

Code Reuse Through Hierarchies

You will learn about different ways of creating class hierarchies to better organize and group attributes and methods in order to facilitate code reuse

James Tam

Review: Associations Between Classes

- One type of association relationship is a ‘has-a’ relation (also known as “aggregation”).
 - E.g. 1, A car <has-a> engine.
 - E.g. 2, A lecture <has-a> student.
- Typically this type of relationship exists between classes when a class is an attribute of another class.

```
public class Car
{
    private Engine anEngine;
    private Lights carLights;
    public start ()
    {
        anEngine.ignite ();
        carLight.turnOn ();
    }
}
```

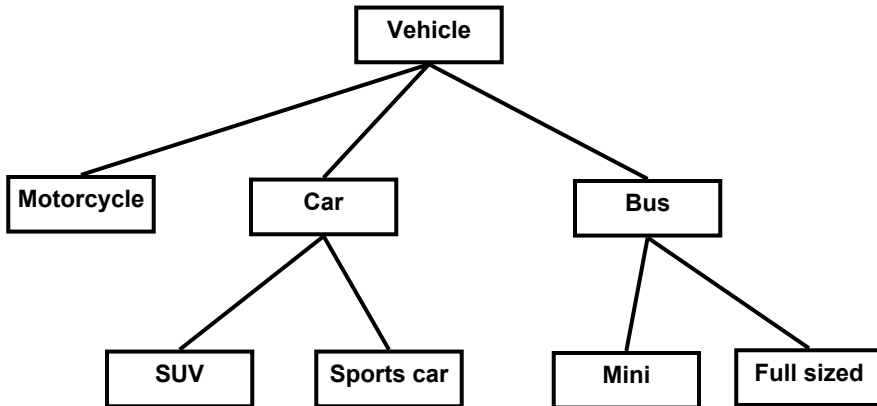
```
public class Engine
{
    public boolean ignite () { .. }
}
```

```
public class Lights
{
    private boolean isOn;
    public void turnOn () { isOn = true;}
}
```

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A New Type Of Association: Is-A (Inheritance)

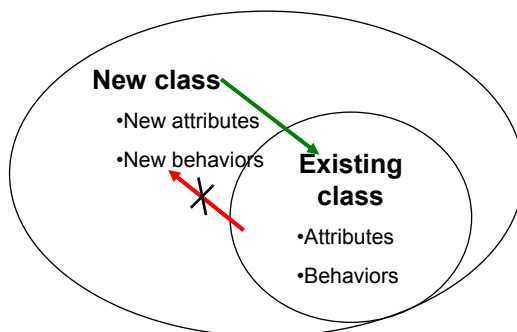
- An inheritance relation exists between two classes if one class is a variant type of another class



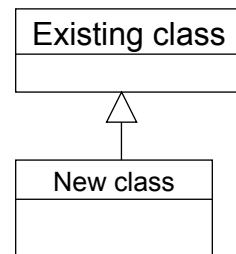
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What Is Inheritance?

- Taking the attributes/methods of an existing class.
- Extend the existing class with a new class definition
 - All non-private data and methods of the existing class are available to the new class (but the reverse is not true).



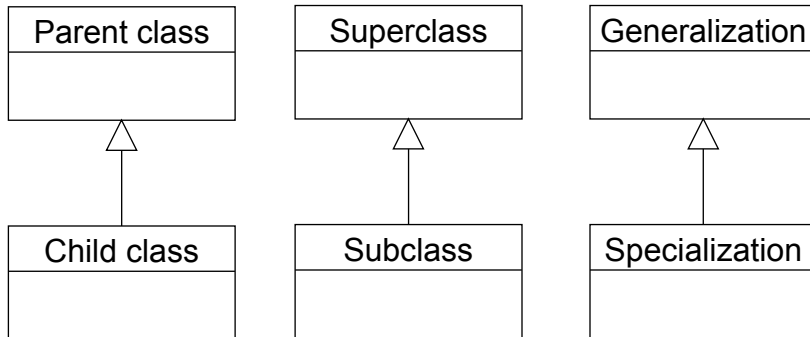
Inheritance: Represented as sets



Inheritance: UML representation

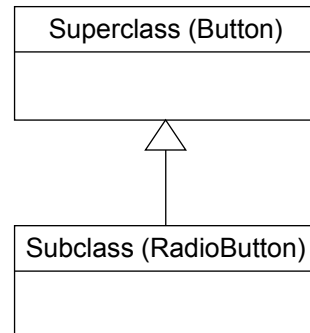
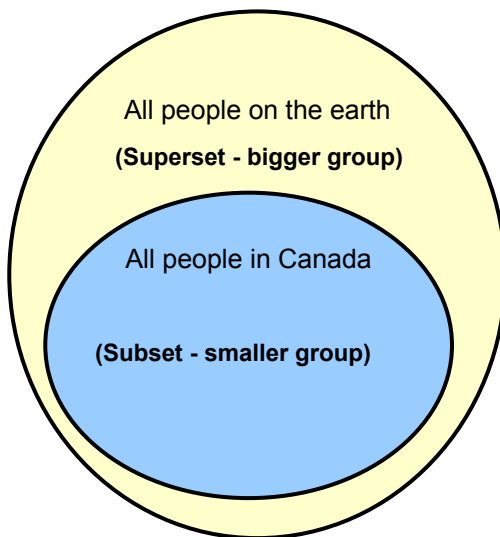
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Inheritance Terminology



