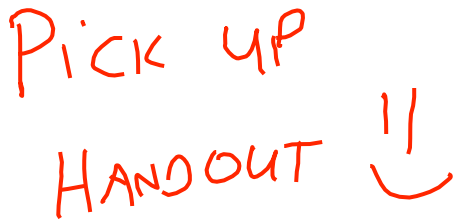
Variables and UML



What can be improved? (variables)

```
public void goDirection(String directionName) {
  boolean wentToRoom = false;
  for (Direction direction : currentRoom.getDirections()) {
    if (direction.getDirectionName().equalsIgnoreCase(directionName)) {
      wentToRoom = true;
      currentRoom = direction.getDestinationRoom();
      break; return;
    }
  }
  if (!wentToRoom) {
    System.out.println("I can't go " + directionName);
  }
}
```

A) Eliminating temporary variable
B) Eliminating intermediate results
C) Eliminating control flow variable
D) Shrinking scope of variable
E) Prefer write once variable

What can be improved? (variables)

```
public static void main(String[] args) {
    String currRoomName = "";
    Boolean continuePlaying = true;

    // deals with args ...

    Layout mapLayout = UserInterface.LoadMap(newMapUrl);
    Map<String, Room> playMap = GameState.GenerateVirtualMap(mapLayout);
    Room currRoom = playMap.get(mapLayout.getStartingRoom());

    while (continuePlaying) {
        currRoomName = GameState.play(currRoom);
        currRoom = playMap.get(currRoomName);

        if (currRoomName.equals("EXIT")) {
            continuePlaying = false;
        }
    }
}
```

true

String

break;

A) Eliminating temporary variable
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What can be improved?

A) Eliminating temporary variable
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```
String description;
String currentRoom = layout.getStartingRoom();
String done = "";
for (int i = 0; i < layout.getRooms().length; ) {
    int currentRoomIndex = layout.getRoomFromName(currentRoom);
    description = layout.getRooms()[currentRoomIndex].getDescription();
    System.out.println(description);
    ArrayList<String> directionName = new ArrayList<String>();
    for (int j = 0;
         j < layout.getRooms()[currentRoomIndex].getDirections().length;
         j++) {
       directionName.add(layout.getRooms()[currentRoomIndex]
          .getDirections()[j].getDirectionName().toLowerCase());
    }

    String direction = getDirectionsOption(directionName);
```

What can be improved? (variables)

```
public static void checkFloorPlan() throws Exception {
    // ...  (removed stuff)

    for (Room currRoom : roomCollection.values()) {
        boolean roomFound = false;

        for (Direction currDirection : currRoom.getDirections()) {
            roomFound = roomFound || findRoomInConnecting(currRoom.getName(),
                    roomCollection.get(currDirection.getRoom()));
        }

        if (!roomFound) {
            throw new BadFloorPlanJsonException("Rooms not connected.");
        }
    }
}
```

A) Eliminating temporary variable
B) Eliminating intermediate results
C) Eliminating control flow variable
D) Shrinking scope of variable
E) Prefer write once variable

Which is better?

A

```
String originalDirectionName = input.substring(3);
return "I can't go " + originalDirectionName + "\n";
```

B

