# **Object Oriented Design**

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#### **Inheritance**

#### What is it?

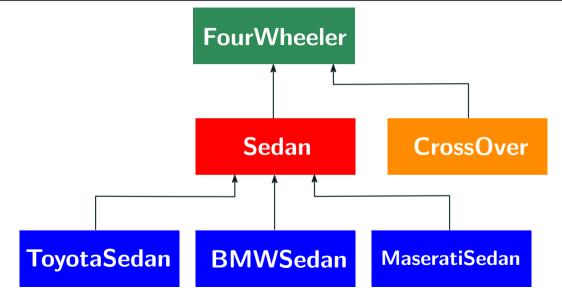
It is a mechanism by which a class can **inherit** some properties (variables and methods) of another related (coder decides) class or classes

Helps to establish **meaningful relations** between various objects in a problem and also **reduces redundancy** in code

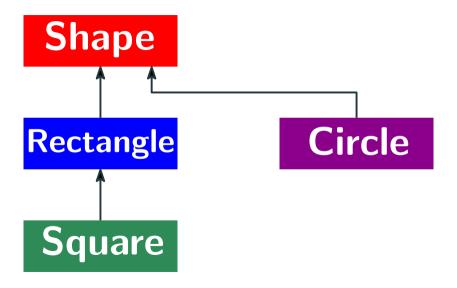
#### **Parent and subclasses**

If a class X **inherits** (can use) some properties (variables and methods) of another class Y, then with respect to this relationship, X is the **subclass/child class** and Y is the **parent** class

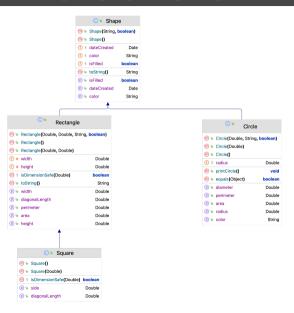
# An example of inheritance



# **Another example**



# UML (Unified Modeling Language) diagram generated using IntelliJ



# Generating UML diagrams in IntelliJ

- 1 Select the related classes and interfaces from the left pane
- Right click
- 3 Click on Diagrams
- Then, click on Show Diagram

# IntelliJ Ultimate Version (free for students) is needed to enable this feature

# The Shape class

```
public class Shape {
  protected String color;
  protected boolean isFilled;
  protected final Date dateCreated: // once an object is created we cannot change its date of creation
  public Shape() {
      color = "black":
      isFilled = false:
      dateCreated = new Date():
      System.out.println("No arg contructor in Shape is being executed.");
  public Shape(String color, boolean filled) {
      this.color = color:
     isFilled = filled:
      dateCreated = new Date():
      System.out.println("Shape(String color, boolean filled) contructor in Shape is being executed."):
  public String getColor() {
      System.out.println("getColor() from Shape class is being executed");
      return color:
  // continued on the next slide ...
```

# The Shape class

```
public class Shape {
  // continued from the previous slide
  public void setColor(String color) { this.color = color: }
  public boolean isFilled() { return isFilled; }
  public void setFilled(boolean filled) {    this.isFilled = filled; }
  final public Date getDateCreated() { // a child class cannot redefine this method since it is declared as final
      return dateCreated:
  public String toString() {
      String str = "":
      str += "COLOR: " + this.color + ". IS_FILLED: ":
     str += this.isFilled + ", DATE_CREATED: ":
      str += this.dateCreated:
      return str:
```

# The Rectangle class

```
public class Rectangle extends Shape { // a child class of the Shape class
  private Double height, width; // not accessible to any other class
  public Rectangle() {
      super("dark green".true):
      System.out.println("No arg contructor in Rectangle is being executed.");
      height = 1.0;
      width = 2.0:
  public Rectangle(Double height, Double width, String color, boolean filledOrNot) {
      super(color.filledOrNot):
      System.out.println("Rectangle(Double height, Double width, String color, boolean filled) contructor in Circle
                         is being executed."):
      if(!isDimensionSafe(height) || !isDimensionSafe(width) )
         throw new IllegalArgumentException("Impermissible side-length."):
      this.height = height:
      this.width = width:
  // continued on the next slide ...
```

