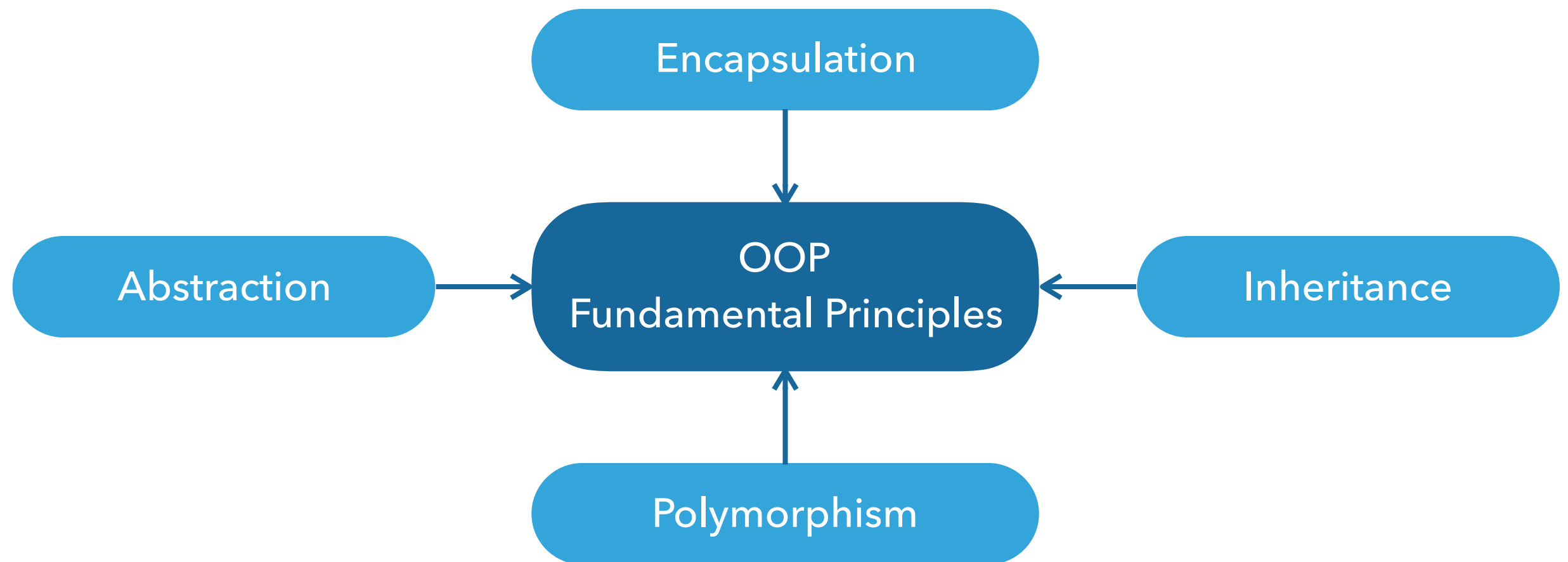


JAVAGURU INTRODUCTION TO JAVA

LESSON 8

EXTENDED CONCEPTS OF OBJECT ORIENTED PROGRAMMING

FOUR PILLARS OF OBJECT ORIENTED PROGRAMMING



INHERITANCE

OVERVIEW

INHERITANCE OVERVIEW

- ▶ The process by which one class **acquires** the **properties** (data members or fields) and **behaviour** (methods) of another class is called **inheritance**
- ▶ The aim is to provide the **reusability** of code so that a class has to write only **unique** features

INHERITANCE CONCEPTS

▶ Child class

- ▶ The class that **extends** the **features** of another class is known as **child** class, **subclass** or **derived** class