```
return "I can't go " + input.substring(3) + "\n";
```

Which is better?

A

```
String input = scanner.nextLine();
String output = gameController.handleInput(input);
```

B

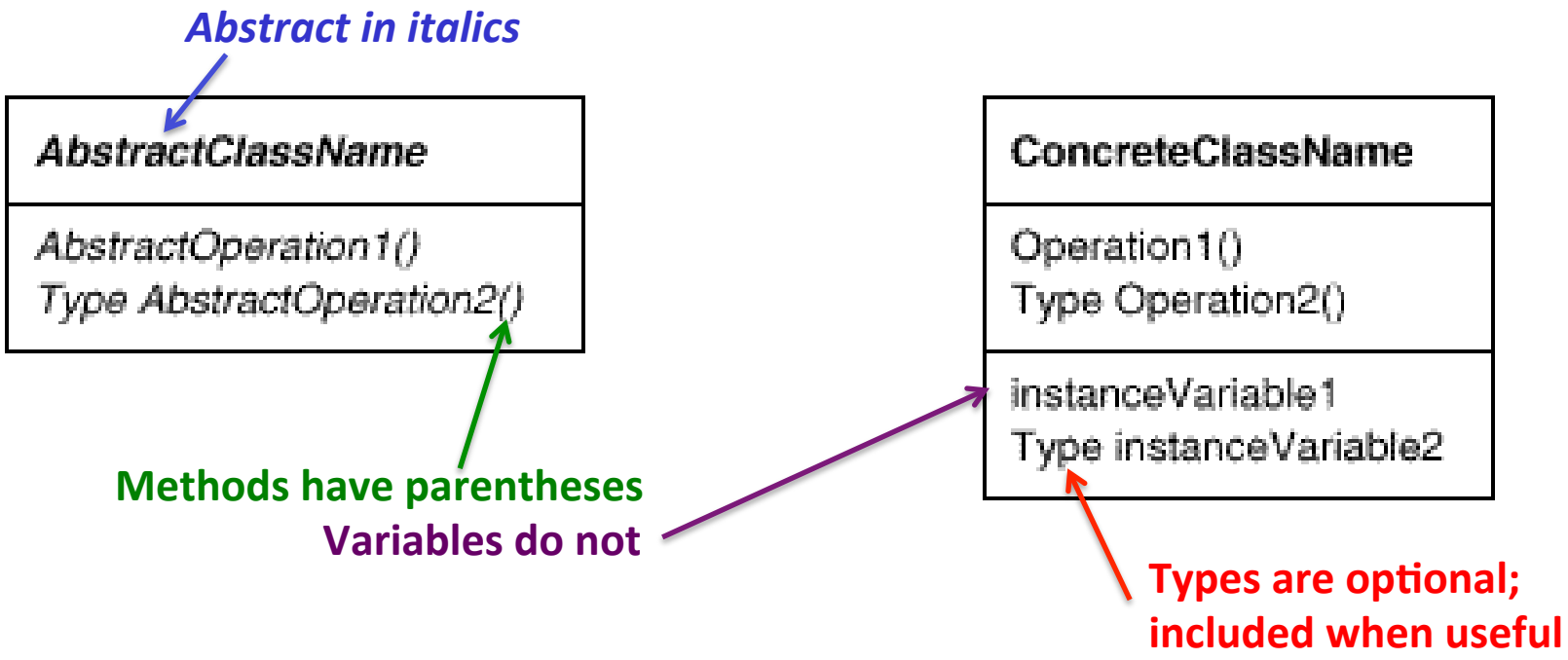
```
String output = gameController.handleInput(scanner.nextLine());
```

UML Class Diagrams

- **Unified Modeling Language (UML)**
  - A standard for diagrammatic representations in software engineering.
- **The Class Diagram is the main building block for object-oriented modeling; it shows:**
  - the system's classes
  - their attributes and operations (or methods), and
  - the relationships among objects

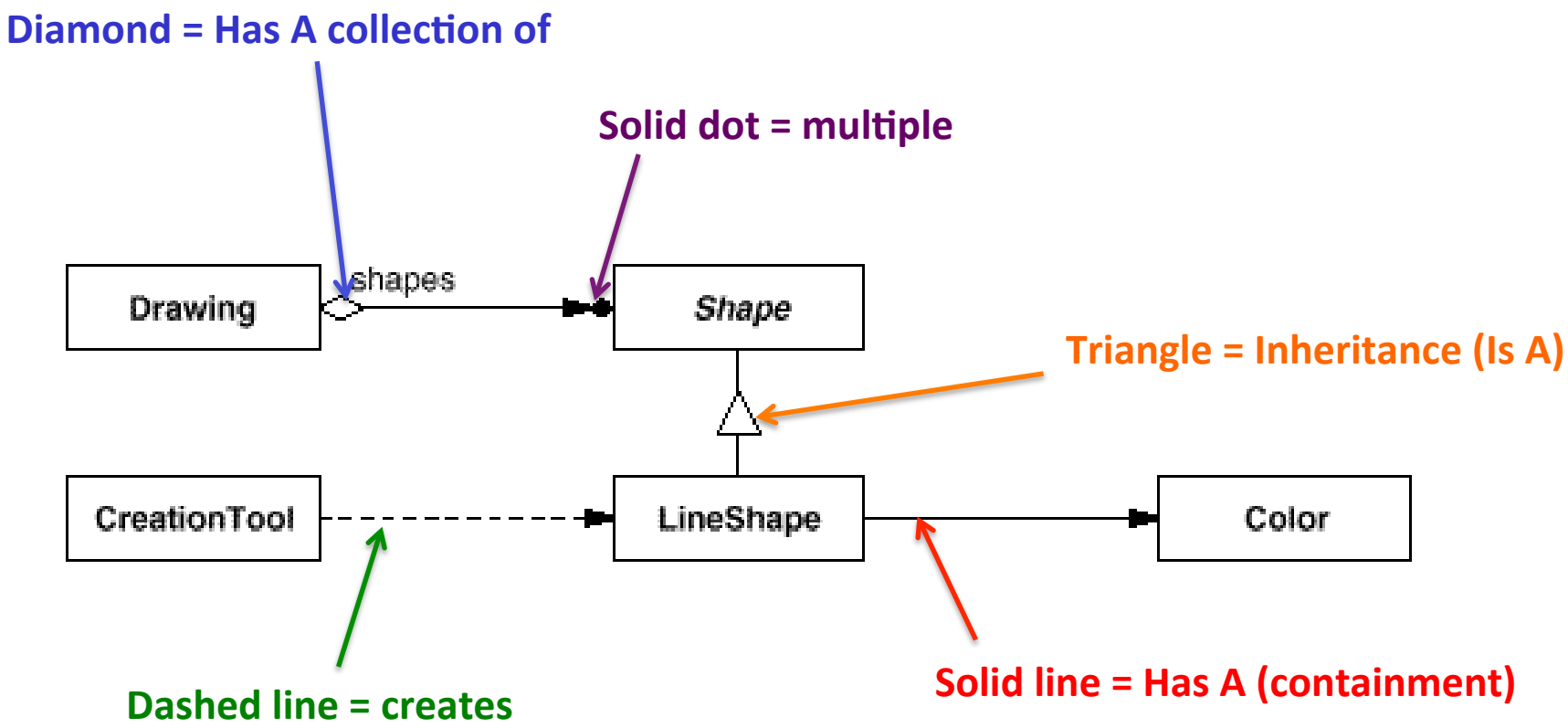
Class/Object Notation

- **Class definitions**



