

Formal Methods in Software Development

Exercise 5 (December 17)

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The result is to be submitted by the deadline stated above via the Moodle interface as a .zip or .tgz file which contains

- A PDF file with
 - a cover page with the title of the course, your name, Matrikelnummer, and email-address,
 - the JML-annotated Java code, and a copy of the output of the `escjava2` check of that code,
 - optionally any explanations or comments you would like to make;
- the JML-annotated Java (.java) files developed in the exercise.

5(all): JML Specification of a Dictionary Class

A *dictionary* is an object that maps keys to values. In Java, the abstract class `Dictionary` in package `java.util` provides a sample interface for dictionary classes (see the appendix).

First, create an abstract class `Dictionary1` with the same interface as the class `Dictionary` but let the methods `elements()` and `keys()` return `Object[]` rather than `Enumeration`. Then derive from the abstract class `Dictionary1` a concrete class `ArrayDictionary1` that implements the dictionary by two private arrays for the keys and the elements and provide an adequate private specification for this class.

Second, change `Dictionary1` to an abstract class `Dictionary2` with an adequate public JML contract. This contract shall make use of of an axiomatically specified model class `DictionaryModel` (see below). Provide an adequate model implementation and specification of the abstraction function `toModel`.

Third, change `ArrayDictionary1` to a new class `ArrayDictionary2` that inherits from `Dictionary2` such that it (in addition to its private specification) implements the public contract.

Type-check all JML-annotated files with `jml` and check them with `escjava2` (you may switch off any warnings about unsatisfied postconditions in classes `DictionaryModel`, `Dictionary2` and `ArrayDictionary2`).

The result of the exercise shall include the source codes of both versions of `Dictionary` and `ArrayDictionary` and of `DictionaryModel` together with the outputs of the `escjava2` checks of these files.

Hint: an abstract datatype D of dictionaries with keys of type K and elements of type E has the operations

$$\begin{aligned} & \textit{empty} : D \\ & \textit{isEmpty} : D \rightarrow \mathbb{B} \\ & \textit{size} : D \rightarrow \mathbb{N} \\ & \textit{get} : D \times K \rightarrow E \\ & \textit{put} : D \times K \times E \rightarrow D \\ & \textit{keys} : D \rightarrow K^* \\ & \textit{elements} : D \rightarrow E^* \end{aligned}$$

Equip `DictionaryModel` with corresponding methods including their adequate axiomatization (see the example `StackModel` presented in class). You may omit the axiomatization of *keys* and *elements*.

[Overview](#) [Package](#) [Class](#) [Use Tree](#) [Deprecated](#) [Index](#) [Help](#)

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[PREV CLASS](#) [NEXT CLASS](#)[FRAMES](#) [NO FRAMES](#) [All Classes](#)SUMMARY: [NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#)DETAIL: [FIELD](#) | [CONSTR](#) | [METHOD](#)

java.util

Class Dictionary

[java.lang.Object](#)└─ [java.util.Dictionary](#)

Direct Known Subclasses:

[Hashtable](#)public abstract class **Dictionary**extends [Object](#)

The `Dictionary` class is the abstract parent of any class, such as `Hashtable`, which maps keys to values. Every key and every value is an object. In any one `Dictionary` object, every key is associated with at most one value. Given a `Dictionary` and a key, the associated element can be looked up. Any non-null object can be used as a key and as a value.

As a rule, the `equals` method should be used by implementations of this class to decide if two keys are the same.

NOTE: This class is obsolete. New implementations should implement the `Map` interface, rather than extending this class.

Since:

JDK1.0

See Also:

[Map](#), [Object.equals\(java.lang.Object\)](#), [Object.hashCode\(\)](#), [Hashtable](#)

Constructor Summary

[Dictionary](#) ()

Sole constructor.

Method Summary

abstract Enumeration	elements () Returns an enumeration of the values in this dictionary.
abstract Object	get (Object key) Returns the value to which the key is mapped in this dictionary.
abstract boolean	isEmpty () Tests if this dictionary maps no keys to value.

abstract Enumeration	keys () Returns an enumeration of the keys in this dictionary.
abstract Object	put (Object key, Object value) Maps the specified <code>key</code> to the specified <code>value</code> in this dictionary.
abstract Object	remove (Object key) Removes the <code>key</code> (and its corresponding <code>value</code>) from this dictionary.
abstract int	size () Returns the number of entries (dinstint keys) in this dictionary.

Methods inherited from class [java.lang.Object](#)

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

Constructor Detail

Dictionary

```
public Dictionary()
```

Sole constructor. (For invocation by subclass constructors, typically implicit.)

Method Detail

size

```
public abstract int size()
```

Returns the number of entries (dinstint keys) in this dictionary.

Returns:

the number of keys in this dictionary.

isEmpty

```
public abstract boolean isEmpty()
```

Tests if this dictionary maps no keys to value. The general contract for the `isEmpty` method is that the result is true if and only if this dictionary contains no entries.

Returns:

`true` if this dictionary maps no keys to values; `false` otherwise.

keys

```
public abstract Enumeration keys()
```

Returns an enumeration of the keys in this dictionary. The general contract for the `keys` method is that an `Enumeration` object is returned that will generate all the keys for which this dictionary contains entries.

Returns:

an enumeration of the keys in this dictionary.

See Also:

[elements\(\)](#), [Enumeration](#)

elements

```
public abstract Enumeration elements()
```

Returns an enumeration of the values in this dictionary. The general contract for the `elements` method is that an `Enumeration` is returned that will generate all the elements contained in entries in this dictionary.

Returns:

an enumeration of the values in this dictionary.

See Also:

[keys\(\)](#), [Enumeration](#)

get

```
public abstract Object get(Object key)
```

Returns the value to which the key is mapped in this dictionary. The general contract for the `isEmpty` method is that if this dictionary contains an entry for the specified key, the associated value is returned; otherwise, `null` is returned.

Parameters:

`key` - a key in this dictionary. `null` if the key is not mapped to any value in this dictionary.

Returns:

the value to which the key is mapped in this dictionary;

Throws:

[NullPointerException](#) - if the `key` is `null`.

See Also:

[put\(java.lang.Object, java.lang.Object\)](#)

put

```
public abstract Object put(Object key,  
                           Object value)
```

Maps the specified `key` to the specified `value` in this dictionary. Neither the key nor the value can be `null`.

If this dictionary already contains an entry for the specified `key`, the value already in this dictionary for that `key` is returned, after modifying the entry to contain the new element.

If this dictionary does not already have an entry for the specified `key`, an entry is created for the specified `key` and `value`, and `null` is returned.

The `value` can be retrieved by calling the `get` method with a `key` that is equal to the original `key`.

Parameters:

`key` - the hashtable key.

`value` - the value.

Returns:

the previous value to which the `key` was mapped in this dictionary, or `null` if the key did not have a previous mapping.

Throws:

[NullPointerException](#) - if the `key` or `value` is `null`.

See Also:

[Object.equals\(java.lang.Object\)](#), [get\(java.lang.Object\)](#)

remove

```
public abstract Object remove(Object key)
```

Removes the `key` (and its corresponding `value`) from this dictionary. This method does nothing if the `key` is not in this dictionary.

Parameters:

`key` - the key that needs to be removed.

Returns:

the value to which the `key` had been mapped in this dictionary, or `null` if the key did not have a mapping.

Throws:

[NullPointerException](#) - if `key` is `null`.

[Overview](#) [Package](#) [Class](#) [Use Tree](#) [Deprecated](#) [Index](#) [Help](#)

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For further API reference and developer documentation, see [Java 2 SDK SE Developer Documentation](#). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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