **effective brightness**.

NTSC standard formula for luminance:  $0.299r + 0.587g + 0.114b$ .

```
import java.awt.Color;
public class Luminance
{
    public static double lum(Color c)
    {
        int r = c.getRed();
        int g = c.getGreen();
        int b = c.getBlue();
        return .299*r + .587*g + .114*b;
    }
    public static void main(String[] args)
    {
        int r = Integer.parseInt(args[0]);
        int g = Integer.parseInt(args[1]);
        int b = Integer.parseInt(args[2]);
        Color c = new Color(r, g, b);
        StdOut.println(Math.round(lum(c)));
    }
}
```

```
% java Luminance 0 64 128
52
```

	<i>examples</i>							
red intensity	255	0	0	0	255	0	119	105
green intensity	0	255	0	0	255	64	33	105
blue intensity	0	0	255	0	255	128	27	105
color								
luminance	76	150	29	0	255	52	58	105

### Applications (next)









- Choose colors for displayed text.
- Convert colors to grayscale.

## Computing with color: compatibility

Q. Which font colors will be most readable with which background colors on a display?

**Rule of thumb.** Absolute value of difference in luminosity should be  $> 128$ .

```
public static boolean compatible(Color a, Color b)
{
    return Math.abs(lum(a) - lum(b)) > 128.0;
}
```

					
		76	0	255	52
	76	<b>255</b>	<b>76</b>	<b>179</b>	<b>24</b>
	0	<b>76</b>		<b>255</b>	<b>52</b>
	255	<b>179</b>	<b>255</b>		<b>203</b>
	52	<b>24</b>	<b>52</b>	<b>203</b>	



## Computing with color: grayscale

**Goal.** Convert colors to grayscale values.

**Fact.** When all three R, G, and B values are the same, resulting color is on grayscale from 0 (black) to 255 (white).

















**Q.** What value for a given color?

**A.** Its **luminance**!



```
public static Color toGray(Color c)
{
    int y = (int) Math.round(lum(c));
    Color gray = new Color(y, y, y);
    return gray;
}
```

method for Luminance library

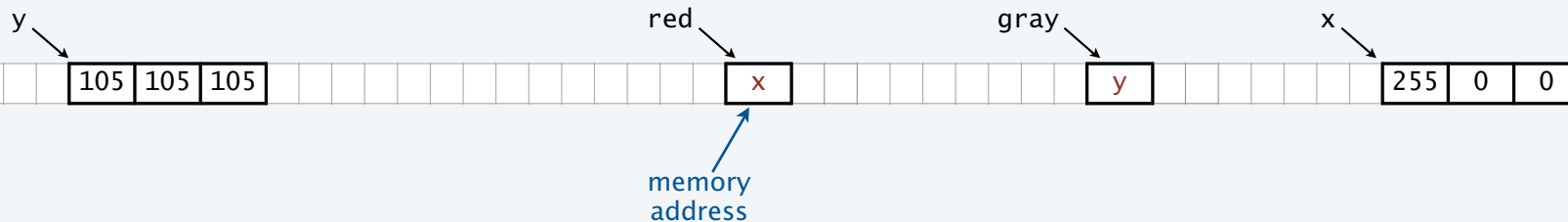
	<i>examples</i>							
red intensity	255	0	0	0	255	0	119	105
green intensity	0	255	0	0	255	64	33	105
blue intensity	0	0	255	0	255	128	27	105
color								
luminance	76	150	29	0	255	52	58	105
grayscale								

## OOP context for color

Q. How does java represent color? Three int values? Packed into one int value?

A. We don't know. The representation is hidden. It is an *abstract* data type.

Possible memory representation of `red = new Color(255, 0, 0)`  
and `gray = new Color(105, 105, 105);`



An object reference is analogous to a variable name.

- It is not the value but it refers to the value.
- We can manipulate the value in the object it refers to.
- We can pass it to (or return it from) a method.

We also use object references to *invoke* methods (with the `.` operator)

## References and abstraction

---

René Magritte. This is not a pipe.



← It is a picture of a painting of a pipe.

Java. These are not colors.

```
public static Color toGray(Color c)
{
    int y = (int) Math.round(1um(c));
    Color gray = new Color(y, y, y);
    return gray;
}
```

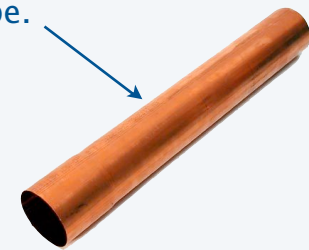
Object-oriented programming. A natural vehicle for studying abstract models of the real world.

