Object-Oriented Programming (OOP) Principles Applied to a Sequential Logic Simulator using Java

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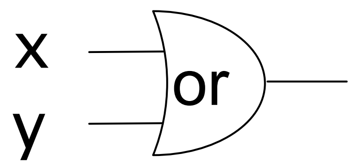
October 2010

Combinational Logic Elements



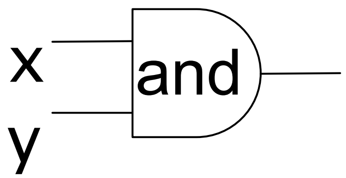
or-gate

corresponding function
("truth table")

x	y	x ∨ y
false	false	false
false	true	true
true	false	true
true	true	true

∨ abbreviates "or"

Combinational Logic Elements



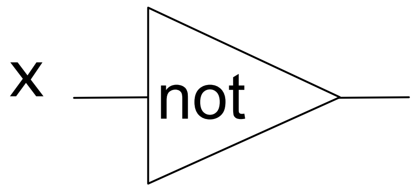
and-gate

corresponding function
("truth table")

x	y	x ∧ y
false	false	false
false	true	false
true	false	false
true	true	true

∧ abbreviates "and"

Combinational Logic Elements



invertor

corresponding function
("truth table")

x	¬x
false	true
true	false

¬ abbreviates "not"

Why "Combinational"

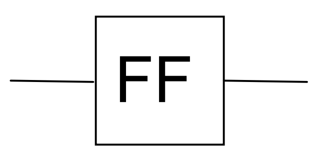
- These functions are called "combinational" because their output is purely a combination of the current inputs.

- These functions do not have "memory" and thus do not depend on past **history**.

Sequential Element

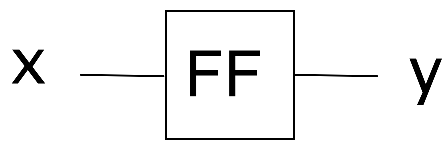
- An element that does depend on history is the Flip-Flop.

- It always "remembers" its input from the time of the previous "clock tick".



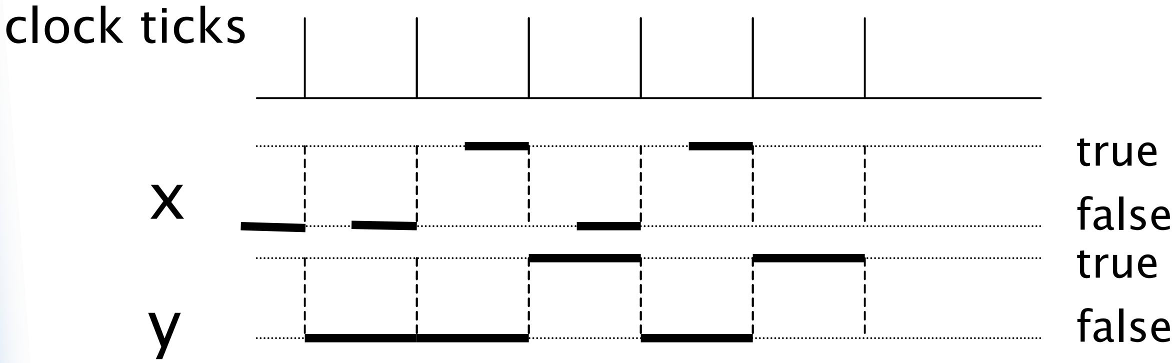
Flip-Flop Behavior

Assume successive clock ticks are at t–1 and t.



x(t–1)	x(t') $t-1 \leq t' < t$	y
false	false	false
false	true	false
true	false	true
true	true	true

Example of Sequential Behavior:



Sequential Logic

- By combining flip-flops with combinational logic, complex sequential behaviors can be achieved.

Sequential Examples

For brevity: false = F = 0, true = T = 1

Input	Output
sequence of T, F	T if input was ever T (F otherwise)
sequence of 1, 0	1 if three 1's in a row
sequence of 1, 0	1 if input had a multiple of 5 1's
sequence of 1, 0	1 if input was a multiple of 5 ***in binary***
sequence of 1, 0	1 if a multiple of 5 ***in reverse binary***

Sequential Logic Implementation Example

sequence of T, F	T if input was ever T (F otherwise)

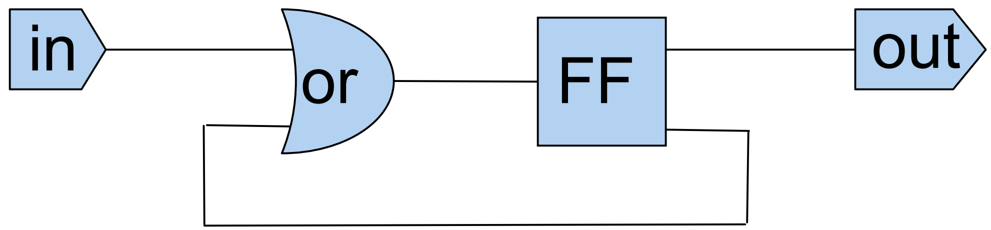
=

sequence of 1, 0	1 if input was ever 1 (0 otherwise)

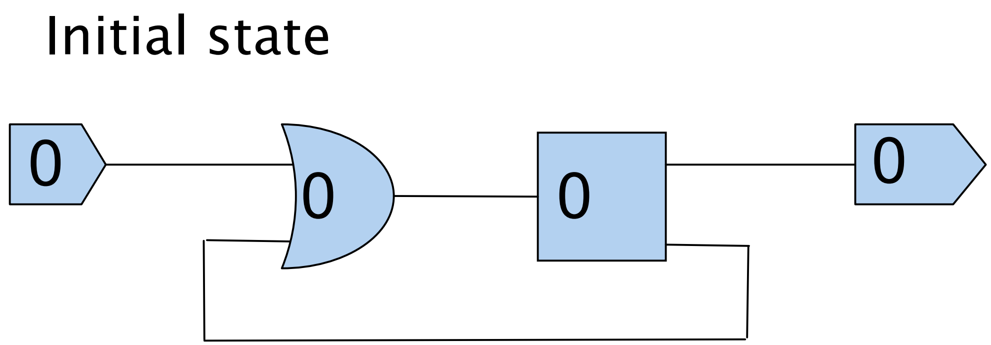
Sequential Logic Implementation Example

Input Terminal
(set from outside)