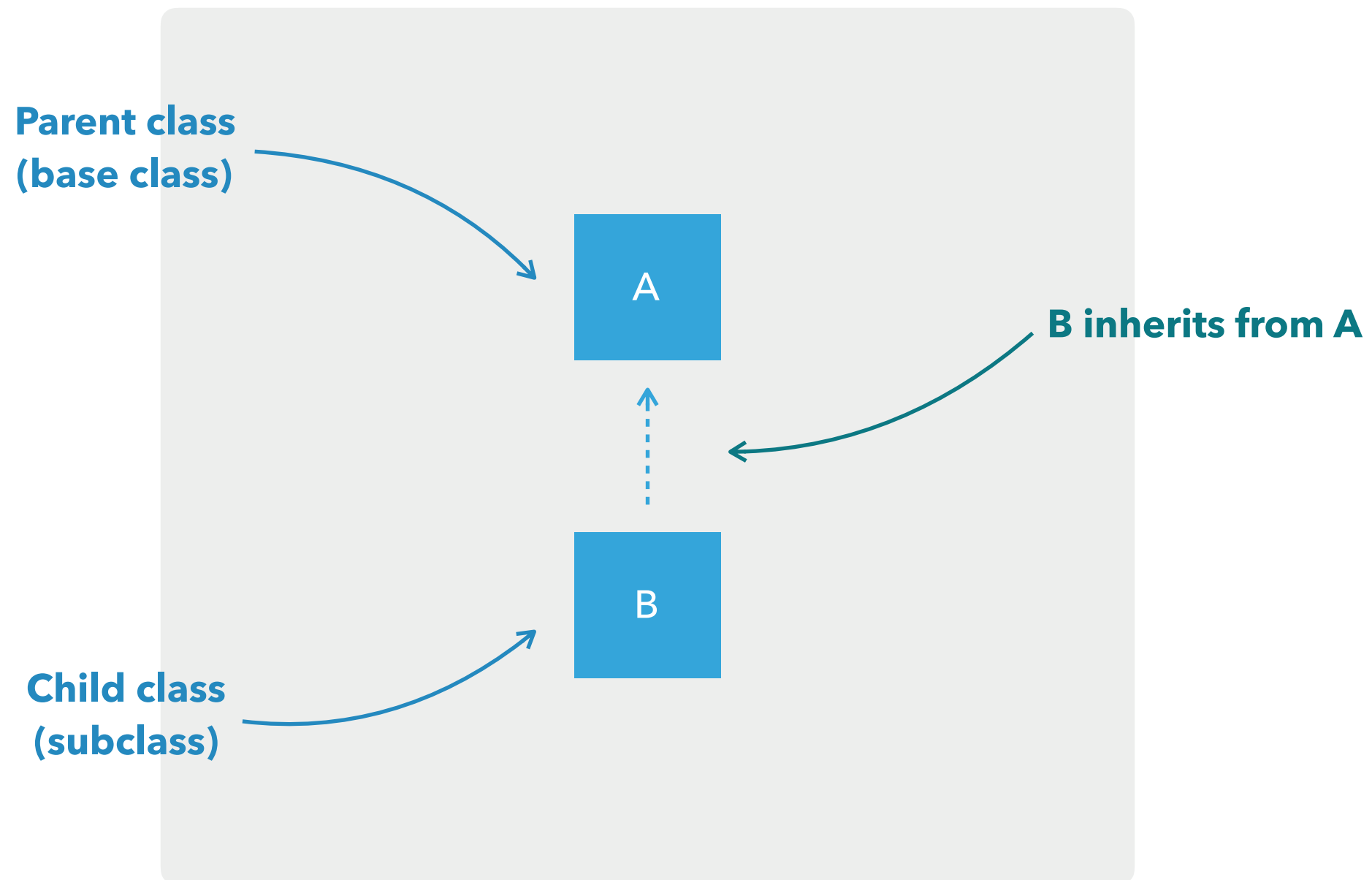
▶ Parent class

- ▶ The class whose **properties** and **functionalities** are **inherited** by another class is known as **parent** class, **superclass** or **base** class