# "This is not a pipe."



Yes it is! He's referring to the physical object he's holding. Joke would be better if he were holding a *picture* of a pipe.

This is not a pipe.



Surrealist computer scientist:  
Neither is this.

```
% java RandomSeq 10000 | java Average
```

# COMPUTER SCIENCE

SE D G E W I C K / W A Y N E

PART I: PROGRAMMING IN JAVA

## *Image sources*

<http://archive.hudsonalpha.org/education/outreach/basics/eye-color>

<http://www.designishistory.com/1940/joseph-albers/>

[http://en.wikipedia.org/wiki/Josef\\_Albers#mediaviewer/File:Josef\\_Albers.jpg](http://en.wikipedia.org/wiki/Josef_Albers#mediaviewer/File:Josef_Albers.jpg)

[http://fr.freepik.com/photos-libre/oeil-au-beurre-noir-et-blanc\\_620699.htm](http://fr.freepik.com/photos-libre/oeil-au-beurre-noir-et-blanc_620699.htm)

[http://en.wikipedia.org/wiki/The\\_Treachery\\_of\\_Images#mediaviewer/File:MagrittePipe.jpg](http://en.wikipedia.org/wiki/The_Treachery_of_Images#mediaviewer/File:MagrittePipe.jpg)

[http://static.tvtropes.org/pmwiki/pub/images/not-a-pipe-piraro\\_598.png](http://static.tvtropes.org/pmwiki/pub/images/not-a-pipe-piraro_598.png)

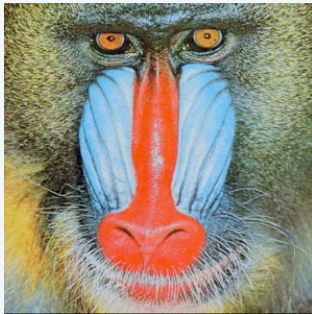
## 9. Abstract Data Types

- Overview
- Color
- **Image processing**
- String processing

# Picture ADT

A **Picture** is a 2D array of pixels.

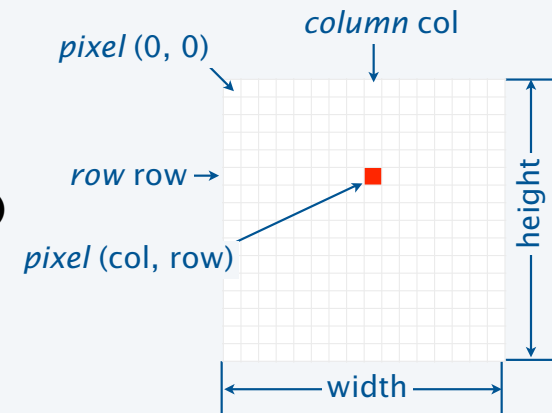
defined in terms of its ADT values (typical)



An **ADT** allows us to write Java programs that manipulate pictures.

## API (operations)

## Values (2D arrays of Colors)



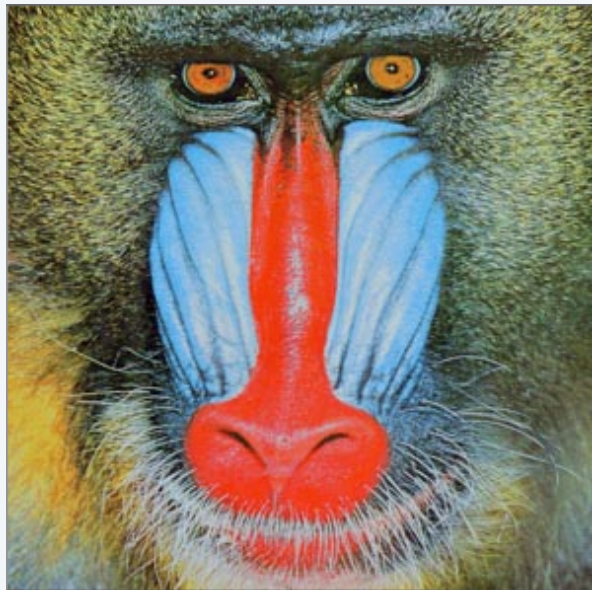
```
public class Picture
```

<code>Picture(String filename)</code>	<i>create a picture from a file</i>
<code>Picture(int w, int h)</code>	<i>create a blank w-by-h picture</i>
<code>int width()</code>	<i>width of the picture</i>
<code>int height()</code>	<i>height of the picture</i>
<code>Color get(int col, int row)</code>	<i>the color of pixel (col, row)</i>
<code>void set(int col, int row, Color c)</code>	<i>set the color of pixel (col, row) to c</i>
<code>void show()</code>	<i>display the image in a window</i>
<code>void save(String filename)</code>	<i>save the picture to a file</i>

