A Second Look At Java

Subtype Polymorphism

`Person x;`

- Does this declare **`x`** to be a reference to an object of the **`Person`** class?
- Not exactly—the *type* **`Person`** may include references to objects of other classes
- Java has subtype polymorphism

Outline

- 15.2 Implementing interfaces
- 15.3 Extending classes
- 15.4 Extending and implementing
- 15.5 Multiple inheritance
- 15.6 Generics

Interfaces

- A method *prototype* just gives the method name and type—no method body

- An interface in Java is a collection of method prototypes

This can be private.

public

```
public interface Drawable {
  void show(int xPos, int yPos);
  void hide();
}
```

Implementing Interfaces

- A class can declare that it implements a particular interface
- Then it must provide **`public`** method definitions that match those in the interface

Examples

```
public class Icon implements Drawable {
    public void show(int x, int y) {
        ... method body ...
    }
    public void hide() {
        ... method body ...
    }
    ...more methods and fields...
}
```
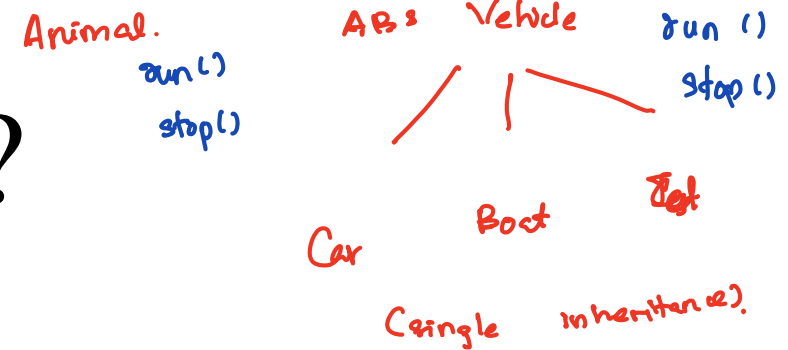
must be signature of interface.

method specifies by object

interface is the contract.

```
public class Square implements Drawable, Scalable {
    ... all required methods of all interfaces implemented ...
}
```

Why Use Interfaces?

☐ An interface can be implemented by many classes:

```
public class Window implements Drawable …
public class MousePointer implements Drawable …
public class Oval implements Drawable …
```

☐ Interface name can be used as a reference type:

```
Drawable d;
d = new Icon("i1.gif");
d.show(0,0);
d = new Oval(20,30);
d.show(0,0);
```

Polymorphism With Interfaces

```
static void flashoff(Drawable d, int k) {
  for (int i = 0; i < k; i++) {
    d.show(0,0);
    d.hide();
  }
}
```

☐ Class of object referred to by **d** is not known at compile time

☐ It is some class that **implements Drawable**, so it has **show** and **hide** methods that can be called

A More Complete Example

better if it is Adjective

- A **Worklist** interface for a collection of **String** objects

- Can be added to, removed from, and tested for emptiness

Modern Programming Languages, 2nd ed.

```
public interface Worklist {
  /**
   * Add one String to the worklist.
   * @param item the String to add
   */
  void add(String item);

  /**
   * Test whether there are more elements in the
   * worklist:   that is, test whether more elements
   * have been added than have been removed.
   * @return true iff there are more elements
   */
  boolean hasMore();
```

```
/**
 * Remove one String from the worklist and return
 * it.   There must be at least one element in the
 * worklist.
 * @return the String item removed
 */
String remove();
}
```

Interface Documentation

☐ Comments are especially important in an interface, since there is no code to help the reader understand what each method is supposed to do

☐ **`Worklist`** interface does not specify ordering: could be a stack, a queue, or something else