Output Terminal
(to outside)

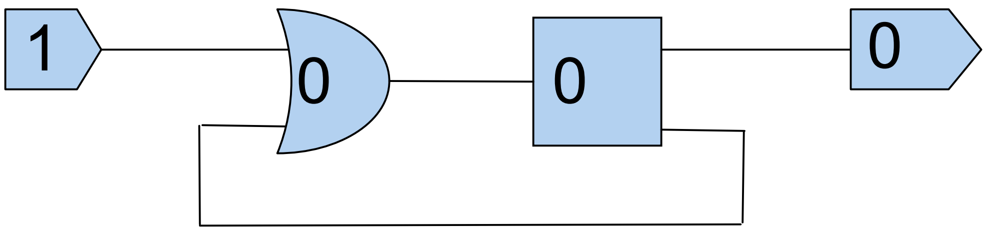


Sequential Logic Implementation Example



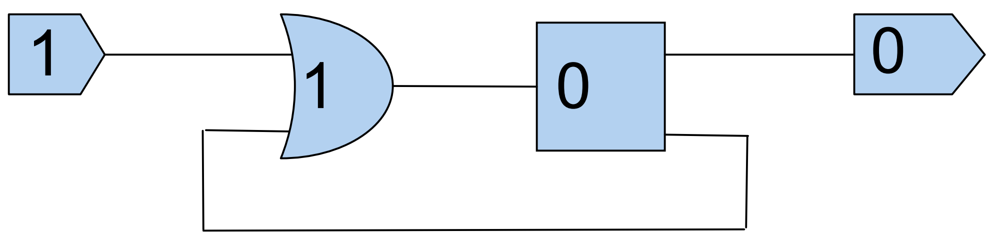
Sequential Logic Implementation Example

1 input imposed

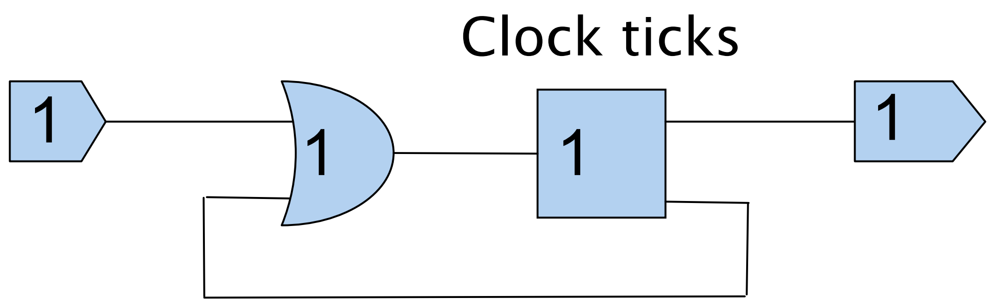


Sequential Logic Implementation Example

change propagates

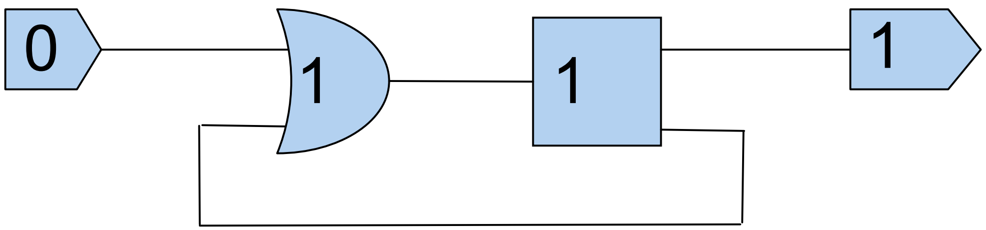


Sequential Logic Implementation Example

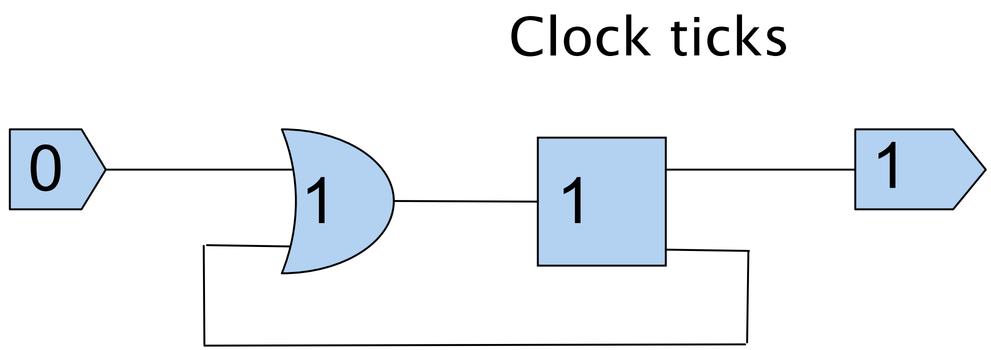


Sequential Logic Implementation Example

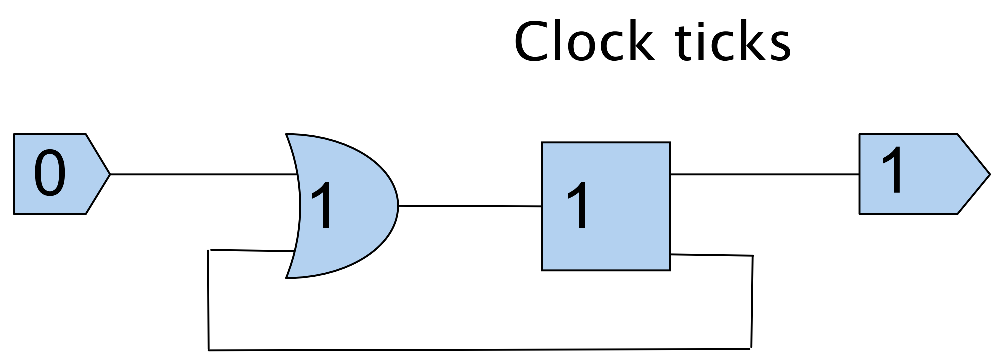
0 input imposed



Sequential Logic Implementation Example



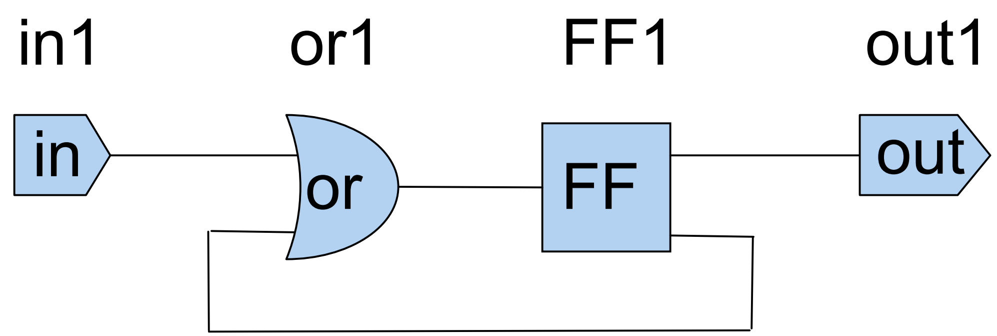
Sequential Logic Implementation Example



Java-Based Sequential Logic Simulator

“Circuit”

Each node has a label.



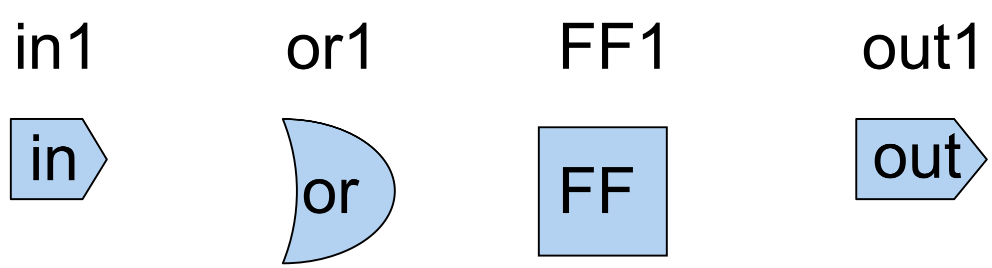
Constructing a Circuit in Java Code

Package name

Class name

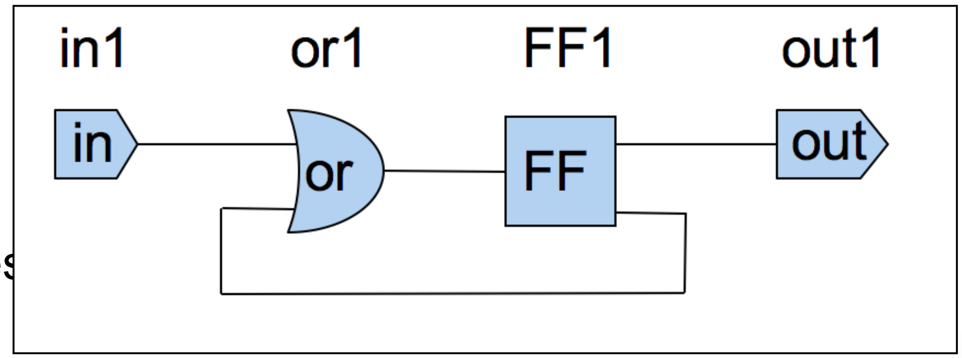
```
/**
 * Test sequential circuit that remembers whether input was ever true
 */
public void test01l()
{
  sequentialLogic.Circuit circuit = new sequentialLogic.Circuit("test01l");

  circuit.addNode("in01",  "inTerminal");
  circuit.addNode("or01", "or");
  circuit.addNode("FF01", "FF");
  circuit.addNode("out01",  "outTerminal");
```

Add nodes “left to right”



Constructing a Circuit in Java Code

```
/**
 * Test sequential circuit that remembers whether input was ever true
 */
public void test01l()
{
  sequentialLogic.Circuit circuit
  = new sequentialLogic.Circuit("tes
```




```
  circuit.addNode("in01",  "inTerminal");
  circuit.addNode("or01", "or");
  circuit.addNode("FF01", "FF");
  circuit.addNode("out01",  "outTerminal");

  circuit.connect("in01", "or01");
  circuit.connect("or01", "FF01");
  circuit.connect("FF01", "or01");
  circuit.connect("FF01", "out01");