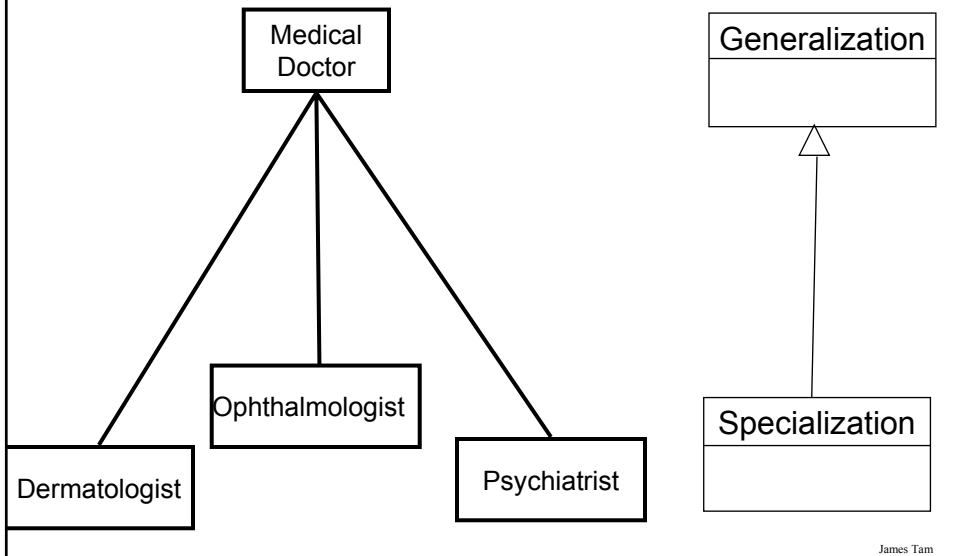
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Explanation For Some Of The Terms: Set Theory



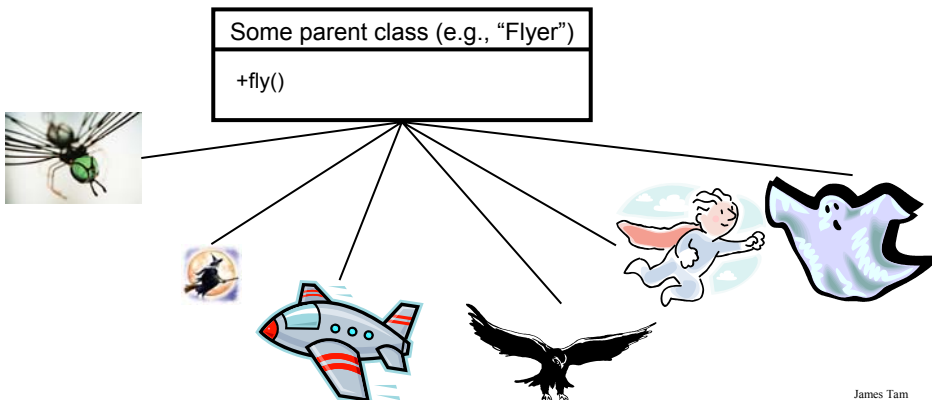
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Explanation For Some Of The Terms: Providing An Example

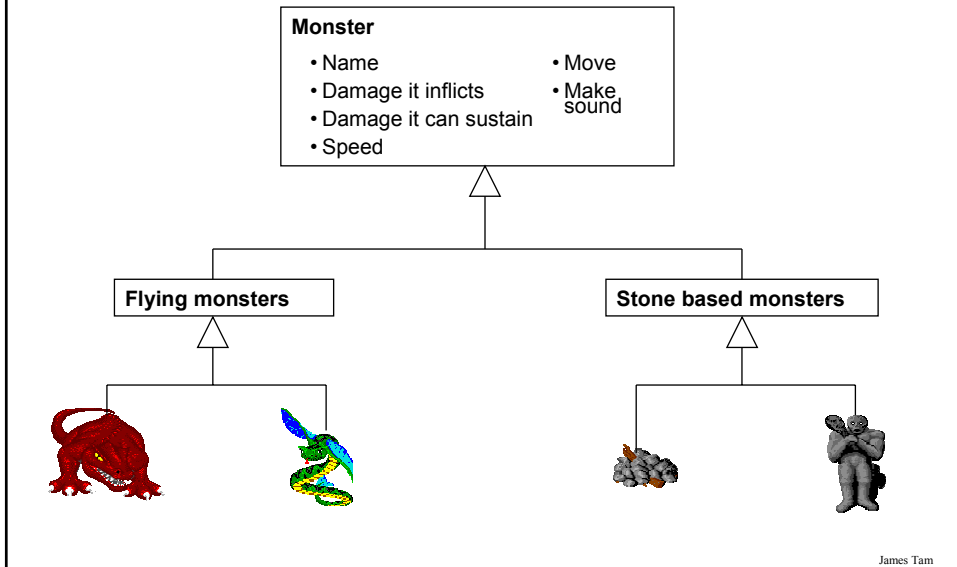


When To Employ Inheritance

- If you notice that certain behaviors or data is common among a group of related classes.
- The commonalities may be defined by a superclass.
- What is unique may be defined by particular subclasses.