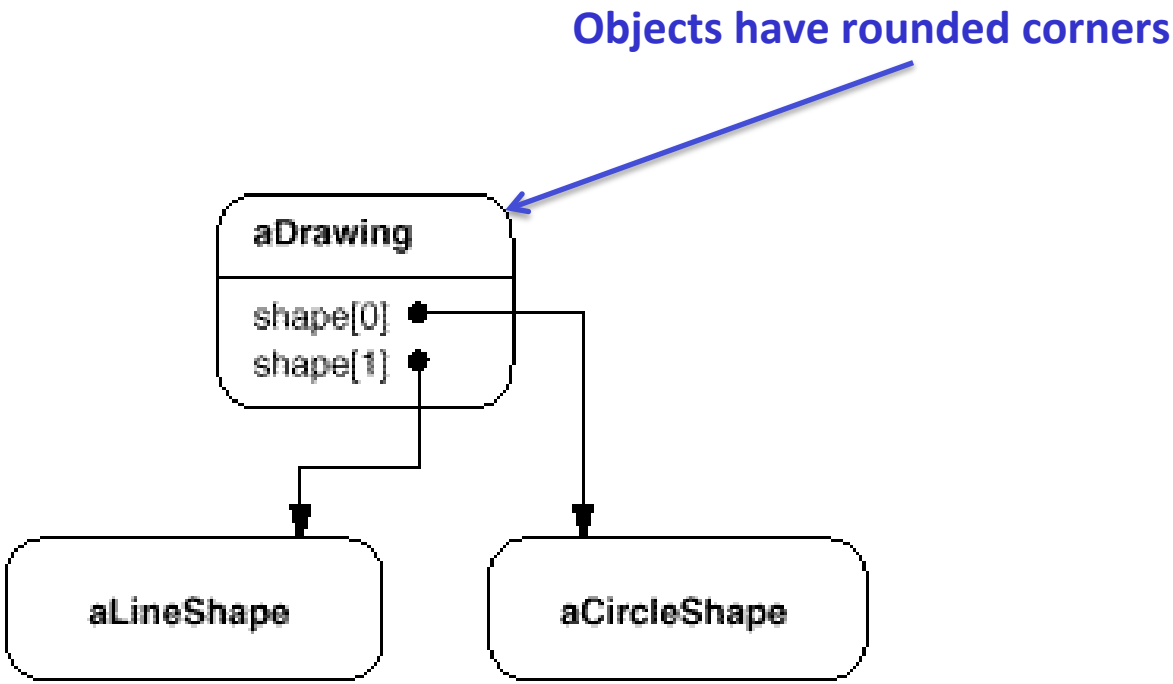
Class/Object Notation (cont.)

- Class relationships

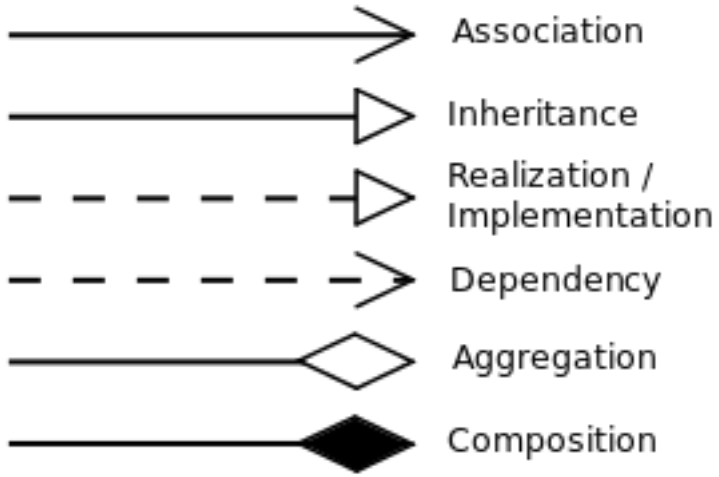


Class/Object Notation (cont.)

- **Object instances**



Relationships



Scrabble


GAME
WORD
SCRABBLE
DOUBLE LETTER SCORE
DOUBLE WORD SCORE
TRIPLE LETTER SCORE

Scrabble word score

- **Sum of the letter values**

English-language editions of Scrabble contain 100 letter tiles, in the following distribution:

- 2 blank tiles (scoring 0 points)
- 1 point: E ×12, A ×9, I ×9, O ×8, N ×6, R ×6, T ×6, L ×4, S ×4, U ×4.
- 2 points: D ×4, G ×3.
- 3 points: B ×2, C ×2, M ×2, P ×2.
- 4 points: F ×2, H ×2, V ×2, W ×2, Y ×2.
- 5 points: K ×1.

Scrabble word score, continued

