

# software studio

**object model dynamics**

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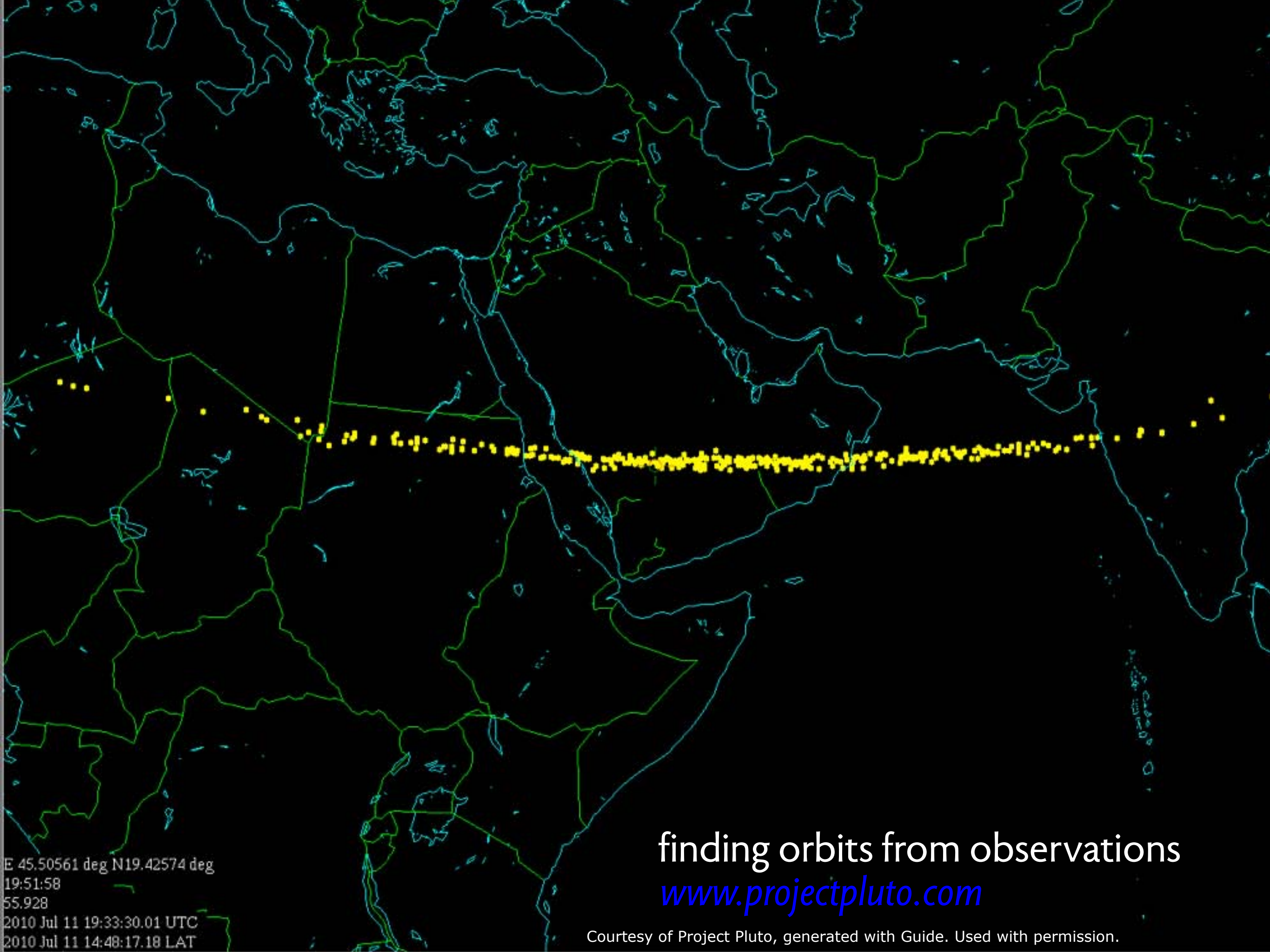
# statics & dynamics

the object model is static

- › just describes snapshots
- › like an orbit of a planet

what about the dynamics?

