Abstract class & Interface

Pertemuan 8



Topics

- 1. Abstract Class
- 2. Interface
- 3. Multiple Inheritance



Abstract Class

- Abstract class merupakan suatu class yang tidak dapat diinstansiasikan.
- Umumnya digunakan dalam konsep inheritance
- Sebagai contoh :
 - Animal: Cat, Dog, Cow..
 - Object 'animal' itu seperti apa?
 - Person : Manager, Employee, Executive...
 - 'Person' itu konkritnya bagaimana?
- Abstract class merupakan suatu solusi agar kelas (superclass) tidak diinstasiasi.

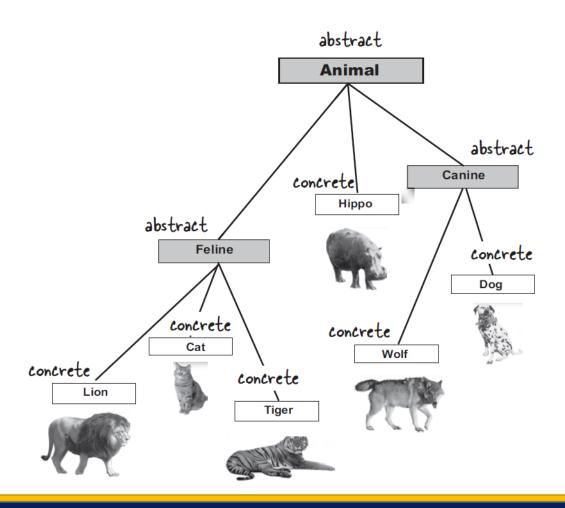


Abstract class

- Mengumpulkan semua properties umum dari kelas turunannya
- Boleh memiliki data member
- Boleh mengimplementasikan method secara konrit (fully implemented)
- Boleh memiliki method yang bersifat abstrak (abstract method)



Contoh kasus:



Contoh abstract class

```
public abstract class Animal {
    abstract int eat();
    abstract void breathe();
}
```

- Kelas ini tidak dapat diinstansiasikan
- Semua kelas turunan (subclass) dari Animal harus mengimplementasikan method eat() dan breathe()

Contoh implementasi abstract class

```
abstract class Shape {
                                        Abstract class: objects
   protected int x, y;
                                        cannot be instantiated
   Shape(int _x, int _y) {
      X = X;
      y = y;
       Shape s1 = new Circle();
        Shape s = new Shape(10, 10) // compile error
class Circle extends Shape {
   private int r; ►
   public Circle(int _x, int _y, int _r) {
      super(_x, _y);
      r = r;
                                     Concrete class: objects
                                     can be instantiated
```

Abstract Method

- Terkadang kita ingin mendefinisikan suatu method pada superclass yang perlu diimplementasikan pada kelas turunannya (subclass)
 - Contoh : Animal.makeASound() ?
- Solusinya : abstract method
- Abstract method hanya berisi deklarasi tanpa body method nya :
 - abstract void makeASound();
- Suatu kelas yang memiliki abstract method harus dideklarasikan sebagai abstract class
- Suatu abstract method harus diimplementasikan oleh kelas turunannya (subclass) agar dapat diinstansiasikan



Contoh implementasi abstract method:

```
abstract class Shape {
  protected int x, y;
  Shape(int _x, int _y) {
     x = _x;
     y = _y;
  abstract public void draw();
  abstract public void erase();
  public void moveTo(int x, int y) {
     erase();
     x = _x;
                  class Circle extends Shape {
     y = y;
                     private int r;
     draw();
                     public Circle(int _x, int _y, int _r) {
                        super(_x, _y);
                        r = r;
                        draw();
                     public void draw() {
                        System.out.println("Draw circle at ("+x+","+y")");
                     public void erase() {
                        System.out.println("Erase circle at ("+x+","+y")");
```

Interfaces

- Java does not support multiple inheritance
 - What if we want an object to be multiple things?
- Specify the form (specification, behavior) of something (a concept)
 - Not providing an implementation
 - Interface's methods define the contract / protocol (signature) to be respected for this concept
- Based on the "has-a" relationship
- Useful when you want to use code written by others



Interfaces

- A special type of class a "pure" abstract class:
 - No data (only statif or final)
 - Defines a set of abstract methods (prototypes)
 - Doesn't provide the implementation for the prototypes, only the definition (signature)
- A class can implement any number of instances
 - It will respect a "contract": implement all its method
 - NB: impelementation <> inheritance