```

Assumptions (for now)

- Each node has a value in {false, true}.
- Multiple ***output*** connections all see the ***same*** value.
- Node functions are symmetric (and, or).
- Multiple ***input*** connections represent ***separate*** arguments.

Java Class Structure

- We use an “Inheritance Hierarchy” to economize on code and concepts.

- **Class Node** is at the base of the hierarchy:
  - A Node has a name (its label).
  - A Node has a value.
  - A Node can have any number of output connections.
  - The number of input connections is **left unspecified** in Node.
  - Therefore Node is an **abstract** class.

Abstract Classes

- An abstract class represents a concept, where there is no intent to construct a member of the class directly.

- Instead, construction is implied by construction of objects lower in the hierarchy.

Start of Node

```
/**
 * A Node is a circuit element having a boolean value.
 * It has some number of output Connectors,
 * and possibly some input Connectors.
 * @author Robert Keller
 */

abstract public class Node
{
 /**
  * the name of this Node.
  */

  private String name;

  /**
   * the current value of this Node
   */

  boolean value = false;        // default

  /**
   * the Connectors (0 or more) that connect this Node to
   * other Nodes.
   */
```

More of Node

```
/**
  * the Connectors (0 or more) that connect this Node to
  * other Nodes.
  */

 ArrayList<Connector> outputs;


 /**
  * Construct a node with no Connectors initially.
  */

 protected Node(String name)
 {
   this.name = name;
   outputs = new ArrayList<Connector>();
 }
```

`ArrayList<Connector>`

- ArrayList is part of the Java library packages.
- Connector is a class we define.
- `ArrayList<Connector>` means an ArrayList of Connectors specifically.