- › what changes (mutability)
- › how things change (operations)



E 45.50561 deg N19.42574 deg  
19:51:58  
55.928  
2010 Jul 11 19:33:30.01 UTC  
2010 Jul 11 14:48:17.18 LAT

finding orbits from observations  
[www.projectpluto.com](http://www.projectpluto.com)

Courtesy of Project Pluto, generated with Guide. Used with permission.

# mutability

## in practice

- › all sets and relations grow and shrink
- › things come and go, born and die
- › systems acquire and lose knowledge

## but some things don't change

- › image of an element under a relation
- › classification of an element into sets

## example: social security numbers

- › new SSNs created every year
- › can a person change her SSN?
- › can an SSN be reassigned to a different person?

## another example: course numbers at MIT

- › very practical issue for Area 2 system!

# a notation for mutability

## relation mutability

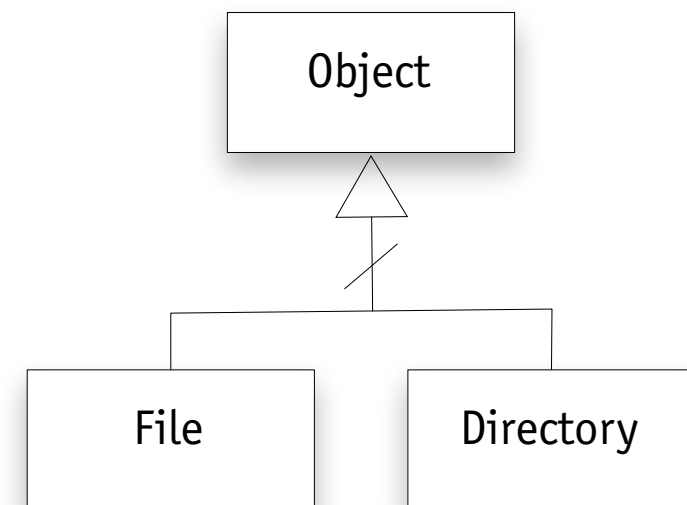
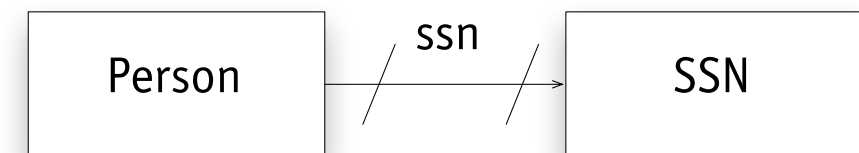
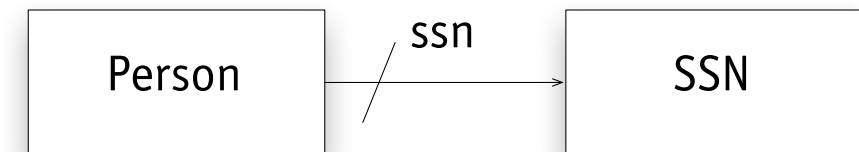
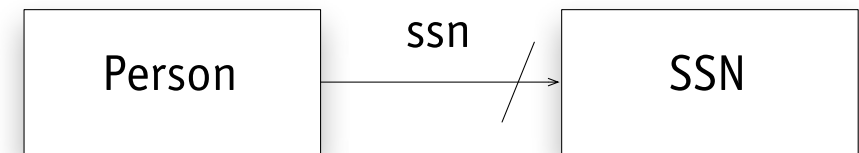
- › hash marks immutable end

## example: social security number

- › person can't change their SSN
- › SSN can't be reassigned
- › both properties

