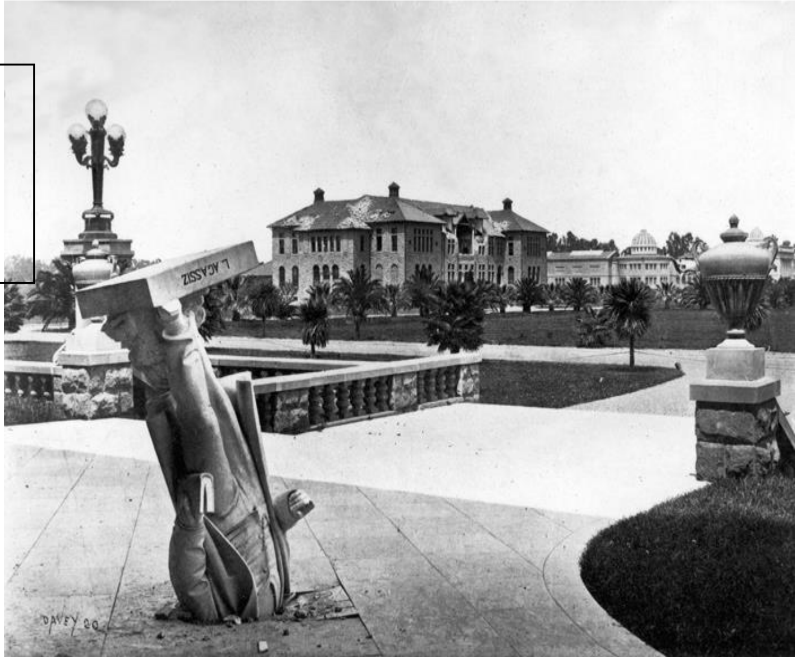
Abstract Classes

“I prefer Agassiz in the abstract, rather than in the concrete.”



The Property Example

- There are properties on a Monopoly board
- Railroads, Utilities, and Streets are kinds of properties
- One behavior we want in Property is the **`getRent`** method
- problem: How do I get the rent of something that is “just a Property”?

The Property class

```
public class Property {

    private int cost;
    private String name;

    public int getRent()  {
         return hmmmmm?????
     }
```

Doesn’t seem like we have enough information to get the rent if all we know is it is a Property.

Potential Solutions

1. Just leave it for the sub classes.
    - Have each sub class define getRent()
2. Define getRent() in Property and simply return -1.
    - Sub classes override the method with more meaningful behavior.

Leave it to the Sub - Classes

```
// no getRent() in Property

public void printRents(Property[] props) {
      for(Property p : props)
            System.out.println(p.getRent());

}

Property[] props= new Property[2];
props[0] = new Railroad("NP", 200, 1);
props[1]
      = new Utility("Electric", 150, false);
printRents(props);
```

What is result of above code?

A. 200150

B. different every time

C. Syntax error

D. Class Cast Exception

E. Null Pointer Exception

Fix by Casting

```
// no getRent() in Property
public void printRents(Property[] props)
{
   for(Property p : props)
   {  if(p instanceof Railroad)
         System.out.println( ((Railroad)).getRent() );
      else if(p instanceof Utility)
         System.out.println( ((Utility)p).getRent() );
   }
}
Property[] props= new Property[2];
props[0] = new Railroad("NP", 200, 1);
props[1] = new Utility("Electric", 150, false);
printRents( props);
```

What happens as we add more sub classes of `Property`?

What happens if one of the objects is just a `Property`?

Fix with Dummy Method

```
// getRent() in Property returns -1

public void printRents(Property[] props) {
     for(Property p : props)
          System.out.println(p.getRent());
}

Property[] props= new Property[2];
props[0] = new Railroad("NP", 200, 1);
props[1] = new Utility("Electric", 150, false);
printRents( props);
```

What happens if sub classes don’t override getRent()?

Is that a good answer?