☐ We will do an implementation as a stack, implemented using linked lists

```java
/**
 * A Node is an object that holds a String and a link
 * to the next Node.  It can be used to build linked
 * lists of Strings.
 */
public class Node {
  private String data; // Each node has a String...
  private Node link;   // and a link to the next Node

  /**
   * Node constructor.
   * @param theData the String to store in this Node
   * @param theLink a link to the next Node
   */
  public Node(String theData, Node theLink) {
    data = theData;
    link = theLink;
  }
```

```
/**
 * Accessor for the String data stored in this Node.
 * @return our String item
 */
public String getData() {
  return data;
}


/**
 * Accessor for the link to the next Node.
 * @return the next Node
 */
public Node getLink() {
  return link;
}
}
```

```
/**
 * A Stack is an object that holds a collection of
 * Strings.
 */
public class Stack implements Worklist {
  private Node top = null; // top Node in the stack

  /**
   * Push a String on top of this stack.
   * @param data the String to add
   */
  public void add(String data) {
    top = new Node(data,top);
  }
```

```java
/**
 * Test whether this stack has more elements.
 * @return true if this stack is not empty
 */
public boolean hasMore() {
  return (top!=null);
}

/**
 * Pop the top String from this stack and return it.
 * This should be called only if the stack is
 * not empty.
 * @return the popped String
 */
public String remove() {
  Node n = top;
  top = n.getLink();
  return n.getData();
}
}
```

A Test

```
Worklist w;
w = new Stack();
w.add("the plow.");
w.add("forgives ");
w.add("The cut worm ");
System.out.print(w.remove());
System.out.print(w.remove());
System.out.println(w.remove());
```

- Output: **The cut worm forgives the plow.**

- Other implementations of **Worklist** are possible: **Queue**, **PriorityQueue**, etc.

Outline

More Polymorphism

- Another, more complex source of polymorphism
- One class can be derived from another, using the keyword **extends**
- For example: a class **PeekableStack** that is just like **Stack**, but also has a method **peek** to examine the top element without removing it

```java
/**
 * A PeekableStack is an object that does everything a
 * Stack can do, and can also peek at the top element
 * of the stack without popping it off.
 */
public class PeekableStack extends Stack {

  /**
   * Examine the top element on the stack, without
   * popping it off.  This should be called only if
   * the stack is not empty.
   * @return the top String from the stack
   */
  public String peek() {
    String s = remove();
    add(s);
    return s;
  }
}
```

Inheritance

- Because **PeekableStack** extends **Stack**, it inherits all its methods and fields

- (Nothing like this happens with interfaces—when a class implements an interface, all it gets is an obligation)

- In addition to inheritance, you also get polymorphism

```
Stack s1 = new PeekableStack();
PeekableStack s2 = new PeekableStack();
s1.add("drive");
s2.add("cart");
System.out.println(s2.peek());
```

Note that **s1.peek()** is not legal here, even though **s1** is a reference to a **PeekableStack**. It is the static type of the reference, not the object's class, that determines the operations Java will permit.

Question

- Our **peek** was inefficient:

```
public String peek() {
    String s = remove();
    add(s);
    return s;
}
```

- Why not just do this?

```
public String peek() {
    return top.getData();
}
```

Mother — protected
ask_for_money()
↑
can be access by
anyone in family tree.

Son

Answer

- The **top** field of **Stack** is **private**

- **PeekableStack** cannot access it

- For more efficient **peek**, **Stack** must make **top** visible in classes that extend it

- **protected** instead of **private**

- A common design challenge for object-oriented languages: designing for reuse by inheritance

Inheritance Chains

- A derived class can have more classes derived from it

- All classes but one are derived from some class

- If you do not give an **extends** clause, Java supplies one: **extends Object**

- **Object** is the ultimate base class in Java

The Class **Object**

- All classes are derived, directly or indirectly, from the predefined class **Object** (except **Object** itself)
- All classes inherit methods from **Object**:
  - **toString**, for converting to a **String**
  - **equals**, for comparing with other objects
  - **hashcode**, for computing an **int** hash code
  - etc.

Overriding Inherited Definitions

☐ Sometimes you want to redefine an inherited method

☐ No special construct for this: a new method definition automatically overrides an inherited definition of the same name and type

Overload   Override

① many versions   (version

② different signatures   same signature

Overriding Example

```
System.out.print(new Stack());
```

- The inherited **toString** just combines the class name and hash code (in hexadecimal)
- So the code above prints something like:
  ```
  Stack@b3d
  ```
- A custom **toString** method in **Stack** can override this with a nicer string:

```
public String toString() {
  return "Stack with top at " + top;
}
```