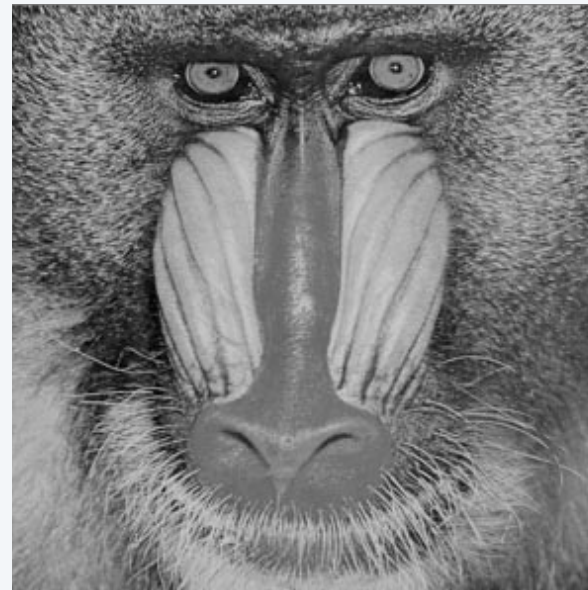
## Picture client example: Grayscale filter

---

**Goal.** Write a Java program to convert an image to grayscale.



Source: [mandrill.jpg](#)



```
% java Grayscale mandrill.jpg
```



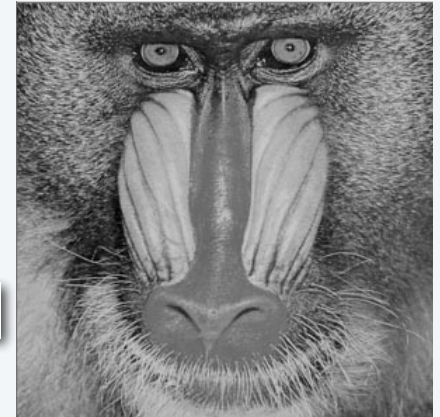
## Picture client example: Grayscale filter

```
import java.awt.Color;
public class Grayscale
{
    public static void main(String[] args)
    {
        Picture pic = new Picture(args[0]);
        for (int col = 0; col < pic.width(); col++)
            for (int row = 0; row < pic.height(); row++)
            {
                Color color = pic.get(col, row);
                Color gray = Luminance.toGray(color);
                pic.set(col, row, gray);
            }
        pic.show();
    }
}
```

← create a new picture

← fill in each pixel

```
% java Grayscale mandrill.jpg
```



## Pop quiz 1a on image processing

---

Q. What is the effect of the following code (easy question)?

```
Picture pic = new Picture(args[0]);  
for (int col = 0; col < pic.width(); col++)  
    for (int row = 0; row < pic.height(); row++)  
        pic.set(col, row, pic.get(col, row));  
pic.show();
```

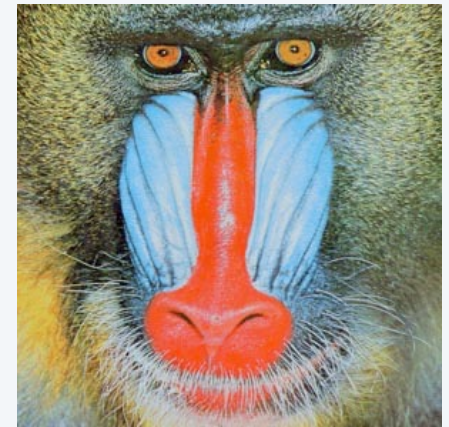
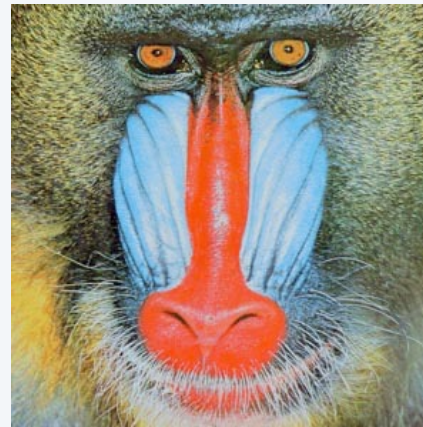
## Pop quiz 1a on image processing

---

Q. What is the effect of the following code (easy question)?

```
Picture pic = new Picture(args[0]);  
for (int col = 0; col < pic.width(); col++)  
    for (int row = 0; row < pic.height(); row++)  
        pic.set(col, row, pic.get(col, row));  
pic.show();
```