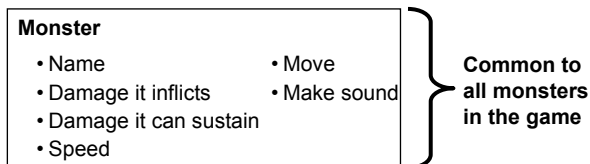
When To Employ Inheritance: More Detailed Example



Where Should Attributes And Behaviors Be Defined?

•Rule of thumb: Put them high enough in the inheritance hierarchy so that all the appropriate sub-classes have access to the attribute or behavior.

•Example:



Where Should Attributes And Behaviors Be Defined? (2)

- Rule of thumb: Don't put attributes and behaviors higher than they need to be in the inheritance hierarchy otherwise some classes will track information or perform actions that are inappropriate.

Monster

- Name
- Damage it inflicts
- Damage it can sustain
- Speed
- Move
- Make sound
- Fly



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Using Inheritance

Format:

```
public class <Name of Subclass> extends <Name of Superclass>
{
    // Definition of subclass – only what is unique to subclass
}
```

Example:

```
public class Scorpion extends PoisonousMonster
{
    public void sting()
    {
        System.out.println("I sting you");
    }
}
```

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An Example Hierarchy

Car:

- 'drive'



Spy car:

- 'drive'
- 'fly'



Ultra spy car:

- 'drive'
- 'fly'
- 'warp!'



James Bond © MGM/UA Home Entertainment Inc

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Example Hierarchy: Example Program

• Location of the example:

- www.cpsc.ucalgary.ca/~tamj/219/examples/hiearchies/carExample
- [/home/219/examples/hiearchies/carExample](http://home/219/examples/hiearchies/carExample)

Class Car

```
public class Car
{
    public void drive ()
    {
        System.out.println("Car is traveling on the road");
    }
}
```

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Class SpyCar

```
public class SpyCar extends Car
{
    public void fly ()
    {
        System.out.println("Car is flying through the air!");
    }
}
```

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Class UltraSpyCar

```
public class UltraSpyCar extends SpyCar
{
    public void warp ()
    {
        System.out.println("Car is warping throughout the galaxy...engage!");
    }
}
```

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The Driver Class

```
public class Driver
{
    public static void main (String [] args)
    {
        Car regularCar = new Car();
        SpyCar bondCar = new SpyCar();
        UltraSpyCar tamCar = new UltraSpyCar();

        regularCar.drive();

        bondCar.drive();
        bondCar.fly();

        tamCar.drive();
        tamCar.fly();
        tamCar.warp();
    }
}
```

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The Parent Of All Classes

- You've already employed inheritance.
- Class Object is at the top of the inheritance hierarchy.
- Inheritance from class Object is implicit.
- All other classes inherit it's data and methods:

```
class Foo          class Foo extends Object
{
}
}
```

-e.g., "toString" are available to it's child classes

- For more information about this class see the url:
<http://java.sun.com/j2se/1.5/docs/api/java/lang/Object.html>

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Levels Of Access Permissions

- Private "-"
 - Can only access the attribute/method in the methods of the class where the attribute is originally defined.
- Protected "#"
 - Can access the attribute/method in the methods of the class where the attribute is originally defined or the subclasses of that class.
- Public "+"
 - Can access attribute/method anywhere in the program.

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Summary: Levels Of Access Permissions

Access level	Accessible to		
	Same class	Subclass	Not a subclass
Public	Yes	Yes	Yes
Protected	Yes	Yes	No
Private	Yes	No	No

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Levels Of Access Permission: An Example

```
public class P
{
    private int num1;
    protected int num2;
    public int num3;
    // Can access num1, num2 & num3 here.
}

public class C extends P
{
    // Can't access num1 here
    // Can access num2, num3
}

public class Driver
{
    // Can't access num1 here and generally can't access num2 here
}
```

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General Rules Of Thumb

- Variable attributes should not have protected access but instead should be private.
- Most methods should be public.
- Methods that are used only by the parent and child classes should be made protected.

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Polymorph (Warning: Geek Terminology)



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Definition: Polymorph

- Poly = many
- Morph = change/changing

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Definition: Method Overriding/Polymorphism

Simple definition

- A method that has different forms.