Importing Library Classes

- To make of use of a library class, we need to *import* it first

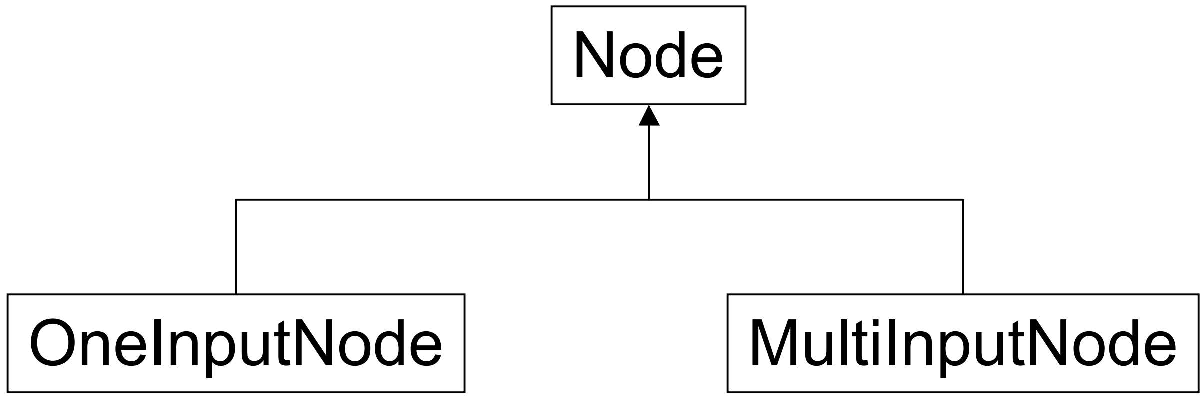
into file Node.java:

Package we're defining containing class Node

Package where ArrayList resides.

```
package sequentialLogic;

import java.util.ArrayList;


abstract public class Node
{
. . .
```

Descendants of Node



Nodes having only a single input

Nodes allowing 0 or more inputs

Specifying a Descendant

```
package sequentialLogic;

/**
 * A OneInputNode is a Node that has at most one input.
 * Usually all OneInputNodes have one input, except for
 * InTerminals. It is an Error to attempt to connect
 * more than one Input.
 * @author Robert Keller
 */

abstract class OneInputNode extends Node
{
  /**
   * The Connector that is input to this Node.
   */

  Connector input = null;
```

Indicates inheritance from Node

Still Abstract

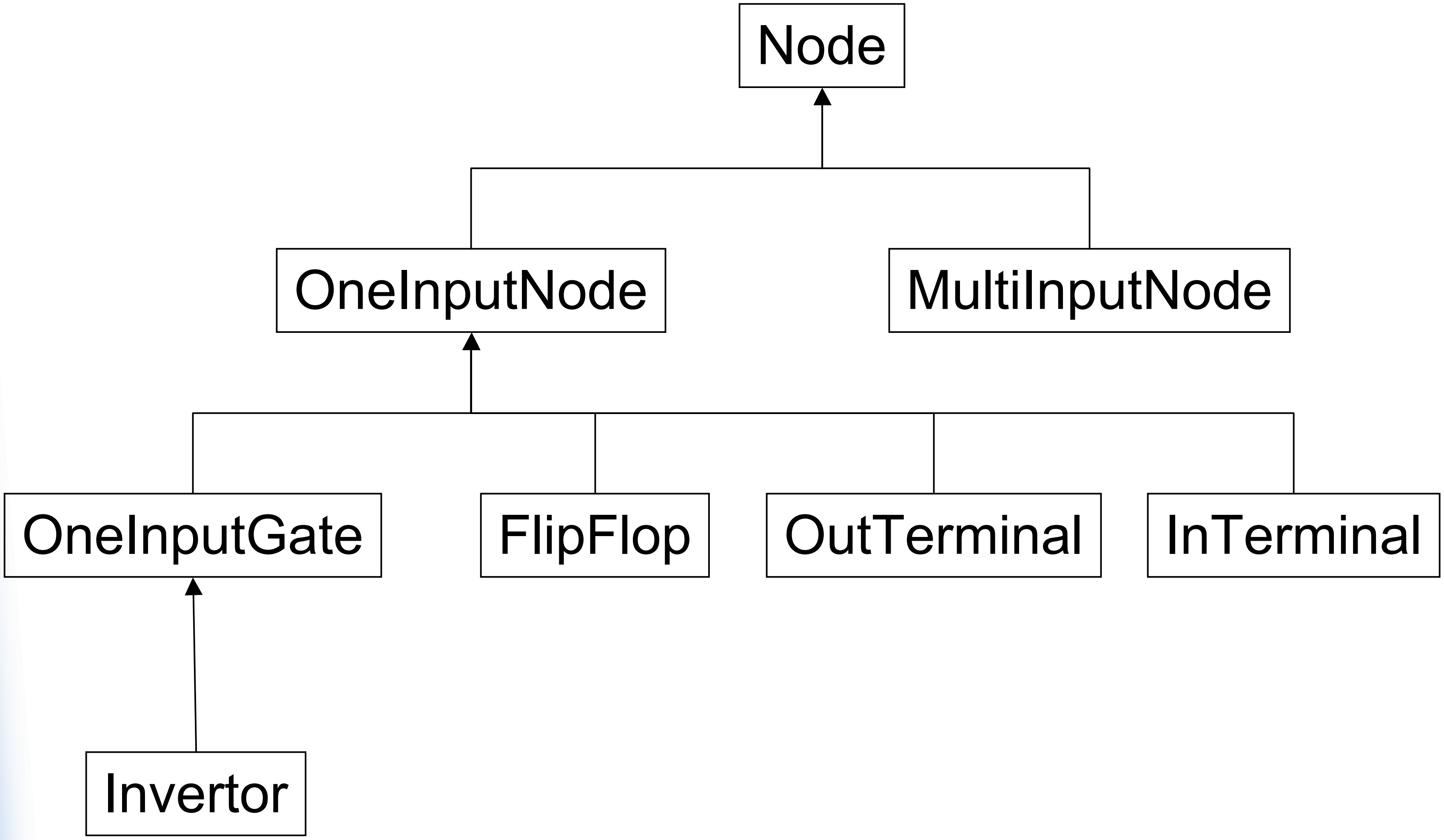
- `abstract class OneInputNode`

  indicates that OneInputNode is also abstract.