A. None. Just shows the picture.



## Pop quiz 1b on image processing

---

Q. What is the effect of the following code (not-so-easy question)?

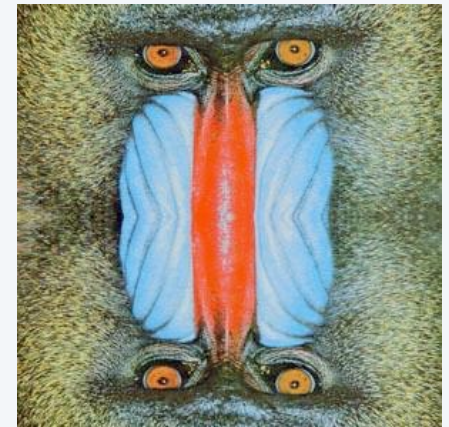
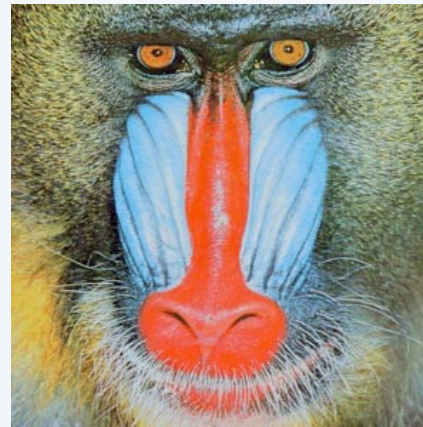
```
Picture pic = new Picture(args[0]);
for (int col = 0; col < pic.width(); col++)
    for (int row = 0; row < pic.height(); row++)
        pic.set(col, pic.height()-row-1, pic.get(col, row));
pic.show();
```

## Pop quiz 1b on image processing

Q. What is the effect of the following code (not-so-easy question)?

```
Picture pic = new Picture(args[0]);  
for (int col = 0; col < pic.width(); col++)  
    for (int row = 0; row < pic.height(); row++)  
        pic.set(col, pic.height()-row-1, pic.get(col, row));  
pic.show();
```

A. Tries to turn image upside down, but fails.  
An instructive bug!



## Pop quiz 1c on image processing

---

Q. What is the effect of the following code?

```
Picture source = new Picture(args[0]);
int width  = source.width();
int height = source.height();
Picture target = new Picture(width, height);
for (int col = 0; col < width; col++)
    for (int row = 0; row < height; row++)
        target.set(col, height-row-1, source.get(col, row));
target.show();
```

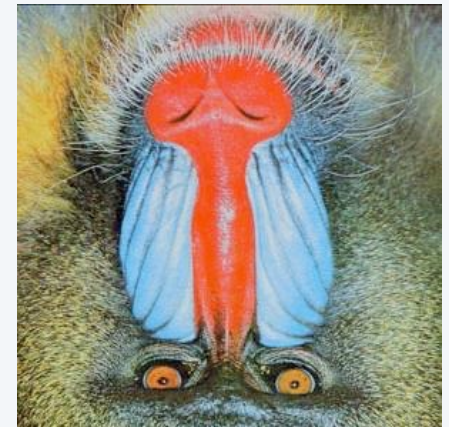
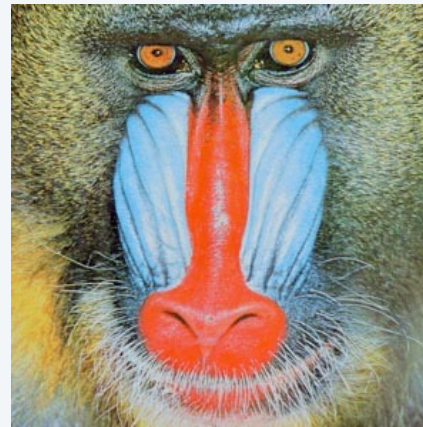
## Pop quiz 1c on image processing

---

Q. What is the effect of the following code?

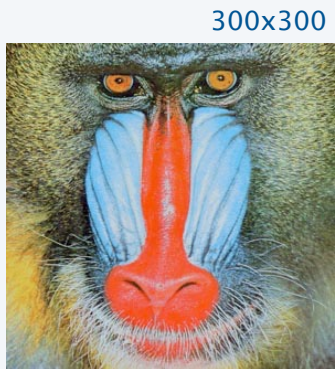
```
Picture source = new Picture(args[0]);
int width  = source.width();
int height = source.height();
Picture target = new Picture(width, height);
for (int col = 0; col < width; col++)
    for (int row = 0; row < height; row++)
        target.set(col, height-row-1, source.get(col, row));
target.show();
```