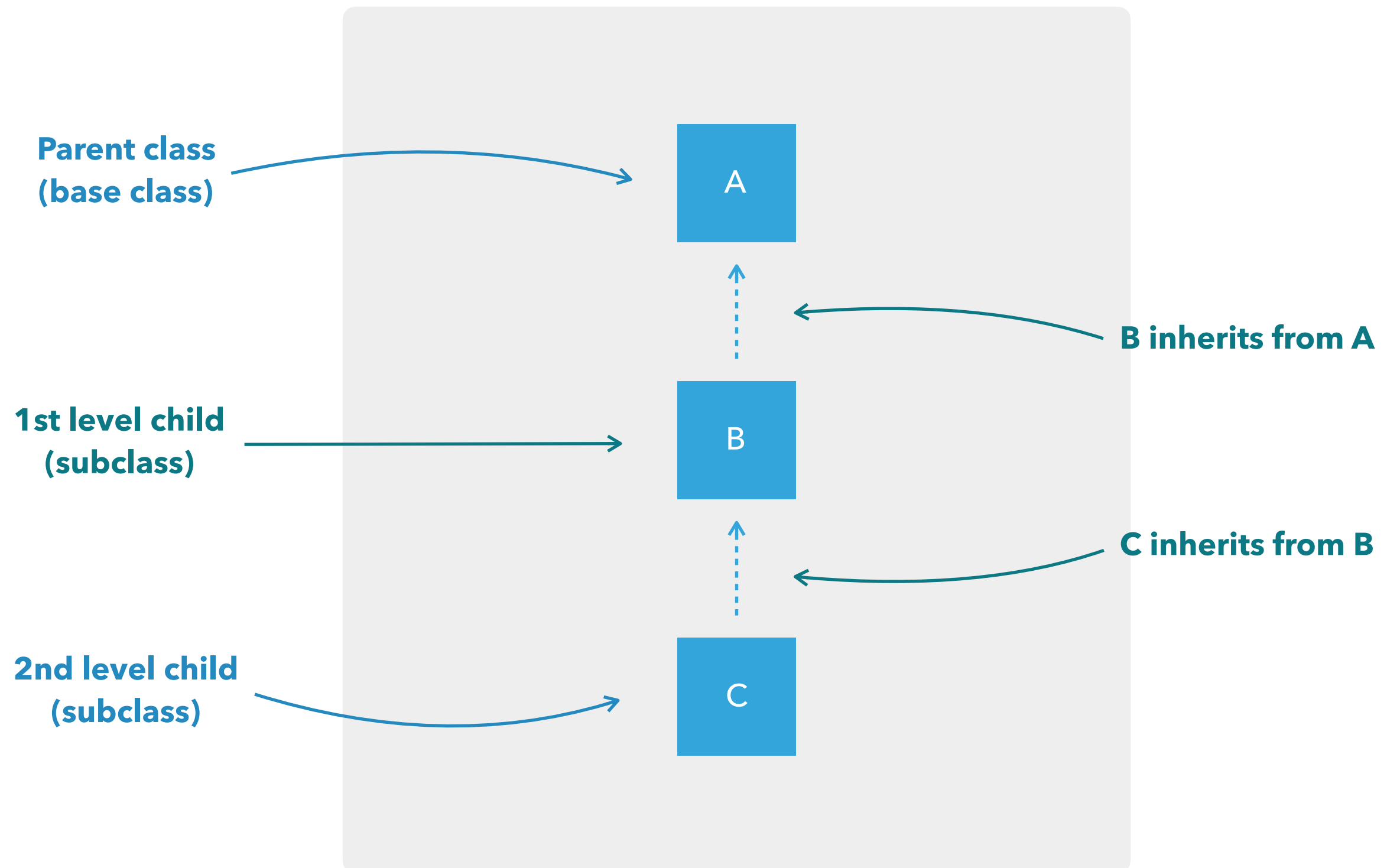
JAVA TYPES OF INHERITANCE: SUMMARY

- ▶ Single inheritance
 - ▶ Refers to a child and parent class relationship where a **class extends** the **another class**
- ▶ Multilevel inheritance
 - ▶ Refers to a child and parent class relationship where a **class extends** the **child class**
- ▶ Hierarchical inheritance
 - ▶ Refers to a child and parent class relationship where **more than one classes extends** the **same class**
- ▶ Hybrid inheritance
 - ▶ **Combination** of more than one **types** of inheritance in a single program