Interface example

```
public interface Comparable<T>{
   public int compareTo(T o);
public class Name implements Comparable<Name>{
   public int compareTo(Name n){
        ... //implementation of compareTo
```

Implementing interface

```
ActionCharacter
                  "interface"
                                 "interface"
                                                 "interface"
                  CanFight
                                 CanSwim
                                                  CanFly
     Hero
interface CanFight {
    void fight();
interface CanSwim {
    void swim();
interface CanFly {
    void fly();
class ActionCharacter {
    public void fight() {...}
          class Hero extends ActionCharacter
          implements CanFight, CanSwim, CanFly {
              public void swim() {...}
              public void fly() {...}
```

Interface vs Abstract Class

Interfaces:

- Specify the form of a concept : not implementing it
- Cannot have data members, only constants
- Lightweight to implement
- Multiple implementation
- Based on "has-a" (composition)

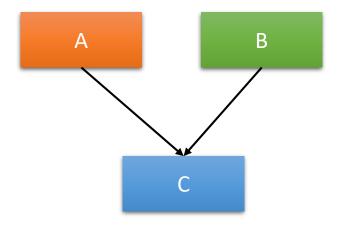
Abstract class:

- Incomplete class (dapat memiliki implementasi secara parsial)
- Dapat memiliki data member
- Superclass: digunakan untuk membentuk hirarki dari kelas
- Single inheritance
- Based on "is-a" (inheritance)



Multiple Inheritance

 Multiple inheritance merupakan suatu konsep dimana suatu kelas memiliki lebih dari 1 (satu) parent / superclass.

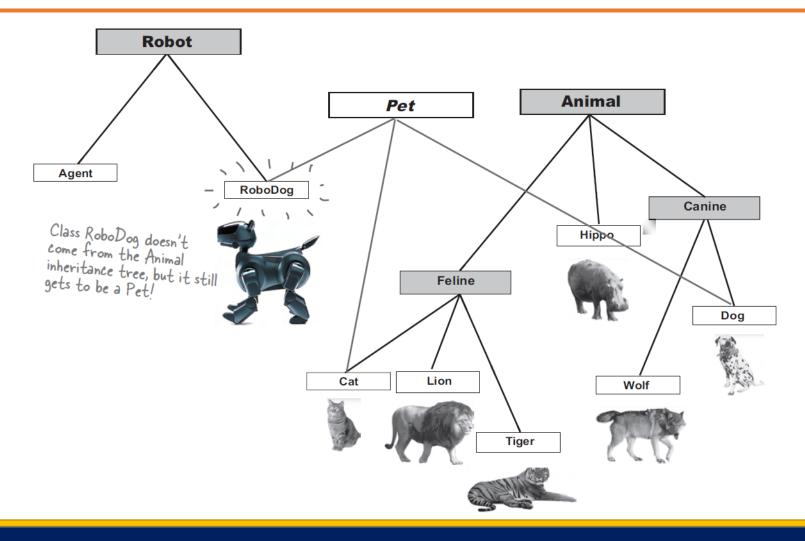




Multiple Inheritance

- Umumnya konsep ini jarang digunakan, karena Bahasa OO tidak mendukung dalam penerapan ini (ex : java)
- Namun untuk mengimplementasikannya, kita dapat menggunakan interface.

Contoh kasus multiple inheritance:



Contd..

- Kita dapat menggunakan interface untuk mengimplementasikan multiple inheritance
- Robodog

 mengimplementasikan multiple inheritance
- Robodog → Inherit dari Animal (abstract class) dan Pet (interface)

```
Contoh deklarasi:
```

```
public class Robodog extends Animal implements Pet

.....
3
```

Conclusion:

- abstract method—a method which is declared but not defined (it has no method body)
- abstract class—a class which either (1) contains abstract methods, or (2) has been declared abstract
- instantiate—to create an instance (object) of a class
- interface—similar to a class, but contains only abstract methods (and possibly constants)
- multiple inheritance object or class (subclass) can inherit from more than one parent object or class (superclass)



References:

- 1. https://www.irisa.fr/kerdata/people/Alexan-dru.Costan/prog2/PROG2_CM2.pdf
- Object oriented programming and Java
 2nd Edition Chapter 6
- 3. HeadFirst Java 2nd Edition Chapter 8