Detailed definition

- A method that has the same signature (name, parameter list) but a different implementations in the parent vs. child class.

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Method Overriding/Polymorphism

- Different versions of a method can be implemented in different ways by the parent and child class in an inheritance hierarchy.
- Methods have the same name and parameter list (identical signature) but different bodies
- The type of an instance (the “this” implicit parameter) determines at program run-time which method will be executed.

```
public class Parent
{
    :
    :
    public void method ()
    {
        System.out.println("m1");
    }
}

public class Child extends Parent
{
    :
    :
    public void method ()
    {
        num = 1;
    }
}

Parent aParent = new Parent();
aParent.method();
```

Type of the reference:

- Determines which version is called at runtime (dynamic/late binding)

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Definition: Dynamic Binding

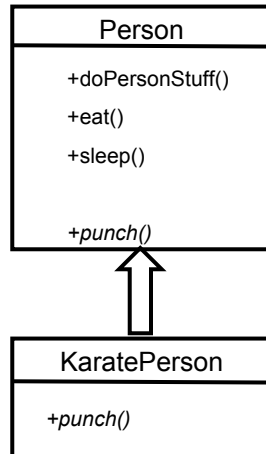
- The run time binding of a reference to a polymorphic method.

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Polymorphism: An Example

- Location of the example:

- www.cpsc.ucalgary.ca/~tamj/219/examples/hiearchies/polymorphism
- [/home/219/examples/hiearchies/polymorphism](http://home/219/examples/hiearchies/polymorphism)



James Tam

Driver Class

```
public class Driver
{
    public static void main (String [] args)
    {
        Person daniel = new Person ();
        KaratePerson miyagi = new KaratePerson ();
        System.out.println("POLYMORPHIC METHOD: DIFFERENT");
        System.out.println("Daniel punch's: " + daniel.punch()
            + " damage ");
        System.out.println("Mr. Miyagi's punch's: " + miyagi.punch()
            + " damage ");
        System.out.println("");
        System.out.println("SHARED METHODS:");
        daniel.doPersonStuff();
        miyagi.doPersonStuff();
    }
}
```

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Class Person

```
public class Person
{
    public void eat () { System.out.println("Munch! Munch! Munch!"); }

    public void sleep () { System.out.println("ZZZ"); }

    public void doPersonStuff () {
        eat();
        sleep();
    }

    public int punch () {
        int power = 1;
        System.out.println("Wimpy punch!");
        return power;
    }
}
```

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Class KaratePerson


```
public class KaratePerson extends Person
{
    public int punch ()
    {
        int power = 10;
        System.out.println("Kiai!");
        return power;
    }
}
```

James Tam

Method Overloading Vs. Method Overriding

- Method Overloading (what you should know)
 - Multiple method implementations for the same class
 - Each method has the same name but the type, number or order of the parameters is different (signatures are not the same)
 - The method that is actually called is determined at program *compile time* (early binding).
 - i.e., <reference name>.<method name> (parameter list);

Distinguishes
overloaded methods



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Method Overloading Vs. Method Overriding (2)

- Example of method overloading:

```
public class Foo
{
    public void display () {}
    public void display (int i) {}
    public void display (char ch) {}
}
```

```
Foo f = new Foo ();
f.display();
f.display(10);
f.display('c');
```

James Tam

Method Overloading Vs. Method Overriding (3)

•Method Overriding

- The method is implemented differently between the parent and child classes.
- Each method has the same return value, name and parameter list (identical signatures).
- The method that is actually called is determined at program *run time* (late binding).
- i.e., <reference name>.<method name> (parameter list);

The type of the reference
(implicit parameter "this")
distinguishes overridden
methods

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Method Overloading Vs. Method Overriding (4)

•Example of method overriding:

```
public class Foo
{
    public void display () { ... }
    ::
}
public class FooChild extends Foo
{
    public void display () { ... }
}
```

```
Foo f = new Foo ();
f.display();
```

```
FooChild fc = new FooChild ();
fc.display ();
```

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Question: Can Miyagi Throw A Regular (“Weak”) Punch?

- Answer:

- Yes but with some difficulty!
- Unless specific effort is made (using “super”) then the overridden method in the child class is the one that is invoked.

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Accessing The Unique Attributes And Methods Of The Parent

- All protected or public attributes and methods of the parent class can be accessed directly in the child class

```
public class P
{
    protected int num;
}

public class C extends P
{
    public void method ()
    {
        this.num = 1;
        // OR
        num = 2;
    }
}
```

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Accessing The Non-Unique Attributes And Methods Of The Parent

- An attribute or method exists in both the parent and child class (has the same name in both)
- The method or attribute has public or protected access
- Must prefix the attribute or method with the “super” keyword to distinguish it from the child class.
- **Format:**
 super.methodName ()
 super.attributeName

- Note: If you don't preface the method attribute with the keyword “super” then the by default the attribute or method of the child class will be accessed.

