

Metodologías de Diseño y Programación

Código: CC2003

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Method look-up,
this, super

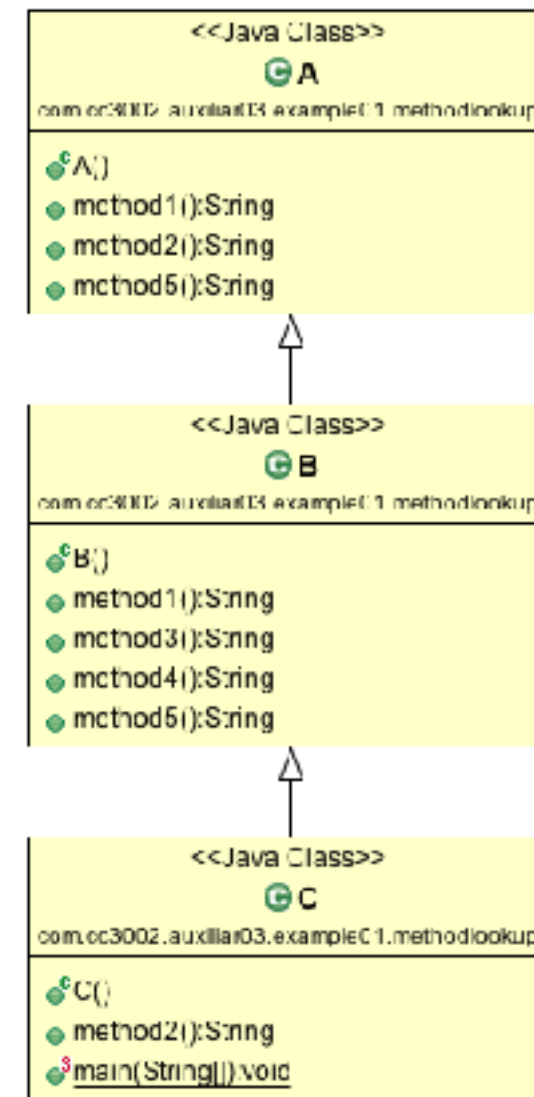
```

public class A {
    public String method1() {
        return "A.method1()";
    }
    public String method2() {
        return "A.method2() > " + this.method1();
    }
    public String method5() {
        return "A.method5() > " + this.method2();
    }
}

public class B extends A {
    public String method1() {
        return "B.method1()";
    }
    public String method3() {
        return "B.method3() > " + super.method1();
    }
    public String method4() {
        return "B.method4() > " + super.method2();
    }
    public String method5() {
        return "B.method5() > " + super.method5();
    }
}

public class C extends B {
    public String method2() {
        return "C.method2() > " + this.method1();
    }
}

