

# Java Programming

## Module

### Interfaces, Collections and Generics



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# Polymorphism and Interfaces

Recap

```
package polymorphism;

public class clsMain {

    public static void main(String[] args) {
        clsPerson p = new clsPerson();
        clsStudent s = new clsStudent();

        clsPerson refPerson;
        clsStudent refStudent;
        ICallable refInterface;

        refPerson = p;
        refPerson = s; //a student is also a person

        refStudent = s;
        refStudent = p; //does not work!!!

        refInterface = p; //polymorphism via interface!
        refInterface = s; //polymorphism via interface!
    }
}
```

# Inheritance in Java

- Inheritance builds an is-a relationship (a student is-a person)

- Single Class inheritance results in reusing

- the class's Signature and
  - its Implementation

```
public class Student extends Person
```

of the base class

- Multiple Interface implementation results in reusing

- the interfaces' signature

```
public class Student implements IPerson
```

- Multiple Interface inheritance results in reusing

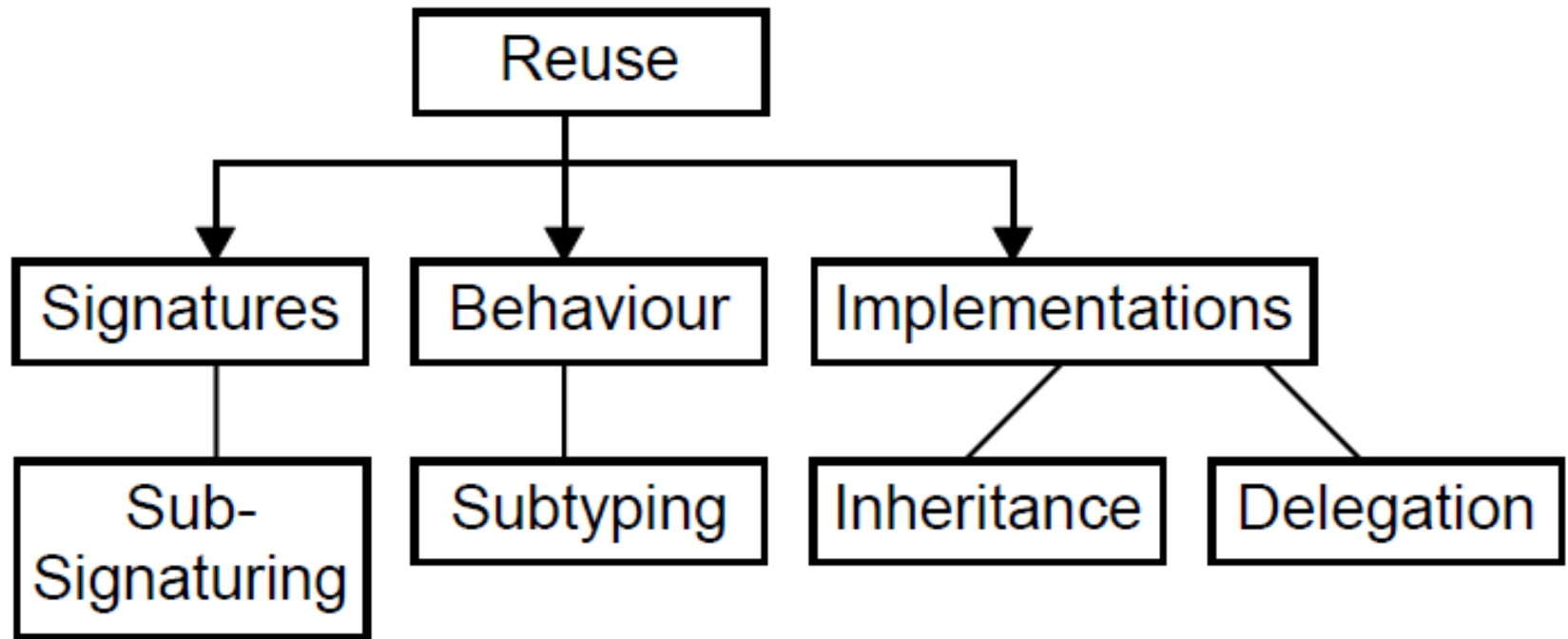
- the interface's signature

```
interface IStudent extends IPerson
```