James Tam

Example: Accessing Overridden Methods

- Location of the complete example:
 - www.cpsc.ucalgary.ca/~tamj/219/examples/hiearchies/polymorphismV2
 - [/home/219/examples/hiearchies/polymorphismV2](http://home/219/examples/hiearchies/polymorphismV2)

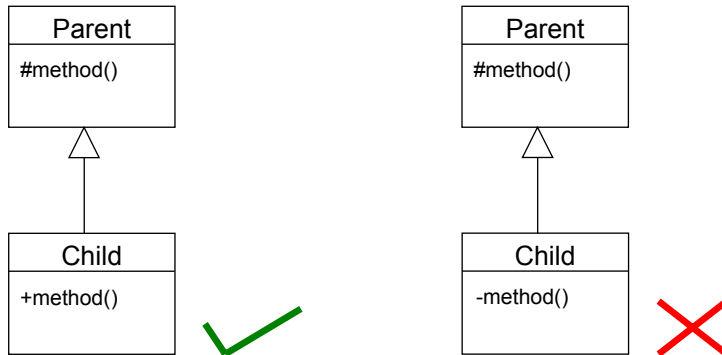
```
public class KaratePerson extends Person
{
    public int punch ()
    {
        int power = super.punch();
        return power;
    }
}
```

Calls the parent classes' method (not so 'super powerful' but it is the 'super class' method)

James Tam

Changing Permissions Of Overridden Methods

- The overridden method must have equal or stronger (*less restrictive*) access permissions in the child class.



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Updated Scoping Rules

- When referring to an identifier in the method of a class
 1. Look in the local memory space for that method
 2. Look in the definition of the class
 3. Look in the definition of the classes' parent

James Tam

Updated Scoping Rules (2)

```
public class P
{
    <<< Third: Parent's attribute >>>
}
public class C extends P
{
    <<< Second: Attribute>>>
    public void method ()
    {
        <<< First: Local >>>
    }
}
```

James Tam

Shadowing

- Local variables in a method or parameters to a method have the same name as instance fields.
- Attributes of the subclass have the same name as attributes of the superclass.

James Tam

Attributes Of The Subclass Have The Same Name As The SuperClasses' Attributes

```
public class Foo
{
    private int num;
    public Foo () { num = 1; }
    public int getNum () { return num; }
    public void setNum (int newValue) {num = newValue; }
}

public class FooChild extends Foo
{
    public FooChild ()
    {
        num = 10;
    }
}
```

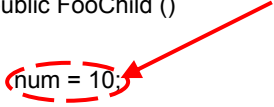
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Attributes Of The Subclass Have The Same Name As The SuperClasses' Attributes

```
public class Foo
{
    private int num;
    public Foo () { num = 1; }
    public int getNum () { return num; }
    public void setNum (int newValue) {num = newValue; }
}

public class FooChild extends Foo
{
    public FooChild ()
    {
        num = 10;
    }
}
```

Insufficient access permissions: Program won't compile



James Tam

Attributes Of The Subclass Have The Same Name As The SuperClasses' Attributes (2)

```
public class Foo
{
    private int num;
    public Foo () { num = 1; }
    public int getNum () { return num; }
    public void setNum (int newValue) {num = newValue; }
}

public class FooChild extends Foo
{
    private int num;
    public Bar ()
    {
        num = 1;
    }
}
```

James Tam

The Result Of Attribute Shadowing

```
public class FooChild extends Foo
{
    private int num;
    public FooChild ()
    {
        num = 10;
    }
    public int getSecondNum () { return num; }
}

public class Driver
{
    public static void main (String [] argv)
    {
        FooChild fc = new FooChild ();
        System.out.println(fc.getNum());
        System.out.println(fc.getSecondNum());
    }
}
```

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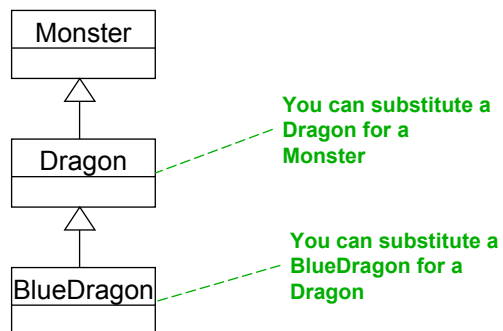
The Result Of Attribute Shadowing (2)

- Location of the complete example:
 - www.cpsc.ucalgary.ca/~tamj/219/examples/hiarchies/shadowing
 - [/home/219/examples/hiarchies/shadowing](http://home/219/examples/hiarchies/shadowing)

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Casting And Inheritance

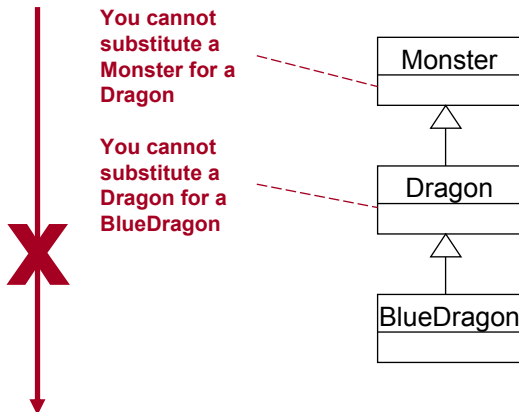
- Because the child class IS-A parent class you can substitute instances of a subclass for instances of a superclass.



