

How Classes are Organized

Packages

Classes and objects are organized in packages.

To place a class or object inside a package, use a package clause at the top of your source file.

```
package progfun.examples
```

```
object Hello { ... }
```

This would place Hello in the package progfun.examples.

You can then refer to Hello by its *fully qualified name* progfun.examples.Hello. For instance, to run the Hello program:

```
> scala progfun.examples.Hello
```

Imports

Say we have a class `Rational` in package `week3`.

You can use the class using its fully qualified name:

```
val r = new week3.Rational(1, 2)
```

Alternatively, you can use an import:

```
import week3.Rational  
val r = new Rational(1, 2)
```

Forms of Imports

Imports come in several forms:

```
import week3.Rational           // imports just Rational
import week3.{Rational, Hello} // imports both Rational and Hello
import week3._                  // imports everything in package week3
```

The first two forms are called *named imports*.

The last form is called a *wildcard import*.

You can import from either a package or an object.

Automatic Imports

Some entities are automatically imported in any Scala program.

These are:

- ▶ All members of package `scala`
- ▶ All members of package `java.lang`
- ▶ All members of the singleton object `scala.Predef`.

Here are the fully qualified names of some types and functions which you have seen so far:

<code>Int</code>	<code>scala.Int</code>
<code>Boolean</code>	<code>scala.Boolean</code>
<code>Object</code>	<code>java.lang.Object</code>
<code>require</code>	<code>scala.Predef.require</code>
<code>assert</code>	<code>scala.Predef.assert</code>

Scaladoc

You can explore the standard Scala library using the scaladoc web pages.

You can start at

www.scala-lang.org/api/current

Traits

In Java, as well as in Scala, a class can only have one superclass.

But what if a class has several natural supertypes to which it conforms or from which it wants to inherit code?

Here, you could use traits.

A trait is declared like an abstract class, just with `trait` instead of `abstract class`.

```
trait Planar {  
  def height: Int  
  def width: Int  
  def surface = height * width  
}
```

Traits (2)

Classes, objects and traits can inherit from at most one class but arbitrary many traits.

Example:

```
class Square extends Shape with Planar with Movable ...
```

Traits resemble interfaces in Java, but are more powerful because they can contains fields and concrete methods.

On the other hand, traits cannot have (value) parameters, only classes can.

Top Types

At the top of the type hierarchy we find:

Any the base type of all types

Methods: '==' , '!=' , 'equals' , 'hashCode' , 'toString'

AnyRef The base type of all reference types;
Alias of 'java.lang.Object'

AnyVal The base type of all primitive types.

The Nothing Type

Nothing is at the bottom of Scala's type hierarchy. It is a subtype of every other type.

There is no value of type Nothing.

Why is that useful?

- ▶ To signal abnormal termination
- ▶ As an element type of empty collections (see next session)

Exceptions

Scala's exception handling is similar to Java's.

The expression

```
throw Exc
```

aborts evaluation with the exception `Exc`.

The type of this expression is `Nothing`.

The Null Type

Every reference class type also has `null` as a value.

The type of `null` is `Null`.

`Null` is a subtype of every class that inherits from `Object`; it is incompatible with subtypes of `AnyVal`.

```
val x = null           // x: Null
val y: String = null  // y: String
val z: Int = null     // error: type mismatch
```

Exercise

What is the type of

```
if (true) 1 else false
```

- Int
- Boolean
- AnyVal
- Object
- Any