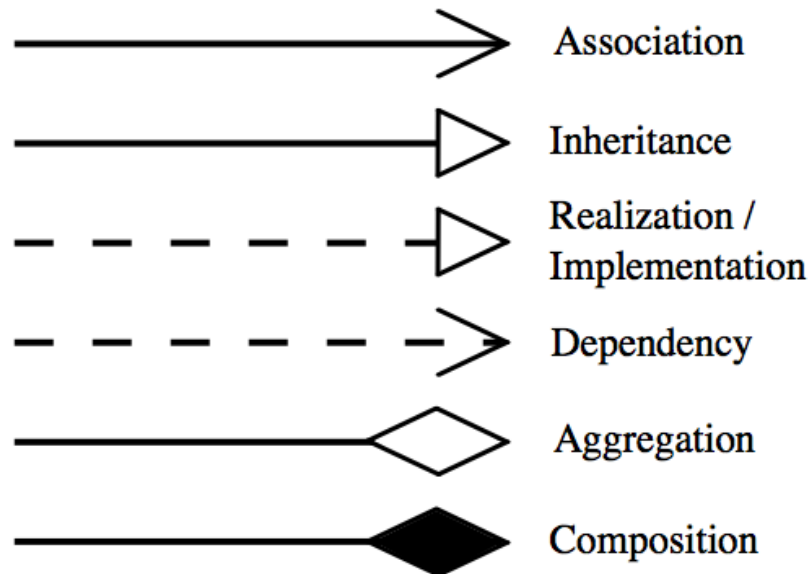


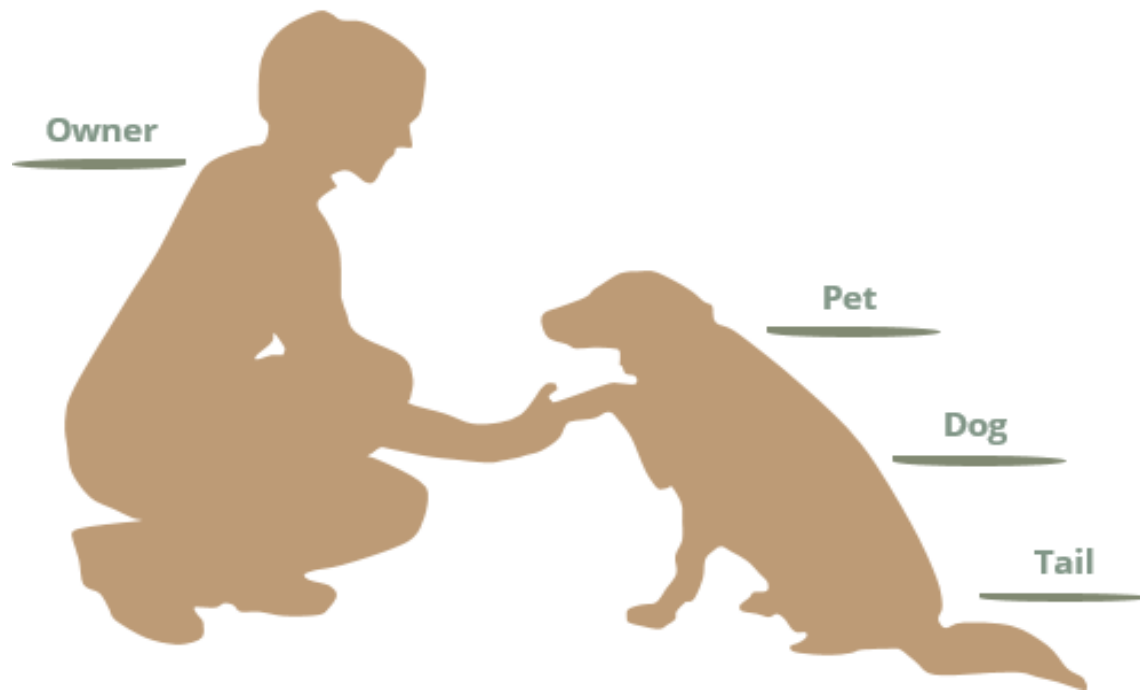
04. OO Relationships





OO Relationships

Association • Aggregation • Composition





OO Relationships

- owners feed pets, pets please owners
(**association**)
- a tail is a part of both dogs and cats
(**aggregation / composition**)
- a cat is a kind of pet
(**inheritance / generalization**)