- Various specializations of OneInputNode are:
  - Invertor
  - FlipFlop
  - OutTerminal
  - InTerminal

- But only one of these is a ***Gate***. The rest are something else.

The Hierarchy Grows



Code for OneInputGate

Constructors in a Hierarchy

- Typically the constructor of a subordinate (“child” or “derived”) class will want to the call the constructor of a superior (“parent” or “base”) class.
- The reason is that each object in the subordinate class ***is also*** an object in the superior class.
- The subordinate class refers to its superior’s constructor as **super**(…).
- The call to super(…) must be the **first thing** the subordinate does, if it does it at all.

Sub-Class and Super-Class

- Thinking of individual objects as members of a class:
  - The derived or subordinate class is also called the **subclass**, similar to subset in Math.
  - The base or superior class is also called the **superclass**, similar to superset in Math.

Constructor Chain

```
abstract public class Node
{
private String name;

  /**
   * the current value of this Node
   */

  boolean value = false;       // default

  /**
   * the Connectors (0 or more) that connect this Node to
   * other Nodes.
   */

  ArrayList<Connector> outputs;

  /**
   * Construct a node with no Connectors initially.
   */

  protected Node(String name)
  {
    this.name = name;
    outputs = new ArrayList<Connector>();
  }
```

```
abstract class OneInputNode extends Node
{
  /**
   * The Connector that is input to this Node.
   */

  Connector input = null;

  /**
   * Create a OneInputNode with the given name.
   */

  protected OneInputNode(String name)
  {
    super(name);
  }
```

Indicates calling constructor of Node, the superior class.

() indicates calling the constructor of class ArrayList<Connector> with no args.

Constructor Chain Continues

```
abstract class OneInputNode extends Node
{
  /**
   * The Connector that is input to this Node.
   */

  Connector input = null;
```

```
 /**
   * Create a OneInputNode with the given name.
   */

  protected OneInputNode(String name)
  {
    super(name);
  }
```

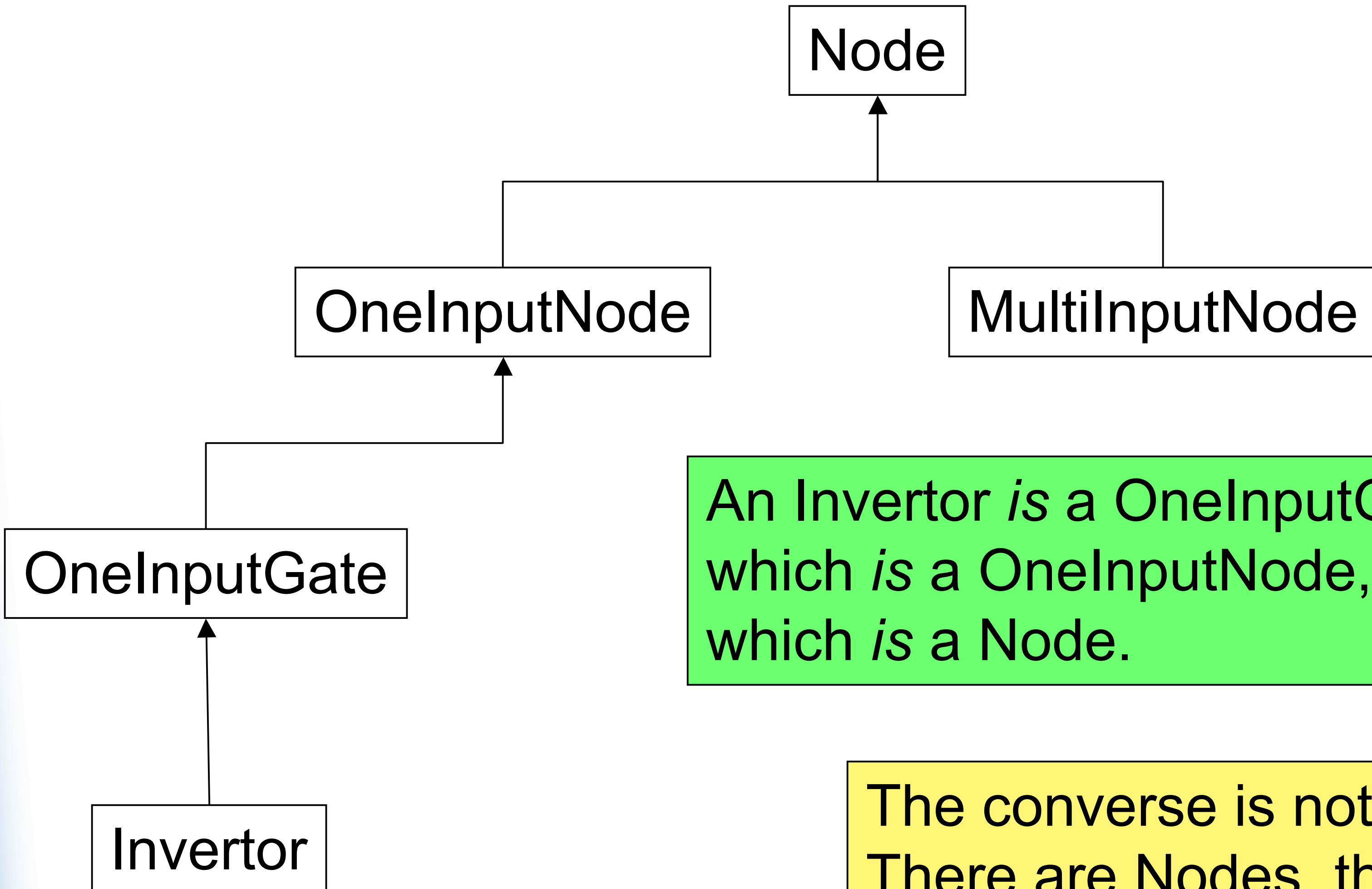
```
abstract public class OneInputGate extends OneInputNode
{
  /**
   * Construct a OneInputGate with the given name.
   */

  public OneInputGate(String name)
  {
    super(name);
  }
}
```

Indicates calling constructor
of Node, the superior class.

Protected

- Protected means that this constructor can be called by a subordinate, but is not generally available (public).