# Reuse

- Reuse means not to re-invent the wheel
- Abstractions as well as implementations can be reused
- OO Reuse: Inheritance or Delegation
- Types of reuse
  - Black-box reuse
  - White-box reuse
  - Glass-box reuse

# Taxonomy of Reuse



Hofmann, H.D.; Stynes, J. Implementation Reuse and Inheritance in Distributed Component Systems. COMPSAC, Wien, 1998.

# Interface Inheritance

- Interfaces can be derived from other interfaces
- Caution: Java supports single implementation inheritance, but multiple interface inheritance

```
public interface IBasic1 {  
    int getInt();  
}  
  
public interface IBasic2 {  
    float getFloat();  
}  
  
public interface IDerived extends  
    IBasic1, IBasic2 {  
    double getDouble();  
}
```

```
public class clsTest implements  
    IDerived {  
  
    public int getInt()  
    {return 4711;}  
  
    public float getFloat()  
    {return 3/8;}  
  
    public double getDouble()  
    {return 471111;}  
  
}
```

# The Interface Comparable

- Provides Comparison for Object independantly of the class hierarchy

```
public interface Comparable
{
    public int compareTo(Object o);
}
```

- Compareto returns
  - <0 if current Elements is "smaller than" o
  - >0 if current Element is "greater than" o
  - 0 if both are equal

# Implementing Multiple Interfaces

- One Class may implement multiple Interfaces
- Comparable to Effects of Multiple Implementation Inheritance, but w/o side effects
- Integrating an Object into different inheritance hierarchies via implementing multiple interfaces



# Example: Implementing Multiple Interfaces

```
001 /* Auto3.java */
002
003 public class Auto3
004 implements Size, Comparable
005 {
006     public String name;
007     public int     erstzulassung;
008     public int     leistung;
009     public int     laenge;
010     public int     hoehe;
011     public int     breite;
012
013     public int laenge()
014     {
015         return this.laenge;
016     }
017
018     public int hoehe()
019     {
020         return this.hoehe;
021     }
022
023     public int breite()
024     {
025         return this.breite;
026     }
027
028     public int compareTo(Object o)
029     {
030         int ret = 0;
031         if (leistung <
032             ((Auto3)o).leistung) {
033             ret = -1;
034         } else if (leistung >
035                     ((Auto3)o).leistung) {
036             ret = 1;
037         }
038     }
```

# Interface Applications

## ■ Constants in Interfaces

```
001 interface IConstants {
002     public static final int MONDAY = 0;
003     public static final int TUESDAY = 1;
004     // ...
005 }
006
007 public class clsMyClass
008     implements IConstants {
009     //...
010     if (nWeekday == TUESDAY) {
011         //... }
```

## ■ Actually not intended by Java developers

## ■ -> use of static imports (unqualified access w/o inheritance)

```
001 /* Listing0912.java */
002
003 import static java.lang.Math.*;
004
005 public class Listing0912
006 {
007     public static void main(String[] args)
008     {
009         System.out.println(sqrt(2));
010         System.out.println(sin(PI));
011     }
012 }
```

