

MATERI 5b

Pemrograman Berorientasi Objek (S4)

STK571 KOMPUTASI STATISTIK



Menciptakan objek

- Dapat menggunakan fungsi new

```
> pts = new("coords",  
           x = rnorm(5), y = rnorm(5))
```

- Tidak disarankan → lebih baik membuat suatu konstruktor

```
coords =  
  function(x, y) {  
    if (length(x) != length(y))  
      stop("equal length x and y required")  
    if (!is.numeric(x) || !is.numeric(y))  
      stop("numeric x and y required")  
    new("coords", x = as.vector(x),  
        y = as.vector(y))  
  }
```

Ilustrasi

- Misal menciptakan objek pts

```
> pts = coords(round(rnorm(5), 2),  
                round(rnorm(5), 2))
```

- Metode print → metode show

```
> pts  
An object of class "coords"  
Slot "x":  
[1]  1.31  1.15 -1.15 -0.46 -0.97  
  
Slot "y":  
[1]  0.64 -0.31  0.87  0.51 -1.34
```

Akses terhadap slot

- Menggunakan operator `@`

```
> pts@x  
[1] 1.31 1.15 -1.15 -0.46 -0.97
```

```
> pts@y  
[1] 0.64 -0.31 0.87 0.51 -1.34
```

- Tidak disarankan secara langsung → Create fungsi aksesor

```
> xcoords = function(obj) obj@x  
> ycoords = function(obj) obj@y
```

Fungsi Generik show

- Fungsi generik show setara dengan fungsi generik print pada sistem objek S3
- Penciptaan fungsi generik menggunakan fungsi setMethod
- Argumen didefinisikan dalam signature

```
> setMethod(show, signature(object = "coords"),  
            function(object)  
              print(data.frame(x = xcoords(object),  
                              y = ycoords(object))))
```

```
[1] "show"  
attr(,"package")  
[1] "methods"
```

```
> pts  
      x      y  
1  1.31  0.64  
2  1.15 -0.31  
3 -1.15  0.87  
4 -0.46  0.51  
5 -0.97 -1.34
```

Definisi Fungsi Generik

- Menggunakan setGeneric

```
> setGeneric("display",  
            function(obj)  
              standardGeneric("display"))
```

```
[1] "display"
```

```
> setMethod("display", signature(obj = "coords"),  
           function(obj)  
             print(paste("(",  
                         format(xcoords(obj)),  
                         ", ",  
                         format(ycoords(obj)),  
                         ") ", sep = "" ),  
                 quote = FALSE))
```

```
[1] "display"
```

```
> display(pts)  
[1] ( 1.31, 0.64) ( 1.15, -0.31)  
[3] (-1.15, 0.87) (-0.46, 0.51)  
[5] (-0.97, -1.34)
```

Bounding Box

- Ilustrasi metode untuk mendapatkan batas dari coords

```
> setGeneric("bbox",
             function(obj)
               standardGeneric("bbox"))
[1] "bbox"

> setMethod("bbox", signature(obj = "coords"),
            function(obj)
              matrix(c(range(xcoords(obj)),
                        range(ycoords(obj))),
                    nc = 2,
                    dimnames = list(
                      c("min", "max"),
                      c("x:", "y:")))))
[1] "bbox"
```

```
> pts
      x      y
1  1.31  0.64
2  1.15 -0.31
3 -1.15  0.87
4 -0.46  0.51
5 -0.97 -1.34

> bbox(pts)
      x:      y:
min -1.15 -1.34
max  1.31  0.87
```


Inheritance

- Terdapat class baru yang diturunkan dari coords dengan menambahkan slot nilai

```
> setClass("vcoords",  
           representation(value = "numeric"),  
           contains = "coords")  
[1] "vcoords"
```

Fungsi konstruktor

- Fungsi konstruktor dan aksesor

```
> vcoords =  
  function(x, y, value)  
  {  
    if (!is.numeric(x) ||  
        !is.numeric(y) ||  
        !is.numeric(value) ||  
        length(x) != length(value) ||  
        length(y) != length(value))  
      stop("invalid arguments")  
    new("vcoords", x = x, y = y,  
        value = value)  
  }  
  
> values = function(obj) obj@value
```

Ilustrasi

- Instansiasi class vcoords:

```
> vpts = vcoords(xcoords(pts), ycoords(pts),  
                 round(100 * runif(5)))
```

- Print/show objek masih dari class coords

```
> vpts  
      x      y  
1  1.31  0.64  
2  1.15 -0.31  
3 -1.15  0.87  
4 -0.46  0.51  
5 -0.97 -1.34
```

Polymorphism dari metode show

- Metode show baru untuk vcoords:

```
> setMethod(show, signature(object = "vcoords"),  
            function(object)  
              print(data.frame(  
                x = xcoords(object),  
                y = ycoords(object),  
                value = values(object))))
```

```
[1] "show"  
attr(,"package")  
[1] "methods"
```

```
> vpts  
      x      y value  
1  1.31  0.64     7  
2  1.15 -0.31    79  
3 -1.15  0.87    19  
4 -0.46  0.51    98  
5 -0.97 -1.34    79
```