```

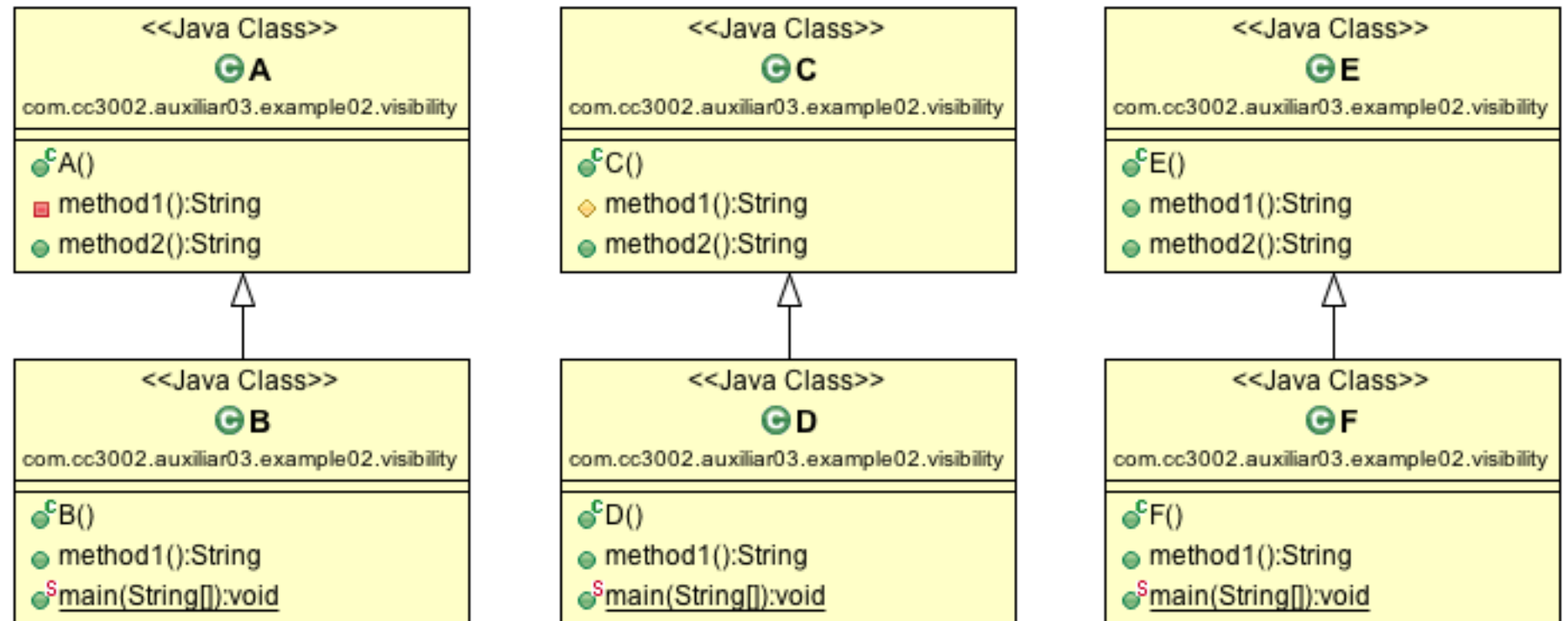


```

public static void main(String[] args) {
    System.out.println("1. " + new C().method1());
    System.out.println("2. " + new B().method1());
    System.out.println("3. " + new A().method1());
    System.out.println("4. " + new C().method2());
    System.out.println("5. " + new B().method2());
    System.out.println("6. " + new A().method2());
    System.out.println("7. " + new B().method3());
    System.out.println("8. " + new C().method4());
    System.out.println("9. " + new C().method5());
}

```

Visibility



A, C, E

```

public class A {
    private String method1() {
        return "A.method1()";
    }
    public String method2() {
        return "A.method2() > " + this.method1();
    }
}

```

B, D, F

A, C, E

```

public class B extends A {
    public String method1() {
        return "B.method1()";
    }
}

```

```

public static void main(String[] args) {
    System.out.println("1. " + new A().method2());
    System.out.println("2. " + new B().method2());
    System.out.println("3. " + new C().method2());
    System.out.println("4. " + new D().method2());
    System.out.println("5. " + new E().method2());
    System.out.println("6. " + new F().method2());
}

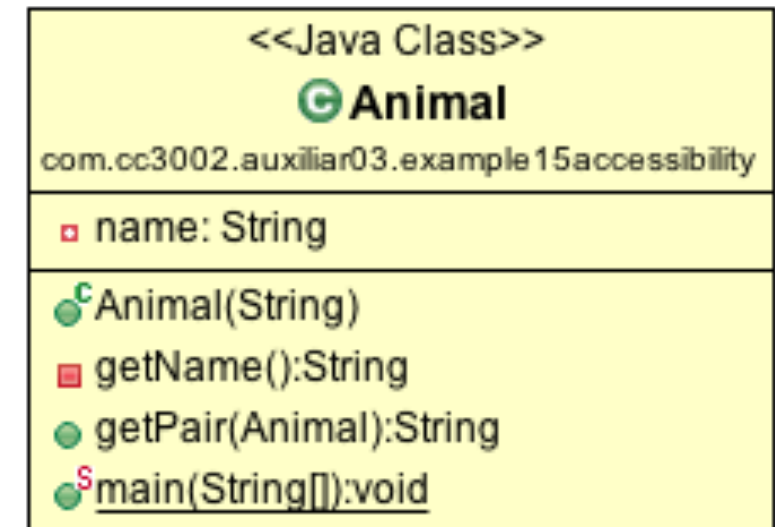
```

Accessibility

```

public class Animal {
    private String name;
    public Animal(String name) {
        this.name = name;
    }
    private String getName() {
        return name;
    }
    public String getPair(final Animal paired) {
        return this.getName() + " with " + paired.getName();
    }
}

```



```

public static void main(String[] args) {
    System.out.println("1. " + new Animal("Jirafa").getPair(new Animal("Antilope")));
    System.out.println("2. " + new Animal("Tigre").getName());
}
}