Inheritance Hierarchies

☐ Inheritance forms a hierarchy, a tree rooted at `Object`

☐ Sometimes inheritance is one useful class extending another

☐ In other cases, it is a way of factoring out common code from different classes into a shared base class

```
public class Label {            public class Icon {
   private int x,y;                private int x,y;
   private int width;             private int width;
   private int height;            private int height;
   private String text;           private Gif image;
   public void move                public void move
      (int newX, int newY)            (int newX, int newY)
   {                               {
     x = newX;                       x = newX;
     y = newY;                       y = newY;
   }                               }
   public String getText()        public Gif getImage()
   {                               {
     return text;                    return image;
   }                               }
 }                              }
```

Two classes with a lot in common—but neither is a simple
extension of the other.

```java
public class Graphic {
    protected int x,y;
    protected int width,height;
    public void move(int newX, int newY) {
        x = newX;
        y = newY;
    }
}
```

```java
public class Label                  public class Icon
    extends Graphic {                   extends Graphic {
  private String text;              private Gif image;
  public String getText()          public Gif getImage()
  {                                 {
     return text;                      return image;
  }                                 }
}                                   }
```

Common code and data have been factored out into a common base class.

A Design Problem

- When you write the same statements repeatedly, you think: that should be a method

- When you write the same methods repeatedly, you think: that should be a common base class

- The real trick is to see the need for a shared base class early in the design, before writing a lot of code that needs to be reorganized

Subtypes and Inheritance

- A *derived class* is a subtype
- From Chapter Six:

  A subtype is a subset of the values, but it can support a superset of the operations.

  (handwritten: ① by inheriting, the children becomes values more specific)

  (handwritten: ② more operations.)

- When designing class hierarchies, think about inheritance of functionality
- Not all intuitively reasonable hierarchies work well for inheriting functionality
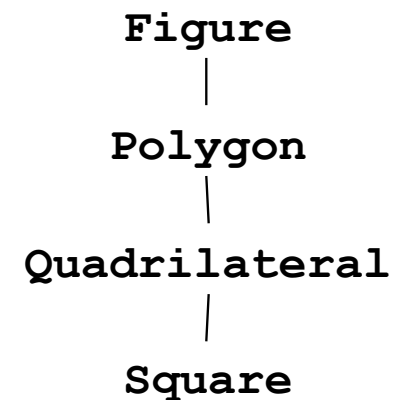
Figure
|
Polygon
|
Quadrilateral
|
Square

Outline

Extending And Implementing

☐ Classes can use **`extends`** and **`implements`** together

☐ For every class, the Java language system keeps track of several properties, including:

A: the interfaces it implements
B: the methods it is obliged to define
C: the methods that are defined for it
D: the fields that are defined for it

Simple Cases For A Class

- A method definition affects C only
- A field definition affects D only
- An `implements` part affects A and B
  - All the interfaces are added to A
  - All the methods in them are added to B

A:	the interfaces it implements
B:	the methods it is obliged to define
C:	the methods that are defined for it
D:	the fields that are defined for it

Tricky Case For A Class

☐ An **extends** part affects all four:

- All interfaces of the base class are added to A
- All methods the base class is obliged to define are added to B
- All methods of the base class are added to C
- All fields of the base class are added to D

A: the interfaces it implements

B: the methods it is obliged to define

C: the methods that are defined for it

D: the fields that are defined for it

Previous Example

```
public class Stack implements Worklist {…}

public class PeekableStack extends Stack {…}
```

❑ **PeekableStack** has:

– A: **Worklist** interface, inherited

– B: obligations for **add**, **hasMore**, and **remove**, inherited

– C: methods **add**, **hasMore**, and **remove**, inherited, plus its own method **peek**

– D: field **top**, inherited

A Peek At **abstract**

- Note that C is a superset of B: the class has definitions of all required methods
- Java ordinarily requires this
- Classes can get out of this by being declared **abstract**
- An **abstract** class is used only as a base class; no objects of that class are created
- We will not be using **abstract** classes