A. Makes an upside down copy of the image.

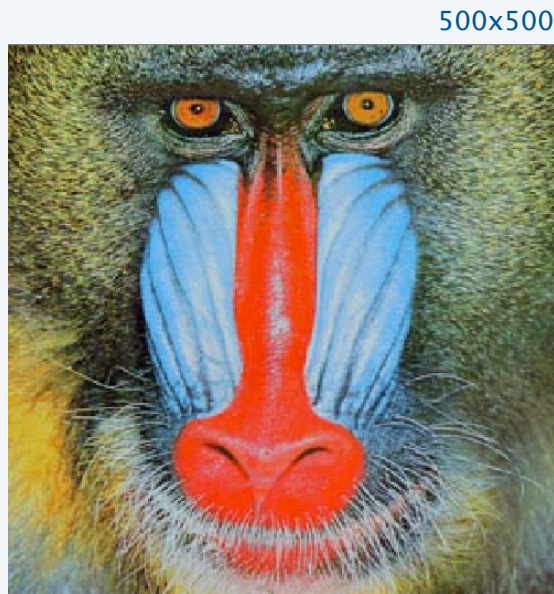


## Picture client example: Scaling filter

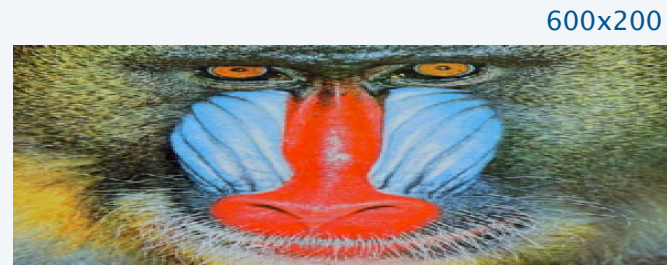
**Goal.** Write a Java program to scale an image (arbitrarily and independently on x and y).



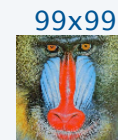
Source: mandrill.jpg



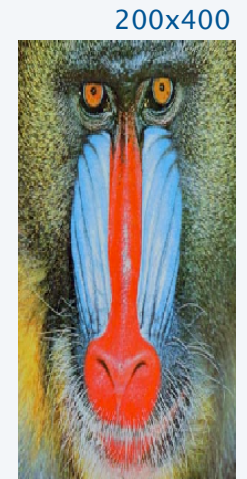
```
% java Scale mandrill.jpg 500 500
```



```
% java Scale mandrill.jpg 600 200
```



```
% java Scale mandrill.jpg 99 99
```



```
% java Scale mandrill.jpg 200 400
```