# The Rectangle class

```
public class Rectangle extends Shape {
  // continued from the previous slide
  public Rectangle(Double height, Double width) {
      System.out.println("Rectangle(Double height, Double width) contructor in Circle is being executed."):
      if(!isDimensionSafe(height) || !isDimensionSafe(width) )
         throw new IllegalArgumentException("Impermissible side-length.");
      this.height = height:
      this width = width:
  public Double getWidth() {
                                return width; }
  public void setWidth(Double width) {
      if(!isDimensionSafe(width) )
         throw new IllegalArgumentException("Impermissible side-length."):
      this.width = width:
  // continued on the next slide ...
```

# The Rectangle class

```
public class Rectangle extends Shape {
  // continued from the previous slide
  public Double getHeight() { return height; }
  public void setHeight(Double height) {
      if(!isDimensionSafe(height)) throw new IllegalArgumentException("Critical runtime failure.");
      this.height = height;
  public Double getArea() { return height * width; }
  public Double getPerimeter() { return 2 * (height + width); }
  public String toString() {
      String str = super.toString():
      str += ", HEIGHT: " + height + ", ";
      str += "WIDTH: " + width:
      return str:
  protected boolean isDimensionSafe(Double length) { return length <= 100: }</pre>
  public Double getDiagonalLength() {
      System.out.println("getDiagonalLength from Rectangle"):
      return Math.sqrt( Math.pow(height, 2) + Math.pow(width, 2) );
```

# The Square class

```
public class Square extends Rectangle { // a child class of the Rectangle; this class does not have any instance variable!
  public Square() {
      super(1.0,1.0);
      System.out.println("No arg contructor in Square is being executed.");
  public Square(Double side) {
      System.out.println("Square(Double side) contructor in Square is being executed."):
      if(!isDimensionSafe(side))
         throw new IllegalArgumentException("Impermissible side-length."):
      super.setHeight(side); super.setWidth(side);
  public void setSide(Double side) {
      if(!isDimensionSafe(side))
         throw new IllegalArgumentException("Impermissible side-length."):
      super.setHeight(side): super.setWidth(side):
  public Double getSide() { return super.getHeight(): }
  @Override
  protected boolean isDimensionSafe(Double side) { return side <= 50: }</pre>
  @Override
  public Double getDiagonalLength() {
      System.out.println("getDiagonalLength from Square");
      return Math.sgrt(2) * getSide():
```

#### The Circle class

```
public class Circle extends Shape {
  protected Double radius:
  public Circle() {
      this(1.0):
      System.out.println("No arg contructor in Circle is being executed.");
  public Circle(Double radius) {
      if(radius < 0)</pre>
         throw new IllegalArgumentException("Radius cannot be negative.");
      this radius = radius:
      System.out.println("Circle(Double radius) contructor in Circle is being executed.");
  public Circle(Double radius. String color. boolean filled) {
      this.radius = radius:
      this.color = color:
      isFilled = filled:
      System.out.println("Circle(Double radius, String color, boolean filled) contructor in Circle is being executed.");
  public Double getRadius() { return radius; }
  // continued on the next slide ...
```

#### The Circle class

```
public class Circle extends Shape {
  // continued from the previous slide
  public void setRadius(Double radius) { this.radius = radius: }
  @Override
  public String getColor() {
      System.out.println("getColor() from Circle class is being executed");
      return color:
   public Double getArea() { return Math.PI * radius * radius: }
  public Double getPerimeter() { return 2 * Math.PI * radius; }
  public Double getDiameter() { return 2 * radius: }
  // Gives compilation error since this method is already declared to be final in the superclass Shape
  //public Date getDateCreated() { return dateCreated: }
  public void printCircle() {
      System.out.println("This circle this created on " + getDateCreated() + " having radius " + radius):
  public boolean equals(Object ob) {
      if (ob instanceof Circle) return Math.abs(radius - ((Circle) ob).radius) < 0.000001:</pre>
      else return false:
```

# **Access modifers**

Modifier	Class	Package	Subclass	World
public	Y	Y	Y	Y
protected	Y	Y	Y	N
none used	Y	Y	N	N
private	Y	N	N	N

https://docs.oracle.com/javase/tutorial/java/java00/accesscontrol.html

# Important things in inheritance

- extends keyword: used to define a child class
- the 3 access modifiers: public, protected, private
- if X is a child class of class Y, then when an object of type X is created, first, a constructor from the Y class is invoked
- super constructor: used to invoke a constructor from parent class
- for invoking a constructor from the same class use the this constructor
- **instanceof** operator: used to check whether an object is of a specified type (note that the left operand, which is a reference variable, must be initialized)
- the **@Override** annotation: an optional annotation used by developers to declare that a certain method is redefined/overridden in some child class
- define a method using the **final** keyword if you do not the method to be overridden by a child class

# The Object class

#### Object class

It is a parent class of every other Java class in this universe! This means no matter which Java class you are working with, **inheritance** is always present.