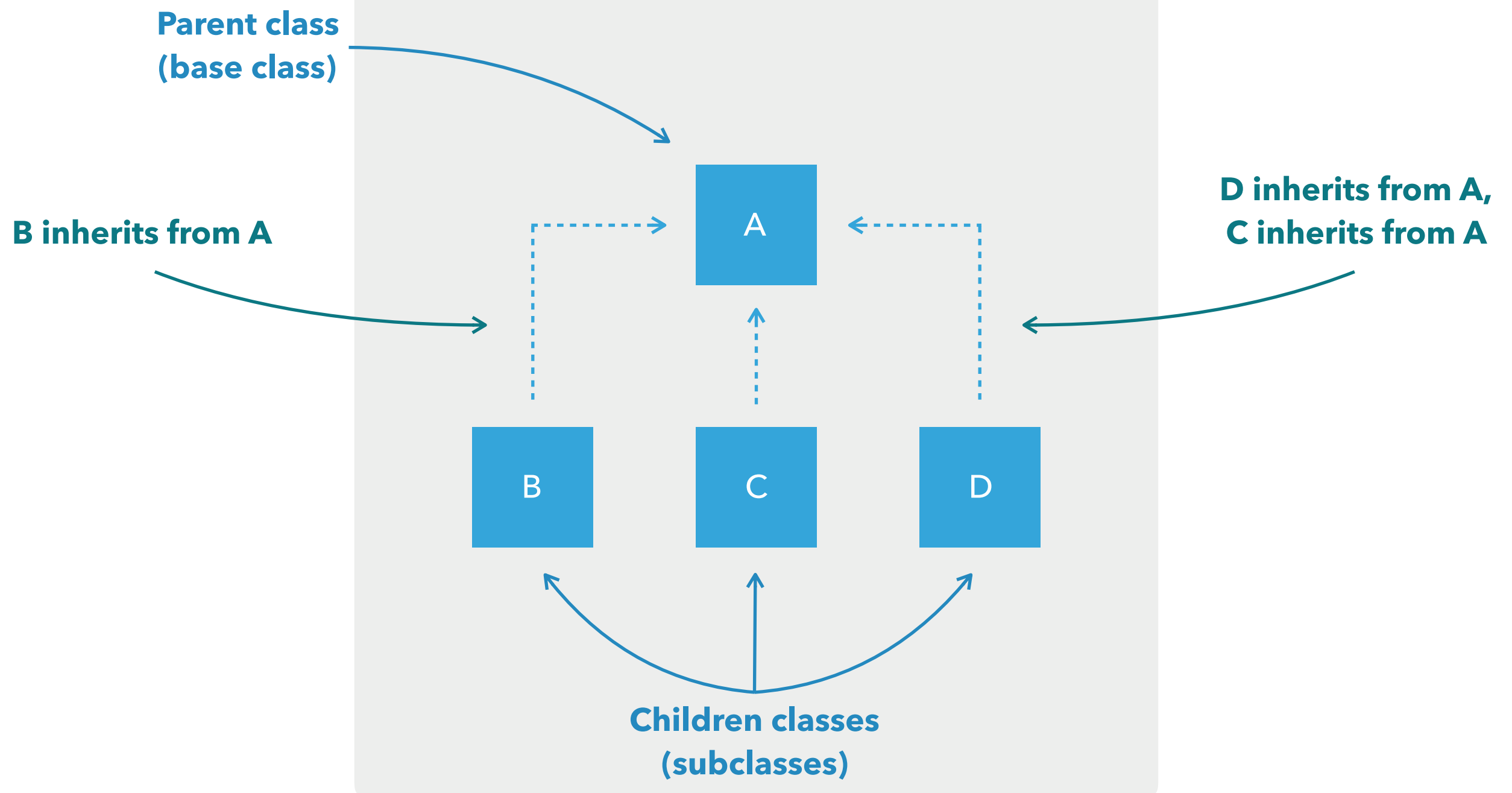
JAVA TYPES OF INHERITANCE: SINGLE INHERITANCE



JAVA TYPES OF INHERITANCE: MULTILEVEL INHERITANCE

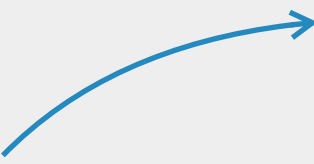


JAVA TYPES OF INHERITANCE: HIERARCHICAL INHERITANCE



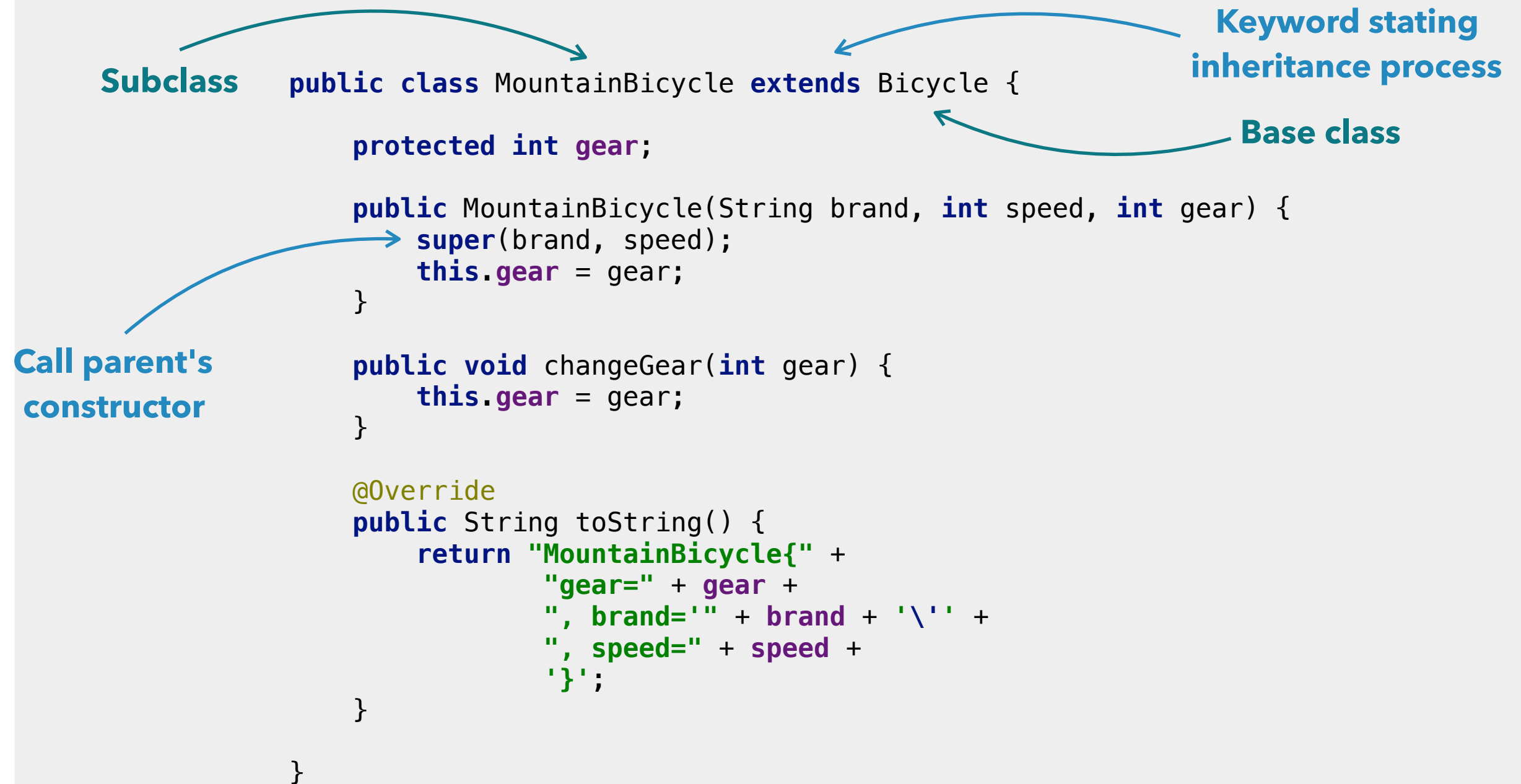
1. INHERITANCE: CODE EXAMPLE

Protected allows
subclasses access
fields or methods



```
public class Bicycle {  
    protected String brand;  
    protected int speed;  
  
    public Bicycle(String brand, int speed) {  
        this.brand = brand;  
        this.speed = speed;  
    }  
  
    public void accelerate() {  
        this.speed++;  
    }  
  
    public void decelerate() {  
        this.speed--;  
    }  
  
    @Override  
    public String toString() {  
        return "Bicycle{" +  
            "brand='" + brand + '\'' +  
            ", speed=" + speed +  
            '}';  
    }  
}
```

2. INHERITANCE: CODE EXAMPLE



3. INHERITANCE: CODE EXAMPLE

Code

```
Bicycle bicycle = new Bicycle("Pinarello", 15);  
MountainBicycle mountainBicycle = new MountainBicycle("BMC", 42, 2);  
  
System.out.println(bicycle);  
System.out.println(mountainBicycle);
```