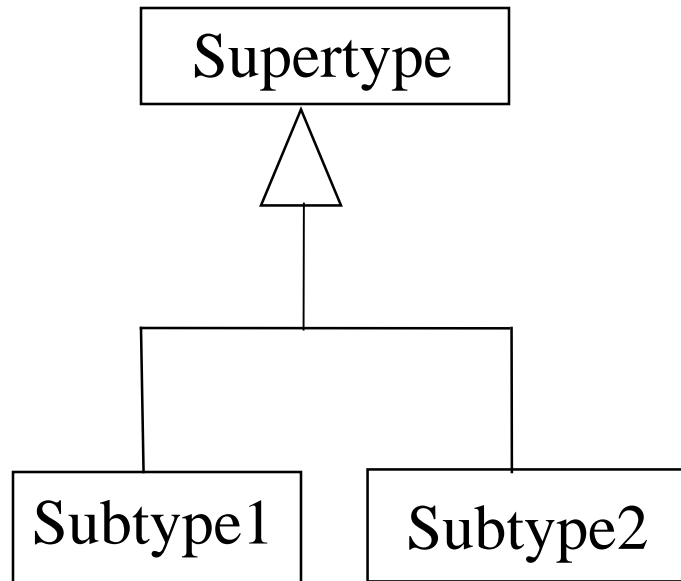


OO Relationships

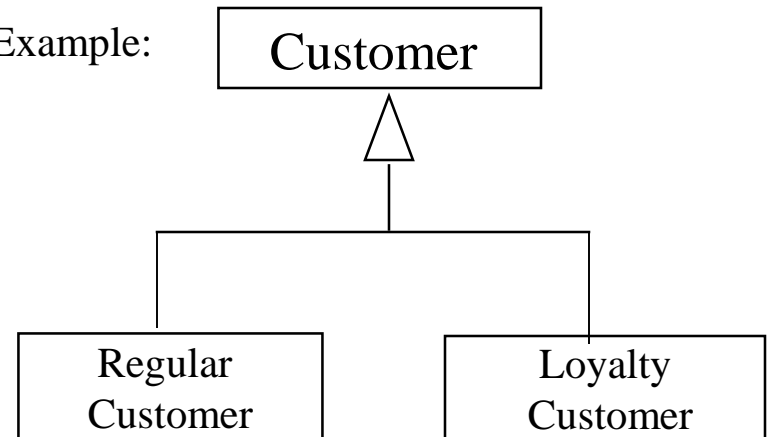
- There are three kinds of Relationships
 - Generalizations (parent-child relationship)
 - Associations (student enrolls in course)
 - Dependencies
- Associations can be further classified as
 - Aggregation
 - Composition



OO Relationships: Generalization



Example:



- Inheritance is a required feature of object orientation
- Generalization expresses a parent/child relationship among related classes.
- Used for abstracting details in several layers

