

MASSACHUSETTS INSTITUTE OF TECHNOLOGY
 Department of Electrical Engineering and Computer Science
 6.001—Structure and Interpretation of Computer Programs
 Fall Semester, 1998

Lecture Notes, September 22 – Data Abstraction

Pair Abstraction

1. Constructor

```
; cons: AnyType, AnyType → Pair
(cons <x> <y>) ==> <p>
```

2. Accessors

```
; car, cdr: Pair → AnyType
(car <p>)
(cdr <p>)
```

3. Contract

```
(car (cons <x> <y>)) ==> <x>
(cdr (cons <x> <y>)) ==> <y>
```

4. Operations

```
; pair?: AnyType → Sch-Bool
(pair? <p>)
```

5. **Abstraction Barrier** : Say nothing about implementation of pairs!

Rational Number Abstraction

1. Constructor

```
; make-rat: Int, Int → Rat
(make-rat <n> <d>) ==> <r>
```

2. Accessors

```
; numer, denom: Rat → Int
(numer <r>)
(denom <r>)
```

3. Contract

```
(numer (make-rat <n> <d>)) ==> <n>
(denom (make-rat <n> <d>)) ==> <d>
```

4. Layered Operations

```
(print-rat <r>)
```

5. **Abstraction Barrier**: Say nothing about implementation of Rat!

6. Concrete Representation & Implementation

```
(define (make-rat n d) (cons n d))
(define (numer r) (car r))
(define (denom r) (cdr r))
```

Layered Rat Operations

```

; +rat: Rat, Rat → Rat
(define (+rat x y)
  (make-rat (+ (* (numer x) (denom y))
              (* (numer y) (denom x)))
            (* (denom x) (denom y))))

; *rat: Rat, Rat → Rat
(define (*rat x y)
  (make-rat (* (numer x) (numer y))
            (* (denom x) (denom y))))

```

“Rationalizing” Implementation

```

(define (numer r)
  (let ((g (gcd (car r) (cdr r))))
    (/ (car r) g)))

(define (denom r)
  (let ((g (gcd (car r) (cdr r))))
    (/ (cdr r) g)))

(define (make-rat n d)
  (cons n d))

(define (gcd a b)
  (if (= b 0)
      a
      (gcd b (remainder a b))))

```

Alternative “Rationalizing” Implementation

```

(define (numer r) (car r))

(define (denom r) (cdr r))

(define (make-rat n d)
  (let ((g (gcd n d)))
    (cons (/ n g)
          (/ d g))))

```

Cash Register

```

; 1. Constructor
(define (make-cash-register q d n p)
  (list (make-tray q (make-rat 1 4))
        (make-tray d (make-rat 1 10))
        (make-tray n (make-rat 1 20))
        (make-tray p (make-rat 1 100))))

; 2. Accessors
(define (register-quarters reg)
  (num-coins (car reg)))
(define (register-dimes reg)
  (num-coins (cadr reg)))

; 3. Operations
(define (num-coins-in-register reg)
  (accumulate + 0 (map num-coins reg)))

(define (cash-in-register reg)
  (accumulate +rat (make-rat 0 1)
              (map cash-in-tray reg)))

```

Coin Tray

```

; 1. Constructor
; make-tray: Int, Rat → Tray
(define (make-tray count denom)
  ; private implementation
  ; Tray = Int X Rat
  (cons count denom))

; 2. Accessors
; num-coins: Tray → Int
(define (num-coins tray) (car tray))

; demon-coins: Tray → Rat
(define (denom-coins tray) (cdr tray))

; Layered Operations
; cash-in-tray: Tray → Rat
(define (cash-in-tray tray)
  (*rat (make-rat (num-coins tray) 1)
        (denom-coins tray)))

```