Console output

```
Bicycle{brand='Pinarello', speed=15}  
MountainBicycle{gear=2, brand='BMC', speed=42}
```

4. INHERITANCE: CODE EXAMPLE

Code

```
System.out.println("Pedal to the metal!");  
mountainBicycle.accelerate();  
  
System.out.println(bicycle);  
System.out.println(mountainBicycle);
```

Console output

```
Pedal to the metal!  
Bicycle{brand='Pinarello', speed=15}  
MountainBicycle{gear=2, brand='BMC', speed=43}
```

1. JAVA INHERITANCE: RULES AND LIMITATIONS

- ▶ Every class has default implicit **Object** superclass
 - ▶ In the absence of any other **explicit superclass**, every class is **implicitly** a **subclass** of **Object** class
 - ▶ Object class has **no superclass**
- ▶ Single inheritance principle
 - ▶ A **superclass** can has **any number** of **subclasses**, but a **subclass** can have only **one superclass**
 - ▶ **Multiple** inheritance with **interfaces** is **permitted**, even though java **does not** support multiple inheritance with **classes**

2. JAVA INHERITANCE: RULES AND LIMITATIONS

- ▶ Constructors are **not inherited**
 - ▶ A subclass inherits **all members** (fields, methods, and nested classes) from its superclass
 - ▶ Constructors are **not members**, so they are not inherited by subclasses, but the constructor of the superclass **can be invoked** from the subclass
- ▶ **Private** members inheritance
 - ▶ A subclass **does not** inherit the **private** members of its parent class
 - ▶ If superclass has **public** or **protected** methods (e.g. getters and setters) for accessing its private fields, these can also be used by **subclass**

JAVA INHERITANCE: RECAP

- ▶ In subclasses we can **inherit** members as is, **modify** them, **hide** them, or **supplement** them with new members:
 - ▶ Use inherited fields **directly**, just like any other fields
 - ▶ **Declare** new fields in the subclass that are not in the superclass
 - ▶ Write a **new method** in the subclass that has the same signature as the one in the superclass, thus **overriding** it (e.g. equals(), toString())
 - ▶ **Declare** new methods in the subclass that are not in the superclass
 - ▶ Write a **subclass** constructor that **invokes** the superclass constructor, either implicitly or by using the keyword super

ABSTRACTION OVERVIEW

ABSTRACTION OVERVIEW

- ▶ The process where you **show** only relevant data and **hide** unnecessary **details** of an object from user
- ▶ Allows you to **abstract** from usage and rather **outline** **generic** object functionality
- ▶ Defines **what** object does instead of **how**

JAVA ABSTRACTION: SUMMARY

- ▶ Abstraction is **achieved** by two mechanisms:
 - ▶ Interfaces
 - ▶ Allows to achieve **complete** abstraction
 - ▶ Abstract classes
 - ▶ Allows to achieve **partial** abstraction

JAVA ABSTRACTION: INTERFACES OVERVIEW

- ▶ A bit like class, except:
 - ▶ Interface **can only contain** method **signatures** and **fields**
- ▶ Methods defined in interfaces **cannot contain** the implementation of method, **only** signature (return type, name, parameters, exceptions)
- ▶ **Describes** an object by actions it **can perform**
 - ▶ Sometimes interface names end with '**-able**' postfix (e.g. **comparable**)

1. JAVA ABSTRACTION: INTERFACE CODE EXAMPLE

Interface keyword
instead of class

Interface name

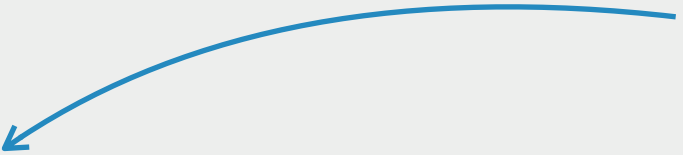
```
public interface Singer {  
    void sing();  
}
```

Singers can sing,
but we don't care
how they do so

2. JAVA ABSTRACTION: INTERFACE CODE EXAMPLE

```
public class ElvisPresley implements Singer {  
  
    ...  
  
    @Override  
    public void sing() {  
        System.out.println("Love me tender, baby..");  
    }  
  
    ...  
}
```