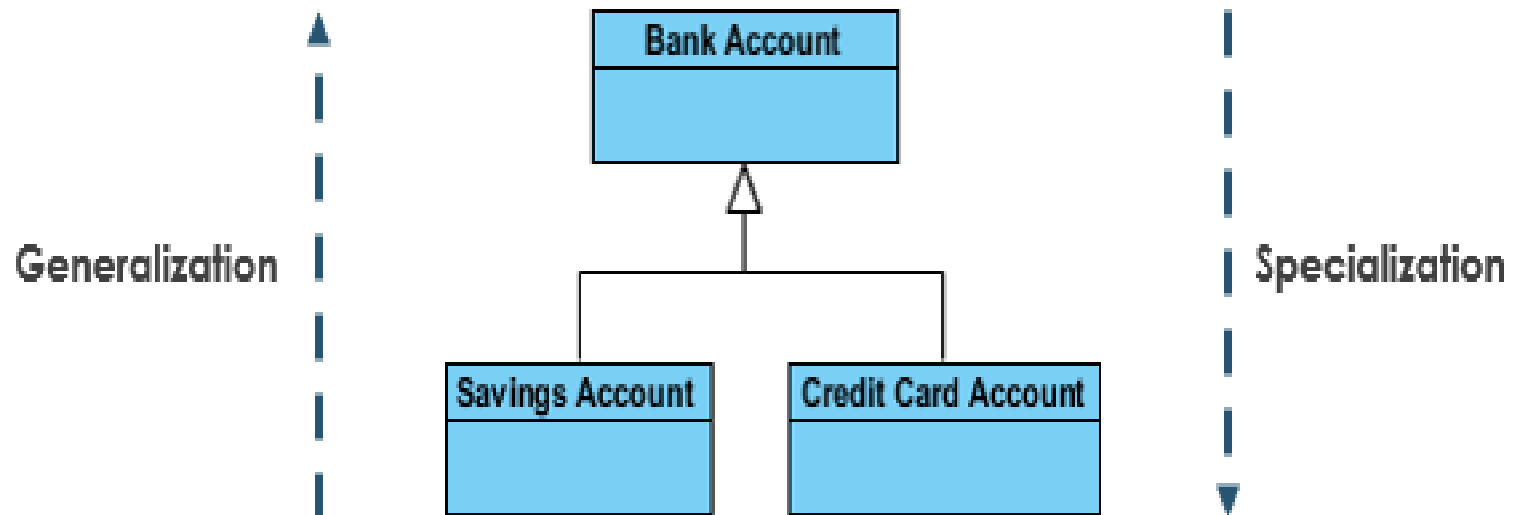


Inheritance

- Allows the creation of hierarchical classification.
- Using inheritance, we can create a general class that defines traits common to a set of related items.
- A class that is inherited is called a *'superclass'*.
- The class that does the inheriting is called a *'subclass'*.

Inheritance

- Indicates that child (subclass) is considered to be a specialized form of the parent (super class).
- For example consider the following:

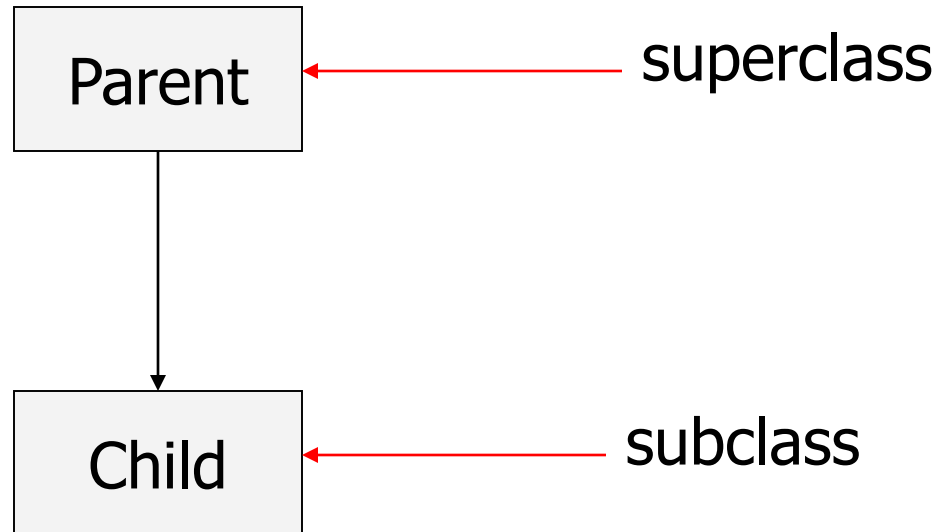




Inheritance

- Derive new classes from old classes
- Improve code re-use
- Easier to manage and understand complexity

Inheritance



- Java supports multilevel inheritance but not multiple inheritance.



Java Implementation

```
public class Parent {  
    ...  
}
```

```
public class Child extends Parent {  
    ...  
}
```



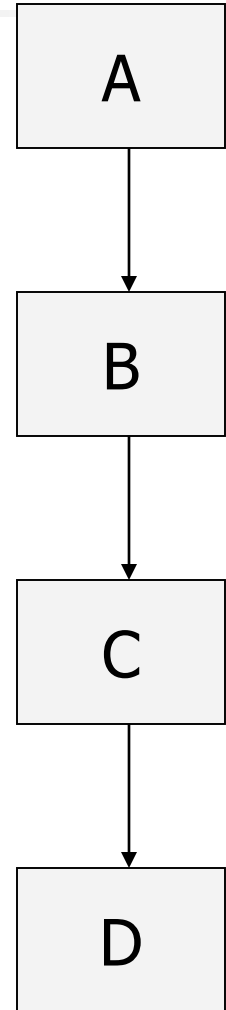
Multilevel Inheritance

```
class A { . . . }
```

```
class B extends A { . . . }
```

```
class C extends B { . . . }
```

```
class D extends C { . . . }
```





What is inherited?