```
public static int wordScore(String word) {
   int score = 0;
   for (int i = 0 ; i < word.length() ; i++) {
     char letter = word.charAt(i);
     score += letterScore(letter);
   }
   return score;
}
```

how would you implement this?

1) map
2) switch statement
3) integer array

Control-flow based

```
public static int letterScore(char c) {
     char upperC = Character.toUpperCase(c);
     switch (upperC) {
     case 'A':
     case 'E':
     case 'I':
     case 'L':
     case 'N':
     case 'O':
     case 'R':
     case 'S':
     case 'T':
     case 'U':
               return 1;
     case 'D':
     case 'G':
               return 2;
     case 'B':
     case 'C':
     case 'M':
     case 'P':
               return 3;
     case 'F':
     case 'H':
     case 'V':
     case 'W':
     case 'Y':
               return 4;
     case 'K':
               return 5;
     case 'J':
     case 'X':
               return 8;
     case 'Q':
     case 'Z':
               return 10;
     default:
              // handle error
     }
     // should never reach here
     return 0;
}
```

Table-based Solution

```
private static final int [] scoresByChar =
  {/* A */ 1, /* B */ 3,  /* C */ 3, /* D */ 2, /* E */ 1,
   /* F */ 4, /* G */ 2,  /* H */ 4, /* I */ 1, /* J */ 8,
   /* K */ 5, /* L */ 1,  /* M */ 3, /* N */ 1, /* O */ 1,
   /* P */ 3, /* Q */ 10, /* R */ 1, /* S */ 1, /* T */ 1,
   /* U */ 1, /* V */ 4,  /* W */ 4, /* X */ 8, /* Y */ 4,
   /* Z */ 10};

public static int letterScore2(char c) {
  char cAsUppercase = Character.toUpperCase(c);
  int index = cAsUppercase - 'A';
  if (index < 0 || index >= 26) {
    // handle error
  }
  return scoresByChar[index];
}
```