Fungsi Matematika

- Menciptakan fungsi cos untuk nilai

```
> setMethod("cos", signature(x = "vcoords"),  
            function(x)  
              vcoords(xcoords(x),  
                      ycoords(x),  
                      cos(values(x))))
```

```
[1] "cos"
```

```
> cos(vpts)
```

	x	y	value
1	1.31	0.64	0.7539023
2	1.15	-0.31	-0.8959709
3	-1.15	0.87	0.9887046
4	-0.46	0.51	-0.8192882
5	-0.97	-1.34	-0.8959709

Fungsi Matematika

- Atau menggunakan group

```
> setMethod("Math", signature(x = "vcoords"),  
            function(x)  
              vcoords(xcoords(x),  
                      ycoords(x),  
                      callGeneric(values(x))))  
  
[1] "Math"
```

```
> sqrt(vpts)  
      x      y      value  
1  1.31  0.64  2.645751  
2  1.15 -0.31  8.888194  
3 -1.15  0.87  4.358899  
4 -0.46  0.51  9.899495  
5 -0.97 -1.34  8.888194
```

```
> tan(vpts)  
      x      y      value  
1  1.31  0.64  0.8714480  
2  1.15 -0.31  0.4956775  
3 -1.15  0.87  0.1515895  
4 -0.46  0.51  0.6998537  
5 -0.97 -1.34  0.4956775
```

Fungsi dalam group Math

- Fungsi-fungsi yang termasuk dalam group Math

abs, sign, exp, sqrt, log, log10, log2,
cos, sin, tan, acos, asin, atan,
cosh, sinh, tanh, acosh, asinh, atanh,
ceiling, floor, trunc,
gamma, lgamma, digamma, trigamma
cumprod, cumsum, cummin, cummin.

Operasi Dua Buah Objek

- Terdapat dua group: Arith dan Compare
 - The arithmetic operators:
+, -, *, ^, %%, %/%, /
 - The comparison operators:
==, >, <, !=, <=, >=
- Keduanya berasal dari group yg lebih besar: Ops

Operasi Dua Buah Objek

- Operasi dilakukan untuk objek dari lokasi yang sama

```
> sameloc =  
    function(e1, e2)  
      (length(values(e1)) == length(values(e2))  
      || any(xcoords(e1) == xcoords(e2))  
      || any(ycoords(e1) == ycoords(e2)))
```

Operasi Dua Buah Objek

```
> setMethod("Arith", signature(e1 = "vcoords",
                               e2 = "vcoords"),
            function(e1, e2)
            {
                if (!sameloc(e1, e2))
                    stop("identical locations required")
                vcoords(xcoords(e1),
                       ycoords(e1),
                       callGeneric(values(e1),
                                   values(e2)))
            })
[1] "Arith"
```

```
> vpts
      x      y value
1  1.31  0.64     7
2  1.15 -0.31    79
3 -1.15  0.87    19
4 -0.46  0.51   98
5 -0.97 -1.34   79

> vpts + vpts
      x      y value
1  1.31  0.64    14
2  1.15 -0.31   158
3 -1.15  0.87    38
4 -0.46  0.51   196
5 -0.97 -1.34   158
```

```
> setMethod("Compare", signature(e1 = "vcoords",  
                                e2 = "vcoords"),  
            function(e1, e2)  
            {  
                if (!sameloc(e1, e2))  
                    stop("identical locations required")  
                callGeneric(values(e1), values(e2))  
            })  
[1] "Compare"
```


Memeriksa class

- Menggunakan fungsi is

```
> is(vpts, "vcoords")  
[1] TRUE
```

```
> is(vpts, "coords")  
[1] TRUE
```

Coercion objek

- Menggunakan fungsi as

```
> as(vpts, "coords")
      x      y
1  1.31  0.64
2  1.15 -0.31
3 -1.15  0.87
4 -0.46  0.51
5 -0.97 -1.34
```

Subset

- Mendefinisikan Operator Subset “[“

```
> setMethod("[",  
             signature(x = "vcoords",  
                      i = "ANY",  
                      j = "missing",  
                      drop = "missing"),  
             function(x, i, j)  
               vcoords(xcoords(x)[i],  
                       ycoords(x)[i],  
                       values(x)[i]))
```

```
[1] "[["
```

```
> vpts[1:3]  
      x      y value  
1  1.31  0.64     7  
2  1.15 -0.31    79  
3 -1.15  0.87    19
```

```
> vpts[values(vpts) > 50]  
      x      y value  
1  1.15 -0.31    79  
2 -0.46  0.51    98  
3 -0.97 -1.34    79
```

AKHIR MATERI