## classification mutability

- › hash says classification is static



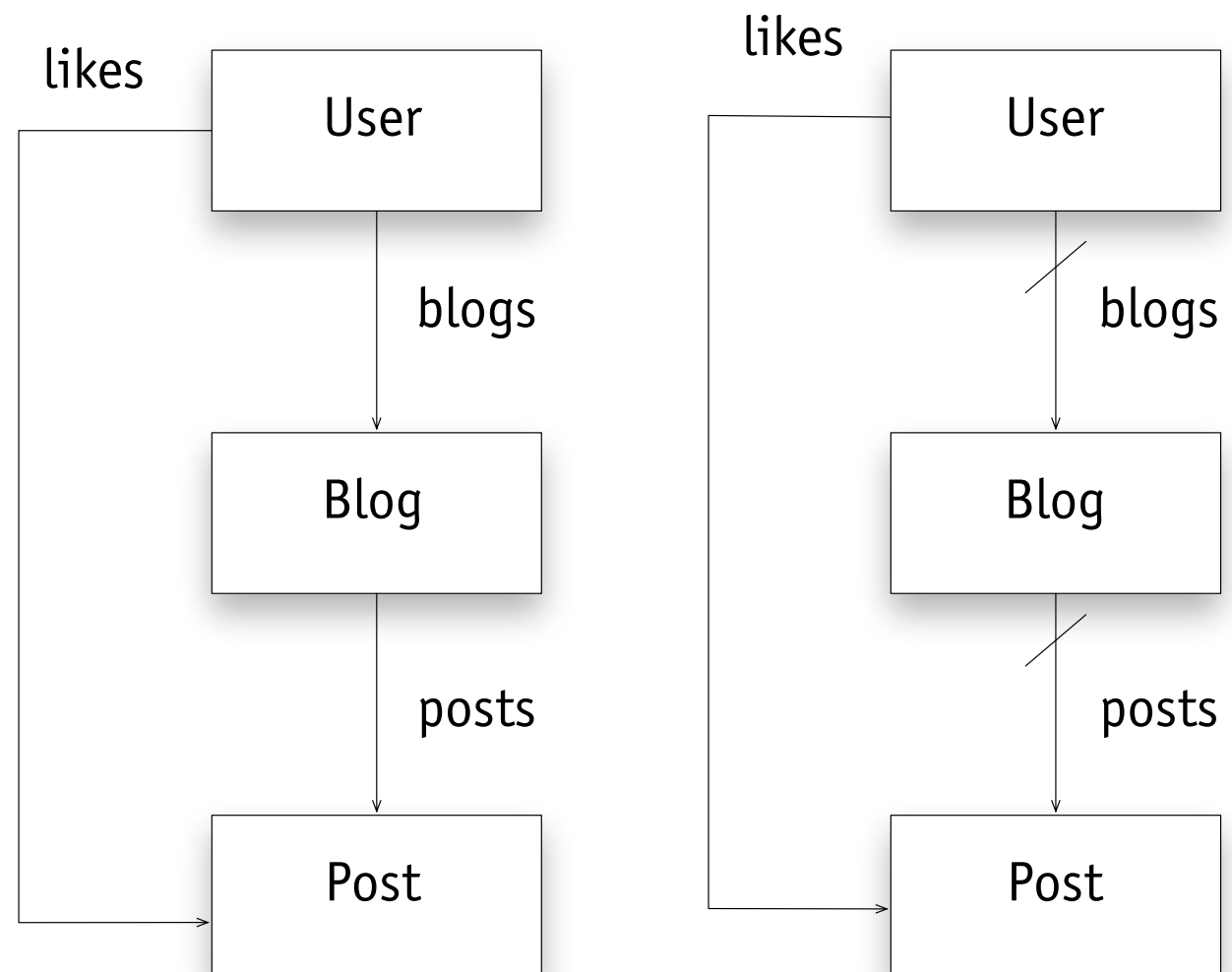
# your turn: a blog site

## features

- › you can have multiple blogs
- › users can like each others posts

## exercise

- › draw an object model
- › add mutability marks



# elements of operation specs

## frame condition

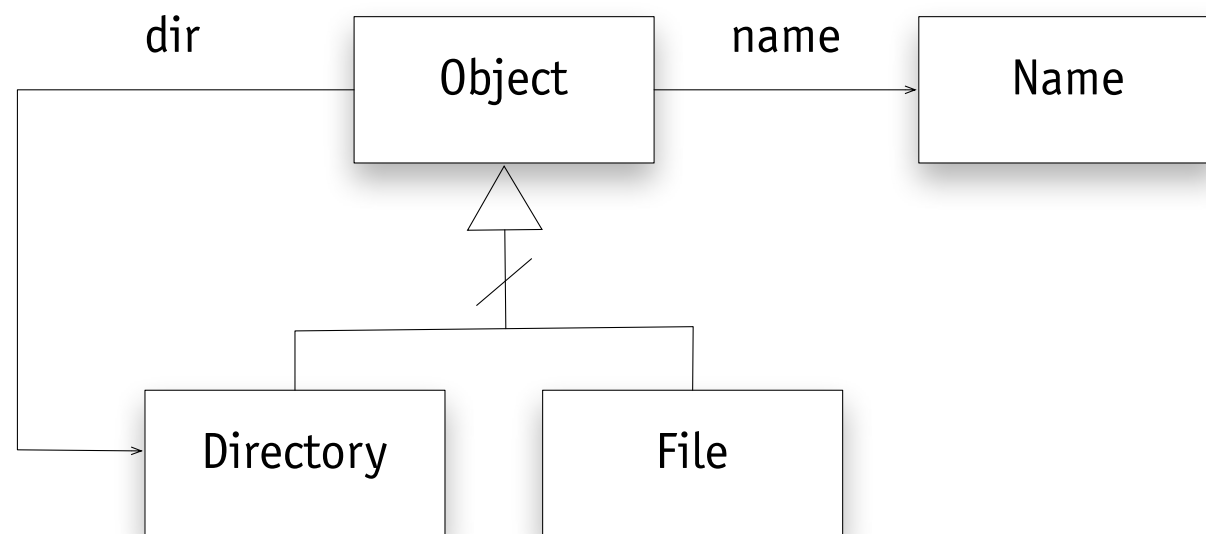
- › “modifies x”: only x might change