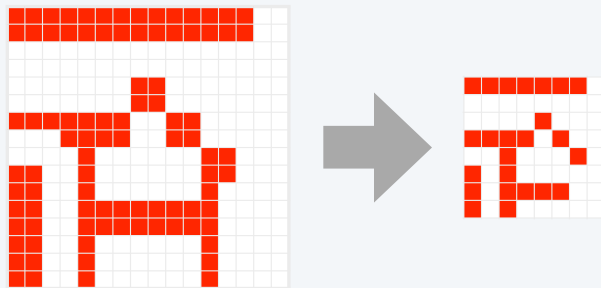


## Picture client example: Scaling filter

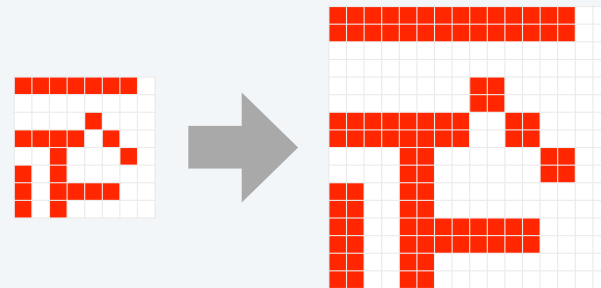
---

**Goal.** Write a Java program to scale an image (arbitrarily and independently on  $x$  and  $y$ ).

**Ex. Downscaling by halving.**  
Shrink in half by deleting  
alternate rows and columns.



**Ex. Upscaling by doubling.**  
Double in size by replacing  
each pixel with four copies.



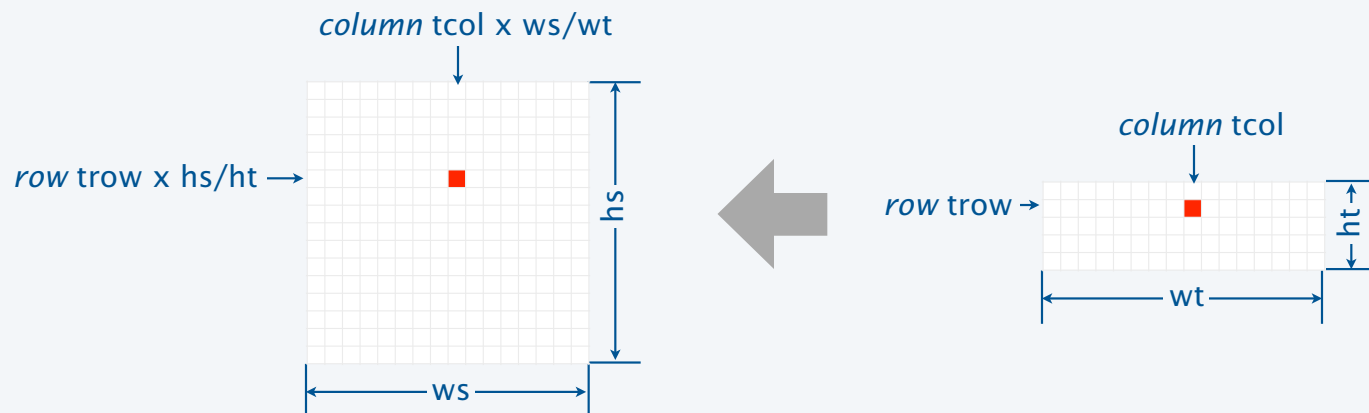
## Picture client example: Scaling filter

**Goal.** Write a Java program to scale an image (arbitrarily and independently on  $x$  and  $y$ ).

A uniform strategy to scale from  $ws$ -by- $hs$  to  $wt$ -by- $ht$ .

- Scale column index by  $ws/wt$  .
- Scale row index by  $hs/ht$  .

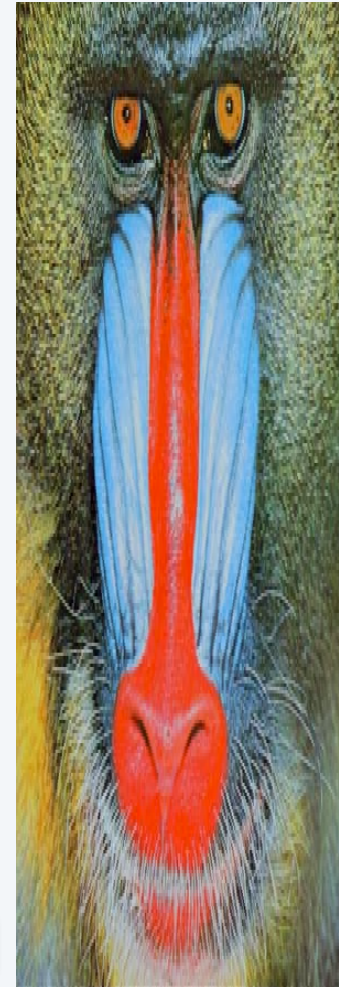
**Approach.** Arrange computation to compute exactly one value for each *target* pixel.



## Picture client example: Scaling filter

```
import java.awt.Color;
public class Scale
{
    public static void main(String[] args)
    {
        String filename = args[0];
        int w = Integer.parseInt(args[1]);
        int h = Integer.parseInt(args[2]);
        Picture source = new Picture(filename);
        Picture target = new Picture(w, h);
        for (int tcol = 0; tcol < w; tcol++)
            for (int trow = 0; trow < h; trow++)
                {
                    int scol = tcol * source.width() / w;
                    int srow = trow * source.height() / h;
                    Color color = source.get(scol, srow);
                    target.set(tcol, trow, color);
                }
        target.show();
    }
}
```

```
% java Scale mandrill.jpg 300 900
```