Special keyword
to guarantee that
we support
interface specified
behaviour



Concrete implementation
of singers behaviour



3. JAVA ABSTRACTION: INTERFACE CODE EXAMPLE

```
public class MichaelJackson implements Singer {  
  
    ...  
  
    @Override  
    public void sing() {  
        System.out.println("Billie Jean is not my lover");  
    }  
  
    ...  
  
}
```


4. JAVA ABSTRACTION: INTERFACE CODE EXAMPLE

```
public class BritneySpears implements Singer {  
  
    ...  
  
    @Override  
    public void sing() {  
        System.out.println("Hit me baby one more time");  
    }  
  
    ...  
  
}
```

JAVA ABSTRACTION: ABSTRACT CLASS OVERVIEW

- ▶ Mostly like a class, except:
 - ▶ Can contain method signatures without implementation among other methods
 - ▶ Cannot be instantiated

1. JAVA ABSTRACTION: ABSTRACT CLASS CODE EXAMPLE

Marking class as
abstract

public abstract class Shape {

private String **color**;

public Shape(String color) {
 this.color = color;
}

Subclasses must
use constructor
of parent class

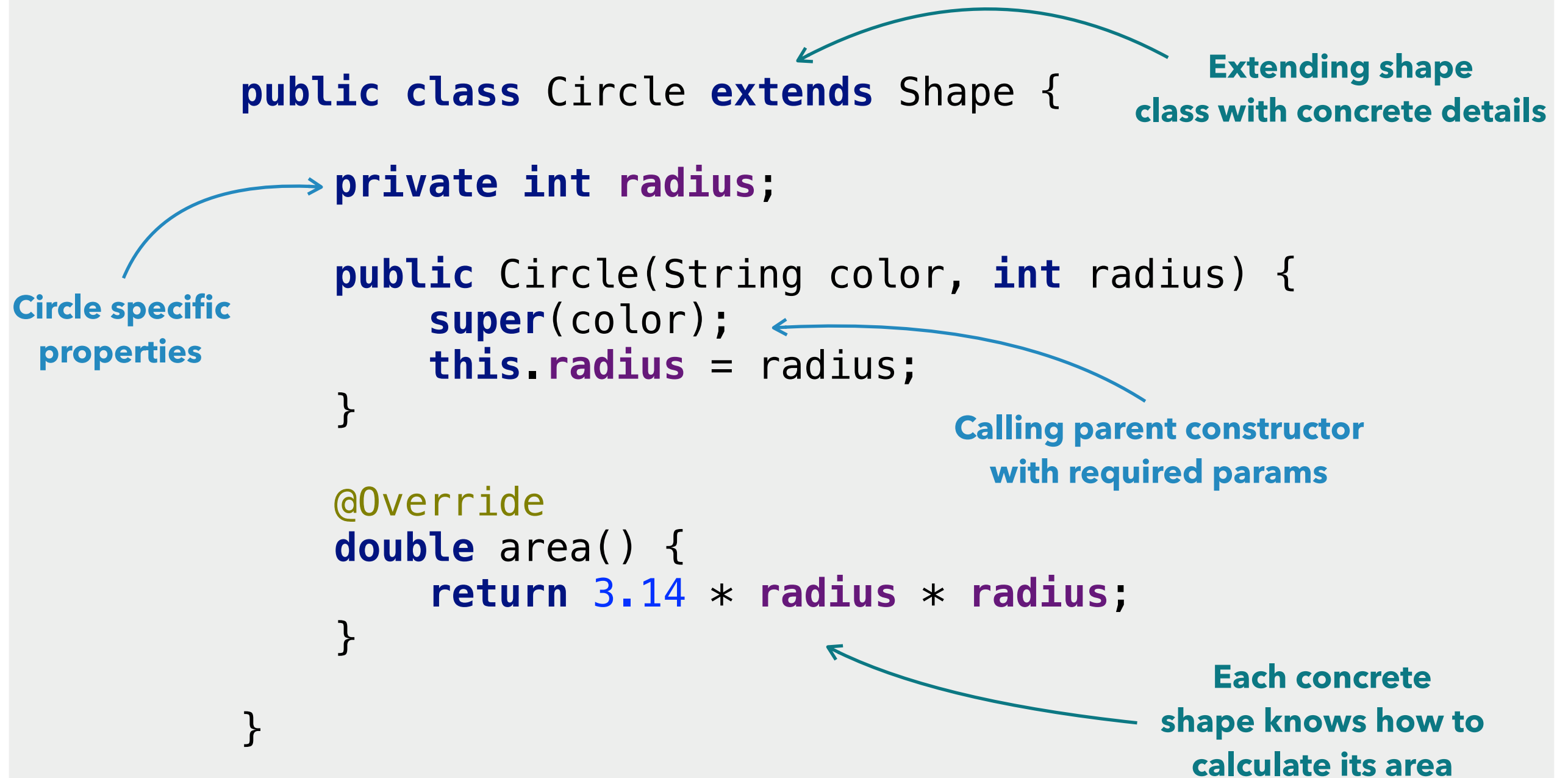
public String getColor() {
 return color;
}