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/Object.html

#### println(Object x) and print(Object x)

These two methods call the **toString()** method from the class of **x** for printing. In case, a toString method has not been defined inside the class, the **toString()** method from the **Object** class is called that creates some string representation of the object from printing purposes. Such representations look like **introduction.Point@36baf30c** and usually are not very useful to users.

#### equals() method

Checks if two objects have the exact same content. If the equals() method is not defined inside a class, the equals() method from the Object class is used whenever needed for equality checks.

# Inheritance examples from Java's library

#### The Number class

#### Class Number

java.lang.Object

All Implemented Interfaces:

Seriacizance

**Direct Known Subclasses:** 

AtomicInteger, AtomicLong, BigDecimal, BigInteger, Byte, Double, DoubleAccumulator, DoubleAdder, Float, Integer, Long, LongAccumulator, LongAdder, Short

Classes such as Double, Integer, etc are child classes of the Number class, which is again a child class of the Object class

**Reference.** https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/Number.html

# Inheritance examples from Java's library

# The IllegalArgumentException class

**Reference.** https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/IllegalArgumentException.html

# Other exceptions you should be aware of in this course

ArithmeticException

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/ArithmeticException.html

• NumberFormatException

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/NumberFormatException.html

• IllegalArgumentException

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/IllegalArgumentException.html

• NullPointerException

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/NullPointerException.html

• IOException

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/io/IOException.html

• IndexOutOfBoundsException

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/IndexOutOfBoundsException.html

Good programmers usually can anticipate the possible exceptions in advance and they take care of those in their code by writing a few extra lines of code for exception handling

#### **Generic classes**

A generic class is a class that is parameterized over types

- The built-data structures in Java are all generic
- For instance, the ArrayList class is generic.

```
https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/util/ArrayList.html
```

- public class ArrayList<E> ... { ... }
- This means one can declare an ArrayList of any data type
- ArrayList<Point> points = new ArrayList<>();
   ArrayList<Double> doubles = new ArrayList<>();

In this course, we will design generic classes for building the data structures

#### What is it?

An interface is a group of related methods with empty bodies; basically a starving class with no method bodies and possibly with no variables

```
public interface SuperStoreSellableItem {
   String getDescription();
   double getListPrice();
   String findWhoSupplies();
}
```

```
public class Photograph implements SuperStoreSellableItem{
    final private String description, supplier;
    final private double listPrice;

public Photograph(String description, double listPrice, String supplier) {
        this.description = description;
        this.listPrice = listPrice;
        this.supplier = supplier;
    }

public String getDescription() { return description; }

public double getListPrice() { return listPrice; }

public String findWhoSupplies() { return supplier; }
}
```

```
import java.util.ArrayList;
public class TestPhotograph {
   public static void main(String[] args) {

        ArrayList<Photograph> wareHouse = new ArrayList<>();
        wareHouse.add(new Photograph("Dali Painting (Print)", 8753.67, "JAX Paintings"));
        wareHouse.add(new Photograph("Local Painting (Original)", 625.99, "Independent Painter"));

        System.out.print(wareHouse.get(0).getListPrice());
    }
}
```

# Output

8753.67

# Multiple inheritance and interfaces

```
public interface SuperStoreSellableItem {
   String getDescription();
   double getListPrice();
   String findWhoSupplies();
public interface Transportable {
   double weight():
   boolean isHazardous();
public interface Insurable extends SuperStoreSellableItem, Transportable {
   double getInsuredValue();
```

# Multiple inheritance and interfaces

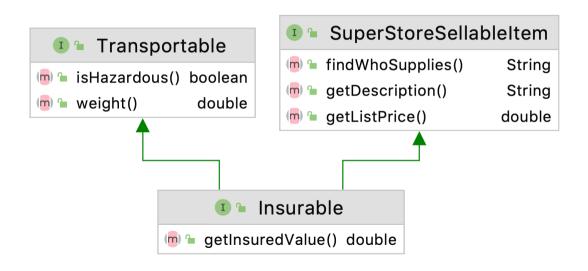
```
public class BoxedItem implements Insurable {
    private String description, supplier;
    private double listPrice, weight;
    private boolean haz;

public String getDescription() { return description; }
    public double getListPrice() { return listPrice; }
    public String findWhoSupplies() { return supplier; }

public double weight() { return weight; }
    public boolean isHazardous() { return haz; }

public double getInsuredValue() { return listPrice * 1.5; }
}
```