Outline

JAVA → single inheritance

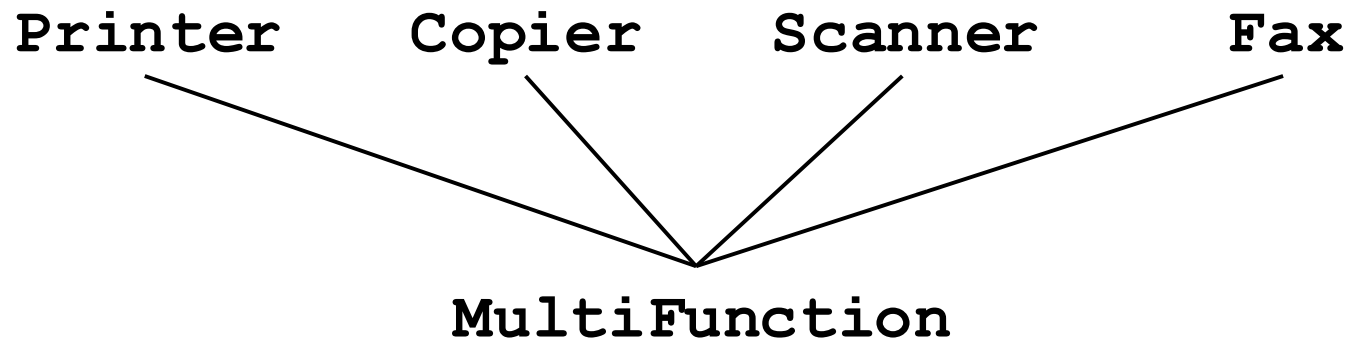# Multiple Inheritance

☐ In some languages (such as C++) a class can have more than one base class

☐ Seems simple at first: just inherit fields and methods from all the base classes

☐ For example: a multifunction printer

**Printer   Copier   Scanner   Fax**
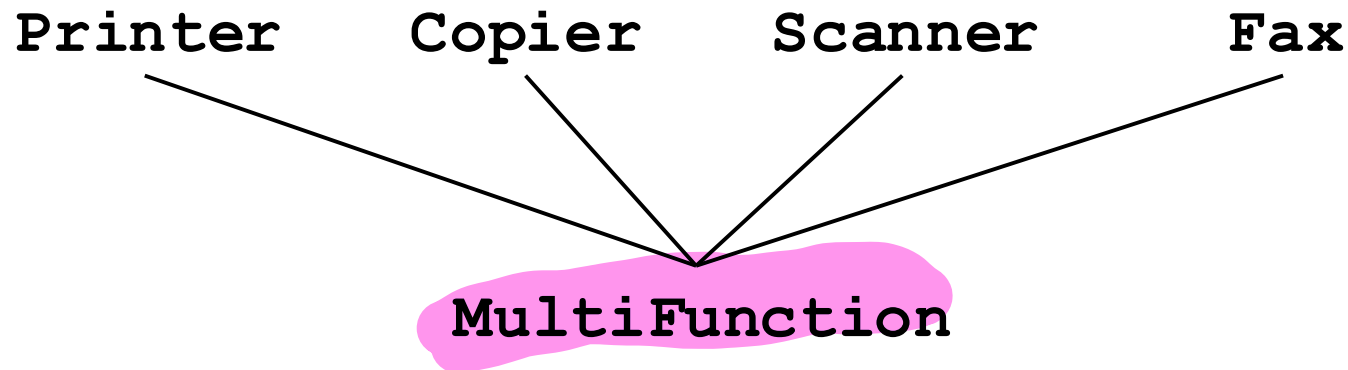
MultiFunction

Collision Problem

- The different base classes are unrelated, and may not have been designed to be combined
- **Scanner** and **Fax** might both have a method named **transmit**
- When **MultiFunction.transmit** is called, what should happen?

Printer   Copier   Scanner   Fax

MultiFunction

Diamond Problem

☐ A class may inherit from the same base class through more than one path

A ✗

B ✗   C ✗

D (✗?)
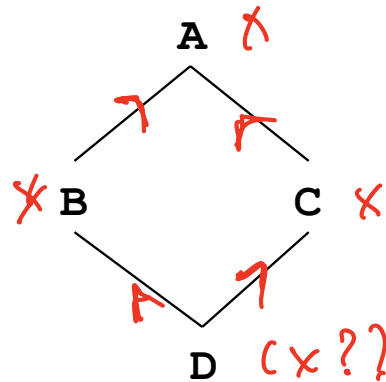
☐ If **A** defines a field **x**, then **B** has one and so does **C**

☐ Does **D** get two of them?