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Casting And Inheritance (2)

- You cannot substitute instances of a superclass for instances of a subclass



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Casting And Inheritance: A Previous Example

```
public class Monster
{
    private int protection;
    private int damageReceivable;
    private int damageInflictible;
    private int speed;
    private String name;

    :           :           :
    public int getProtection () {return protection;}
    :           :           :
}
```

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Casting And Inheritance: A Previous Example

```
public class Dragon extends Monster
{
    public void displaySpecialAbility ()
    {
        System.out.print("Breath weapon: ");
    }

    public void fly ()
    {
        System.out.println("Flying");
    }
}
```

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Casting And Inheritance: A Previous Example

```
public class BlueDragon extends Dragon
{
    public void displaySpecialAbility ()
    {
        super.displaySpecialAbility ();
        System.out.println("Lightening");
    }

    public void absorbElectricity ()
    {
        System.out.println("Absorbing electricity.");
    }
}
```

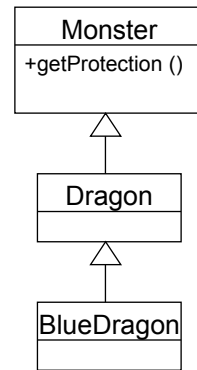
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Substituting Sub And Super Classes

- You can substitute an instance of a sub class for an instance of a super class.

```
BlueDragon electro = new BlueDragon ();  
Monster aMonster = new Monster ();
```

```
System.out.println(aMonster.getProtection());  
System.out.println(electro.getProtection());
```



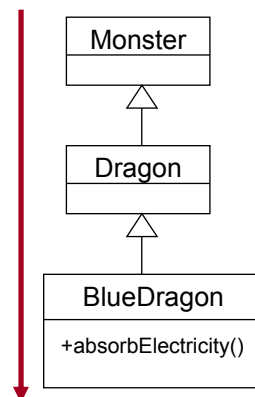
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Substituting Sub And Super Classes

- You cannot substitute an instance of a super class for an instance of a sub class.

```
BlueDragon electro = new BlueDragon ();  
Monster aMonster = new Monster ();
```

```
electro.absorbElectricity ();  
aMonster.absorbElectricity ();
```



James Tam

Casting And Inheritance

```
BlueDragon electro = new BlueDragon ();  
Monster aMonster;
```

```
aMonster = electro;
```

```
X aMonster.fly();  
X aMonster.absorbElectricity();
```

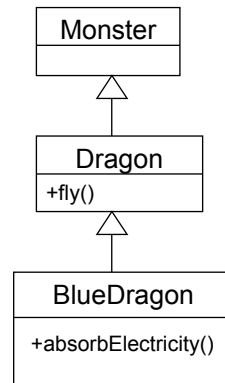
```
aMonster = new Monster ();
```

```
X electro = aMonster;
```

```
X electro = (BlueDragon) aMonster;
```

```
X electro.fly();
```

```
X electro.absorbElectricity();
```



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Casting And Inheritance (2)

- When casting between classes only use the cast operator if you are sure of the type.

```
BlueDragon electro = new BlueDragon ();
```

```
Monster aMonster;
```

```
aMonster = electro;
```

```
if (aMonster instanceof BlueDragon)
```

```
{
```

```
    System.out.println("AMonster is a reference to an instance of a  
                        BlueDragon");
```

```
    electro = (BlueDragon) aMonster;
```

```
    electro.fly();
```

```
    electro.absorbElectricity();
```

```
}
```

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Casting And Inheritance (3)

- When casting between classes only use the cast operator if you are sure of the type.

```
BlueDragon electro = new BlueDragon ();  
Monster aMonster;  
aMonster = electro;
```

```
if (aMonster instanceof BlueDragon)  
{  
    System.out.println("AMonster is actually a reference to an instance of  
        a BlueDragon");  
    ((BlueDragon) aMonster).fly();  
    ((BlueDragon) aMonster).absorbElectricity();  
}
```

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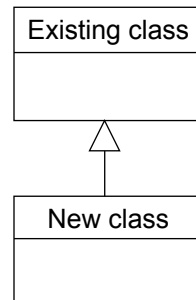
The Final Modifier (Inheritance)

- Methods preceded by the final modifier cannot be overridden
e.g., public *final* void displayTwo ()
- Classes preceded by the final modifier cannot be extended
- e.g., *final* public class ParentFoo

James Tam

Why Employ Inheritance

- To allow for code reuse
 - Parent's code
- It may result in more robust code



James Tam

Java Interfaces (Type)