One Object, Many Classes



An Invertor *is* a OneInputGate, which *is* a OneInputNode, which *is* a Node.

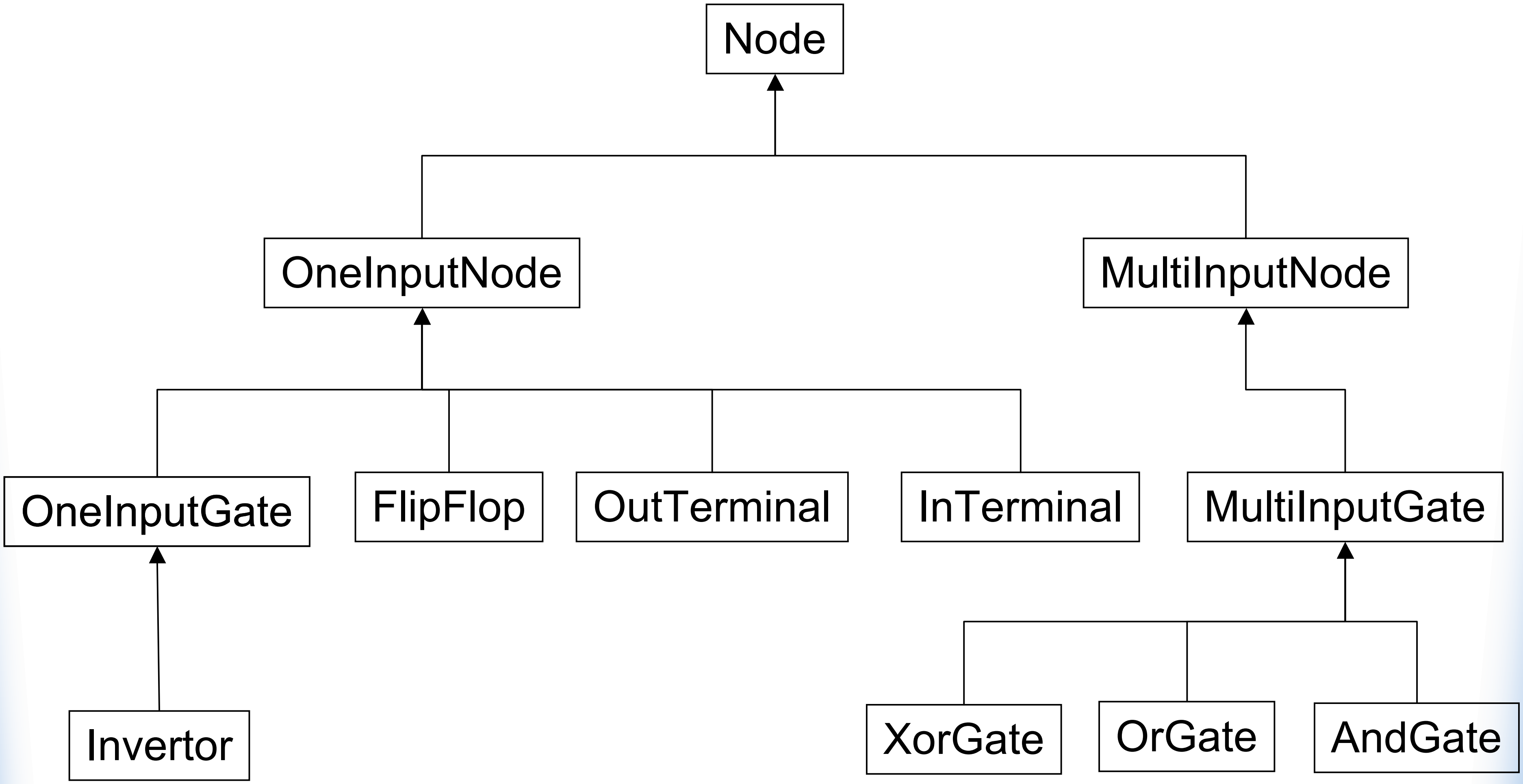
The converse is not true. There are Nodes, that are not MultiInputNodes, etc.

Finally a Non-Abstract Class

```
public class Invertor extends OneInputGate
{
  /**
   * Create an Invertor with the given name.
   */

  public Invertor(String name)
  {
    super(name);
  }

  /**
   * Update the value of this Invertor by inverting the input.
   */

  public boolean update()
  {
    value = !input.getValue();
    return super.update();
  }

}
```

Indicates calling the update() method of superior

The Hierarchy Concluded (for now)