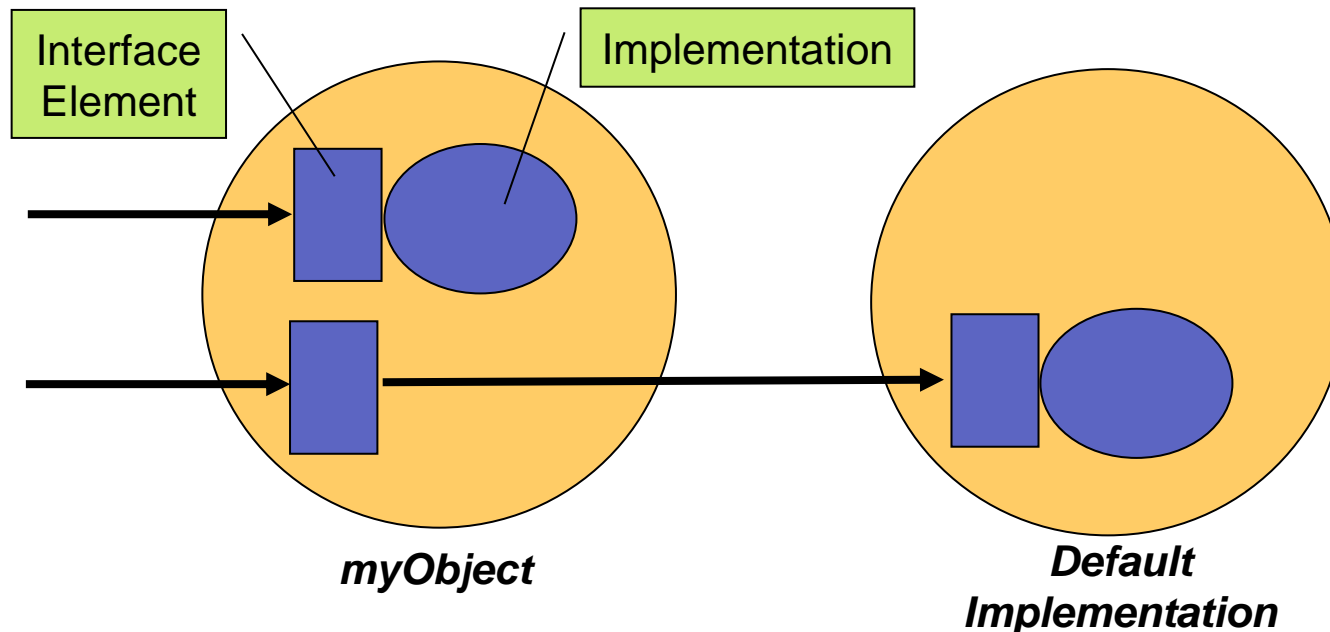
# Interfaces: Default Implementation

- In contrast to abstract classes, interfaces do not provide any implementation
- For interfaces that may be implemented quite often, a default implementation can be provided as abstract classes

```
001 /* SimpleTreeNode.java */
002
003 public interface SimpleTreeNode
004 {
005     public void addChild(SimpleTreeNode child);
006     public int getChildCnt();
007     public SimpleTreeNode getChild(int pos);
008 }
```