```

Method over-load

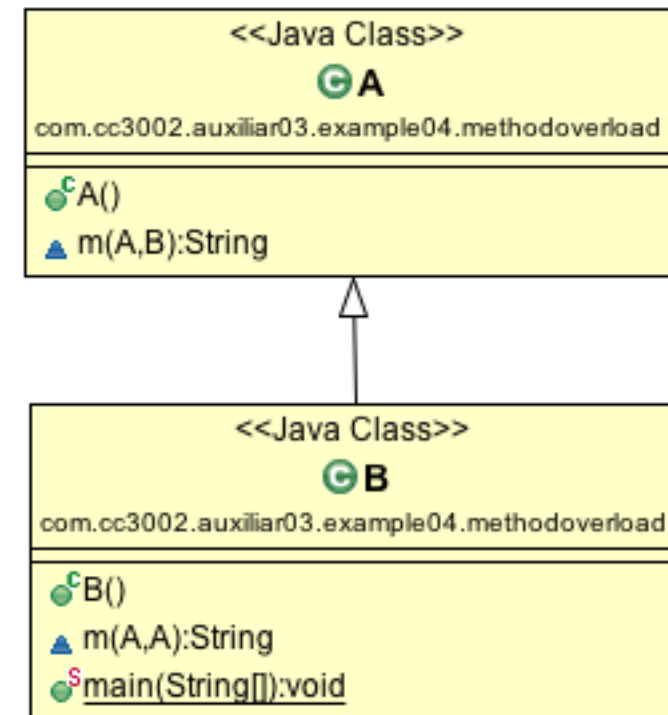

```
class A {
    String m(A o1, B o2) {
        return "A.m(A,B)";
    }
}
```

```
public class B extends A {
    String m(A o1, A o2) {
        return "B.m(A,A)";
    }
}
```

```
public static void main(String[] argv) {
    System.out.println("1. " + new B().m(new A(), new A()));
    System.out.println("2. " + new B().m(new A(), new B()));

    A object1 = new B();
    A object2 = new B();

    System.out.println("3. " + new B().m(object1, object2));
    System.out.println("4. " + new B().m((B) object1, object2));
    System.out.println("5. " + new B().m(object1, (B) object2));
}
```



Static Methods

```

public class A {
    public static String method1() {
        return "A.method1()";
    }
    public String method2() {
        return "A.method2() > " + method1();
    }
}

```

```

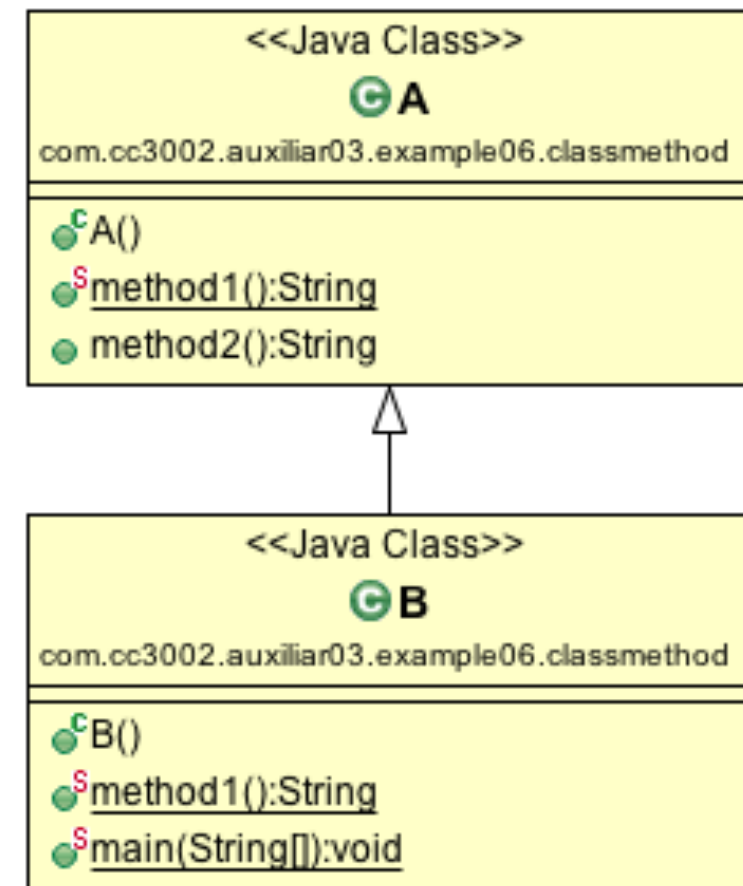
public class B extends A {
    public static String method1() {
        return "B.method1()";
    }
}

```

```

public static void main(String[] args) {
    System.out.println("1. " + new A().method2());
    System.out.println("2. " + new B().method2());
    System.out.println("3. " + A.method1());
    System.out.println("4. " + B.method1());
    System.out.println("5. " + method1());
}
}