A Better Fix

- We know we want to be able to find the rent of objects that are instances of `Property`
- The problem is we don’t know how to do that if all we know is it a `Property`
- Make `getRent` an `abstract` method
- Java keyword

Making getRent Abstract

```
public class Property {

    private int cost;
    private String name;

    public abstract int getRent();
    // I know I want it.
    // Just don’t know how, yet…

}
```

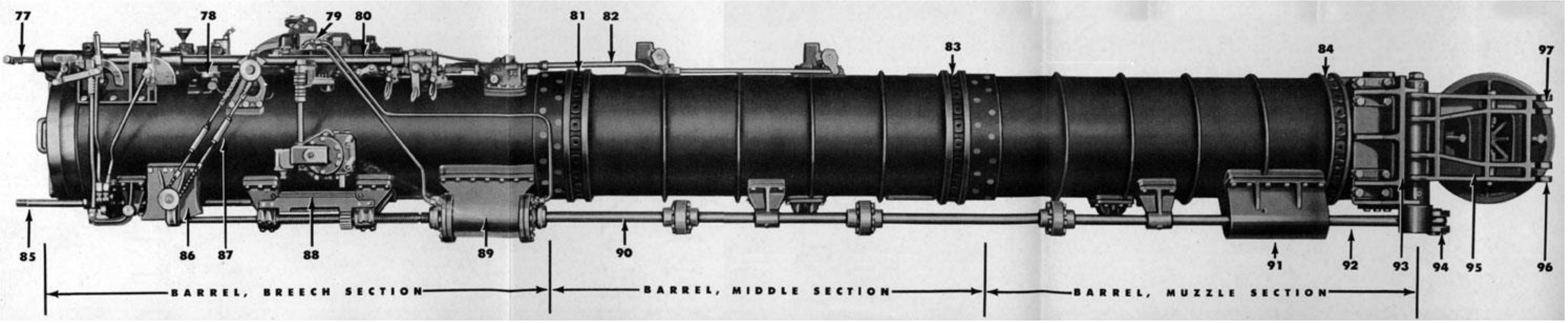
Methods that are declared abstract have no body an undefined behavior.

All methods in a Java interface are abstract.

Problems with Abstract Methods

Given `getRent()` is now an abstract method what is wrong with the following code?

```
Property s = new Property();
System.out.println(s.getRent());
```



Undefined Behavior = Bad

- Not good to have undefined behaviors
- If a class has 1 or more abstract methods, the class must also be declared abstract.
  - version of `Property` shown would cause a compile error
- Even if a class has zero abstract methods a programmer can still choose to make it abstract
  - if it models some abstract thing
  - is there anything that is just a “Mammal”?

Abstract Classes

```
public abstract class Property {

   private int cost;
   private String name;

   public abstract double getRent();
   // I know I want it.
   // Just don’t know how, yet…

}
// Other methods not shown
```

If a class is abstract the compiler will not allow constructors of that class to be called

```
Property s = new Property(1, 2);
//syntax error
```

Abstract Classes

- In other words, you can’t create instances of objects where the lowest or most specific class type is an abstract class
- Prevents having an object with an undefined behavior
- Why would you still want to have constructors in an abstract class?
- Object variables of classes that are abstract types may still be declared

```
Property s; //okay
```

