



Tutorial 2

Question 1

1. Analyse the program below and discuss the issue. How can this program be improved?

```
/*  
 * @author Aarthi N  
 * An example to understand that Java Strings are immutable  
 */  
public class StringExample {  
  
    public static void main(String[] args) {  
        String message = "It is pouring like cats and dogs outside";  
        message = message + "and the lightning struck [";  
        for (int i=0; i<=11; i++){  
            message = message + i + ",";  
        }  
        message = message + "]";  
        System.out.println(message);  
    }  
}
```



Java Strings

- From Java Documentation:

“Strings are constant; their values cannot be changed after they are created.”

- What does this mean?
- How can string concatenation (`str3 = str1 + str2`) be achieved?

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Solution

- Mutable String Classes
- **StringBuilder**, **StringBuffer**

Question 2



Create an Employee class which has private fields for an Employee's name and salary



Create a Manager class which is a subtype of
Employee



What is the difference between `super` and `this` ?

What does `super()` and `this()` refer to?



What is method overriding?

Aside: The class **Object**



Object Functionality

- Are there any operations all Objects should support?
 - Equality Check
 - Get a String representation of the Object (for Logging, Debugging, etc)
 - others..
-
- How do we make sure all Classes written support this functionality?



class Object {}

- All classes inherit from this
 - Defines common methods
 - **equals()** (eg: **obj1.equals(obj2)**)
 - **toString()**
 - **getClass()**
-
- more..check documentation
 - How can Java know how to represent your custom class as a String?



What is method overriding?



Can you override a static method?



If a Manager object is declared as an Employee, which methods of Manager can you call on this object?

Encapsulation



Encapsulation

- Fundamental OOP concept
 - Hide / restrict direct access to fields (**obj.field**) and provide methods to do so instead
 - Why is this useful / necessary?
-
- Example: Bank Account class - control ways of changing balance field



Implementation

- Use visibility keyword for fields - **private** fields cannot be directly accessed
 - Control access through availability of public methods - called **getters** and **setters**
 - **Getters** retrieve value, **setters** set/modify value
-
- Example: Don't provide setter for Balance in BankAccount class -> code cannot change the balance at will

Inheritance



Modelling the Real World

- Classes/Objects can be useful in modelling real world entities
- How can we model the relationships between these entities?



Inheritance

- Provides a way of “building up” classes to create new classes
 - Inherited classes have common features (fields)
 - They share the same methods as their parents (implementation may differ)
-
- They can add new fields / methods



Subtyping

- In Java, inheritance provides a way of subtyping
 - Example: base class **Shape**
 - Child Classes Rectangle, Triangle, etc..
-
- A Rectangle is a Shape, but Triangles are not Rectangles