```



Constructors

```

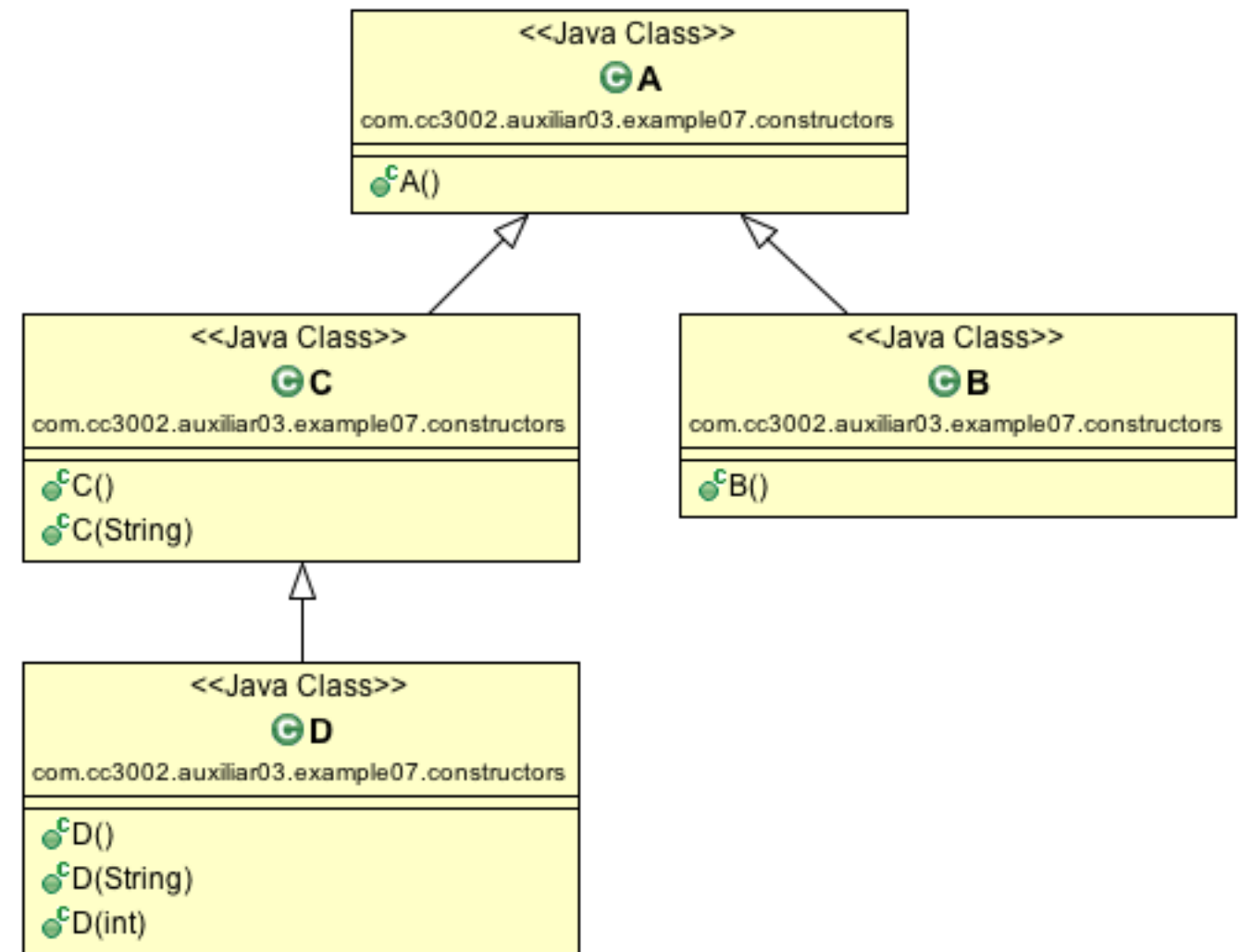
public class A {
    public A() {
        System.out.print("new A() > ");
    }
}

public class B extends A {
    public B() {
        System.out.print("new B() > ");
    }
}

public class C extends A {
    public C () {
        System.out.print("new C() > ");
    }
    public C (String name) {
        System.out.print("new C(" + name + ") > ");
    }
}

public class D extends C {
    public D() {
        this("dog");
        System.out.print("new D() > ");
    }
    public D(String name) {
        super(name);
        System.out.print("new D(" + name + ") > ");
    }
    public D(int number) {
        super();
        System.out.print("new D(" + number + ") > ");
    }
}