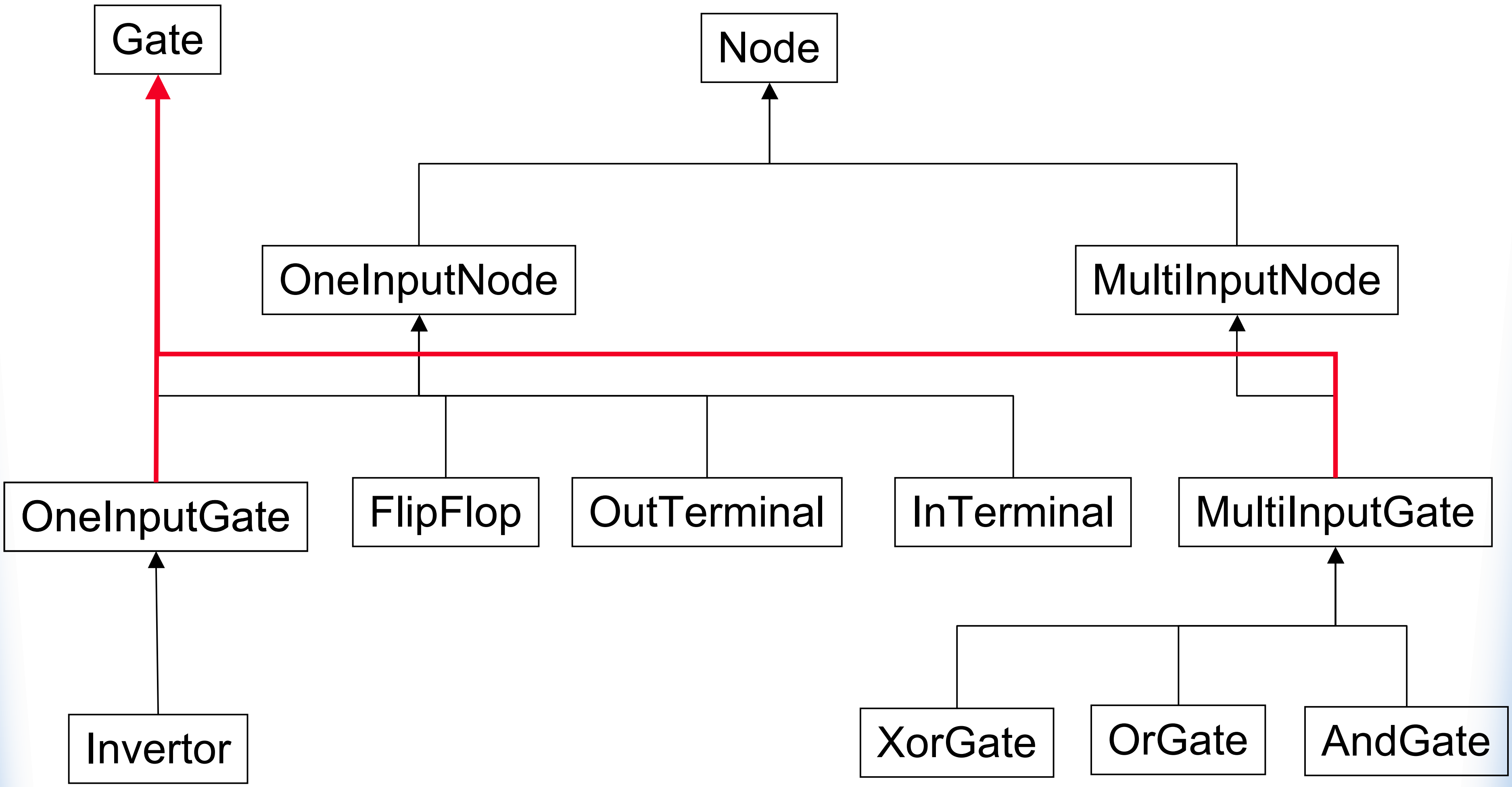


Another Dimension of Classification

- We might want to organize Nodes by Gates vs. other, rather than by number of inputs.
- In our hierarchy there are two branches that have Gates in them, yet there is no common class that has only Gates as subordinates.
- We could try to add a Gate class to the hierarchy. However, then we would have OneInputGate and MultiInputGate having **two superiors** (called “multiple-inheritance”).
- Multiple inheritance is allowed in some languages (C++, Smalltalk) but not in Java.

Second Dimension Hierarchy

(Proposed Gate hierarchy shown in red)



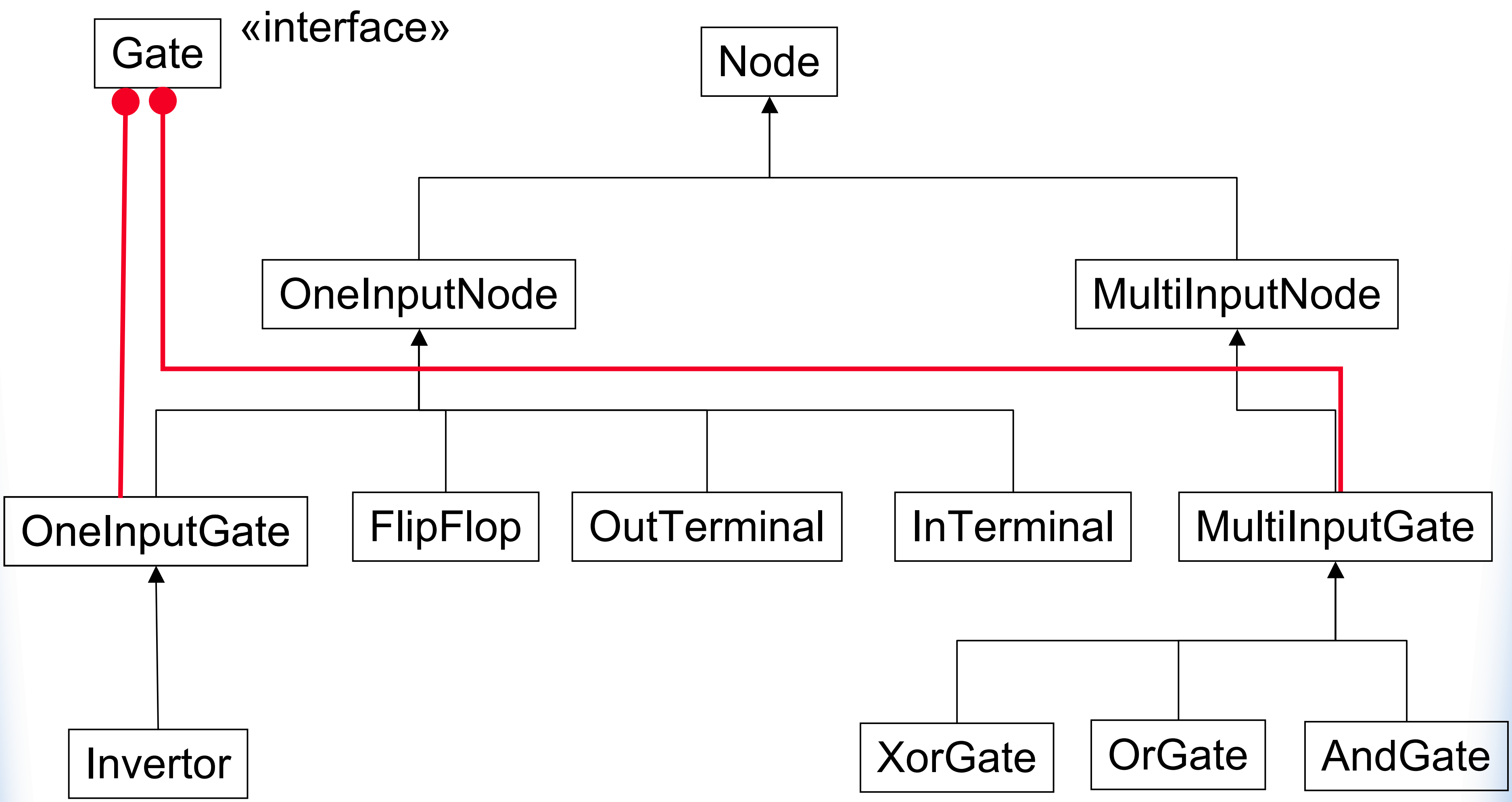
Interfaces

- The Java **Interface** concept is similar to Class as an organizational concept.
- An Interface is like a template defining 0 or more methods by name, but **without** giving implementation code for the methods.
- A class can be declared to **implement** an interface when it provides those methods, together with working code.

