	Topics
CSCI 334: Principles of Programming Languages	
Lecture 21: OO III & Tech. communication	
Instructor: Dan Barowy Williams	

—	
	2010
	5105

Virtual dispatch

Topics

Virtual dispatch

How to give a good talk

Topics

Virtual dispatch

How to give a good talk

Project Q&A

SWELL user testing

This weekend, 30-40 minutes.

https://bit.ly/2EgWKgi

It would be a real help if you have the time!

Refresher: Dynamic Dispatch

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c.honk()

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Dynamic Dispatch

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Cost	Cost
	1.dereference object

Cost	Cost
1.dereference object 2.defererence class	1.dereference object 2.defererence class 3.dereference method dictionary



C++

Efficient object oriented programming.

"Only pay for what you use"

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What does this mean?

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In Java, OO & other features are "always on"

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In Java, OO & other features are "always on"

Even when they are not needed

In Java, OO & other features are "always on" Even when they are not needed

"Only pay for what you use"

What does this mean?

```
public static average(int[] nums) {
    int sum = 0;
    for (int i = 0; i < nums.length; i++) {
        sum += nums[i];
    }
    return (double sum) / nums.length;
}</pre>
```

What happens when a Java program starts?

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- 4. allocate space for static variables

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- a. repeat loading, linking, verifying, allocation, and initialization steps as needed.

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- a. repeat loading, linking, verifying, allocation, and initialization
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- b. periodically run the garbage collector

What happens when a Java program starts?	"Only pay for what you use"
 boot up the Java Virtual Machine (JVM) a. allocate Java heap, stack, and global var areas b. start up garbage collector 	
c. start up Just-in-Time perfmon & compiler (JIT) 2. load first class definition (the one with main)	
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a. verify, if necessary 4. allocate space for static variables	
5. initialize static variables	
a. repeat loading, linking, verifying, allocation, and initialization steps as needed.	
b. periodically run the garbage collector c. run the JIT constantly, in a separate thread	

```
"Only pay for what you use"
class Math {
  public static average(int[] nums) {
    int sum = 0;
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We're not using any objects!
In C++, the "no class" program is as fast as C
    Without classes, C++ is basically C</pre>
```

C++ does OO efficiently



C++ does OO efficiently C++ static methods are just C procedures. No classes needed. C++ eliminates lookups by computing locations at compile-time. Superclass Car object Car class Template color color cost cost topSpeed opSpeed honk code Method dictionary

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1. Have a story



2. Don't "bury the lede"



3. Don't make your audience read







5.1. Finish on time



Project Q&A