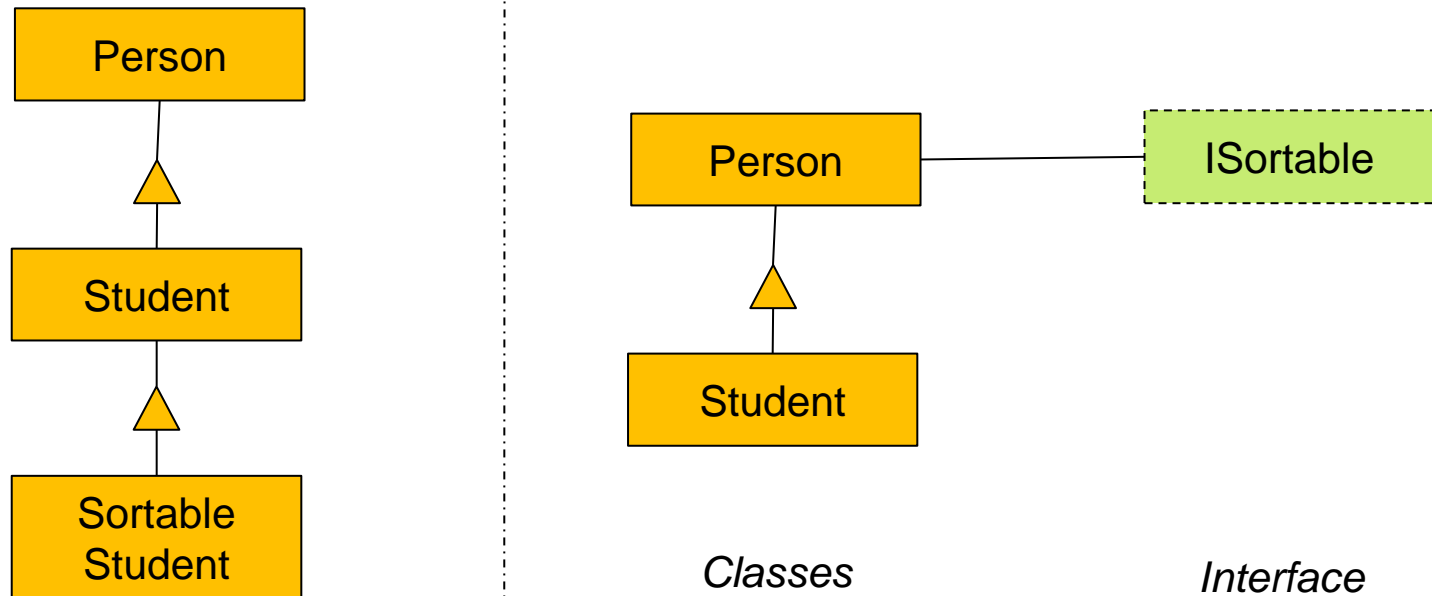
# Reuse of Default Implementation: Delegation

- Classes implementing an Interfaces may
  - not inherit from the Default Implementation
  - not completely implement all methods (DRY – don't repeat yourself!)
- Solution: Delegation to Default Implementation



# Class vs. Interface Inheritance

- Interface inheritance decouples an object's signature from the (interface) inheritance hierarchy



# Java >7: Default Implementations

```
01 public interface TimeClient {
02     void setTime(int hour, int minute, int second);
03     void setDate(int day, int month, int year);
04
05     static ZoneId getZoneId (String zoneString) {
06         try {
07             return ZoneId.of(zoneString);
08         } catch (DateTimeException e) {
09             System.err.println("Invalid time zone: " + zoneString +
10                 "; using default time zone instead.");
11             return ZoneId.systemDefault();
12         }
13     }
14
15     default ZonedDateTime getZonedDateTime(String zoneString) {
16         return ZonedDateTime.of(getLocalDateTime(), getZoneId(zoneString));
17     }
18 }
```

# Example Default Implementation

```
public interface IPerson {  
    default void getUp() { System.out.println("Get Up at 09:00"); }  
}
```

```
public interface IEmployee {  
    default void getUp() { System.out.println("Get up at 07:00"); }  
}
```

```
Public interface IDHBWStudent extends IPerson, IEmployee {
```

```
public class clsDHBWStudent implements IDHBWStudent {  
    . . . }  
}
```

```
public class clsMain {  
    public static void main(String[] args) {  
        IDHBWStudent myStudent = new clsDHBWStudent();  
        myStudent.getUp();  
    }  
}
```

Exception in thread "main" java.lang.Error: Unresolved compilation problem:  
Duplicate default methods named getUp with the parameters () and () are inherited from the types IEmployee and IPerson  
at clsDHBWStudent.<init>(clsDHBWStudent.java:2)  
at clsMain.main(clsMain.java:5)

# Duplicate Default Methodes: Solution

## ■ Conflicts in Interface

```
public interface IDHBW_Student extends IPerson, IStudent{  
    default void getUp() { IPerson.super.getUp(); }  
}
```