- Similar to a class
- Provides a design guide rather than implementation details
- Specifies what methods should be implemented but not how
 - An important design tool and agreement for the interfaces should occur very early before program code has been written.
 - (Specify the signature of methods so each part of the project can proceed with minimal coupling between classes).
- It's a design tool so they cannot be instantiated

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Interfaces: Format

Format for defining an interface

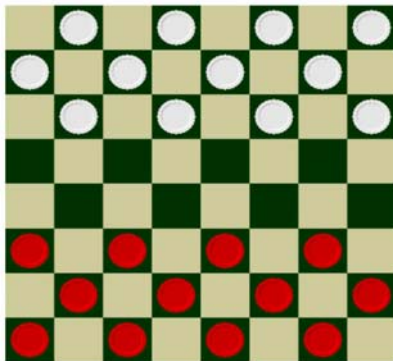
```
public interface <name of interface>
{
    constants
    methods to be implemented by the class that realizes this interface
}
```

Format for realizing / implementing the interface

```
public class <name of class> implements <name of interface>
{
    attributes
    methods actually implemented by this class
}
```

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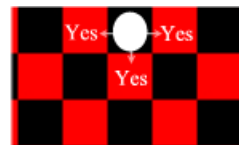
Interfaces: A Checkers Example



Basic board



Regular rules



Variant rules

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Interface Board

```
public interface Board
{
    public static final int SIZE = 8;
    public void displayBoard ();
    public void initializeBoard ();
    public void movePiece ();
    boolean moveValid (int xSource, int ySource, int xDestination,
                      int yDestination);
    :
    :
    :
}
```

James Tam

Class RegularBoard

```
public class RegularBoard implements Board
{
    public void displayBoard ()
    {
        :
    }

    public void initializeBoard ()
    {
        :
    }
}
```

James Tam

Class RegularBoard (2)

```
public void movePiece ()
{
    // Get (x, y) coordinates for the source and destination
    if (moveValid (xS, yS, xD, yD) == true)
        // Actually move the piece
    else
        // Don't move piece and display error message
}

public boolean moveValid (int xSource, int ySource, int xDestination,
                           int yDestination)
{
    if (moving forward diagonally)
        return true;
    else
        return false;
}
} // End of class RegularBoard
```



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Class VariantBoard

```
public class VariantBoard implements Board
{
    public void displayBoard ()
    {
        :
    }

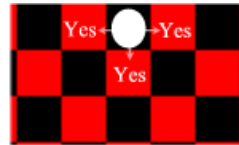
    public void initializeBoard ()
    {
        :
    }
}
```

James Tam

Class VariantBoard (2)

```
public void movePiece ()
{
    // Get (x, y) coordinates for the source and destination
    if (moveValid (xS, yS, xD, yD) == true)
        // Actually move the piece
    else
        // Don't move piece and display error message
}

public boolean moveValid (int xSource, int ySource, int xDestination,
                           int yDestination)
{
    if (moving straight-forward or straight side-ways)
        return true;
    else
        return false;
}
} // End of class VariantBoard
```



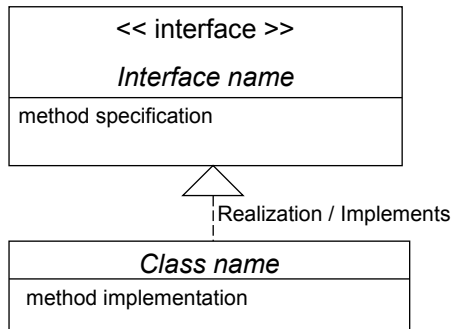
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Interfaces: Recapping The Example

- Interface Board
 - No state (variable data) or behavior (body of the method is empty)
 - Specifies the behaviors that a board *should* exhibit e.g., clear screen
 - This is done by listing the methods that must be implemented by classes that implement the interface.
- Class RegularBoard and VariantBoard
 - Can have state and methods
 - They must implement all the methods specified by interface Board (but can also implement other methods too)

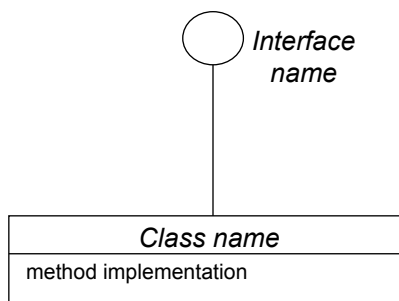
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Specifying Interfaces In UML



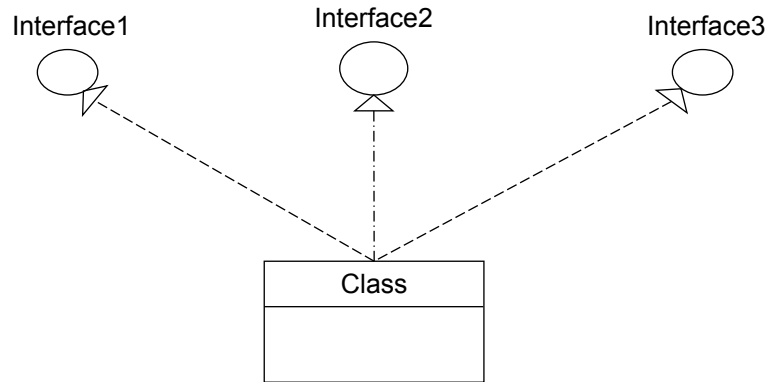
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Alternate UML Representation (Lollipop Notation)