## More image-processing effects

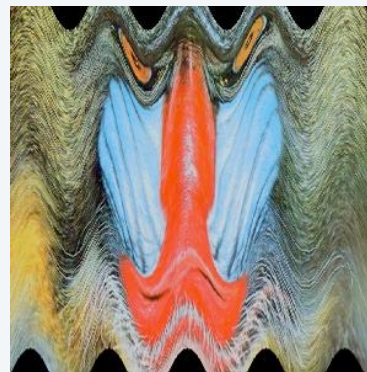
---



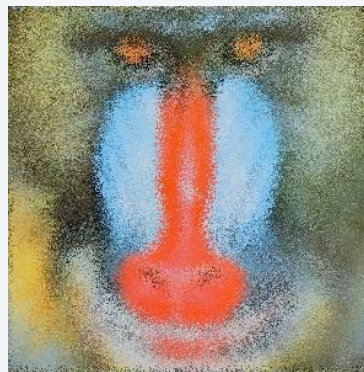
RGB color separation



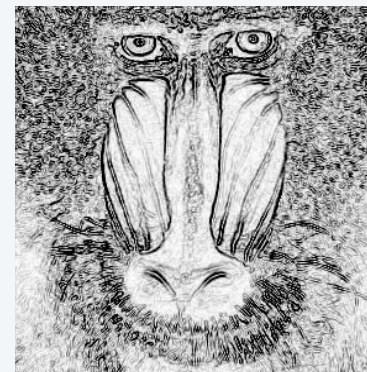
swirl filter



wave filter



glass filter



Sobel edge detection



**COMPUTER SCIENCE**  
S E D G E W I C K / W A Y N E  
PART I: PROGRAMMING IN JAVA

CS.8.C.ADTs.Images

## 9. Abstract Data Types

- Overview
- Color
- Image processing
- **String processing**

# String ADT

A **String** is a sequence of Unicode characters. ← defined in terms of its ADT values (typical)

Java's **ADT** allows us to write Java programs that manipulate strings.

## Operations (API)

public class String	
String(String s)	<i>create a string with the same value</i>
int length()	<i>string length</i>
char charAt(int i)	<i>ith character</i>
String substring(int i, int j)	<i>ith through (j-1)st characters</i>
boolean contains(String sub)	<i>does string contain sub?</i>
boolean startsWith(String pre)	<i>does string start with pre?</i>
boolean endsWith(String post)	<i>does string end with post?</i>
int indexOf(String p)	<i>index of first occurrence of p</i>
int indexOf(String p, int i)	<i>index of first occurrence of p after i</i>
String concat(String t)	<i>this string with t appended</i>
int compareTo(String t)	<i>string comparison</i>
String replaceAll(String a, String b)	<i>result of changing as to bs</i>
String[] split(String delim)	<i>strings between occurrences of delim</i>
boolean equals(Object t)	<i>is this string's value the same as t's?</i>

## Programming with strings: typical examples

---

Is the string a palindrome?

```
public static boolean isPalindrome(String s)
{
    int N = s.length();
    for (int i = 0; i < N/2; i++)
        if (s.charAt(i) != s.charAt(N-1-i))
            return false;
    return true;
}
```

Find lines containing a specified string in StdIn

```
String query = args[0];
while (!StdIn.isEmpty())
{
    String s = StdIn.readLine();
    if (s.contains(query))
        StdOut.println(s);
}
```

Search for \*.edu hyperlinks in the text file on StdIn

```
while (!StdIn.isEmpty())
{
    String s = StdIn.readString();
    if (s.startsWith("http://") && s.endsWith(".edu"))
        StdOut.println(s);
}
```



## String client example: gene finding

**Pre-genomics era.** Sequence a human genome.

**Post-genomics era.** Analyze the data and understand structure.

**Genomics.** Represent genome as a string over A C T G alphabet.

**Gene.** A substring of genome that represents a functional unit.

- Made of *codons* (three A C T G *nucleotides*).
- Preceded by ATG (*start codon*).
- Succeeded by TAG, TAA, or TGA (*stop codon*).



**Goal.** Write a Java program to find genes in a given genome.

## String client warmup: Identifying a potential gene

**Goal.** Write a Java program to determine whether a given string is a potential gene.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
A	T	G	C	A	T	A	G	C	G	C	A	T	A	G

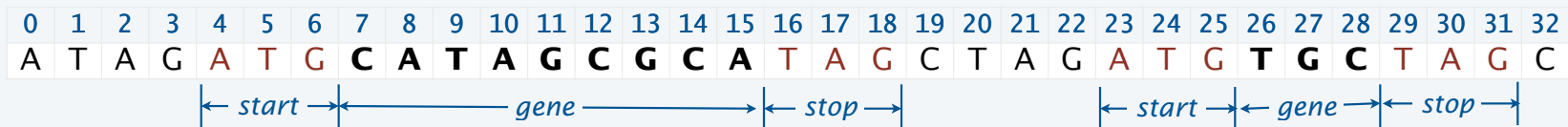
← *start* → | ← *gene* → | ← *stop* →

```
% java Gene ATGCATAGCGCATAG
true
% java Gene ATGCGCTGCGTCTGTACTAG
false
% java Gene ATGCCGTGACGTCTGTACTAG
false
```

```
public class Gene
{
    public static boolean isPotentialGene(String dna)
    {
        if (dna.length() % 3 != 0) return false;
        if (!dna.startsWith("ATG")) return false;
        for (int i = 0; i < dna.length() - 3; i+=3)
        {
            String codon = dna.substring(i, i+3);
            if (codon.equals("TAA")) return false;
            if (codon.equals("TAG")) return false;
            if (codon.equals("TGA")) return false;
        }
        if (dna.endsWith("TAA")) return true;
        if (dna.endsWith("TAG")) return true;
        if (dna.endsWith("TGA")) return true;
        return false;
    }
    public static void main(String[] args)
    {
        StdOut.println(isPotentialGene(args[0]));
    }
}
```

## String client exercise: Gene finding

**Goal.** Write a Java program to find genes in a given genome.



**Algorithm.** Scan left-to-right through dna.

- If start codon ATG found, set **beg** to index *i*.
- If stop codon found and substring length is a multiple of 3, print gene and reset **beg** to **-1**.