Solvable, But…

☐ A language that supports multiple inheritance must have mechanisms for handling these problems

☐ Not all that tricky

☐ The question is, is the additional power worth the additional language complexity?

☐ Java's designers did not think so

Living Without Multiple Inheritance

- One benefit of multiple inheritance is that a class can have several unrelated types (like **`Copier`** and **`Fax`**)

- This can be done in Java by using interfaces: a class can implement any number of interfaces

- Another benefit is inheriting implementation from multiple base classes

- This is harder to accomplish with Java

Forwarding

wrapper.

```
public class MultiFunction {
  private Printer myPrinter;
  private Copier myCopier;
  private Scanner myScanner;
  private Fax myFax;

  public void copy() {
    myCopier.copy();
  }
  public void transmitScanned() {
    myScanner.transmit();
  }
  public void sendFax() {
    myFax.transmit();
  }
  …
}
```

wrapper class.

Outline

An Early Weakness in Java

- Previous **Stack** example: a stack of strings
- Can't be reused for stacks of other types
- In ML we used type variables for this:

```
datatype 'a node =
    NULL |
    CELL of 'a * 'a node;
```

- Ada and C++ have something similar, but Java originally did not

Living Without Generics

- Until the 2004 additions to Java, programmers had to work around this

- For example, we could have made a stack whose element type is `Object`

- The type `Object` includes all references, so this would allow any objects to be placed in the stack

```
public class ObjectNode {
   private Object data;
   private ObjectNode link;
   public ObjectNode(Object theData,
        ObjectNode theLink) {
     data = theData;
     link = theLink;
   }
   public Object getData() {
     return data;
   }
   public ObjectNode getLink() {
     return link;
   }
}
```

Similarly, we could define **ObjectStack** (and an **ObjectWorklist** interface) using **Object** in place of **String**

Weaknesses

☐ No compile-time type checking on the element types

```
ObjectStack s1 = new ObjectStack();
s1.add("hello");
s1.add(s1);
```

☐ Usually, that kind of code is an error, and programmers want the compiler to help identify it

Weaknesses

- To recover the type of the stacked object, we will have to use an explicit *type cast:*

```
ObjectStack s1 = new ObjectStack();
s1.add("hello");
String s = (String) s1.remove();
```

- This is a pain to write, and also inefficient
- Java checks at runtime that the type cast is legal—the object really is a **String**

Weaknesses

☐ Primitive types must first be stored in an object before being stacked:

```
ObjectStack s2 = new ObjectStack();
s2.add(new Integer(1));
int i = ((Integer) s2.remove()).intValue();
```

☐ Again, laborious and inefficient

☐ **Integer** is a predefined wrapper class

☐ There is one for every primitive type

True Generics

- In 2004, Java was extended

- It now has parameterized polymorphic classes, interfaces, methods, and constructors

- You can tell them by the distinctive notation using angle brackets after the type name

1 a (in ML)

```
interface Worklist<T> {
  void add(T item);
  boolean hasMore();
  T remove();
}
```

formal *type parameter* defines a type variable **T** inside this interface

uses of the type variable **T**

```
Worklist<String> w;
...
w.add("Hello");
String s = w.remove();
```

actual *type parameter* when we use the type; now **add** takes a **String**, and **remove** returns a **String**

```
public class Node<T> {
  private T data;
  private Node<T> link;
  public Node(T theData, Node<T> theLink) {
    data = theData;
    link = theLink;
  }
  public T getData() {
    return data;
  }
  public Node<T> getLink() {
    return link;
  }
}
```

```
public class Stack<T> implements Worklist<T> {
  private Node<T> top = null;
  public void add(T data) {
    top = new Node<T>(data,top);
  }
  public boolean hasMore() {
    return (top!=null);
  }
  public T remove() {
    Node<T> n = top;
    top = n.getLink();
    return n.getData();
  }
}
```

Using Generic Classes

```
Stack<String> s1 = new Stack<String>();
Stack<Integer> s2 = new Stack<Integer>();
s1.add("hello");
String s = s1.remove();
s2.add(1);
int i = s2.remove();
```

☐ Notice the coercions: **int** to **Integer** ("boxing") and **Integer** to **int** ("unboxing")

☐ These also were added in 2004