```



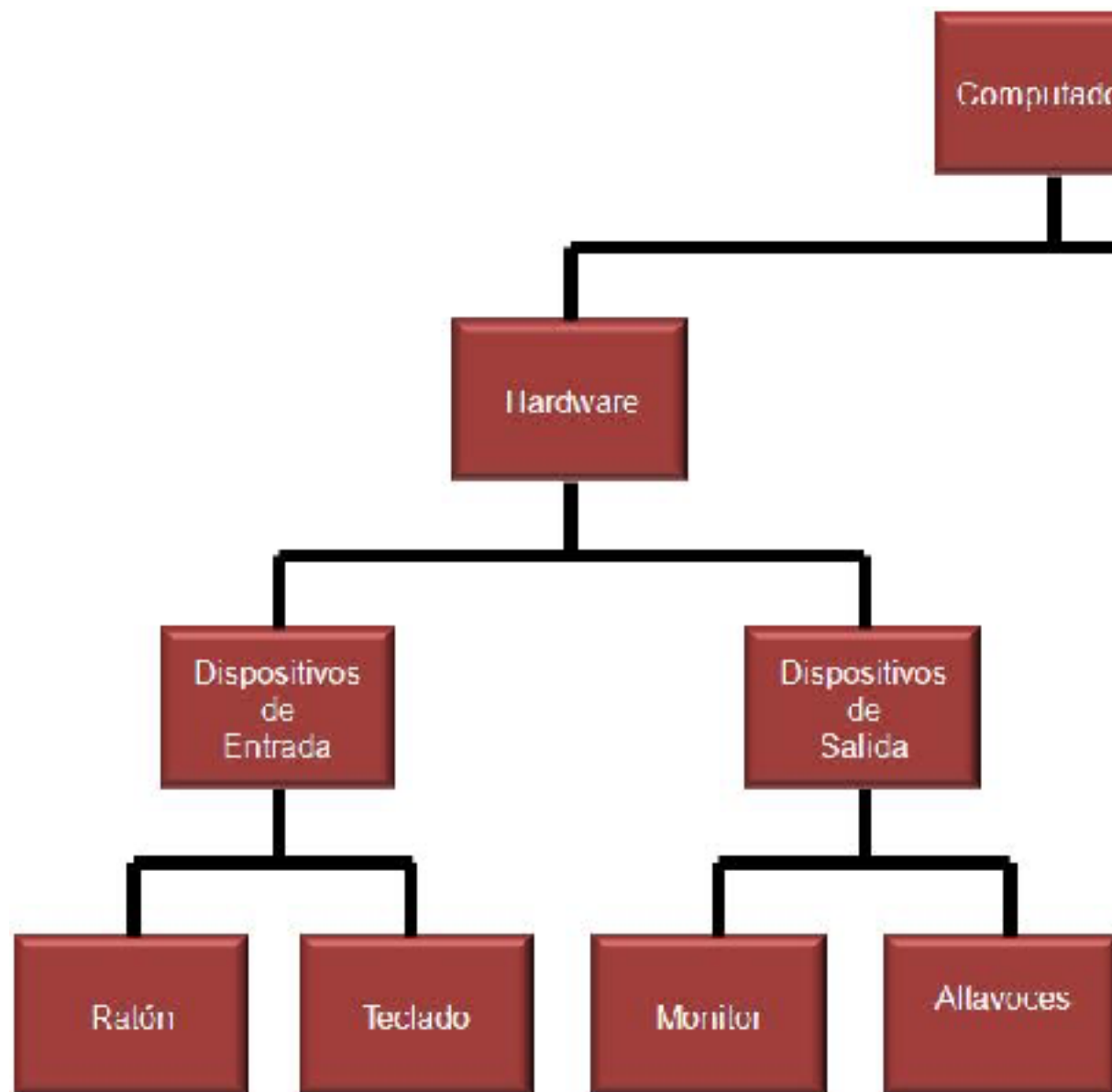
```

public static void main(String[] args) {
    System.out.print("1. "); new A();
    System.out.print("2. "); new B();
    System.out.print("3. "); new C();
    System.out.print("4. "); new C("animal");
    System.out.print("5. "); new D();
    System.out.print("6. "); new D("jirafa");
    System.out.print("7. "); new D(3);
}

```

Double Dispatch

Ejercicio: Imprime un Árbol



Computadora
Hardware
Dispositivos de Entrada
Ratón
Teclado
Dispositivos de Salida
Monitor
Altavoces
Software
...