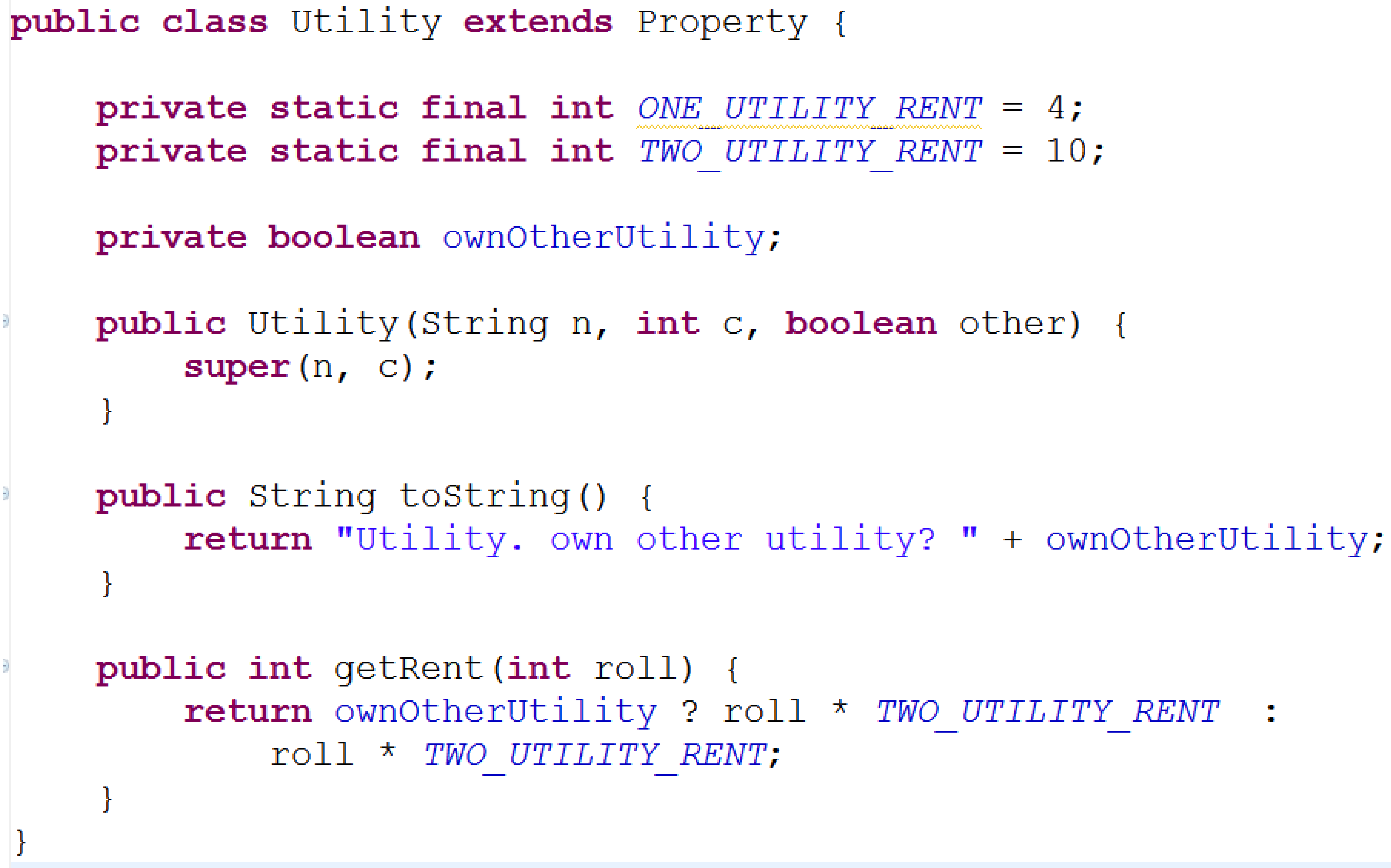
Sub Classes of Abstract Classes

- Classes that extend an abstract class must provided a working version of any abstract methods from the parent class
  - or they must be declared to be abstract as well
  - could still decide to keep a class abstract regardless of status of abstract methods

Implementing getRent()

```
public class Railroad extends Property {

   private static int[] rents
          = {25, 50, 10, 200};

   private int numOtherRailroadsOwned;;

   public double getRent() {
     return rents[numOtherRailroadsOwned];}

   // other methods not shown
}
```

A Utility Class



```
public class Utility extends Property {

    private static final int ONE_UTILITY_RENT = 4;
    private static final int TWO_UTILITY_RENT = 10;

    private boolean ownOtherUtility;

    public Utility(String n, int c, boolean other) {
        super(n, c);
    }

    public String toString() {
        return "Utility. own other utility? " + ownOtherUtility;
    }

    public int getRent(int roll) {
        return ownOtherUtility ? roll * TWO_UTILITY_RENT  :
            roll * TWO_UTILITY_RENT;
    }
}
```

Polymorphism in Action

```
// getRent() in Property is abstract

public void printRents(Property[] props) {
     for(Property p : props)
         System.out.println(p.getRent());
}
```

- Add the **Street** class. What needs to change in **printRents** method?
- Inheritance is can be described as new code using old code.
- **Polymorphism can be described as old code using new code.**

Comparable in Property

```
public abstract class Property
             implements Comparable<Property> {
    private int cost;
    private String name;

    public abstract int getRent();

    public int compareTo(Property other) {
        return this.getRent()
               – otherProperty.getRent();
    }
}
```

Back to Lists

- We suggested having a list interface

```
public interface IList<E> extends Iterable<E> {
  public void add(E value);
  public int size();
  public E get(int location);
  public E remove(int location);
  public boolean contains(E value);
  public void addAll(List<E> other);
  public boolean containsAll(List<E> other);
}
```

Data Structures

When implementing data structures:

- Specify an interface
- Create an abstract class that is *skeletal implementation* interface
- Create classes that extend the skeletal interface