#### UML



- We can declare variables inside an interface but they must be initialized; they are static and final by default
- We cannot define any method inside an interface
- Since an interface is not a class, we cannot create any object of its type
- An interface can inherit from multiple interfaces (not possible for Java classes)

#### **Abstract classes**

```
public abstract class AbstractSuperStoreSellableItem {
   String description;

public String getDescription() { return description; }

public abstract double getListPrice();

public abstract String findWhoSupplies();
}
```

#### We **cannot** create an object of an abstract class

```
public class StoreSellablePhotograph extends AbstractSuperStoreSellableItem {
    private String supplier;
    private double listPrice;

public StoreSellablePhotograph(String description, double listPrice, String supplier) {
        this.description = description;
        this.listPrice = listPrice;
        this.supplier = supplier;
    }
    public String getDescription() { return description; }
    public double getListPrice() { return listPrice; }
    public String findWhoSupplies() { return supplier; }
}
```

#### **Abstract classes**

```
public class TestStoreSellablePhotograph {
   public static void main(String[] args) {
        ArrayList<StoreSellablePhotograph> wareHouse = new ArrayList<>();
        wareHouse.add(new StoreSellablePhotograph("Dali Painting (Print)", 8753.67, "JAX Paintings"));
        wareHouse.add(new StoreSellablePhotograph("Local Painting (Original)", 625.99, "Independent Painter"));
        System.out.print(wareHouse.get(0).getDescription());
    }
}
```

# Output

Dali Painting (Print)

# Generic interfaces and abstract classes

#### Note

Interfaces and abstract classes can be generic too

- The popular List interface in Java is generic. See https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/util/List.html.
- Generic abstract classes can be defined in the usual way like other non-abstract generic classes.

#### Interfaces vs abstract classes

- Multiple inheritance needed? Use interface, classes cannot help you
- Want to write bodies of some methods? Use an abstract class, interface won't you allow to do this
- Working with unrelated classes? Use interface, otherwise use an abstract class

#### **Iterators**

#### for-each loops

- Unlike traditional loops, for-each loops do not require a loop variable and is thus very easy to use
- Syntax is short and sweet; no worries about updating loop variables or fear of infinite loops
- ArrayList<Point> points = new ArrayList<>();
   for( Point p : points )
   System.out.println(p);
- For the built-in data structures, such loops works
- But what if you design your own data structure? How to make it iterable? The for-each loop won't know how to iterate over it
- **Solution.** make your class iterable by implementing the Iterable interface

# An example

- for-each loop does not work on String objects
- The reason is the String class is not iterable
- So, let us design our own class and make it iterable using the **Iterable** and **Iterator** interfaces that are already included in Java

#### Iterable interface in Java

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/lang/Iterable.html

#### Iterator interface in Java

https://docs.oracle.com/en/java/javase/17/docs/api/java.base/java/util/Iterator.html

#### Code

```
public class IterableString implements Iterable<Character>{
  String str:
   public IterableString(String str) { this.str = str; }
  public Character getCharAt(int position) { return str.charAt(position); }
  public int length() { return str.length(): }
  public Iterator<Character> iterator() { return new IterableStringIterator(this); }
  public static class IterableStringIterator implements Iterator<Character> {
      int position;
      IterableString s:
      public IterableStringIterator(IterableString s) {
         this.s = s;
         position = 0:
      public boolean hasNext() { return position < s.length(): }</pre>
      public Character next() {
         Character c = s.getCharAt(position):
         position++;
         return c:
      public String toString(){ return str; }
```

#### Code

# Now for-each loop works!

```
var str = new IterableString("Data Structures");
for( var c : str )
    System.out.print(c);
```

# **Another way to iterate**

```
Iterator<Character> it = str.iterator();
while(it.hasNext())
   System.out.print(it.next());
```

# Built-in iterable string class in Java

StringBuilder

# An authentic and short Java tutorial



https://docs.oracle.com/javase/tutorial/index.html