Method signature that
all children are forced
to implement

abstract double area();


}

2. JAVA ABSTRACTION: ABSTRACT CLASS CODE EXAMPLE



3. JAVA ABSTRACTION: ABSTRACT CLASS CODE EXAMPLE

```
public class Rectangle extends Shape {  
  
    private int width;  
    private int height;  
  
    public Rectangle(String color, int width, int height) {  
        super(color);  
        this.width = width;  
        this.height = height;  
    }  
  
    @Override  
    double area() {  
        return width * height;  
    }  
}
```



Rectangle specific properties

1. JAVA ABSTRACTION: INTERFACE VS ABSTRACT CLASS

- ▶ Type of methods
 - ▶ Interface can have only **abstract** methods (since Java 8 supports static and default methods as well)
 - ▶ Abstract class can have **abstract** and **non-abstract** methods
- ▶ Final variables
 - ▶ Variables declared in a Java interface are by default **final**
 - ▶ Abstract class may contain **non-final** variables

2. JAVA ABSTRACTION: INTERFACE VS ABSTRACT CLASS

- ▶ Type of variables
 - ▶ Interface has only **static** and **final** variables
 - ▶ Abstract class can have **final**, **non-final**, **static** and **non-static** variables
- ▶ Implementation
 - ▶ Interface **can't provide** the implementation of abstract class
 - ▶ Abstract class **can provide** the implementation of interface

3. JAVA ABSTRACTION: INTERFACE VS ABSTRACT CLASS

- ▶ Inheritance vs Abstraction

- ▶ Interface can be **implemented** using keyword "implements"
- ▶ Abstract class can be **extended** using keyword "extends"

- ▶ Multiple Implementation

- ▶ Interface **can extend** another Java **interface only**
- ▶ Abstract class **can extend** another Java class and **implement multiple** Java interfaces

- ▶ Accessibility of data members

- ▶ Access modifiers of interface members are **public** by default and **cannot be changed**
- ▶ Access modifiers of abstract class members **can have any** access modifiers (except private abstract methods)

POLYMORPHISM

OVERVIEW

POLYMORPHISM OVERVIEW

- ▶ Polymorphism is the **ability** of an object to take on **many** forms
- ▶ Capability of a method **to do** different things based on the object that it is **acting upon**
- ▶ Which implementation to be used is **decided** at runtime **depending** upon the situation

1. POLYMORPHISM: CODE EXAMPLE

Code

```
Singer elvis = new ElvisPresley();  
Singer jackson = new MichaelJackson();  
Singer spears = new BritneySpears();  
  
elvis.sing(); jackson.sing(); spears.sing();
```

Console output

```
Love me tender, baby..  
Billie Jean is not my lover  
Hit me baby one more time
```

2. POLYMORPHISM: CODE EXAMPLE

Code

```
Singer[] singers = new Singer[2];  
singers[0] = new ElvisPresley(); singers[1] = new BritneySpears();  
  
for (Singer singer : singers) {  
    singer.sing();  
}
```

Console output

```
Love me tender, baby..  
Hit me baby one more time
```

3. POLYMORPHISM: CODE EXAMPLE

Code

```
Shape circle = new Circle("Red", 3);  
Shape rectangle = new Rectangle("Blue", 2, 4);  
  
System.out.println("Circle area = " + circle.area());  
System.out.println("Rectangle area = " + rectangle.area());
```

Console output

```
Circle area = 28.259999999999998  
Rectangle area = 8.0
```

REFERENCES

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