## ■ Conflicts in implementing class

```
public class clsDHBW_Student2 implements IStudent, IPerson{  
    public void getUp() { IPerson.super.getUp(); }  
}
```



# Collections

- Collections are classes being able to store and manage other objects
- They implement data structures such as Lists, Trees, Queues, and Stacks
- Idea (see also <http://download.oracle.com/javase/6/docs/technotes/guides/collections/overview.html>):
  - Handle different objects similarly
  - Have standardized Iterators
  - Have good implementations of, e.g., sorting algorithms

# Collection Classes JDK <1.2

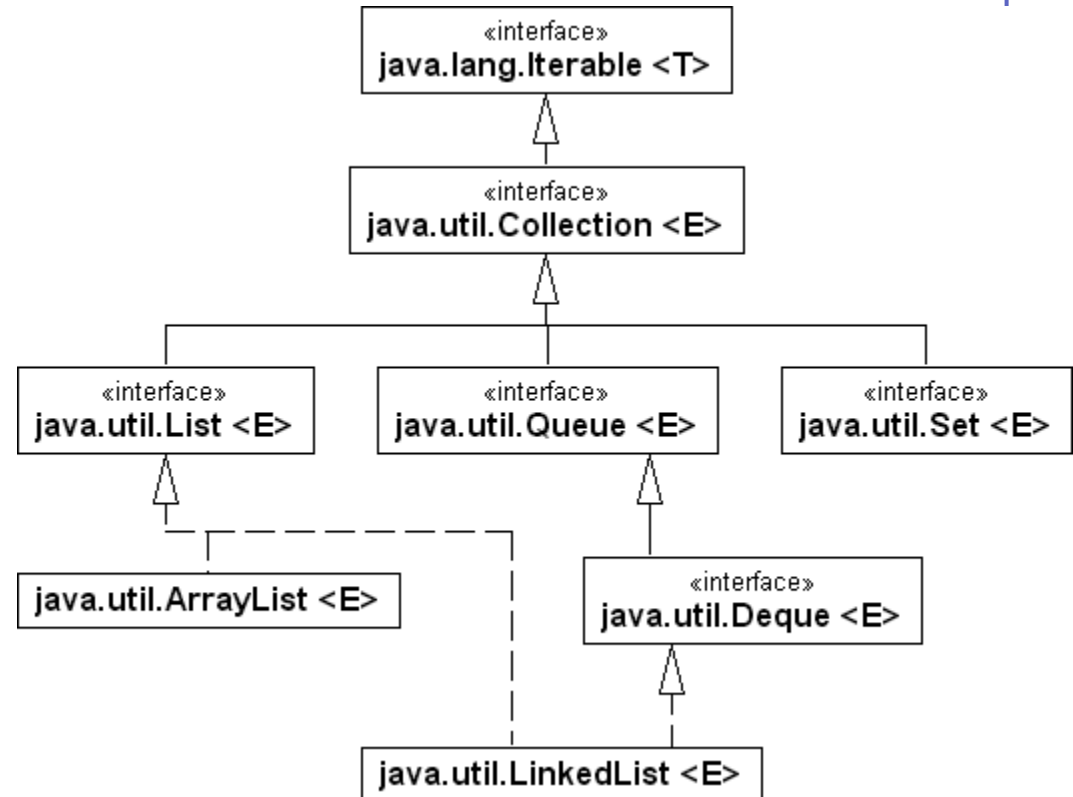
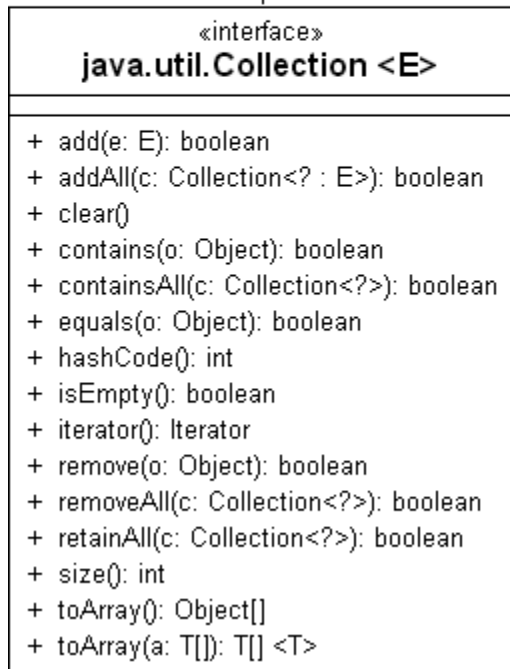
- classes Vector (array of Object objects), Stack (LIFO Vector), Dictionary (abstract class), Hashtable (implementation of Dictionary), BitSet (set of Integers)
- Synchronized, but slow
- Collections (JDK <1.2) store object of class Object -> casting and type checking required

```
001 /* Listing1401.java, javabuch.de */
002
003 import java.util.*;
004
005 public class Listing1401
006 {
007     public static void main(String[] args)
008     {
009         Vector v = new Vector();
010
011         v.addElement("eins");
012         v.addElement("drei");
013         v.insertElementAt("zwei",1);
014         for (Enumeration el=v.elements(); el.hasMoreElements(); ) {
015             System.out.println((String)el.nextElement());
016         }
017     }
018 }
```