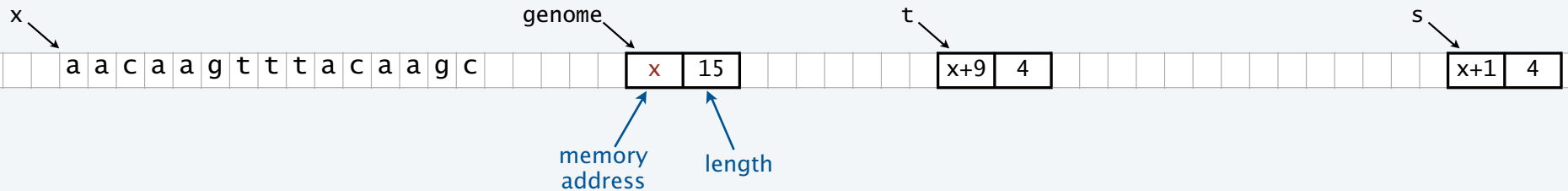
i	codon		beg	output	remainder of input string
	start	stop			
0			-1		ATAGATGCATAGCGCATAGCTAGATGTGCTAGC
1		TAG	-1		TAGATGCATAGCGCATAGCTAGATGTGCTAGC
4	ATG		4		ATGCATAGCGCATAGCTAGATGTGCTAGC
9		TAG	4		TAGCGCATAGCTAGATGTGCTAGC
16		TAG	4	CATAGCGCA	TAGCTAGATGTGCTAGC
20		TAG	-1		TAGATGTGCTAGC
23	ATG		23		ATGTGCTAGC
29		TAG	23	TGC	TAGC

**Implementation.** Entertaining programming exercise!

## OOP context for strings

### Possible memory representation of

```
String genome = "aacaagtttacaagc";  
String s = genome.substring(1, 5);  
String t = genome.substring(9, 13);
```



### Implications

- `s` and `t` are different strings that share the same value "acaa".
- `(s == t)` is false (because it compares addresses).
- `(s.equals(t))` is true (because it compares character sequences).
- Java `String` interface is more complicated than the API.

## Object-oriented programming: summary

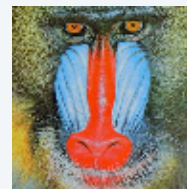
### Object-oriented programming.

- Create your own data types (sets of values and ops on them).
- Use them in your programs (manipulate *objects*).

← An **object** holds a data type value.  
Variable names refer to objects.

### In Java, programs manipulate references to objects.

- String, Picture, Color, arrays, (and everything else) are *reference types*.
- Exceptions: boolean, int, double and other *primitive types*.
- OOP purist: Languages should not have separate primitive types.
- Practical programmer: Primitive types provide needed efficiency.



T A G A T G T G C T A G C

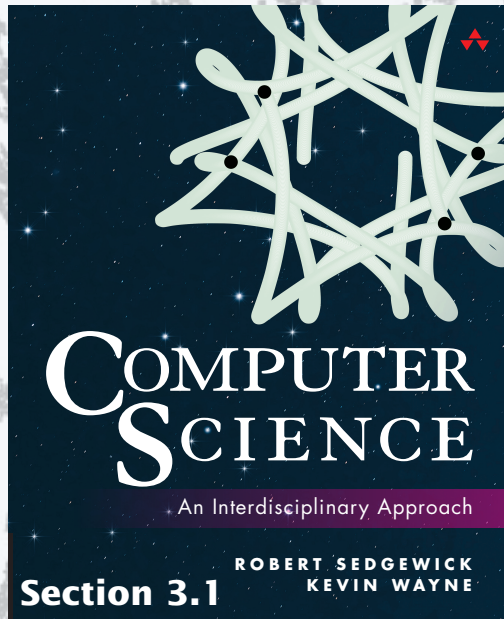
**This lecture:** You can write programs to manipulate sounds, colors, pictures, and strings.

**Next lecture:** You can *define your own abstractions* and write programs that manipulate them.



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<http://introcs.cs.princeton.edu>

## 8. Abstract Data Types