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Implementing Multiple Interfaces



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Implementing Multiple Interfaces

Format:

```
public class <class name> implements <interface name 1>,
    <interface name 2>, <interface name 3>...
{
}

```

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Multiple Implementations Vs. Multiple Inheritance

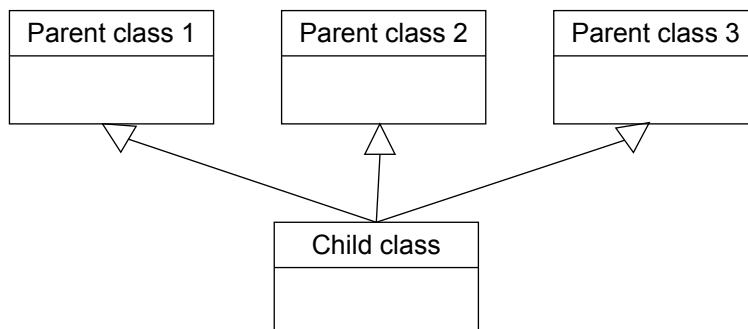
- A class can implement multiple interfaces
- Classes in Java cannot extend more than one class
- This is not possible in Java but is possible in other languages such as C++:

```
class <class name 1> extends <class  
name 2>, <class name 3>...  
{  
  
}
```

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Multiple Implementations Vs. Multiple Inheritance (2)

- A class can implement all the methods of multiple interfaces.
- Classes in Java cannot extend more than one class.
- This is not possible in Java but is possible in other languages such as C++:



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Abstract Classes (Java)

- Classes that cannot be instantiated.
- A hybrid between regular classes and interfaces.
- Some methods may be implemented while others are only specified.
- Used when the parent class cannot define a complete default implementation (implementation must be specified by the child class).

- Format:**

```
public abstract class <class name>
{
    <public/private/protected> abstract method ();
}
```

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Abstract Classes (Java): 2

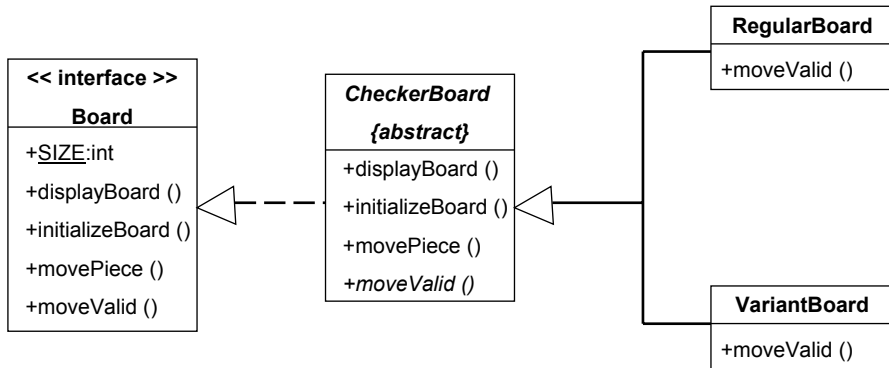
- Example¹:**

```
public abstract class BankAccount
{
    protected float balance;
    public void displayBalance ()
    {
        System.out.println("Balance $" + balance);
    }
    public abstract void deductFees ();
}
```

1) From "Big Java" by C. Horstmann pp. 449 – 500.

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Another Example For An Abstract Class



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Important Terminology

- Is-A relationships/Inheritance
- Parent/Super/Generalization class
- Child/Sub/Specialization class
- Method overriding/polymorphism
- Early binding
- Dynamic/late binding
- Shadowing (in an inheritance hierarchy as well as the version of shadowing you previously learned)
- Casting
- Multiple implementation/realization
- Multiple inheritance

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Important Terminology (2)

- Abstract classes
- Abstract methods

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You Should Now Know

- How the inheritance relationship works
 - When to employ inheritance and when to employ other types of relations
 - What are the benefits of employing inheritance
 - How to create and use an inheritance relation in Java
 - How casting works within an inheritance hierarchy
 - What is the effect of the keyword "final" on inheritance relationships
 - Issues related to methods and attributes when employing inheritance
- What is method overloading?
 - How does it differ from method overriding
 - What is polymorphism

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You Should Now Know (2)

- What are interfaces/types
 - How do types differ from classes
 - How to implement and use interfaces in Java
- What are abstract classes in Java and how do they differ from non-abstract classes and interfaces.
- How to read/write UML notations for inheritance and interfaces.