Interfaces

- Do not confuse Java Interface with the “interface” in, for example, CLI.
- However, an Interface can be used to *represent* an API.
- A single **class** can ***implement*** any number of Interfaces.
- Interfaces can also be used for **grouping** classes, apart from any specific methods.

Second Dimension, Using Interface



Defining Interfaces in Code

```
package sequentialLogic;

interface Gate
{

}
```

```
abstract public class OneInputGate
            extends OneInputNode
            implements Gate
{
  /**
   * Construct a OneInputGate with the given name.
   */

  public OneInputGate(String name)
  {
    super(name);
  }
}
```

```
public abstract class MultiInputGate
            extends MultiInputNode
            implements Gate
{

  /**
   * Construct a MultiInpuGate with the given name.
   */

  protected MultiInputGate(String name)
  {
    super(name);
  }
}
```

Using an Interface

```
public void showGates()
 {
 for( Node node: nodes )
 {
   int gateCounter = 0;
   if( node instanceof Gate )
     {
     System.out.println("Gate " + (gateCounter++)
                                           + ": " + node.getName() + " = "
                                           + node.getValue());
     }
 }
 }
```

instanceof [one word] can be used for to detect whether the object in question is a member of the class or interface.

Standard Java Libraries

- The standard Java libraries should be explored as a rich example of class and interface hierarchy.

Standard Java Libraries

- Using a web browser, start at, e.g.

  http://download.oracle.com/javase/6/docs/api/index.html?java/lang/Object.html

- Turning “Frames” on is advised

All other classes are subordinate to class Object

Java™ Platform Standard Ed. 6

All Classes

Packages
java.applet
java.awt
java.awt.color
java.awt.datatransfer
java.awt.dnd
java.awt.event
java.awt.font
java.awt.geom
java.awt.im
java.awt.im.spi
java.awt.image
java.awt.image.renderable
java.awt.print
java.beans
java.beans.beancontext

All Classes
AbstractAction
AbstractAnnotationValueVisitor6
AbstractBorder
AbstractButton
AbstractCellEditor
AbstractCollection
AbstractColorChooserPanel
AbstractDocument
AbstractDocument.AttributeCon
AbstractDocument.Content
AbstractDocument.ElementEdit
AbstractElementVisitor6
AbstractExecutorService
AbstractInterruptibleChannel

Overview Package Class Use Tree Deprecated Index Help

PREV CLASS NEXT CLASS FRAMES NO FRAMES
SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

java.lang
Class Object

`java.lang.Object`

`public class Object`

Class `Object` is the root of the class hierarchy. Every class has `Object` as a superclass. All obj
methods of this class.

Since:
JDK1.0
See Also:
`Class`

Constructor Summary

`Object()`

Method Summary

protected `Object`	`clone()` Creates and returns a copy of this object.
boolean	`equals(Object obj)` Indicates whether some other object is "equal to" this one.

String is a direct subclass of Object

java.lang

Class String

java.lang.Object
  └ **java.lang.String**

All Implemented Interfaces:
  Serializable, CharSequence, Comparable<String>

```
public final class String
extends Object
implements Serializable, Comparable<String>, CharSequence
```

The `String` class represents character strings. All string literals in Java programs, such as `"abc"`, are implemented as instances of this class.

Strings are constant; their values cannot be changed after they are created. String buffers support mutable strings. Because String objects are immutable they can be shared. For example:

```
String str = "abc";
```

An Interface Implemented by String

java.lang

Interface CharSequence

All Known Subinterfaces:

Name

All Known Implementing Classes:

CharBuffer, Segment, String, StringBuffer, StringBuilder

`public interface` **`CharSequence`**

A `CharSequence` is a readable sequence of `char` values. This interface provides uniform, read-only access to many different kinds of `char` sequences. A `char` value represents a character in the *Basic Multilingual Plane (BMP)* or a surrogate. Refer to Unicode Character Representation for details.

This interface does not refine the general contracts of the `equals` and `hashCode` methods. The result of comparing two objects that implement `CharSequence` is therefore, in general, undefined. Each object may be implemented by a different class, and there is no guarantee that each class will be capable of testing its instances for equality with those of the other. It is therefore inappropriate to use arbitrary `CharSequence` instances as elements in a set or as keys in a map.

Since:

1.4

Method Summary

`char`	**`charAt`**`(int index)` Returns the `char` value at the specified index.
`int`	**`length`**`()` Returns the length of this character sequence.
`CharSequence`	**`subSequence`**`(int start, int end)` Returns a new `CharSequence` that is a subsequence of this sequence.
`String`	**`toString`**`()` Returns a string containing the characters in this sequence in the same order as this sequence.

These ***must*** be provided by any class implementing CharSequence.

Privileges Attached to Implementing an Interface

- When a class implements an interface, it automatically accrues privileges:

- It can be used anywhere a class that implements that interface can be used, e.g. as an argument specifying that interface.

Polymorphism Provided by Interface

```
public static Character use(CharSequence seq)
{
  if( seq.length() > 5 )
  {
    return seq.charAt(5);
  }
  else
  {
    return null;
  }
}

public static void main(String arg[])
{
  StringBuffer buffer = new StringBuffer();
  String hello = "hello, world";

  buffer.append(hello);

  System.out.println( use(buffer) );
  System.out.println( use(hello) );
}
```

Doable because both **StringBuffer** and **String** implement CharSequence.

Polymorphism?

- This is a programming-language term meaning that one type can play the role of several different types.
- In this case, the first type is the Interface, while the other types are classes that implement that interface.