## precondition

- › “requires p”: predicate p holds before

## postcondition

- › “effects p”: p relates state before & after



**operation** mv (o, d)  
**modifies** dir  
**requires** o in Object and d in Dir  
**effects** dir' = dir ++ o -> d



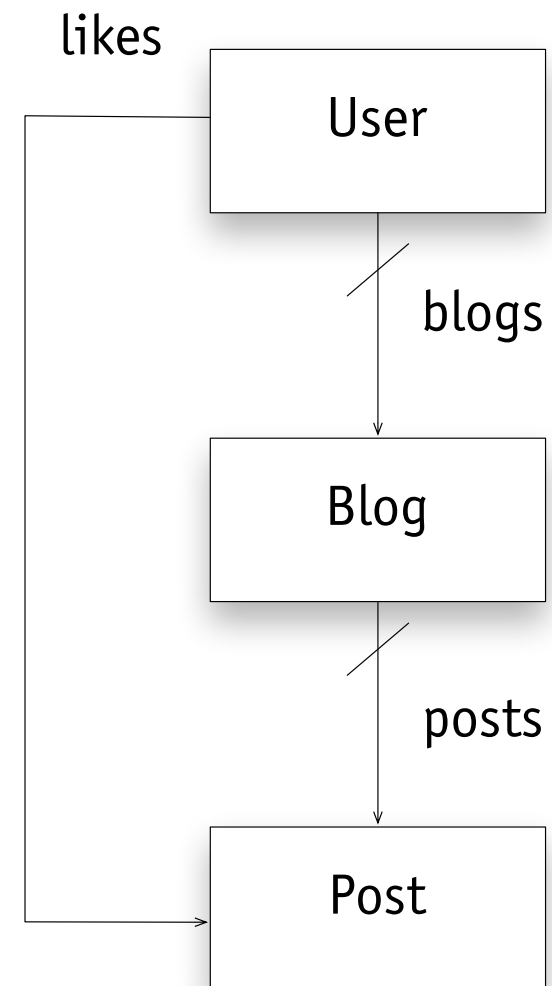
# your turn: blog operations

## questions

- › what are the operations?
- › which aren't simple CRUD?
- › what are their specs?