# Collections (JDK since 1.2)

- All collection classes are unsynchronized
- Three different collection types (interfaces):
  - List (arbitrary objects, random or sequential access)
  - Set (set of unique values, set operations)
  - Map (object1 -> object2)

# Collections (JDK since 1.2)



# Generics

JDK >= 5.0

- Generics allow to abstract from concrete types, but to check for correct types
- Mainly used for Collections (list, array, set, ...)
- Generics allow to narrow the type compatibility without specific implementations
- Compiler does not have to convert types
  - example: List<Integer>

Interface for List class:

```
public interface List <E>{  
    void add(E x);  
    Iterator<E> iterator();  
}
```

# Generic Collection Classes

- The definition

```
Vector v = new Vector();
```

- does not define the type to be stored in the Vector object
- This can be done using the following notation

```
Vector<Integer> v = new Vector<Integer>(); //or
```

```
Hashtable<String, Integer> h = new Hashtable<String,  
Integer>();
```

- There are three other types for parameter type definition ("bounded Wildcards"):

Be C a class and I1 and I2 interfaces

- <T extends C>
- <T extends I1 & I2>
- <T extends C & I1>
- <T extends C & I1 & I2>

(see "Java ist auch eine Insel", chapter 10.5)

# Implementing a Generic Class

```
011 public class MiniListe<E>
012 implements Iterable<E>
...
031     public void addElement(E element)
...
051     public E elementAt(int pos)
...
087     public static void main(String[] args)
088     {
089         //Untyped Usage
090         MiniListe l1 = new MiniListe(10);
091         l1.addElement(3.14);
092         l1.addElement("world");
093         for (Object o : l1) { //Iterator
094             System.out.println(o);
095         }
096         //Ganzzahlige Typisierung
097         System.out.println("---");
098         MiniListe<Integer> l2 = new MiniListe<Integer>(5);
099         l2.addElement(3);
...

```

*Code taken from MiniListe.java*

# Generics and Interfaces

Source: <http://docs.oracle.com/javase/tutorial/java/generics/types.html>

```
public interface Pair<K, V> {
    public K getKey();
    public V getValue();
}

public class OrderedPair<K, V> implements Pair<K, V> {

    private K key;
    private V value;

    public OrderedPair(K key, V value) {
        this.key = key;
        this.value = value;
    }

    public K getKey()    { return key; }
    public V getValue() { return value; }
}
```