



The following slides contain advanced material and are optional.



- Syntax comparison: Eiffel vs Java
- Naming in Eiffel
- Feature comments: Less is better (sometimes...)

Eiffel vs Java: Class declaration



```
class  
    ACCOUNT  
end
```

```
class Account {  
  
}
```

Eiffel vs Java: inheritance



```
class
  ACCOUNT
inherit
  ANY
end
```

```
public class Account
  extends Object {
}
}
```

Eiffel vs Java: feature redefinition



```
class
  ACCOUNT
inherit
  ANY
  redefine out end

feature

  out: STRING
  do
    Result := "abc"
  end

end
```

```
public class Account
  extends Object {

  String toString() {
    return "abc";
  }

}
```

Eiffel vs Java: Precursor vs. super call



```
class
  ACCOUNT
inherit
  ANY
  redefine out end

feature

  out: STRING
  do
    Result :=
      Precursor {ANY}
  end

end
```

```
public class Account
  extends Object {

  String toString() {
    return super();
  }

}
```

Eiffel vs Java: deferred vs. abstract



```
deferred class  
  ACCOUNT
```

```
feature
```

```
  deposit (a_num: INT)  
    deferred  
  end
```

```
end
```

```
abstract class Account {  
  abstract void deposit(int a);  
}
```

Eiffel vs Java: frozen vs. final



```
frozen class
    ACCOUNT
inherit
    ANY
end
```

```
final class Account
    extends Object {
}
```


Eiffel vs Java: expanded vs. primitive types



expanded class
 ACCOUNT
end

int, float, double, char

Eiffel vs Java: creation features vs. constructors



```
class
  ACCOUNT
create
  make
```

```
feature
  make
  do
  end
end
```

```
public class Account {
  public Account() {}
}
```

Eiffel vs Java: constructor overloading



```
class
  ACCOUNT
create
  make, make_amount

feature
  make
  do end

  make_amount (a_amount: INT)
  do end

end
```

```
public class Account {
  public Account() {}
  public Account(int a) {}
}
```

Eiffel vs Java: method overloading



```
class
  PRINTER

feature
  print_int (a_int: INTEGER)
    do end

  print_real (a_real: REAL)
    do end

  print_string (a_str: STRING)
    do end

end
```

```
public class Printer {
    public print(int i) {}
    public print(float f) {}
    public print(String s) {}
}
```

Eiffel: Exception Handling



```
class
  PRINTER
feature
  print_int (a_int: INTEGER)
    local
      l_retried: BOOLEAN
    do
      if not l_retried then
        (create {DEVELOPER_EXCEPTION}).raise
      else
        -- Do something alternate.
      end
    rescue
      l_retried := True
    retry
  end
end
```



```
public class Printer {  
    public print(int i) {  
        try {  
            throw new Exception()  
        }  
        catch(Exception e) { }  
    }  
}
```

Eiffel vs Java: Conditional



```
class
  PRINTER

feature
  print
  do
    if True then
      ...
    else
      ...
    end
  end
end
```

```
public class Printer {
  public print() {
    if (true) {
      ...
    }
    else {
      ...
    }
  }
}
```

Eiffel vs Java: Loop 1



```
print
  local
    i: INTEGER
  do
    from
      i := 1
    until
      i >= 10
    loop
      ...
      i := i + 1
    end
  end
end
```

```
public class Printer {
    public print() {
        for(int i=1;i<10;i++) {
            ...
        }
    }
}
```


Eiffel vs Java: Loop 2



```
print  
  local  
    i: INTEGER  
  do  
    from  
      i := 1  
    until  
      i >= 10  
    loop  
      i := i + 1  
    end  
  end  
end
```

```
public class Printer {  
    public print() {  
        int i=1;  
        while(i<10) {  
            i++;  
        }  
    }  
}
```

Eiffel vs Java: Loop 3



```
print_1
do
  from list.start
  until list.after
  loop
    list.item.print
    list.forth
  end
end
```

```
print_2
do
  -- Enable "provisional syntax" in
  -- the project properties to
  -- use "across"
  across list as e loop
    e.item.print
  end
end
```

```
public class Printer {
  public print() {
    for(Element e: list) {
      e.print();
    }
  }
}
```



- Full words, no abbreviations (with some exceptions)

- Classes have global namespace
 - Name clashes may arise

- Usually, classes are prefixed with a library prefix
 - Traffic: TRAFFIC_
 - EiffelVision2: EV_
 - Base is not prefixed



- Full words, no abbreviations (with some exceptions)
- Features have namespace per class hierarchy
 - Introducing features in parent classes can cause clashes with features from descendants



- Locals and arguments share namespace with features
 - Name clashes arise when a feature is introduced, which has the same name as a local (even in parent)
- To prevent name clashes:
 - Locals are prefixed with **l_**
 - Some exceptions like "i" exist
 - Arguments are prefixed with **a_**

Feature comments: Version 1



tangent_from (a_point: POINT): LINE

- Return the tangent line to the current circle
- going through the point `a_point`, if the point
- is outside of the current circle.

require

outside_circle: not has (a_point)

Example from http://dev.eiffel.com/Style_Guidelines



tangent_from (a_point : POINT): LINE

- The tangent line to the current circle
- going through the point `a_point`, if the point
- is outside of the current circle.

require

outside_circle: not has (a_point)

Feature comments: Version 3



tangent_from (a_point : POINT): LINE

-- Tangent line to current circle from point `a_point`

-- if the point is outside of the current circle.

require

outside_circle: not has (a_point)

Feature comments: Version 4



tangent_from (a_point : POINT): LINE

-- Tangent line to current circle from point `a_point`.

require

outside_circle: not has (a_point)

Feature comments: Final version



```
tangent_from (a_point : POINT): LINE
```

```
-- Tangent from `a_point`.
```

```
require
```

```
outside_circle: not has (a_point)
```



```
tangent_from (a_point : POINT): LINE
  -- Tangent from `a_point'.
  --
  -- `a_point': The point from ...
  -- `Result': The tangent line ...
  --
  -- The tangent is calculated using the
  -- following algorithm:
  -- ...
```

require

```
outside_circle: not has (a_point)
```

Feature comments: Inherited comments



```
tangent_from (a_point : POINT): LINE
```

```
-- <Precursor>
```

```
require
```

```
  outside_circle: not has (a_point)
```