- All *public* data members and methods (except constructors) in the superclass are *inherited* by the subclass. It is as if their definitions are copied into the subclass's class definition.
- No members of the subclass are visible to the superclass.

Inheritance Example

```
public class Person {  
    public String name;  
    public int age;  
    public Date birthDay;  
  
    public Person(String name, int age, Date birthDay) {  
        this.name = name;  
        this.age = age;  
        this.birthDay = birthDay;  
    }  
  
    public void setName(String name) {  
        this.name = name;  
    }  
}
```

Example - con't

```
public class Student extends Person {  
    public int studentID;  
    public String dept;  
    private float GPA;  
  
    public Student(String name, int age, Date birthDay, int  
                    studentID, String dept, float GPA) {  
        super(name, age, birthDay);  
        ...  
        this.studentID = studentID;  
        ...  
    }  
}
```



super Keyword

- *super* is used to refer to the members of the current object's superclass.
- Used for calling the superclass version of a method which the subclass has over-ridden.

```
public Roof getRoof() {  
    if ( convertibleRoofIsBroken )  
        return super.getRoof();  
    return new ConvertibleRoof();  
}
```



super - con't

- Can be used in a constructor to access a super-class constructor.
- Must be first line in constructor if present
- Syntax: `super(<constructor args>);`

```
public class Student extends Person {  
    ...  
    public Student(String name, int age, Date birthday, int studentID) {  
        super(name, age, birthday);  
        this.studentID = studentID;  
    }  
}
```




Method Overriding

- Redefine methods inherited from superclass to add or change functionality.
- That is, When a method in the subclass has the same name and type signature as a method in its superclass.
- Method overriding allows Java to support run-time polymorphism.

Method Overriding: Example

```
class A {  
    int i, j;  
  
    A(int a, int b) {  
        i = a;  
        j = b;  
    }  
  
    void display() {  
        System.out.println("i and  
            j: " + i + " " + j);  
    }  
}
```

```
class B extends A {  
    int k;  
  
    B(int a, int b, int c) {  
        super(a, b);  
        k = c;  
    }  
  
    void display() {  
        // super.display();  
        System.out.println("k: " + k);  
    }  
}
```

```
class Override {  
    public static void main(String  
        args[]) {  
        B subOb = new B(1, 2, 3);  
        subOb.display();  
    }  
}
```

Run-time polymorphism - Example

```
class Figure {  
    double dim1;  
    double dim2;  
  
    Figure(double a, double b) {  
        dim1 = a;  
        dim2 = b;  
    }  
  
    double area() {  
        System.out.println("Area  
                             undefined");  
  
        return 0;  
    }  
}
```

```
class Rectangle extends Figure {  
    Rectangle(double a, double b) {  
        super(a, b);  
    }  
  
    double area() {  
        System.out.println("Inside  
                             rectangle");  
  
        return dim1*dim2;  
    }  
}
```

```
class Triangle extends Figure {  
    Triangle(double a, double b) {  
        super(a, b);  
    }  
  
    double area() {  
        System.out.println("Inside triangle");  
        return dim1*dim2/2;  
    }  
}
```

```
class AreaFinder {  
    public static void main(String args[]) {  
        Figure f = new Figure(10, 10);  
        Rectangle r = new Rectangle(9, 5);  
        Triangle t = new Triangle(10, 8);  
  
        Figure figRef;  
  
        figRef = r;  
        System.out.println("Area is " + figRef.area());  
  
        figRef = t;  
        System.out.println("Area is " + figRef.area());  
  
        figRef = f;  
        System.out.println("Area is " + figRef.area());  
    }  
}
```



Dynamic Method Dispatch

- Dynamic method dispatch is the mechanism by which a call to an overridden function is resolved at run time, rather than compile time. Dynamic method dispatch is important because this is how java implements run-time polymorphism.

Exercise