## notes

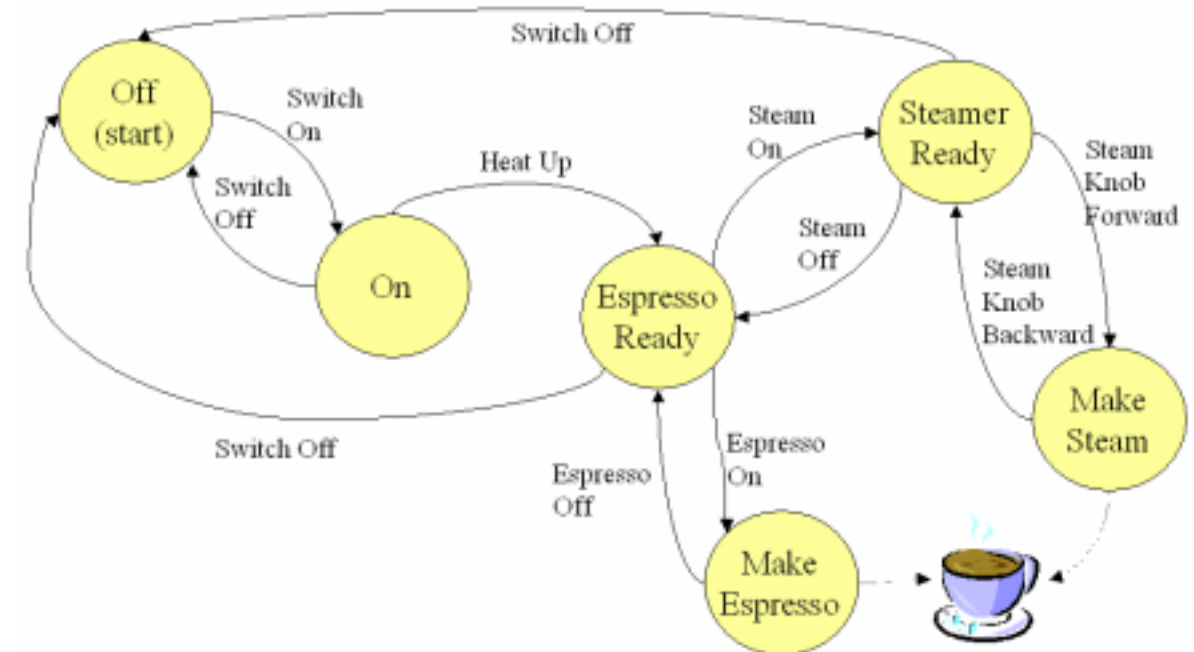
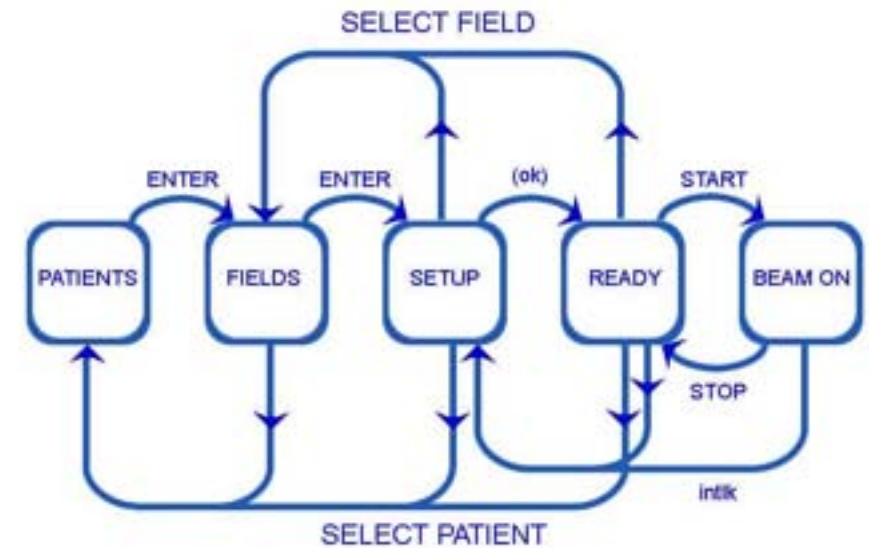
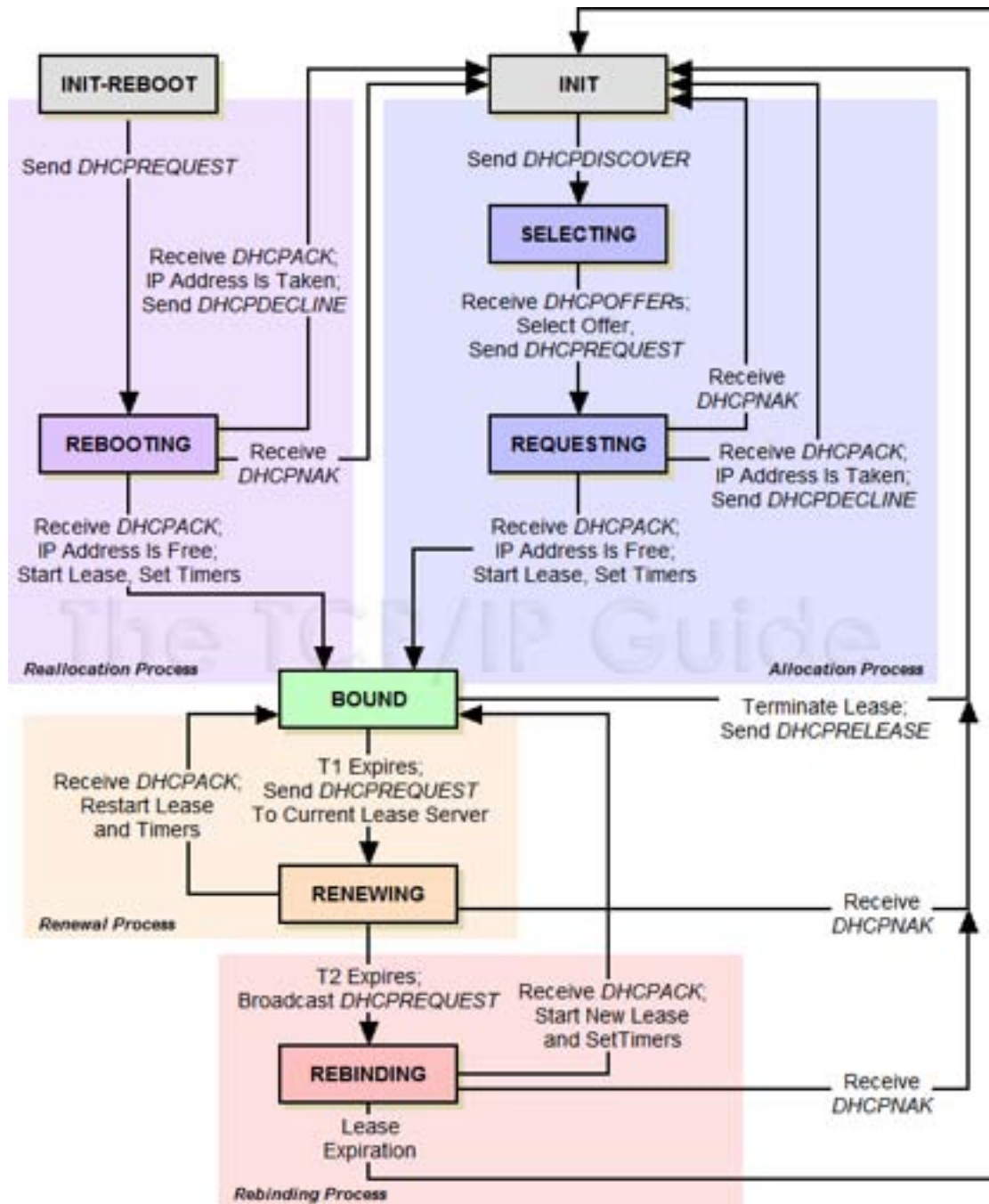
- › cascading deletes
- › frame condition for deletePost?





# the big picture

object model + operations = labeled state transition system



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